

ACE

MAGAZINE OF THE YEAR

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RECAR, MORE ROAD, MORE ACTION!

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Falco has produced a 32-bit games computer that comes with a built-in CD-ROM as standard. The graphics are red-hot and the software-base features some stunning conversions of familiar titles. Check over the details and start saving...

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There you are, cowering behind the sofa in a cold sweat, trembling violently, stomach churning, and screaming for Mummy. You had everyone else in the room for the evening. You know it was foolish, but you just had to look up that game one more time, and now you're very, very sorry... Just a nasty dream? Or could software houses really give us the jitters?



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Gamers in Japan can now play AfterBurner on the first machine with a built-in CD-ROM...

TOWNS
SENSATION

Ever since we first printed a picture of Falco's FM Towns computer, we've been inundated with demands from readers for more information. We're delighted to oblige. Thanks to some timely co-operation from Japan's famous Log magazine, we've been able to bring you a report on this exciting new 32-bit games macro on page 27...

THE TOWNS - a machine to satisfy your wildest dreams, complete with CD-ROM and massive processing power...

ANCO

Anco are celebrating the launch of Player Manager by giving you the

WHAT A MONTH!

OK, so Christmas is on the way, but that's still no excuse for bombarding you with all the goodies we've packed into this issue. Find out about Tetris II; the extraordinary FM Towns computer; a simulator that plunges you into the depths of the human immune system; a coin-op that contains a PC Engine; which of this month's games you've got to grab; and much, much more. Not only that, but we've gone overboard on the giveaways. You can win an Atari Lynx, or (courtesy of Anco) a stunning Sony video camera, and pin up on your wall the ultimate new technology wallchart.

The ACE Technochart comes free with this issue and gives you details on almost all the hardware you're likely to find in the shops in Britain - and quite a few that you won't. It gives you a complete guide to computer entertainment in one glorious full colour experience. Eat turkey, Santa...

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A C64 game that looks as if it's running on an Amiga? A game about cigarettes? Not Rainbow Arts in Germany and find out for yourself...

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AN ATARI LYNX CONSOLE121

Get your paws on one of the world's most desirable handheld consoles - absolutely free!

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Win a free video camera and reward those gamey feet!



Anco's Player Manager takes the field...

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Maps, cheats, hints, and tips enable you to kick ass where you might otherwise wrap out...

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A year of authoritative game reviews, exclusive coverage of exciting new technology, and a free issue of Britain's best computer entertainment magazine - for only £17.95.

Journey into the human body with Lucasfilm's latest mega-simulator. See page 104.

BANCO!

the chance to win a free video camera - kick off on p.40.

Hard

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The aim of the game is simple, score more goals than your opponent to win the match. Doing it is a different matter as **spitters** fill the screen with dozens of balls, **barrels** take them from you, **barriers** (even balls) all over the show, **barbed red** arrows speed them up to almost impossible velocity, **magnets** pull them away from your control, and **thuds**, **thuds**, **thuds**.

Ballistix is incredibly flexible, too. You can play against the computer or another player, set the speed if you can't stand the pace, define where the balls are fired and their velocity, rack up bonuses that will get you extra goals and then, at the end of an exhilarating game, set your name in pride of place on the high-score table. And it's all played to the accompaniment of a riveting sound track and a powerful apparatus you're never going to forget.

Ballistix is definitely not a game for wimps. It's tough, fast, challenging and incredibly competitive - in fact, it's just the kind of game you like.

AMIGA/ATARI ST £19.99 PC £29.95 CD-ROM £12.99/£4.95 (US)

Screens shown taken from the Amiga version

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COMMAND PERFORMANCE

Restline Games' Bobb's war's long due, but eagerly awaited, follow-up to the gaming classic, *Carrier Command* should be out next March. The game is to be called *Battle Command*, and although it places the player in a futuristic tank, the guys at Restline are keen to stress that "it is not a tank simulator". Instead, *Battle Command* is in the *Carrier Command* tradition using a multi-stage game format with approximately 30 mission scenarios, which the player must complete before the "final encounter". Just what the "final encounter" is, the guys at Restline aren't saying at the stage, but suffice to say that with up to 32 missions to complete there should be plenty to keep even the hardened tank commander happy!

Battle Command has already



Will *Battle Command* top the success of *Carrier Command*?

been under development for nearly 18 months for the past 18 months, with Restline making improvements to the already stable *Carrier Command*. These

"tweaks" include far more complex solid 3D graphics with highly detailed objects, and a better gameplay combination of strategy and shoot-'em-up.

TEXT GAME OVER?

Trolls, hobbits, dragons, and gnomes staged a mass demonstration outside Level 9's offices last night, following the news that Britain's best known fantasy software house have announced their last traditional adventure title.

"It's true," said Peter Austin,

addressing a militant crowd which gathered before the doors. "We shall not be releasing any more adventures, unless... Scapgoat licensed this issue, a 145¢ title much better than expected. There have been so many good adventures written over the past few years that producing new ones which will sell in any quantity is

getting more and more difficult."

Narrowly avoiding a fistful from a distressed clerk, Austin went on to reminisce about *The Age of the Adventure*. "Our favorite game, not including our own, of course, had to be an *Infocom* title..." (loud sniggers from a small group of *Leather Stockings*™, "hrrr...") "...titles of inspiration from the same!"... and our favorite Level 9 title, were *Ingrid's Back* and, of the older games, *Danger Adventure*."

As grown hobbits broke down and wept, Austin declared that times were changing. "We released *Colossal Adventure* back in 1981. Since then it's sold around fifty thousand copies. We still get orders for it, but only a couple a week and those are mostly from people wanting to complete their collections. Nowadays everyone wants animated graphics and arcade action. However the time will come when *Battle Command* and headsets will give the adventure format a new lease of life..."

Meanwhile, at another

LOCK AND LOAD

Are you worried about the increase in virus threats? Can you bear to leave your micro unprotected? Are you sick of your cat leaping onto your computer?

Well Homeguard UK may



have the perfect solution to your troubles with the Audio and Video Guard anti-theft alarm. This a compact security device used to protect electronic appliances (cameras, videos, hi-fi) that are permanently connected to the mains.

The unit uses a electromagnetic current sensing strip to detect if the power to your appliance has been switched off, unplugged or had its cable cut loose. Any of these actions would result in a loud piercing alarm lasting 45 seconds.

The unit runs off a P13 battery, costs £14.95 and can be obtained from Homeguard UK on 0327 766374.



Just the sort of scene...

I found some of the original credits at I got further, the more I read. It was a real surprise that I could find out enough to read all that stuff. I read that.

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rally nearby, Anita Sinclair of Magenta Studios, producers of *The Power and Gold of Thrones*, was delivering enthusiastically about the future of the very same game format for the text adventures. "I'm sure," she said, "there will be a whole slew of adventure titles, from *Magenta Scrolls* coming out next year. The first will appear in March next year and will be a full *Magenta Scrolls* fantasy. It will be the start of the text adventures, not the end..."

Although, certainly, *My Sister* was first carried off into the night overshadowing by several black-leather-clad orcs. The apparent death of the text adventure appears, therefore, to be somewhat in doubt...

THE GREATEST SHOW ON EARTH

All that, and there is a computer show devoted to you — the gamer/player. There won't be a business machine in sight at next year's European Computer Entertainment Show — the only computer show dedicated solely to gamers.

ECCS is sponsored by ACE, and our sister publications *The One*, *C+VG*, *Commodore User* and *Sinclair User*. Each magazine will run a special event during the show, such as *C+VG* organizing the World Computer Gaming Championship in cooperation with leading software company US Gold. Of course ACE will be running its own event — we'll keep you informed with further details over the coming months.

All of the leisure industries big names like Ocean, US Gold and Progress will be at



ECCS, showing you their latest games, software — the chattering Mice of Christmas 1990.

In effect, ECCS has taken over the PC Show — the computer industry's premier show. "ECCS will be more of a festival than an exhibition," said the show's enthusiastic spokesperson Dean Bennett, "we will get the excitement back into the computer entertainment industry." ECCS will be extensively covered on TV and in the national press, acting as a much needed forum for computer entertainment.

The European Computer Entertainment Show will be held at Lords Court from 19th-20th September, 1990. We look forward to seeing you there...

WE ARE GLASS

You could be playing your favorite game on your window, patio door or car windscreen if Pilkington Glass' predictions for the next decade become reality.

In its *Forecasting 2000* report, Pilkington believes the information technology and building construction industries will merge together to produce breath-taking buildings in the four subsequent signs. This will grow from adding up to video or TV pictures and computer data being displayed on an "average" sheet of glass producing a high resolution flat-screen colour display of "photographic" quality. You can see ACE's predictions for games on glass in the free pull-out with-start in this issue.

We can't wait to hear the die-distinguishing salesperson pitch for this one...

EXTRA TIME FOR KICK OFF

Kick Off, probably the best football simulation available and one of the best games released this year, is about to gain a new lease of life thanks to the release of an Extra Time Expansion Disc.

Extra Time is designed to appeal both average and seasoned Kick Off player alike, thanks

CUTE COIN-OP CRAZE

The next time you go into the arcade for a bit of endless electronic slot-mania, you may face cutely hatted *Player Ball* instead of *Operation Blood's Guts Terminator*.

At least that's the theory many Japanese coin-op manufacturers are subscribing to. The evidence to back this statement up came with the JAMMA coin-op show in Japan last month, when over 50% of the attractions on show consisted of cutely novelty games like the one where you hit lovable characters over the head with a mallet) and *CHILDREN*, playables, as opposed to the trend in turbo BROOD, multi-batter games decks. The JAMMA show has traditionally been the place to see "next year's" coin-op blockbusters.

The reason behind the decline in arcade electronic entertainment? Most probably a lack in origi-

nality — after all when was the last time you played a new coin-op which wasn't a shoot'em-up, beat 'em-up or racing game? Over the past three years, coin-op manufacturers have not so much improved upon the genre, as the electronic adventure industry that's there to impress you into forgoing just \$1 per game. Of course, there are a few exceptions — but these just help to prove the rule.

So what if the future? Coin-op electronic games will still be there — there will just be fewer of them, and as a consequence they will be of a higher standard and perhaps a little more "novel".

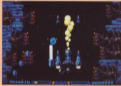
As for the home micro scene which has followed the coin-op industry very closely — indeed a little too closely — over the past three years, many software publishers are gleefully looking forward to having the chance to produce superior computer

games as a result of the coin-op's decline in numbers. In fact, one leading industry figure told ACE: "There will be an emphasis away from coin-op conversions towards RPG and strategy computer games — and our company is perfectly poised for such a change in the games market".

It looks as though gamers will not so much be spoilt for choice, as spoilt for quality and originality — we'll have to wait and see, but in the meantime why not write to ACE and tell us your views. Coin-op contribution, ACE Letters, Pease Court, 50-52 Farningham Lane, London EC3R 8AL.



XENON II MEGABLASTS ONTO PC



Xenon II, the chart-topping Ornam Brothers blaster is going to make it onto the PC later this month. The \$10-rated Amiga version of Xenon II was reviewed in ACE issue 25, and quite "stretches the Amiga further than any shoot'em-up has ever

stretch'd before".

PC Xenon II should match the quality of the ST and Amiga versions and will probably become the PC shoot'em-up. As we can't wait to hear the bomb the Boss Megablasts soundtrack through our PC speaker...

to a whole host of new features including: full control over the power of shots, headers and chips; player control of the queue when taking a gun-flick; four more team tactics to choose from; five new playing surfaces - Hard, Wet, Soggy and Antitank; players can select their team from a squad of ten; and there's a new set of art to encounter.

Extra Time costs £9.95 for ST and Amiga, obviously requires the original Kick Off disk, and should be available later this month. Meanwhile, Ecco has also launched another localisation, Player Manager (see page 40 for a full-on competition to referee its launch) and is currently working on Kick Off 2, due out sometime next year.



Microprose's Kick Off isn't shoot'em-up.

WHO'S IN THE HOUSE?

Micro blasts US software company, Microprose is setting up its own in-house programming team in the UK. The house crew should consist of about 5-6 programmers devoting themselves to ST and Amiga conversions of Statewide Microprose's popular PC products like F-19 Stealth Fighter, F-15 Strike Eagle II and MI Task Platform. In fact, F-19 Stealth Fighter should be the first off the conversion line with an Amiga F19 due next month and a ST version following in January or February.

What this should mean to you is more ST and Amiga conversions - better!

But according to a Microprose spokesperson, the reason behind this move into personal prog development is simple: Microprose doesn't want its valuable PC source code to go walking outside the company - and our UK programmers can apparently show the Yanks a thing or two when it comes to programming the ST and Amiga.

As ACE goes to press, Microprose is just on the point of signing up software development house Core Design to produce the follow up to the immensely successful Kick

ACE DREAM MAC-HINE



What price of hardware have ACE additional been drooling over this month? It's the Lipo, Stone or PC Engine 37 too, it's the new Apple IIx Portable! But why would a bunch of games freaks be interested in a top powered 1MHz CMOS 68000 portable computer with 1.44MB Super-Disk, 1MB RAM, optional 40MB hard disk, 8552 just to handle power management, and the crispest display to be seen in any portable mac? Easy, the IIx plays the best game of

them this side of the Nintendo Game Boy. Then there's Goarc: Gomo and Crystal Quest, and wouldn't it be great to try out the ACE pages on the way to work, and of course the poss. rating of using a Mac on the train goes right off the scale. So what stops us from all going out and getting one today? That's even easier - the whopping price! Asking price of £1999 is £4495 - that's stuff that we can dream can't we!

Dangerous. Inexplicably titled, Risk Dangerous 2 this month will see our hero in space - up against more puzzles and action. It should be available sometime in the Spring.



In the coming year, as PC games software sales start to seriously compete with those of the ST and Amiga.

BARGAIN 286 PC

Atari has launched a price beating 286 PC for an amazing starting price of £295.95 ex VAT. The Atari ABC 286 is the first in a new range of low cost Atari PCs, and comes with a single 3.5" disk drive, 1MB RAM, motherboard expansion and 3 other expansion slots. The starting price is for the CPU only, other options include CPU & ISA memo. monitor £499.99 ex VAT, CPU & 30MB hard disk £799.99 ex VAT and CPU, 30MB hard disk & EGA memo-monitor £899.99 ex VAT.

The price of higher powered 286 and 386 PCs are starting to tumble, and hopefully other PC manufacturers will take Atari's lead in reducing prices further. This could help the predicted rise of the PC as a serious contender in the games machine stakes over

CHESS GOES ONLINE

Profil has introduced a new service catering for entire Chess enthusiasts. The Chessline Club is designed to cater for 'computer-driven' chess players, but offers a faster, more reliable and more economic alternative to conventional postal chess.

The Chessline Club is affiliated to the British Chess Federation (BCF) and The British Postal Chess Federation, and Chess Match will hold an annual tournament.

meet, in close conjunction with the IBC, from January 1990 onwards. Other Commodore Club services include Commodore Letters members are put in touch with each other and Commodore News, reviews, event diary and game results information desk.

Subscription to Commodore Club is free of charge to Prestel users, for further details contact Balcorn on Freephone 0800 300 700.

GREMLIN ON SKIDZ ROW

Gremlin is counting on skateboarding and BMXing still being "in" this month, with the release of *Skidz*, a BMX and skateboard simulation with just one simple task - you have to become the "hottest and smartest kid in town". *Skidz* is played over 7 levels and 7 days with you riding either a BMX bike or skateboard through city streets, parks, canal ways, beaches and construction sites while encountering the likes of thugs, cops, gammas, tramps and jogs. *Skidz* is out later this month on ST and Amiga for £19.98, with the Amiga version using a full-screen overcast display. *Skidz* is also under development on the Nintendo console, which is scheduled for release sometime next year.

Gremlin should also have Footballer of the Year II and Ultimate Golf out this month on various formats, though Footballer - the experimental game featured back in ACE issue 1 - has been delayed again to sometime in 1990.



GAME BOY HEADS FOR 5 MILLION

Nintendo's Game Boy hand-held console is enjoying phenomenal success in Japan and the States with Nintendo looking set to ship four to five million units next year. So far this year, Nintendo has already shipped 3.1 million Game



Boys, because Japanese and American kids are going "crazy" over playing portable Super Mario Bros. and Tetris.

SOFT HOUSE

New sound sampling techniques, combined with the falling price of dedicated MIDI music peripherals, is giving a new lease of life to game soundtracks.

Currently, sampled sound tracks on games like *Blood Money* and *Demol* require considerable amounts of memory even when compression techniques are used. At the same time, these games are proving that the multi-channel stereo noise is a real bonus for gamers and an important part of the playing experience. So what's to do?

Sierra Online have for some time been producing games with MIDI soundtracks that will drive certain Roland and Yamaha modules. These state the serial Synthesizer tracks sound pretty jolly by comparison when output through a suitable set-up. You can check out the hardware side in this month's issue on page 125.

Not all of us, however, can

IT'S A S.T.U.N.E.R.

Hot on the heels of the console UK debut last month at the Associated Leisure Preview trade show, Domark has signed up the home video conversion rights to Atari Games' latest offering.

S.T.U.N.E.R. is a futuristic motorcycle game, placing you in control of a 21st century billion dollar racing vehicle with the power to reach speeds in excess of 900mph. Your machine is equipped with powerful lasers and shockwaves which will stop everything in their tracks. Perhaps the most stunning (and!) feature of S.T.U.N.E.R. is its realistic polygon generated 3D visuals.

Commenting on the acquisition, Domark's joint managing director, Mark Strachan told ACE: "This is a marvellous game and is destined to be a major coin-up success later next year. Rather than being completely brilliant... it's completely S.T.U.N.E.R.!"

S.T.U.N.E.R. Amiga should

be out later next year on all

major formats. In the mean-

time, you'll just have to

make do with Domark's

Hard Drive II console conversion

— widely tipped as this

year's front runner for

Christmas Number One.

Take a look at next month's

Screened to see if we

agree...



Read S.T.U.N.E.R. the cutting competition

afford CD-ROM for a MIDI sound system. Good news then that Rainbow Arts have developed a new sampling system for including more sampled music in games using less space. The software system first breaks up the sampled track into sections, having scanned it for repetitions and redundancy. It then stores each section as an indexed file. The sound track program simply selects the sections it needs in the order defined by the sound track file.

As a result, claims Test Technology of Rainbow Arts, you'll be able to play Rainbow Arts games with immensely long sampled sound tracks without having to fish out for the extra disks that might otherwise be involved, or buy memory expansions for your machine.

Expect even more radical sound improvements when we move over to CD-ROM, which shares a common data format with the standard CD audio system.

ALL ACTION LOGOTRON

Logotron, the software developer responsible for the excellent Kor and Archipelago strategy games, is currently working on a number of "action" titles due for release between now and Spring 1990.

Probably the most exciting release is Resolution 201 (named working title), which is being programmed by Andri Software, the team behind Archipelago. The game itself is a futuristic vehicle simulation featuring a combination of 3D vector graphics and high-speed sprites used to produce a believable post-cityscape. During play, you'll have to hunt



down villains for a bounty - which may sound easy enough, but as you wade through the scum of the city, each hit will gather progressively tougher and smarter. To help your fight against crime you'll be able to upgrade your craft with extra armour and armaments and even vehicle type -

the most desirable of which is the alien amphibious craft.

The game is a sort of duos between the John Carpenter film *Escape from New York* and the cult board game *Battle Cars*. ACE saw a running demo a couple of weeks back and it's looking better than Archipelago - with better graphics and for more game-play action. Expect to see it on ST, Amiga and PC during Spring 1990.

Logotron is also planning to release Archipelago on the Atari, "due to the high levels of American demand". No dates or prices though.

NEVERMIND



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ACE LETTERS

A DREAM MACHINE, TROUBLE WITH THE WIFE, AND A 24 MILE LONG COMMS CABLE (OH YEAH??) AND OTHER INSPIRED MISSIVES. DON'T FORGET, THESE CORRESPONDENTS AREN'T YOUR AVERAGE PIMPLY WALLIES, THEY'RE ACE READERS...AND THAT MEANS THEY'RE A CUT ABOVE THE NORM. HONESTLY...

THROBBO LAMENT

I was wondering if you could take a mystery for me. What has happened to the Pink Pages section of your magazine now that you have been taken over. When has N'GAM THROBBO suddenly disappeared? And what has become of the excellent section on Games Design? I appreciate that there must have been quite a lot of confusion caused by the takeover and I hope these features return to the magazine as soon as possible.

While we are on the subject of solving mysteries, could you please tell me whether happened to an old computer magazine called Home Computing Ready? I used to get many issues when I owned my Texas TI99/4A computer, but it suddenly disappeared after issue 130. This magazine used to have a story called Fun Complex in the place of praise which was left in the air by the magazine's disappearance, and I still have not received my price for having a letter printed in issue 115. I hope that N'GAM THROBBO is not left in realer as poor Ben Complex was.

Only new subjects, and the letter that you received from Serge Diablers in issue 25. What an intelligent person this dutchman is, but there is one thing that stops me from doing the same as he, fellow users. I now own an Atari 26, but I am the only person in my area who I know owns one. Serge's suggestion to form a small collective amongst your friends for buying software. SO I is a good one, but I feel I could only work for Commodore 64 and Spectrum owners in this country at the present moment. I suppose that I will just have to wait until the 26 becomes more affordable to the general public.

Plus, is something which has been eating away at my brain for quite some weeks. When will FIBBAM FORMULA ONE be released on the ST? I have driven myself crazy waiting for this superb game to be released. According to magazines it should have been released some months ago, and yet I still have not seen it in any of my local software shops.

Keep up the good work, and I hope you keep up the same standards now that you have been taken over.

Ned Lockman, Birmingham

Thanks for the good wishes. Well, the ACE move to London has occasioned a bit of administrative difficulty for us mostly to do with printers, to whom we offer our sincere apologies, but we're now sorting out the problems. One of the reasons why I was so keen for one of the original editors to work for the new owners is because I knew they had the financial resources to support the magazine in the long term. You'll be seeing the results of this over the next few issues as we have articles from Atlanta, Japan, and Russia - as well as continuing to commission the best writers we can find in the UK. As far as ST owners are concerned, I suspect that there are more-out there than you think...

POST HASTE

I recently had to send some of my game disks back to their respective manufacturers after they had crashed and ceased to load, the responses I had were very interesting. I pointed all the disks out in a Friday morning.

Glenis Grayson was first to the post (quite the post) on Monday with a nice letter, a new disk,

and all sent by 1st class post. Incidentally And what a brilliant example of good PC. I will now always look on G3 as a proficient and professional company.

Ocean were second a few days later with a large box of cassettes and a new disk. Well done again to Ocean.

Yates were third - a week after G3, with just the disk and a compliments slip. Acceptable...

Secondarily (Microprose, to be exact) came in fourth and fifth place over the next weeks later with a letter stating that I personally had damaged the software and would have to pay £5.00 for the replacement service that I required. I reluctantly wrote a cheque and am now waiting for a reply. I only hope that the aforementioned get a grip on themselves for their own benefit and that of the consumer.

P. Blawiehart, London.

Finally, we were amazed at the response by all the people we contacted. Two weeks later a last response came in most consumer areas (don't you watch that! It's!) Some people wait years! In fact, considering the worldwide Microprose now have with so less than the one (about to support Microsoft, Microsoft, Bentley, Microsoft, and Peridot) we reckon too weeks is pretty good. As for the £5.00, it does seem a bit tough. However, you say in your letter that more than

one of your game disks has corrupted. Are you sure you don't have a dodgy drive?

CONSOLE WAR

As the handheld console war heats up between Nintendo's long-standing Gameboy and Atari's all-singing, all-dancing colour offering, the situation as it stands seems suspiciously familiar. Doesn't this in some way remind you of several previous battles fought in competing 'history' Now about:

1. Spectrum vs C64
2. ST vs Amiga
3. Nintendo vs Sega

There you have three cases of technically superior machines losing out to marketing muscle. Now although none of these compares with something like the killing of Intellivision by VHS, they all illustrate the fact that money makes a machine, not specifications. Looking at the above examples, it seems that Commodore are a notable victim of marketing mistakes, with Nintendo rising high selling their converted video-cassettes like hot cakes. Doesn't it make you sick? Well, it's not stopping the Spectrum of ST (honestly) or the Nintendo (well...) but you've GOT to admit that, on paper, they all lose out - in the marketplace, though, they don't.

OLD GAMES NEVER DIE

Here's a desperate plea from an ex-Spectrum turned Atari ST owner. Is it possible that conversions of such Speccy classics such as The Lords of Midnight trilogy, Scotland, Trifling and countless others may eventually surface as conversions on the ST?

It may seem backward to do this, but couldn't either exact or updated versions be released on PD or compatibles? Hardly a day goes by without me getting over Dan Gauthier or The Hobbit. It's sure the software houses could make plenty of extra dosh from it.

Nick Peers, Poysy

Well, with you all the way on this one, Nick. There are some games (not many, but you're certainly convinced a couple) who's magic never dies (see romantic video sound). Software houses should really get their act together on this. We checked with Microprose, who now own the rights to the Lords of Midnight trilogy, but they say that programmer Mike Singleton is currently too busy to do the conversions. We'll press ahead with this campaign and keep readers informed as to the results...Personally I'd travel several miles for a good (M4) Facit - at £9.99.

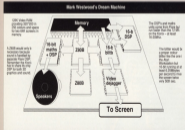


ACE CHALLENGED

Having studied your ideas and specs for a games machine of the 90's which you hope the industry will produce, I would like to add my comments, ideas, and constructive criticism.

First, your tech spec seems impractical. It's not just the complexity of your machine, it's the cost as well. Your machine has 3Mb of RAM, two 32-bit processors, disk drive etc. A machine like this would be hard pushed to squeeze in at under a grand at current costs — although I do agree about the designer chip to get the maximum out of the PAL TV standard.

Here's my tech spec:



Clearly the machine can be realistically built within a short time span — most of the technology is there.

As for price, well, if you compare it with the Multi-System (about £2200), it looks more expensive because it has an extra DSP and is more sophisticated. It also runs faster, but once an usually cheap — 32-bit RAM that costs the money. The Multi-System has more RAM, complex control mechanisms, an 80286 16-bit central processor which is almost redundant on the system anyway, and an 8000 drive built in.

My design would be credit card style oriented — these can currently hold 2 megabytes. A large card socket would allow for future 4MB-type games. The machine would be priced at between £150-250, and future additions would include a year-type controller like the force and a CD-ROM interface as on the PC engine.

The casing design would be a sleek line like the MegaDrive — like Holloway of Korea and the MegaOne is a 'great games machine, but it's not a box.' I would say the MultiSystem is a great games machine but it is a total mess!

Mark Westwood, Barnsbury

Our attention in issuing the ACE Challenge was not to to start a debate amongst users (who are the only people who's opinion really matters, surely?) about the hardware we're sold to play and program our games on. We certainly want to be successful! However, with regard to Mark's suggestions, we would like to point out that the analogue control mechanism on the Korea is more important for gameplay than for graphics. Perhaps there have something to say about this?

Which brings us to Atari, Nintendo, and the impending hand-held war. And this is where it gets interesting. Both Nintendo AND Atari have in the past agreed up marketing their products against a technically better machine and losing it although the Amiga is now catching up so how will this battle end?

Both these companies are big corporations and this is certainly the first time two giants of such size have had to compete against

each other. Looking at the two machines, it is instantly obvious to anyone that the Atari stands head and shoulders above the GameBoy, so will this be a first 99¢ price for Atari? Will we actually see the better machine win for a change?

Richard Rowman, Buntingford

The machines we buy certainly have more to do with marketing and other factors than with technical. However, you've visited

one vital element: quality of software. The reason Nintendo triumphed over Sega in Japan (and then elsewhere) was due as much to Super Mario Bros as it was to marketing skills. And the GameBoy has Super MarioBros...

However, we agree that the Atari line is by far the more interesting machine technically. Whether the software matches up or not remains to be seen. Check out our hand-held article coming soon...

CG4 IN AMIGA ROLE

Can you tell me if there is any way the CG4 can run Amiga games — i.e. upgrading memory, or sending it somewhere to have it made compatible with any 16-bit machines?

Wow, as a roleplayer, I disagree with the term Computer Role-Playing Games. An RPG is a game in which you use your imagination to create your surroundings, and in those surroundings you can do almost anything. Whereas, in a CRPG you're restricted by menus and icons, and are limited in what you can do. Unless someone teaches a computer to understand English, it will never be role-playing. It will be a non-immersive graphic adventure. Another thing — in an RPG you have the chance to keep your character and get to know him/her as if they were real. I feel you can't do this in a CRPG.

Matthew Hanson, Barnsbury

As far as your first question goes, the answer is definitely no. You would need a different 16-bit 68000 processor, a whole lot of support chips, and a different keyboard. In other words, you need an Amiga. It is sometimes possible to run games for 504 machines on 5244 ones using software emulation (which makes the more powerful micro 'pretend' to be an old weakling) but the opportunities are limited and the results usually disappointing.

As for CRPG's, you can store your characters in most of these games and develop them over a long period in some games. Star Wars Tale, Wizardry, and some other games you can even transport the characters into different games from different publishers. CRPG's are developing very fast, so I wouldn't write them off just yet.

11-PLUS QUESTION

In the special twenty-fourth issue of ACE, which is usually a splendid read, the reason given for the editorially short AmigaE and Helpmate sections is shortage of space. The completely ordinary twenty-third issue had twenty-four more pages. Dismissed.

Phil Armstrong, Gateshead

Ahem. Yes, there were considerable delays in rebuilding the advertisement section, but I don't think you'd be complaining from now on — for glorious pages in this

month's issue - and more to come every month to follow.

Magazines are printed in "blocks" and the size varies during the production cycle, so that you sometimes find a section either increasing in size or decreasing after various articles have been written. This can result in pages being either inserted or removed from sections at short notice prior to printing. Most of the time you wouldn't notice, but then you could be a clever dick, wouldn't you?

CRASH LANDING

Your 'Learn to Fly' competition in the October issue caught my attention, especially the picture of the airplane on the cover.

Being the Editor of a magazine relating to this type of aircraft, I hope that the price won't be in the North American \$24.95 (The RPL use the US Navy version of the famous Harvard trainer) because for £600 you will only have an hour and three minutes flying time!

As to the point of your type-setting and proof-reading, I think the readers should know that it takes a lot of time and work to produce a magazine and forever last you always the proof, the odd mistake is often bound to creep in.

One word though, in the Radio article you state: "Push the controller forward and your craft roars, push the controller towards the rear the plane, and pulling back raises it."

I don't know what you are trying to fly, but when I do go flying, pushing the stick forward lowers the nose the plane, and pulling back raises it.

M.J.Peggall, Cornwall

Good! My wonder we kept digging holes at the end of the runway! A classic ACE booby-trap, indeed. As for the topic, we're still taking on most staff and each issue gets better as we get more time, but in the meantime thank you everyone for your patience.

CYNIC

After reading J.J. Rogger's letter concerning the linking of two computers for head-to-head games, I decided to try out a similar scheme with a friend of mine.

Yes, I bought the necessary 88 miles of connecting cable, and found that by winding the cable around 24 miles of telephone wires connecting our houses, we could have a link - if slight-

SNIPPETS

Why can I only fit 23 copies into two tasters?

David Brown, WPC48

It's not that the tasters are thin, it's that the mag's are so thick!

I have got every issue of ACE since number one, but what happened to issue Number 23, October 1981? I checked the shops every week-end in Bristol but couldn't find it. Can you please send me details on how to get a copy?

K.Barrett, Bristol

An actual printer's error resulted in a shortfall of copies for this issue, and as a result it sold out. For this issue and others since October 87 you can order backcopies from ACE Back Issues Dept, POB 902, Leicester, LE19 9AA. Each issue will set you back £1.50 (postage included).

ly slow - game of professional gamers, unfortunately nothing else worth.

By the way, readers interested in the scheme should note that the necessary cable costs only £795 (inc VAT), against the price for the outer cable is extra.

Am now considering purchasing a similar cable for a piston extension in order to cut out the annoyance of having to walk all the way to his house to play Gaudin 1 - there's a catch in this one, however, but I can't think what it is.

Richard Reed, Heathrow

There's always a cure some where.

DOG HOUSE

Once again, my wife and I are not talking. How does this concern ACE, you may well ask...

Pardon the scenario I dreamt up - a ludicrously bizarre game description to protect the guilty!

Having had a pretty hell day in the mundane world of commercial machine programming, I return home to find my wife and gentle game on my laptop and things are going well - Doh! the dog has barked, howled, and barked his way through various levels of the Maelstrom Story and has returned to my bed, excited but well-served, concedes, from the clutches of duty, the caretaker of the British Museum.

He is just reaching the end of Level 3-4 to face the giant and steady hammer-swinging "super giant" mid-level guardian with all three of his lives which what it wishes my wife to ask me how many barked howls I want for my life. Eight screams and three lives later and it's all over - the wife gets a volley of verbal abuse, plus

several items of assorted hardware buried at her, and I face the prospect of a silent evening and the game being levels I've played several dozen times before.

Now I for one have the greatest respect for the simply programmers who come up with these games in between doing the paper round and studying for their 11-plus but why do they ignore the most fundamental aspect of program design: user friendliness? In the case of a game that means the likelihood for most of its target 83 player to be driving either terminals or it being opened.

Sadly it is so easy to include a password system to allow access to the latest uncompleted level for scores of a game to allow play to continue if delayed from that point, rather than forcing the hapless player to endure for the hundreds hour being to play rounds that were long since mastered and no longer hold any challenge.

M.J.Creeley, Sutton

This is being done by more and more programmers, but let's see more of it, eh, huh?

READY AND WAITING

It's like to have a first word on the subject of games lately, which I first broadcast in my Price Letter in the September issue. It is not that I am unable to complete games. For instance, I like some Physique games. These are fun because each one has an interesting world to explore, populated with brilliantly drawn aliens or monsters, and I have completed them across, Barbarian, Obsolete, and Bad without the aid of cheats.

It is just that I dislike games,

whether arcade or adventure, which seem boringly difficult for their own sake, and I do not share the sense of mastery challenge which excites Jim Lauer - which excites I notice but even he won't the Adventure Heritage, so his principles cannot be as unyielding as he makes out. For me, life and work has enough challenges as it is, without inventing more.

Since it is rarely possible to try games before buying, it is all too easy nowadays to pay out over £20 or so and find that the only outcome is a lot of boring, repetitive fiasco without any sense of interest or fun, such as mopping stages, pondering for hours on screen puzzles, being angry mindlessly on the fire button, or mowing golfers around maintenance landscapes, as in Lauer's Barbaric, which I recently made the mistake of buying.

I thought that all games must take the form of a challenge thrown down by the programmer, and I prefer the idea of exploratory logic puzzles mentioned in an article in the September issue. Jim Lauer is right, I have given up, in the sense that I buy far fewer games than I might buy if I could obtain more entertainment from them. The money is waiting in my pocket if only the games industry would provide what I want.

Nick Hughes, Milton Keynes

CONSOLE CRITIQUE

I hear so much about the so-called "console revolution" that is supposed to have occurred, yet still the computer is by far the more popular instrument. My personal view of the console is that for most people it is a waste of money.

What can be done by a console that cannot be done by a computer? Sound and graphics standards are easily matched by 16-bit games. And if you cannot afford a 386 machine, just buy an 80386 and The Commodore 64 is relatively cheap at around £150, and has a vastly superior range of software at much cheaper prices than any console, and, due to the "closed shop" approach used by console manufacturers, this is likely to remain so.

Ian A. Brown, Stanley

Well, there's an idea - and one that Commodore would be delighted to support! However, I think you've undermined the power of some of today's consoles.



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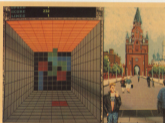
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BEYOND TETRIS

OLD-GROPER TAKES A CHEAP GUY RETURN TO SAN FRANCISCO AND COMES BACK WITH A HANDFUL OF GOODIES.



It's a bit difficult for us, here in the UK, to understand what a phenomenon Tetris has become in the rest of the world. The game that was first published here was successful here, sure, but single reviews astounded critical acclaim, didn't seem to get to the punters in quite the same way, but it sure as hell did everywhere else.

Totting on the tube in Chicago I tell a guy I'm into computer games - he asks me if I've ever played this great game all the people are playing in his office, it's called Tetris.

Walking into a store, there's the Nintendo Gameboy on sale - being snapped upon by eager consumers, it's got Tetris bundled with it.

At the recent arcade show, I'm told that the arcade version of Tetris is sold about 24,000 units. At, say, \$600-800 a time, that's a lot of business, huh.

But surely such phenomenal success has to be a snuff, the critics say to anyone that will listen. I feel I have to tell the assembled company, I think not. The Russian guy that came up with the original has just done it again, with a game called *Bejeweled*.

Why? "Cause it's Tetris, but played as if you're taking down a well (see screenshots). Shapes can be moved around all four sides of the well as they fall down, unless a particular face is 'locked' and you can still rotate shapes along the axes of the plane of the well.

When the shapes hit the bottom of the well, they keep moving towards the center of the screen and the idea of the game is still to make whatever

lines across the bottom of the well, which then disappear, etc., etc.

You know when all four sides of the well are locked - which happens when a bit of a shape cannot fall down completely into the bottom section of the well.

Simple enough, but it is a good, (stupid) idea, so it is. Admittedly I was supremely unenthusiastic at the original game, but I had to be dragged away from the test machine at Spectrum Hobby, kicking and screaming for another - just one more - go.

Contemplating life separate from the far-left corporate straight-jacket of Maxwell Communications, there is no doubt that *Bejeweled* is going to do the future prospects of the company (still headed up by Phil "Third Superstar" Adams and Gilman "I talk in Spivooles" Looze) absolutely no harm whatsoever. And maybe PlayStation - the guy that keeps coming up with the ideas, might just get a Pentium bonus in the wage packet next month. But I wonder what's he prying up the European rights, so you and me can start playing over here?



PCS FOR PLEASURE

In case you didn't know it, the IBM PC is probably the best domestic computer for playing games. Ah, before the knives start coming out, maybe I should qualify that: a VGA 386 system is the best domestic computer for playing com-



With others like this to simulate, why doesn't everyone own IBM PC's?

puter games. First as you like, 256 colours, give me a 24 Meg 386 every day of the week, particularly with a flopped sound board plugged in the back. Give me the £2500 to buy the mother with as well please.

But there's no doubt that the PC is now, at last, being taken seriously on both sides of the Atlantic as a game machine. In the USA, of course, it accounts for over half of the non-line (non) entertainment software sales, whereas the UK hardly gets a look in, with the Amiga coming well down the scale. However, it looks as if PC gamers are coming out of the closet in the UK too - with some jolly good stuff to look forward to as well.

First and foremost, the latest craze in the States - *Dem City*. Already given rave, name reviews in the European press, almost before



Dem City is a simulation in PC like *Dem City* - but perhaps the San Francisco earthquake option is no longer in the best of taste.

programme the European Council had heard about it first). Sim City is very much a phenomena over there, with national coverage - making Klaus Sothen's Jeff Braun a very happy non-faded.

Like Tetris before it, Sim City was turned down by Italy's software house, with author Bill Blythe leaving his job at Broderbund to live out the game, before he found it a home at Mass. Now it's received the ultimate expression of wonderfulness - with the Nintendo Corp buying the rights to publish it on the Nintendo themselves. Details of the amount of cash changing hands on the deal are, of course, confidential - but I bet it's more than you or me could usefully set in a month. And to think it was once turned down because of being - in the opinion of one suit - "unfeministoid". Funny old world, isn't it?

Another PC must be going to be PC Dungeon Master - in the final stages of testing now. Looking exactly like, it will better than, the original, TTI, can expect to be highly praised for the program by a whole new community of users. They'll probably make it on News at Ten, too - for causing more damage to the data and productivity of PC users than the Friday the 13th virus.

After all these share price scares, the average PC owner yuppy will be wanting to get rid of some of that pent-up aggression, and EA's BuckleUp will probably satisfy it. Martial arts looks with a bit more authenticity than usual, you can have a go at Karate, Kendo, Jiu Jitsu or Ninjitsu, then get beaten up by gobs that have trained a other disciplines, like Ninjitsu.



Just a subtle glimpse of BuckleUp on PC VGA - coming soon from Electronic Arts.



PC owners can now get all religious, mystical and allegorical simultaneously - so we're not talking about taking the way of the Mahatma, but getting Populous up on the company PC. Just as completely wonderful as this fact that as an any other, the only question mark is over whether the lack of money changes the gameplay.

LEVEL 9 GET HUGE

The adventure starts at Level 9 caused something of a minor stir at the recent PC Show - by announcing that Softquest, the latest release from that company was going to be their last. Their last adventure, that is. No, from now on, Level 9 will be producing games under a new game authoring system, called H.U.G.O.E. (Creative meaning - it stands for Holy Universal Games Engine, Classen).

Tracking the Austins down to their new Southampton hideout proved worthwhile, as they revealed some of the power of the system that's taken anything from 7 to 18 person years of programming to produce - depending on which of them you speak to and how much they've had to drink at the time. But I'll bet you this, it's impressive.

The Austins have turned the problem of writing for multiple formats on it's head. Instead of writing separately for each machine, they've developed a language for writing games, any games, in a high level format with separate compilers for each machine type.

This means they can do real party tricks, like making a change to an animation sequence on the GT - taking the changed data and compiling this straight



The graphics in the HUGO.E. games are a lot better than EA's previous efforts.



Level 9 - abandoning adventures but still typical English accents...



into and running it on, say, an IBM or Amiga - with the alteration working on the other machines instantly. This is the developer's equivalent of the Philosophers' Stone.

To make things even more interesting, the system seems to cut out most of the usual ways of programming games to boot. In terms of the amount and speed of animation - and if extra, super speed is needed, code segments can be nested into the framework without problems, they say.

With plans for original games (on-screen chess), conversions and so on on the cards, it's not surprising that big firms like Cinematronics are taking a strong interest in H.U.G.O.E. and Level 9. Watch that, presumably H.U.G.O.E. space.



Ah, the life of a British Condemner abroad...

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THEY



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YRE BACK!



 **ACTIVISION**

COIN-OP ENGINE

JOHN COOK DISCOVERS A PC ENGINE IN THE ARCADES

In a move that mightly gobsmacked a mildly depressed trade attending the recent AMOA Show in Las Vegas, a US firm, United Amusements, announced a shock tie-up with NEC, the makers of the PC Engine games console.



▲ PC Engine PCB

▼ S.T.U.N. Ramco

Renamed the Turbo Duke 16 Statewide Series (all round) in the MEC marketing Dept) for that one), it will now turn up where we all expected it least, in the arcade!

Why unexpected? Well simply, the US arcade operators view the advance of the domestic game consoles with the same relief the Polar cavalry viewed the anti-age-Building, Standing firm, but keeping the dry cleaners in brisk business, the operators are fearing their lowered incomes of the mega success of the Nintendo system (over 25 million units in the US now) - and the thought of a higher speeded system coming through is not making them happy. Or wasn't until now.

What United have done is make a version of the PC Engine on a PCB that is compatible with JAMMA cabinets. The difference is that by changing the game wiring on the system, what you do is just change the several ROM cartridge with the game data on it (and so, it's not directly compatible with the home console) and there you have it - a new game.

And the price! After you've invested in the kit, a new game will cost the operator anything from \$50 to \$200. Compare that to \$100 for a new PCB.

Cheap - and that is what the operators are getting so excited about. NEC are pretty bloody about it as well. The system blows the Nintendo Playchoice 10 system out of the water - which won't do them any harm in the uphill struggle to defend the big N in the home market - and also gives MEC a great showcase for displaying new PC Engine software. They intend placing enhanced versions of the new games on the arcade version (enhanced



X-Multiply

because you can have up to 4 Meg of data on the arcade card) - with adverts saying, 'Coming to your PC Engine soon!'

Having played a few games on show in Las Vegas, I can personally vouch that Gun-hear/played on a 20" monitor with an incidental strength joystick is even more fun than playing it on the home unit.

The trade loves it, the public will love it - expect to see a lot of this in the near future.

THIS MONTH'S GAMES - LIVE FROM LAS VEGAS

1989 AMOA - the big show of the year for the arcade industry - was this year slightly colour!, as it has been repositioned two weeks before the main Japanese trade show... so naturally many of the Japanese firms were holding a little bit back for then.

But with an estimated \$3.1 Billion slipping into the American video coin-slots plus another \$2.57 Billion being spent by pinball junkies, the show was still well attended and very much a global event.

Sega had its new communication unit that goes between Super Nintendo Grand Prix units, two funsters, multi-player JUMP. We must have done something very good in a past life to deserve this treat - it's now simply the best multi-player driving game in the galaxy. Hopefully will see that making its way over here very, very soon.

As well as showing a new PCB game (2897), Sega also had a great new golf game for its system (4 cabinet) - Super Modern. Another best for Sega - another winner.

Mini Games lead with a new Mini poly game - S.T.U.N. Ramco. Heavy on the fab SD, light on the gameplay - or so the first impression seemed. Ramco had another link-up game based on racing quad





less which was fun, but not up to the standard of Final Lap. Expect another poly game from them soon, however.

Disappointment of the show — Capcom writing the genius of its new hardware or perhaps concepts like *LVN Squadron*, *Huge* spinoff, *RAMBL*, *Colony*, hardly worth going beyond the abstract screens as the facility of this horizontal arcade artists. Surely better to us in the way!

Buying games are in — and also has inspired a lot of money in Big Run, a rally game based on the Paris to Dakar rally. Fun, if a little original.

Data East might have a winner to its hands, with *White Knight*. A good preliminary game choice.

Task Force Warrior



Task Force Warrior

SPREAD THAT JAMMA

More Coin-op jargon explained — this month we're talking about serious hardware

Look into the classified pages of any arcade trade magazine and you'll see pages and pages of new and secondhand PCBs for sale. PCBs? What the hell are they?

Well, PCB stands for Printed Circuit Board, so you might guess that we are talking about serious electronics here — and you'd be dead right.

In the basic sense, games software comes on floppy disc and you load the data in the slot into the RAM of a standard hardware unit in order to play. In the arcade business you buy the computer and software hardware onto a single circuit board that you slot into a standard Cabinet. It's this board that is referred to as the PCB. But what's a Cabinet, I hear you cry!

Simple, it's a shell unit consisting of everything that you need to run a coin-op, apart from the PCB — the bus itself, joysticks, fire buttons, monitor and loudspeakers.

The idea is that an operator will buy cabinet separately from the boards, the PCBs — and simply change that board when he/she decides a game is not bringing in enough money — the cabinet remains.

The particularly perceptive reader will realize that for boards and cabinets to be interchangeable with each other, a certain amount of standardisation will have had to take place as far as input/output protocol from board to cabinet goes — and so it has. In a surprising bit of serendipity in the early days of the industry, such a standard was agreed on by the manufacturers and it's referred to as JAMMA compatibility, named after the Japanese trade association that thought it up.

So long as your PCB is JAMMA compatible, you can plug it into any JAMMA compatible cabinet they all are! and boogie on down straight away.

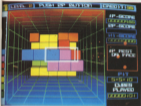
Now, over head of a coin-op being referred to as 'Dedicated'? What can this mean? Are the electrons whizzing around the circuits of such a game particularly dedicated to the cause of coin-op? The sort that wouldn't be seen changed up anywhere near a washing machine, for example. Or do you have to be a particularly hardened arcade head longer to tackle such a Dedicated game?

None — all it means is that the unit in question has a control system on the cabinet and/or other features on the PCB that make it non-JAMMA compatible — so you couldn't take a normal PCB and plug it into that system.

For example, take *Operator West*. The control system here is a gun — not the usual joystick and two fire buttons. You wouldn't be able to plug *Star Trek* into this one — it wouldn't work. Likewise most of the games that throw you around — driving games and so on; those are of dedicated units.

In the trade these are recognised as usually being superior games, but are viewed as high risk ventures, as they cost more (you have to effectively buy the specialised cabinet along with the PCB hardware) and you can't change over boards to make it into another game. Most operators will have one or two dedicated at the front of the shop as showpieces to draw the punters into the place, however.

Occasionally, if a particular Dedicated has been very popular — *Samurai* for instance — someone will release a conversion kit for it. This, as you might expect, is a piece of hardware that replaces the original PCB, but utilizes the non-standard control system of the original specialised cabinet.



Block Out

It's doing very well on test in the UK and well worth a try.

Best Pinball of the show has to be Data East's *ASC (Wonder Night Football)*. Licensing the American Football equivalent of *Match of the Day* — the table is a dream to play and breaks a spell of mediocre releases from that

section of the Data East mega-ops.

Best PCB of the Show — *Task Force Warrior* — another one for the auditive head bangers from the makers of *Omega Force*. Or was it *S-Mulberry* boys?

Lastly — most unexpected success of the show was led by American Technos with a true

3-D Tetris variant, *Block Out*. Rotating shapes in the x, y and z axis makes the wall to play more attention in Crystalography. Brain tests. Burn. See you next month with news from the big UK autumn show, the Associated Leisure Preview.

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GOING TO TOWN...

Fujitsu's 32-bit FM Towns is setting Japan alight with its combination of raw processing power and CD-ROM drive. ACE brings you the specs, the software story, and a prayer that someone will bring you the machine...

More than half a year has passed since Fujitsu's grand new computer, the FM TOWNS, made its debut in Japan. It was first unveiled at a computer show in Tokyo in January where it caused a sensation amongst trade and public alike. It wasn't just the 32-bit performance or the fancy graphics and sound that got people talking either - what really caused the admiring looks was the built-in CD-ROM, supplied as standard with the machine.

Although Fujitsu isn't that well-known in Britain, they're in fact been very active in the Japanese home market for some time, so the FM Towns didn't come as complete surprise. The company have a reputation for bringing out interesting systems ranging from the highly regarded (in Japan) FM2 to the more recent FM-27.66 - a very substantial increase with high graphics and sound specifications. The FM Towns is therefore part of a continuing series of hardware releases and not just a one-off.

CD-ROM

The CD-ROM that comes with the machine has some obvious advantages, but there are some less obvious ones as well. To start with, you get the vast capacity of an optical disk (up to 540MB in the case of the Towns unit). This means that very few games require more than one disk (alternatively, there are some that do) to complete the higher cost of individual CD-ROMs, software can sometimes work out cheaper. Furthermore, the disks are far more reliable and, being ROM, you cannot, of course, delete any files by mistake or overwrite them. Finally, the disks are almost indestructible in normal use, so you don't have to worry foot around the bedside any more trying to trip over or your carefully scattered



Evolution, a stunning 3D adventure that shows off the Towns's powerful graphics processor and software handling capabilities.

disks. In fact, having a CD-ROM is a bit like having a vast capacity cartridge system, except its cheaper (cartridges carrying 1Mbyte are under development but currently cost hundreds of pounds).

POWER ON TAP

The Towns boasts a 32bit 80386 CPU. This makes it as fast as the latest PC-compatible 386 machines (and a lot faster than some of them). It makes the current 3D and Amiga performance look pretty sick in operation and games like *Afterburner*, which on the Towns, runs a hefty wedge of colour and sound, really show the results. The other advantage of the 386 is that it can directly address (i.e. refer to) more memory than a 16-bit chip, though in practice most games do not load that much data into memory anyway (assuming you've got the memory installed) - the FM2 comes with 1Mbyte on the entry level machine, 2Mbyte on the more expensive model - see the Spec list on page 29.

Powerier power isn't all about chips and disk capacity. What really makes the Towns attractive is the way everything works together



AN INSPIRING TALE...

International co-operation between ACE and Japan's Number One games magazine, *Login*, brought you this report. Here at ACE we'd like to say a big thanks to *Login*, and especially to Masaki Yabu and Masato Wazaki for all their help. We hope to bring you more joint reports like this in future, giving you the low-down on the exciting Japanese market. Meanwhile, all our best wishes to the *Login* team... and a large bottle of the best Scotch!

when you get CD-ROM AND 32bit technology hand in hand you get some stunning displays and sounds. This is particularly true of the fact that the CD-ROM disk storage medium is really the only way to provide the memory needed for high-quality 16-bit sound samples. The CD-ROM pack *Tales*, a stunning series of digitised backgrounds, and fully digitised stereo sound of CD-quality onto the CD-ROM - something you simply couldn't do on a conventional system.

The graphics chip in the Towns is no weakling either. It offers very effective sprite and scroll functions - essential for making certain game categories (particularly shoot-'em-up) really impressive.



AkaBomber goes to Tokyo...

PERIPHERALS

The Teams is very much a WIMP (Windows) form, Macs, Pentium machine. In fact, the operating system designed by Fujitsu takes the machine so far in this direction that a keyboard is not standard equipment. Almost all the software, including the OS, is mouse-driven and requires nothing more than menu selection and clicking to operate.

Keyboards are only necessary for word processing and other text intensive operations. The main advantage of this for gamers is that it reduces the cost of the basic package - it also underlines the fact that Fujitsu regard the machine primarily as an entertainment menu. If only Commodore and Atari had taken the attitude from day one!

There are two types of CRT monitor available from Fujitsu, one costing \$9,600 yen (\$298) and the other £38,000 yen (\$418) depending on resolution. However, the former has proved so popular in Japan that there are already many third parties producing monitors, memory and other widgets to go with the machine. You will soon be able to fish out an 80487 coprocessor (great for speeding up the old 386 routines), a 1Mb expansion memory, a video card, a modem card, and a SCSI card for communicating with other standard peripherals to name only a few. At the moment however, most of these peripherals are still under development as the machine has not been widely available for long enough.

One slightly odd peripheral, you might think, is System Sacorin's 85 Mb HD drive and 5.25 FD drive. Why, after all, should you need a hard disk or floppy when you've got that whopping great CD-ROM? Apart from storage, the main reason for games players is that the CD-ROM has one major disadvantage - it offers relatively slow access speed to data on the disc compared to HD or FD. For business users, this can be critical when working with applications that constantly access a lot of data. It's also bad news for some games that require frequent disk access.

PARLEY YOUR KALEID?

Any Japanese company has a big handicap compared with those in English-speaking countries. In Japan, a machine has, naturally



AkaBomber again, just look at those colours.

been in the market with machines that would normally cost at least three times as much. After some debate, Fujitsu eventually priced it at 108,000 yen (\$2,620) for model 1, with one FD drive, and 198,000 yen (\$4,770) for model 2, with two FD drives.

THE SOFTWARE

The FM TOMYO comes with a very well designed operating system. As stated above,

enough, got to cope with the Japanese language, the most complex written system in the world with more than 5,000 characters. This naturally results in a need for larger RAM and storage devices. In essence, the FM Teams has got an edge over its rivals, having plenty of memory and a large ROM which includes a Japanese dictionary in it. This is certainly contributing to the popularity of the machine in Japan - the Macintosh, for example, though highly respected, was rarely purchased by Japanese until recently when the Japanese script system was implemented. It is now one of the most popular machines in the country.

Finally, the price of the Teams makes it a clear winner with the Japanese. Although expensive by UK standards at over £1,900, it can-

you can do everything simply by selecting from a pull-down menu and double-clicking the command you want. You are totally free from complex commands like DR or FLTS. But what about the games...and are we going to see it ever here in the UK?

Original software is currently being released both in Japan and the States for the machine while many other successful titles on other formats are being converted. In the



NewKontan Story.

States, the FM Teams Support Centre, fully supported by Fujitsu, was established in May and works to improve co-operation with software developers. This is particularly important since in order to develop a software under new technology, such as CD-ROM, programmers have to share their knowledge as much as possible.

Information gathered by the Support Centre will be available via CompuServe for developers who support the Centre in return. This open access means that it is by no means impractical for British software houses to support the machine should they wish to. At the moment, however, although both Microsoft and Acorn (who have a machine) appear to be interested, it is unlikely that anyone will bring out games unless we see the Teams sold over here.



Readers who checked out our Higurashi feature on Genesis Game in a recent edition of will not know that this new genre-style would prove very popular in Higurashi. Higurashi games use a vast number of linked graphics scenes together with animation sequences to offer the player a whole virtual environment to explore at will. This sort of game is an excellent candidate for CD-ROM technology, as it's significant that this is the only official programming language currently available for the Teams is 'Higurashi'. This is a HyperCard-like programming environment that could be used to create those or Higurashi-style games using the CD-ROM. Microsoft is already on CD-ROM for the Mac, so a Teams version could follow soon.

FM POWER...

Microprocessor:	80386 (33MHz)
RAM:	model-1: 1Mbytes model-2: 2Mbytes
VRAM:	256K
Sprite RAM:	128K
Internal drives:	model-1: CD-ROM (540Mbytes x 1) model-2: CD-ROM (540Mbytes x 1) FD (1.2Mbytes x 2)
Graphic mode (bits):	640 x 480: 256 out of 16,770,000 colours 640 x 480: 16 out of 4,096 colours / 2 screens 320 x 240: 32,768 colours / 2 screens 640 x 480: 16 out of 4,096 colours / 2 screens
Sound:	PCM sounds: stereo 8-channel FM sounds: stereo 8-channel sampling: 8 bit, 16.2 KHz CD-ROM works as an ordinary CD player
Size:	320mm x 150mm x 400mm
Weight:	11 kg
Optional devices:	Key board 80387 processor expansion memory video card modem card SCSI card 14" display



The only good news here is that a success to American launch (which seems likely because of Fujitsu's commitment) means we should be able to see slightly cheaper grey imports and thus, if the machine really catches on, an authorized version. The situation is slightly improved since the technology used in the Towns is, at the moment, pretty future-proof so it's not a case of 'it's not out this year, it'll be too late.' Unfortunately, Fujitsu are absent at present that the machine is for the domestic Japanese market only, but grey imports should be available as soon as production starts up.

Meanwhile, converted games include *After Burner*, *New Zealand Story* and several other

popular conversions. If you want a whopper, you could try *Last Armageddon* which comprises no less than 3 CD-ROMs. Each disc is as much as 540 Mb so that makes 1.5 Gb altogether in an RPG ultra-style romp.

At the moment, the FM Towns seems to be almost entirely game oriented, 90% of software is games only, 10% comprises paint/draw/music/communication tools. Though there are no business applications available, Fujitsu should soon change all that with an MS-DOS emulator that currently enables users that 30 business applications to run on the FM Towns. It includes the most popular Japanese word processor 'Jishaku'



One of the advantages of the CD-ROM format is that it is identical with CD-Audio. This means your FM Towns can not only play back conventional 600 disks, but it can also, with appropriate software, use them as an sample source for editing and manipulation.

and as well as more familiar programs like Lotus 1-2-3.

Fujitsu have already shipped around 20,000 sets of the machine in Japan - a tiny number compared to the millions of MSX and Nintendo machines, but it's growing very rapidly. The main problem has been the speed of manufacture, rather than lack of demand, with most available models going into shops for demonstration. The company hope to be able to fulfil demand soon and we can then expect the software base to explode.

However, one problem at the moment does seem to be the marketing policy behind the machine. Fujitsu are claiming that the FM Towns will be a computer for everybody ranging from kids through housewives to business users. Compare this with the approach taken in Japan by Sharp a few years ago with their 38600 - clearly marketed as an Apple II-like and later very strongly supported.

Meanwhile, competition is shaping up with NEC announcing their own CD-ROM machine, the PC-8501 III, an 80486 personal computer with a CD-ROM drive as a standard equipment. The machine uses a PC-Engine CD-ROM lens and costs about two-thirds of the Towns machine, though the spec will be good.

There's no doubt that CD-ROM is the storage medium of the future. Let's hope the British market catches up soon with machines like the Towns, otherwise we may get left far behind in the race towards truly advanced computer entertainment.



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NIGHTMARE ON SOFT ST.

John Minson looks into the past, present and future of horror software...

Fear, five pale faces, Abaddon-bodies in your brain, four crawling spiders and the hairs on the back of your neck stand up. The faces of fear, Boris Karloff as Frankenstein's tortured creation, the grotesquely gutturing tales of James Harker. One Barker's creations is the live after world, another morality, the window, slow-widened wit of Freddy Krueger.

Fear in every form, in every medium, the good tale told by children. The Gothic novel's study aids. The cinematic shocker that asks audiences screaming behind their seats, all computer games...

The first video monitors were masterpieces in their own right. When Palace released

The Evil Dead for its first year release in 1984 it turned the cult film into a brand name eye view of tiny spiders running around schematic rooms.

"Back in 1983 Evil Dead was one of the biggest films in Britain," Palace's Peter Stone recalls, "and I thought it would make a good game scenario. You had the fans trying to survive the nasties. But we never let out to make a horror game to scare people." Effect is as well considering the only screams came from disappointed parishioners reporting a computer crash.

About the same time smiling gamers experienced an eerily Freddy 1.2th courtesy of Demark. This actually received a minor sprout

over the bloody hockey mask on its box. Unfortunately the horror stopped there. Leading the program unleashed a series of stick figures who just wandered around waiting to be killed.

"Don't mention that..." Demark's Demark's liberally groans, "At the vague conceptual level we hoped it was a piece that could make people spooked. I believe that can be done but [Freddy 1.2th] didn't do it because we placed it in the hands of people who were creatively incompetent."

So horror software got off to a rocky start and has generally remained so, fighting as Caryl Dr. Scrammer over time. Software houses just don't seem to grasp what makes us gasp. The eternal board might say looked

MONSTROUS PERSONALITY FREDDY KRAEGER ON HORROR SOFTWARE...



Freddy Krueger is the first movie monster with a face appeal since the Marx and later Robert Englund, who plays the child killer in the nightmare on Elm Street series, believes he knows why.

"It's a monster with a personality... a diabolical sense of humor. It's not so much that I'm terribly funny but I believe the humor. When you release the tension it's so much easier to let the audience up and leave them again."

Englund's analysis presents a considerable challenge to software-worm-eaters. Giving a spirit a personality is near impossible

and creating a creature with controlled peals and laughs seems to go against the free range nature of games.

British director Bernard Rose, whose recent film Paperhouse tackled the over-mechanic in a more psychologically credible fashion than John Doolittle's parade of effects, also believes you must be able to manipulate the viewer.

"The whole point of the film [Paperhouse] is the audience feels quite confident with it for the first 40 minutes, that it's quite a nice little film, quite chilling perhaps. Then suddenly you come at them with a megaphone..." But as Hollywood's Mike Woodruff observes, if a game doesn't use the complete dimension it's almost undoubtedly you're not your player.

John Gilbert was a computer journalist before he founded award-winning Fear magazine and was actively involved in the development of Firebird's 3D arcade adventure Abaddon. He has double-dubbed about horror and movies.

"We're still looking at glorified Spore invaders. People don't know how to handle horror. They don't do it seriously. You can see it in books or film but how do you put it on a computer with the very limited number of techniques available?"

Horror exists, he says, because it gives us a buzz accepting our mundane reality and watching nasty things happen to characters on screen. "It plays on people's deepest and darkest fears."

Englund agrees, "I read something... and I wish this was my quote but it's not... that it's like a little passion play. There's something about the catharsis and the dark and the scares and you witness these moments of death and things but in the stylized form of the horror movie which is an approved thing we have in the culture."

It's very easy for a programmer to present you with pictures of death and destruction but the threat must be more than mere "Lose of Life - Big Agony" it also communicate man's mortality and losses of ultimate evil. Superheroic new forms, harnessing advanced processing power, sound and CD-ROM graphics, must be developed before games start to make us afraid.



Frontiers from CIL. Horrors in more ways than one...

route is to recapture the cinematography of horror from other media.

The chains forming a film, like *Demons* and *Palais 16*, or lifting generic images and grafting them, Frankenstein-fashion, onto an existing genre formula, Microsoft's *Fight Night* and Amoleoff's *Wingspreads of London* were simply crude adventures wearing ill-fitting masks. However much they tested your intellect or joystick technique, they never sent a shiver down the spine.

As Chris Elliott of Dabitex Games, programmers of *Electronic Arts'* forthcoming *The House of Shadow* puts it, "When you have an animated figure it's difficult to make something as rich and a half full horror. You can make it grotesque but not horrific."

But that it's stopped people trying. In the mid-eighties a pair of games, *Dr. To Hell*, from the ominously named *160 Software* and *Powerhouse's* *Julia and Cuddy* led to the genre with a flourish. Dig them up nowadays and you'll discover just how unimpressive *Specter* games are - unless you're particularly sensitive to absolute shock!

Even with today's high resolution machines, graphic horror is not the solution, according to Chris Elliott. "You get into the problem that movies have. People soon become blasé. So you have to fall over yourself to be more and more gross. It's the law of diminishing returns."

CIL boss Dennis Chambers agrees. "People have always used horror in exploitation and some people have taken that exploitation element and delivered it." His solution was to launch a series of adventure games based on the classic monsters, Frankenstein, Dracula and The Wolfman, plus the legend of real life slasher, Jack the Ripper.

Recreating the tension of reading a horror novel proved more capable of rousing goosebumps than using shock horror films, though CIL 198 three in the odd digitized picture of disembowelled darlings as a sop to the gore hounds. Chambers is quick to stress that the games were more than a series of unpleasant stills though. "These games are very visual but the controls give you it."

He's careful to draw the distinction between horror, the realm of resolution, and ter-

ror, the emotion of fear. "I always thought *Dr. To Hell Machine* (Automata's experimental title) was quite terrifying. It's a question of entry and that's something that's generally missing from this industry. Fear was not bloody-frighty but he was terrifying, we like to have both in our software."

While the CIL series and Infocom's *Lonecraft* (the Lurking Horror set out to scare advertisers, a couple of strategy games demonstrated an alternative approach. Also appeared under *Amiga*'s *Mudgarden* label while James Herbert's publisher Hodder and Stoughton lavishly lined with software for the first.

Neither title could be classed as unusual local success but both succeeded in generating suspense rarely found in arcade or adventure games. In *Amiga* you searched the way for the creature while *The Rats* followed the road

closely as you investigated the mysterious scented killings.

Both were played in real time, forcing you to react quickly. Despite schematic graphics *Mud* was not a map based effects such as a sparkling cube, were used to good effect and the sudden appearance of the alien or rats creeping through the screen provided suitably disturbing glimpses as you prepared to meet your maker... or at least retreat.

16-BIT EQUIPMENT

Hardware has progressed since those *Edo* palindromes and the horror genre is currently undergoing something of a renaissance... or should that be renaissance? Electronic Arts is about to release a horror role playing game based on the works of classic horror writer HP Lovecraft's love book. And Tynesoft has launched a novel devoted to terror.

Mike Woodoff, the brain behind *Horrorsoft*, has been involved in software since its earliest days, producing traditional text adventures including the nasty *horror* and highly enjoyable *Demons*. Moving with the times he's now producing 16-bit games like *Horror of the Laces*.

"I noticed that our type of game, the icon driven adventure, is selling well in the America's but I thought that they're rather wet and dry."

Computer games allow less time to develop up an atmosphere than a film. Woodoff admits that he has to look the player within ten minutes of they'd do something else. However he



Amiga Mind Games - they're still concerned about this one.

GETTING PAST THE CENSOR

When CIL released its horror adventures it opened another vein of maggots. *Demons* Chambers interpreted the 1984 Video Recordings Act (VRA), introduced as a result of the video-rating scare, as referring to computer games.

To this day Chambers insists that what he did was merely follow the letter of the law: that a computer game was, by quite the act, a video work... a by series of visual images (with or without sound) as produced electronically by the use of information contained on any disc or magnetic tape, and is shown as a moving picture.

The VRA states that any such work had to be submitted to the British Board of Film Classification (BBFC), the body responsible for certifying films. It, to any significant extent it depicts... a situation or feature of, or other acts of gross violence towards humans or animals.

Despite the fact that, as BBFC's website pointed out at the time, the act refers to moving pictures, the BBFC's panel played Chambers' games, examined their

digitized images, and passed judgment. The classic monsters were rated as fit for 18 year olds but the real life Jack the Ripper finally achieved the coveted 18, leading to items on the radio and in the press.

Naturally you get the idea that the Board is fairly unimpressed by the whole affair. A spokesperson said, "The four CIL programs were submitted voluntarily and probably did quite well in terms of suitability for them but we've had nothing since." As the word of classification can reach 6,000, it's easy to understand why there wasn't a rush to follow CIL's lead.

However this raises an important point. As CD-ROM becomes a genre which includes filmed or animated sequences of a bloodthirsty nature certainly would come within the letter of the law (as unlike a film, which can only be viewed in one, linear fashion, a game is interactive so has no set pattern). Could the BBFC make far decisions about a medium which is only superficially similar to their area of expertise? Only time will tell.



Enjoy such from Reanim8 — a game that combines graphics and sound.

"Imagine if you were a player sitting in the dark with his Amiga wired up to stereo speakers, and he has one by his side and the other by the window. Suddenly there's the sound of a tap from the window and while he looks to identify it, he has flash something up on the screen."

"We're approaching it the same way a film director approaches a film. We've got a special language and it's written like a script for graphics, sound and data." Of course to produce the total sensation he requires the player's cooperation in turning down the lights, placing speakers correctly and suspending disbelief, but Woodruff believes this isn't too much to ask of somebody who's spent \$25-\$50 for the software.

The powers of software screens, Dominic Whalley and Peter Stone, both believe that console games will have gained the power to come to films or books. "We never see it done," says Whalley, "but I'm sure a game has done what I don't know how to do it though, I think that sound is a big element." Stone adds, "In principle I think you will be able to reuse people in the future but at the moment whenever a technology are not great enough." In fact, "I decided to produce a more adult product."

The speaker to Woodruff, as sales director Trevor Scott recalls: "He did some market research and found that horror is massive in all media. But we felt nobody was addressing it in software and you have to do something different in the industry."

Limiting itself to a few quality titles a year, the label is about to follow up Personal Nightmare with *Elms*. Woodruff says that they will be aimed at the fanbase/Gothic end of the horror spectrum. "You might find a jolt in one of the games," he says, "but there won't be a plug on it."

Instead he intends to induce shivers with more restrained images. "In Personal Nightmare you have to cut the fingers off a corpse to get a proper look. I wanted players to grip as they did it." Another instance occurs in the latest game if you stay into the garden, where a falconer trains his hawk. Suddenly the hawk swoops down and tears out your eye. The final image is of the bloody orb clamped in its talon (let us say restrained).

Woodruff defends the genre by referring to the covers of horror paperbacks and the content of comics like *Heavy Metal*. Today's viewer expects his horror to have, well, guts. His primary concern is suspense though. "It's like a film. As the heroine walks down the stairs with the lights off you want the audience to go, 'Oh, oh!'"

LOVECRAFT, HORROR, AND MADNESS

Chris Elliott and Richard Edwards of *Dungeon Games*, authors of *Diocotron* and "The House of Shabazz," are HP Lovecraft aficionados. HP who? Unlike Poe, Lovecraft remains relatively unknown in Britain, though films like *The Reanimator* and *From Beyond* are starting to change all that.

Howard Phillips Lovecraft was born in 1890 in New England. A prodigy, he was reading by the age of three and writing a year later. His grandfather's 2,000 volume library left him with a lifelong passion for the 18th century's style and language. However his childhood was sadistic and unhappy, his father died in an asylum when he was only eight, his mother was neurotically protective. Madness and madness are recurring themes in his work.

He was only 15 when he wrote his first horror story, *The Hound in the Cave*, but soon after turned to verse and essays and it wasn't until 1916 that he resumed writing fiction. His six-part story "Hambred Wood - Reanimator" was published in 1922 and soon he was a regular contributor to *Weird Tales* pulp magazine.

For the next three years Lovecraft and his disciples created the Cthulhu Mythos, a completely realized private mythology based around the ancient Great Old Ones, whose forms defied their origin. Though he died of cancer in 1937 his influence on virtually every modern horror writer continues to this day.

"He's not a good writer technically," Elliott admits, "in some ways he's appalling. His one trick is to stick the ending in letters with three dots at the end." But despite the purple prose, Lovecraft teaches a lesson.

"There really are things out to get you and

the world," says Edwards. "They're not after you personally. They just don't want to know you." "It's the idea of huge, impersonal forces," Elliott continues. "It's ghastly because there are things out there which would abuse you more if you could see them."

The creation of such a malevolent, game world universe, where obscure secrets haunt the corners of rotting mansions, calls for innovative game techniques. *Dungeon* is using role playing to bring Lovecraft to life.

"It's better than the traditional procedure," says Elliott. "That's very much about the collection of objects - there's the feeling of the player being in control. But for the atmosphere of horror you've got to feel that something else is in control. The first element of horror is a feeling of helplessness, but role playing is all about character and interaction."

He realizes the problems inherent in *Reanim8*. "Horror is a very fragile atmosphere. With computers you're dealing with an interactive medium which is like no other. But this surrenders any sense of control you have as a storyteller."

"It's very easy to go from horror into farce," Edwards adds. "The wrong word can take the atmosphere. So *House of Shabazz* is mostly low key. There's no dropping dead every thirty seconds giving the impression you're walking through a slaughterhouse. So what the horror stories it's more affecting."

Lovecraft's macabre vision translates so heavily in with a world where magnificent men forces confrontation out. *Dungeon Games* also have to break the boundaries of their medium and give us a glimpse of that nightmarish...



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we're still under threat. There's no one left to press the Ruble button on the battle has switched to copters and planes. Non-stop shoot 'em up arcade action.



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Compare in formula one races in Brazil, America, France, Monaco, Germany.

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The alien battle just enough. Imagine the going to be a more brutal being 3D and on computer screen algorithms. So they've come down to their Sunday to follow the pitiful race of century based performance and fitness. Can you stop them? Somebody has to do it.



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Can you survive brutal enemy onslaught? Fight with hand, foot and dagger to rid the street of the thugs that dare invade your home town. A great arcade conversion.

COMING SOON!



COMING SOON!

DOUBLE DRAGON II

Famous two-player with various martial arts masters. Old friends have captured your girlfriend - it's up to you and your brother Bruce to free her. Don't fail. Through the town, countryside, mountains and finally into the lair. Use whatever weapons you can find to stay alive.



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Anco is giving away a stunning Sony video

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Anco's latest release 'brings the quality of Kick Off to the art of football management'... As the newly appointed Player Manager and international class player, you take charge of a first division club with just one simple objective: 'bring back the glory days!'

Player Manager is split into four distinct objectives: playing skills of the manager on-pitch action using a modified version of Kick

Off, managerial skills (set the right tactics and players to form a winning team), tactics (choose from four well-proven tactics or design your own ingenious combinations of defensive and offensive) and players (over 1000 players to choose from, each with their own attributes like shooting, pace and aggression)...

...And that's just for starters', other factors to be taken into consideration include refs, injuries and disciplinary problems. But who said

I was going to be easy?

Player Manager is available now on ST and Amiga for £19.95lb - with Spectrum, Amstrad and C64 £9.95lb/£14.95lb (see soon). Meanwhile, don't forget Anco are hard at work on Kick Off II - and they're eager for suggestions from current Kick Off players. For your suggestions on the postcard along with your entry (don't worry - they don't count in the competition).

Video your local footie team and the Big Match with this Sony CCDP250 Camcorder



The Sony CCDP250 is the latest addition to Sony's extensive, and award-winning, camcorder range.

Featuring a 6x power zoom, instant still framing, high speed shutter (1/500 - 1/6000) and 7 sec capability, the CCDP250 is designed to introduce the joys of video photography to a wider audience...

THE SECRET OF SUCCESS...

So how do you get your grubby hands on a Sony camcorder, free, in a football shirt or a copy of Player Manager into your home? Easy! Just answer the following questions:

1. Which football team won the FA Cup in 1981? (a) Liverpool (b) Arsenal (c) Tottenham
2. Which football team won the FA Cup in 1987? (a) Liverpool (b) Arsenal (c) Tottenham

3. Finally, tell us which are your two favourite sections or articles in this month's ACE, and your two LEAST favourite sections. Don't worry - there are no 'right answers' for this question. We just want to hear your views, and whatever you say will in no way affect the outcome of the competition.

Please write your answers (in BLOCK CAPITALS) on the back of a postcard. Don't forget to include your full name, address and telephone number. Don't forget to include

the following details: your computer and your favourite football team.

Send your completed postcard to: ACE ANCO COMPETITION, Priority Court, 26-32 Farnborough Lane, London EC1R 3AG.

THE PRIZES

The Sony CCDP250 camcorder will be awarded to the first entry giving the correct answers to questions (1) and (2) chosen at random from the entries received prior to the closing date. A football team shirt (of the winner's own team choice) will be awarded to the second correct entry and a copy of Player Manager will be awarded to the third correct entry drawn.

THE RULES

- (1) The closing date for entries is 31st December, 1989.
- (2) Employees of EMAP, ANCO and BOM are not eligible for entry.
- (3) The editors' decision is final and no correspondence will be entered into.



OUT OF THIS WORLD

TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Fishers, Zappers and Grabbers. Alternatively, real time control is available to you if any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to line your levels with your own fiendishly difficult creations. More than just a game, more than just a puzzle - Tower of Babel is a whole new concept in strategy gaming.



WEIRD DREAMS

A RIDE ALONG THE ROCKY ROAD OF SUBCONSCIOUS THOUGHT, WITHOUT SHOCK ABSORBERS.

Imagine yourself in a world full of nightmares with Dull-Escape creatures & mind eating eyes. Picture yourself in an apocalyptic landscape. Move in a weird dream & wonder what the...

"Weird Dreams is stunning. It's one of the most bizarre concepts yet seen on a computer being more of an experience than a game".

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MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

A PORTRAIT OF THE ARTIFICE

Since the birth of photography the camera has been consistently manipulated to do the one thing its proponents said it couldn't - lie. At no time though, has it lied more inventively and efficiently than at the present. With the increasingly common use of computers in design and, in particular advertising, image manipulation has become an exercise in creative duplicity. The recent 'Machine Dreams' exhibition at London's Photographer's Gallery illustrated what happens when you give artists the latest in state-of-the-art machinery to play with. Mike Pattenden went along to take a look at the results.

Nearly every advertisement you see in national magazines like the Sunday supplements has been manipulated in some way. Often the colours have been changed, an area has been darkened, a detail removed, and sometimes whole segments have been created by repeating a section of the image many times.

Since the advent of computer screens with very high-resolution screens linked to publishing tools like scanners the kind of image distortion is commonplace. It's simply no longer safe to believe your eyes.

The reaction of the half dozen artists who were offered the systems to use was not to attempt to create some sort of perfect image using the multitude of tools at their disposal, but to demonstrate their consummate ability to deceive. Frequently conflicting images were juxtaposed against each other to make the point.

Photographer David Corbould took a nine-month century Mark and white visiting Napoleon surveying troops across a low, coloured hill and subtracted nearly all the soldiers from the scene to create an almost pictureless scene, demonstrating a falsification of history. All this, moreover, was without the artist ever seeing the actual print. It was produced by communicating via fax from Australia. Another, still more impressive, recreated Monet's 'Water Lilies' using garden vegetables. Commercial artist Fouca (Jaeger multiplied images (the united bridge, for example was composed of a string of cutwaters) and then smeared them to create the effect of movement and effected colour.

The attitude of nearly all the artists to the technology they were dealing with was one of wariness and not a little suspicion. With some reason perhaps because the distortion of truth that such systems offer is frightening. The



*His Science Shows His Nature
- Graham Budget*

Two parts of a triptych, these are photomontage to a highly creative degree, taking and distorting our view of progress. The picture (right) of Yuri Gagarin was lifted straight from a postcard, added to the main image (the satellite floating high above the local aerialized picture of California's coastline is the dial from a digital clock. The carefully arranged numerical sets form the print.





Pig - Mick Dean

This is a composite of four transparencies: a pig's head, a fish on a plate, some chicks and a cat in a glass cupboard.

QA in America have long been researching into the power of visual communication or "perception management" as they call it.

Rightly, a medium which is so obviously open to misuse should be approached with care, the possibilities are only as limited as the imagination. It would be interesting to have seen an artist submit the system to their own ends. Only then will the latest technology not be used as ball art.

Machine Dreams can be found at the Photographer's Gallery, 585 Great Newport Street, London WC2 (0201772) until Nov 4.



Source - Susan Thiele

Assembled from several transparencies and an etching, made of different green tints to create a seamless montage, attention to detail is shown in the way that even the highlights on the solid objects suggest that all the light has originated from the same source.



Heat and Shadow - David Hazzard

This artist is known for the way he takes images and manipulates them, often by scrubbing them. Using the Crossfield he was able to take two transparencies and then using the paint system to remove the flames and create in other colours.

THE SYSTEMS

Depleted computer imaging equipment made all the pictures in the exhibition possible. Artists were offered use of a Crossfield Imaginer II, Curator Graphic Paintbox, and a Scitex Imager System. The Crossfield is based on a 386 PC with a colour scanner and an 8000 line per inch high resolution monitor. With a number of transparencies in memory (a 10"x10" will fit approximately 40 million bytes of data) the system is able to cut paste, redraw and superimpose. A palette of a staggering 6 million colours means that images can be re-touched in any colour imaginable. The finished image can be output direct as a 21"x4" transparency. An Imaginer II will set you back about £30,000 if you're interested. The system is currently in use on Today newspaper and Time magazine.

POWER DRIFT



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the
Wall
and
you



AMERICA'S MOST FUN RACEWAY GAME

IN POLE POSITION...

It's fast... It's furious... It's POWER DRIFT!

Choose from twelve wacky drivers, like Leon the Skinhead or Jericho the Mechanic and race your way through 22 storms in churning circuits!

Steer the best. Be on the wheel's spin as you screech over a "yellow flag" track and wave goodbye to your opponents!

Roar over mounds of mud, drive through the desert, dig your way in snow-covered terrain and race your way through the night to face the final lap!

CAREFUL! Power Drift is no easy ride!

If you're heading for a collision head into your wall and enjoy three 360 degree spins before you bump back down to earth! Move some rubber, put your foot to the floor and power back to the winning post!



INFESTATION



INFESTATION

Are you ready for a new level of realism in computer games? Are you prepared for an atmospheric experience you will never forget? Can you cope with super-fast solid 3D vector graphics? Will you venture into the unknown, alone, and armed only with a single pulse rifle? Can you overcome the INFESTATION?

INFESTATION takes computer games to a new level of realism. It creates a complete environment stunningly rendered in super-fast solid 3D vector graphics. You are completely free to move within the game world, examining and manipulating objects just as you would in a real world. And, as in reality, you are not alone. Only unlike those on Earth, the other occupants of Infestation's world are not very friendly at all . . .

Your task as Kai Solar, Agent of the Interplanetary Federation, is to travel to Alpha II, investigate and eradicate alien threat. Your mission will not be an easy one. As well as the mother alien and its eggs, you will have to deal with hostile droids and computer systems, radioactive mines, and things unknown.

INFESTATION is a truly atmospheric experience. Don't play this game when you're alone . . . it may well be your last.

Screen Shots from the Atari ST version. ARCADE/ATARI ST £24.95

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SCREEN TEST

PIC CURVE POWER

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

The Curve is divided into six sections, indicating the player's adrenalin level after one minute, one hour, one day, one week, one month, and one year, but it tells you in detail far than just what your interest level will be at any given time (although that's obviously important to itself)...

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

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

Finally, you've got the month and year ratings. The better a game holds up from the moment debuting it is at your local warren cash...

PIC game combination takes a lot of playing on the part of ACE reviewers. PIC curve analysis is an art in itself. The reward is knowing just what you're getting when you make the decision to splash out on *Murder Macdonald Demolitions*... or *FBI Strike Eagle II* — just one of the month's excellent examples of today's software technology.

PREDICTED INTEREST CURVE



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

Star Trek V — the legend continues on pages 52/53 as the Enterprise boldly goes over the top once again...



DON'T FORGET THE UPDATES!

PIC Center Comment is this month's Truly Great Connection, but then Star Trek Car for the Day isn't something to moan about either. Check out page 102.

THE ACE REVIEWING SYSTEM

ACE READER

As a reviewer, you have to be an ACE reviewing system. It's not just what you do, it's how you do it. The ACE Reviewer's Manual is the only book that tells you how to do it right. It's the only book that tells you how to do it right. It's the only book that tells you how to do it right.

Each issue also carries special feature boxes that give you the inside story on the game's development and the reviewer's thoughts. These boxes include ratings for...

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HOWTO

The book also includes a section on how to do it right. It's the only book that tells you how to do it right.

graphics or even limited graphics like the Spectrum or Amiga. It's the only book that tells you how to do it right. It's the only book that tells you how to do it right.

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In each of the game's sections, you'll find the reviewer's reasons for giving the game a certain rating. It's the only book that tells you how to do it right. It's the only book that tells you how to do it right.

300-000 This will be good things going for it, but the game clearly has some technical problems. 400-000 Problems with graphics and program may mean this is a serious game.

500-000 Not only is the game good but the design was probably based on the best level game.

600-000 Things are getting really serious now... 700-1000 XXXX games coming on an image. Under 1000 Nothing has ever achieved the quality level of rating, it's getting near done. It would fit into the world being it for.

REASONS

In each of the game's sections, you'll find the reviewer's reasons for giving the game a certain rating. It's the only book that tells you how to do it right. It's the only book that tells you how to do it right.

THE TEAM

Includes Steve Cook, one of the original editors of the award-winning magazine, known for thousands of hours of work on the magazine, including *Crash White* award, the PC game, and *Crash*. **August Lacey** is the man who put *Crash* on the map. **John Lacey** is the man who put *Crash* on the map. **John Lacey** is the man who put *Crash* on the map.

REASONS

In each of the game's sections, you'll find the reviewer's reasons for giving the game a certain rating. It's the only book that tells you how to do it right. It's the only book that tells you how to do it right.

ing that he could not only write a game but also be a good writer. It's the only book that tells you how to do it right. It's the only book that tells you how to do it right.

REASONS

In each of the game's sections, you'll find the reviewer's reasons for giving the game a certain rating. It's the only book that tells you how to do it right. It's the only book that tells you how to do it right.

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

Approaching Eris at warp speed.

DAMOCLES is a giant comet hurtling through space on a direct collision course with the planet Eris. Having successfully escaped from the planet Tug in *Mercenary* the player must stop the comet from colliding with the planet in three hours time.

To have played *Mercenary* is an advantage as the game play structure is similar, and you can save the items that you collected on Tug and use them in the new game. It is not essential though - as *Damocles* is a self contained challenge.

The first thing that will strike you when *Damocles* performs its breath-taking opening sequence is the quality of the 3D effects. Paul Winkler has improved on the 3D solid vector technique employed in *Mercenary* with greater speed, smoothness, and detail. The excellence of *Damocles* graphics - with its comets, landscapes and architecture provides further evi-



DAMOCLES

Trouble with Novagen comets

dence of David Braben's leader of *Elite* and *Wing* claims in last month's ACE that there is still a long way to go in 3D on 16-bit computers.

Paul Winkler was one of the people who pushed the limits of 8-bit 3D gaming. *Damocles* will do the same in the 16-bit area - though Novagen regrets that it's not going to be able to implement the game design on 8-bit



See Eris's outer atmosphere.



Damocles is an open and easy to get into, has a challenge that you can do in different ways, ignore it if you want to, and still enjoy.

3D VERSION

Novagen has stretched the 3D to its limits in *Damocles*. The speed of 3D imaging has to be fast (not to be feared) - and without any loss of accuracy in the graphics. The 3D has to support powerful matrix routines to simulate the comets, movement of the planets, and the 3D world of *Damocles* - all of which it handles admirably. Objects are dramatic and convincing. Good, though space, use of sound.

GRAPHICS: 9 **INFACTOR: 9**
AUDIO: 7 **PLAYFACTOR: 9**
ACE RATING: 93%

machines. But even for the loyal army of C&A using *Mercenary* fans.

Novagen claims that "if *Damocles* had a care for the mechanics of flying, it would be the best 16-bit flight simulator ever". When you are flying into one of the Space Centers on one of the nine planets in orbit around the star Dels it's difficult to dispute this claim. But whether Novagen's boast is true or not doesn't really matter as the main attraction of *Damocles* is in the speed and realism of its 3D graphics engine.

Like *Mercenary*, *Damocles* has a large chunk of adventure in it. There is no set way of stopping that comet. There are a number of ways of doing it - some easier than others - even one that enables you to prevent the colli-

sion severely before it happens.

The problems with *Mercenary* and with adventure games ends in the use of objects. There are dozens of these to find and examined on the nine planets and their 29 moons - and you will need to use a good deal of them if you are to prevent the catastrophe on the beautiful watery planet of Eris.

When an object is picked up it appears in the *Damocles* window in the centre of the ship's control panel. Instructions on how to use it can also be brought up in this panel. To say too much about the combination of objects and how to use them would spoil the game - but as an illustration of the type of objects and their sophistication there is the comets. You can use this fully, taking remote control over it if you so desire. You may want to set up surveillance on one of the moons to watch the progress of the comet. This is possible with the video camera. You may even want to watch the catastrophe taking place if you have failed in your first attempt. This is easily done by placing a camera on a nearby planet, or one of Eris's moons.

It is also possible to take remote control of the ship if you wish to watch it performing a landing, firing its lasers at something, or simply flying into a jet port.

Exploration of the buildings is a large part of the gameplay. There are a lot more of these than in *Mercenary* and they are far much bigger - many of them with lifts, stacks or corridors, windows and doors.

Some of the more notable buildings are the virtual Book Store as its title slowly turns against the back shop of the selling unit, parliament building, bars, shops and space centres. The truly neat thing about the buildings is that you can peer out through them at

RELEASE BOX

YEAR OF	OS/ISA	REQUIRE
1989/4	OS/2	386/10MB
1989/4	OS/2	386/10MB
1989/4	OS/2	386/10MB



The Redwood building - where you will be lured by the president.

anytime and see the world just as you left it. If you park your ship outside the bar you can look at it from the window. The relationships of objects to each other is always accurate - however close you manipulate these objects. It is this that makes for a totally believable world. It would look like the same from whatever angle you explore it. The best illustration of this is the sleep window. If you go inside the ship and place a table in the win-

dow you can then come outside of the ship and see that table exactly where you placed it. That may not sound like anything that marvelous - but when you consider that it is all happening in 3D, without any view of the disk drive, interruption of the screen action, and maintaining the positions of all the other objects on screen relative to the table and everything else in the picture, then you can understand that this is a gameplay system far

more powerful than anything else like it. There isn't really anything like it in fact - save possibly Democles, but this doesn't have the control over objects that is possible in Democles.

Time is very important in Democles. Not just because seconds are ticking away before the comet crashes into Earth, but because time travel, from planet to planet, and around individual planets, is all weighted against the real time that you have to achieve the mission.

Very little is given away at the beginning of the game. You have to discover the secrets and clues as you explore the planets and cities. The cities themselves have connecting road networks and there are land vehicles to use if you so desire. I preferred flying, but near the roads, but near them might fancy a bit of speeding along the alien roads.

To help you unravel the mystery of Democles and stop that comet you have your old friend from Mercury along with you - Benson, the 9th generation PC.

Democles communicates with you through a message panel on the ship control panel. He has stacks of your observations, tests, clues and warning notes - which help to lighten the slightly lonely, solo world of Democles.

Democles has everything - the thrill of discovery, the fun of exploration, a totally believable world, a tough challenge, and even the odd bit of blarney. It could well become an all time classic, up there in the Premier League with games like Falcon, Commander and Elite.

• Eugene Lacey

INTERPHASE

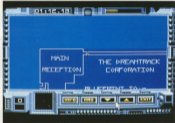
Image Works dream of a game

NEUROMANCER provided the inspiration for Interphase. The famous cyberspace world of Tron dreams, created by the cult sci-fic novel, is what Interphase is all about.

The game supposes a world where the feared classes have given up on computer games, given tired of the latest theme parks, Acid House tangents and binges, instead, to the intercosmic realmworld of the Dream Tracks and Dream Recording.

The DreamTracks are the play missions of Interphase. Supposedly recorded by the big corporations of the future to keep the masses safely engaged in pointless leisure so that they can be more effectively exploited - it is down to you, Chuck, to get and destroy the InterTrack to end this subliminal thought control.

What this impressive, if unoriginal, game scenario gives you is to a 3D arcade adventure - a work, talent, and explore challenge on the lines of Star Trek II: The Wrath of Khan.



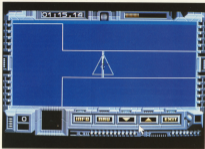
The blue grid map of the DreamTrack Complex.

The advantage Interphase has over these two games is its ability to switch out of 3D mode into a 2D map and control screen - where you are given instructions and informa-

tion on things that you have to seek out and eliminate.

The map and information screens are a delight. You can zoom in and out of the blue

RELEASE BOX		
MS-DOS	CD-ROM	IMMEDIATE
AMIGA	CD-ROM	LATE 1992
IBM PC	CD-ROM	December



→ Drawing is on the blue print.

responsibly. Some of them can be taken out with straight laser fire, while others require a minute to be locked onto from before they can be eliminated. You can also dock with certain security devices and alter them from within or simply move them out the way with your tractor beam.

To help you find your way around the computer, there is a "Navcon" device to guide you to the object you need to work on. This works by a system of directional arrows as you fly, but green arrows appear when the item "Navconned" onto has been reached.

You can fail your mission by running out of energy, or if your partner is caught by a robot or slips onto a high wall-type floor. It is therefore crucial to keep a constant check on

the girls' progress and whereabouts using the blue print - so that you can protect her and clear the path for her, and guide her safely to the Master's back.

She is carrying a small transmitter which she can use to send messages, but you cannot communicate with her directly and, of course, the DreamTrack computer will also be aware of any messages she sends out. It is therefore essential to become quick at carrying out manoeuvres. You have to constantly monitor what is going on and react to it if you are to succeed in your task.

The various objects that protect the DreamTrack computer are excellently drawn, and there is a good deal of fun to be had when you first get the game just following them around, bobbing in and out of them and working out what they are all for. Hardly anything is there just for show. There are "lanterns" for example at certain junctions that you can compute to guide your partner in the right direction. Closing Panels constantly during



Macintosh's tough. A good number of hours, several games, and work up strategy will be needed to destroy the MasterTrack.

AMIGA VERSION

A great assortment of new buttons, dials, and boxes helps enhance the strange world of Interphase. The nice vector graphics work smoothly and combine lots of detail with plenty of animation.

GRAPHICS + IQ FACTOR +
SOUND + FUN FACTOR +
AGE RATING M15

print to look at certain objects within the dream track, such as a surveillance camera or a security door - click on the mouse for more information and you are given an animated 3D view of the object with a print out of information of that object. You need this information if you are to get anywhere in Interphase. The blue print screens also enable you to communicate with your girlfriend who has penetrated the system, and is attempting to steal the control MasterTrack so that it can be destroyed.

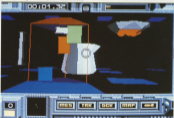
Flight controls are implemented via the mouse and they do take a bit of getting used to. By moving forward or back - and taking



The control system. You must survive this to get into the Dream Track.

your finger on and off the mouse button - you can fly forward, backwards, accelerate, decelerate, bank left, right or stop. The feeling is very much of a flight simulator as you explore the rewards of the DreamTrack computer system.

As well as all the cameras that you will have to take out of commission to give your partner room to manoeuvre there are also stacks of ground based and airborne defence craft operating in the computer. These are your



A generator - use it to top up energy →

DAMOCLES VS INTERPHASE

Damocles and Interphase both feature some of the best 3D programming currently available in 16-bit games. They are the new standard, with *Damocles II* and *Interphase* stepping down the packing index. Both offer an absorbing strategic challenge, both will have nice reviews in just about every magazine you pick up. They cost the same and are both on the shelves of your local (but also several) stores. So which one do you spend money on? Most magazines will tip-off on this question — leaving about half of them, with the implicit suggestion that you should buy them both. This is of course a luxury that few of us could afford, so at 400 we will not conveniently avoid a comparison that so obviously needs to be made. We think *Damocles* is the better game for the following reasons. It is more open-ended than *Interphase*. There is no set way of winning — indeed you can still play the game and derive a great deal of enjoyment from it even if you give the control hunting towards the planet. First, it is packed with secrets that you will discover slowly, as you play it over a period of time. *Damocles* is also far easier to get into, but every bit as tough to beat as *Interphase*. The comparisons of the speed of the 3D techniques are not really relevant at this department, since both achieve the highest possible standard in this department. *Damocles* may be slightly prettier, but this too, is a matter of pure taste. The main reason we put *Damocles* ahead of *Interphase* is because of the quality of the game design — more challenging, more absorbing and ultimately more rewarding.



Security door to next level.

our desire that it is possible to close down, and energy sources that you need to locate to replenish your own supply.

What is particularly nice about the various structures and defence systems inside the *Damocles* computer is that almost everything has moving parts. The effect is of a factory in full production. The reality of most computers is the complete opposite of this of course, as they are in reality a static electronic world of circuits and chips, but the effect in *Interphase* is totally convincing despite this, a sort of surreal electronic world out of control — which fits exactly with the scenario of the game.

Interphase is a fast and fun-out challenge. You need to think

quickly, and you get a genuine feeling that the computer you are competing against is thinking equally quickly.

Like *Damocles*, *Interphase* has had two years of intensive effort spent on it. Graphics are 'state of the art' 3D and the gameplay and plot have been thoroughly worked through to provide an entertaining, taxing challenge that is sure to stack up with *Xonox* and *Speedball* as one of those 'stabs best titles to date'. Highly recommended to gamers who want all of the benefits of aerial combat with a cerebral element as well.

◆ Eugene Lacey

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IMPRESSIONS



STAR TREK

STAR Trek has a chequered past as a computer game, which is odd when you consider how ideally suited the Trekkie storyline is, and how much scope there is for building gameplay around the Starship Enterprise. Fredrod were responsible for the biggest Trekkie cock-up of all with a game that seemed to get lost in a black hole in real development — emerging about five years too late to universal indifference.

The good news is that Mindscape have finally unlocked the potential of Star Trek with this new game, launched at exactly the same time as Star Trek V goes on general release — uncharacteristically good timing for a new Star Trek computer game.

The game is based closely on the storyline of the film — the renegade Vulcan Spalbin has taken command of the Enterprise and is steering her on a course through the Great Barrier to the centre of the galaxy. Battled, and low on energy, Enterprise is pursued by a Klingon Bird of Prey — closing at warp speed and loading its torpedoes.

As Captain Kirk it is your mission from Starfleet to deliver three Ambassadors to a safe planet, interacting with your crew — Scotty, Uhura and the retouchable Spock — you

MINDSCAPE boldly
go where most
softcos cock up...



have to take decisions quickly to complete the mission. Advanced control of the Enterprise is provided with a large, simulator-style manual exploring all of the systems at Captain Kirk's fingertips.

The key controls, requiring careful mouse fiddling, are the various systems — Phasers, Photon Torpedoes, and Shield strength. The status of these is represented by bar graphs on the Enterprise main control panel. Each of these has its own targeting system — and this too, needs to be fully understood to deal with the various enemy ships that Enterprise will encounter in its adventure.

Various engineering displays and 'Power Available' reports can be checked to make certain of your exact status before taking an action and — if things look really bad — you can rely on Scotty or Spock to appear on the main display in person to point out any dangers or problems.

The first problem for Kirk to deal with is to manoeuvre safely the Enterprise through a 'beam lane' close to the great Barrier — with minimal energy available on board. This is

As you can see, the graphics on the PC version really do the game justice.

RELEASE BOX

IBM XT	CD-ROM	EARLY '92
AMIGA	CD-ROM	EARLY '92
MAC	CD-ROM	IMMINENT
IBM PC	CD-ROM	IMMINENT

PREDICTED INTEREST CURVE



There is enough in it to keep you coming back for many a flight year.

good practice is steering the ship — the 3D effect being created by a series of concentric circles emerging from the screen, varying sized all over the ship, causing serious damage to Enterprise should you collide with them.

It is not all bad news in the 'Worm Holes' though, as you might spot some DeLorean Dystopia floating in the void which you can 'tractor beam aboard to replenish your energy supplies.

PC VERSION

Graphics tend to be Amiga and ST in high resolution 625 is pretty good-looking. The gameplay is the thing, though — well thought-out to provide absorbing and challenging hours of fun. For this reason it should materialise on whatever system you have. A word for teachers — not an entertaining space strategy/simulator for everyone else. The ship is down to the sound — but that's the PC for you.

GRAPHICS: 5 3D FACTOR: 7
 AUDIO: 4 PLAY FACTOR: 8

AGE RATING: E10

Not all of the action takes place aboard this, which provides welcome relief from monitoring all of Enterprise's systems. You will in fact find yourself in hand-to-hand combat with the Klingon Commander Kias, on the planet of Sho-Ka floe. Kias is a tough adversary — one of the finest Klingon Commanders — but you must be careful not to kill him, capturing him instead and bringing him aboard the Enterprise to enjoy the "hospitality of the Starliner".

The Klingon Bird of Prey is an awesome ship — far larger than the Enterprise and armed to the teeth. One of its trickiest manoeuvres is to lay a Gravitic Plasma Minefield around the Enterprise — requiring a careful use of Weapons, sensors, and Navigational controls to blow a hole in the GPM to escape. To practice some of the trickier manoeuvres required to beat the Klingon-challenge a Mission Simulator is provided.

One of the best aspects of Star Trek II is the feeling of command over the Enterprise that is created. This is something that the work of interpretations, based to achieve it is the



THE SEARCH FOR THE PLANET OF KIBBI. YOU AS WELL AS THE BIRD OF PREY. THE CHALLENGE IS TO WIN THE BATTLE OF THE CHANGING OF THE GUARDIAN OF A PLANET.

Star Trek II — The plot of the computer game of the movie begins to unfold in glorious technicolour on IBM in this case.

faces of Uhura, Scotty, and Spock that make the crucial difference — as well as the number of orders you can issue. Scotty, for example, can be ordered to Stand By (Cease current activity and await further orders) Fire At Will, Aim or Disarm Weapons, Raise or Lower Shields, Aim Photon Torpedoes, Damage Controls (Start immediate repairs) or Report Last Statement.

A similar level of sophistication in commands is possible with other key staff. You



IN SPITE OF SCOTTY'S HARD WORK AND EXPERTISE, ENTERPRISE IS STILL IN NEED OF MUCH REPAIR. "I THINK YOU GAVE ME TOO MUCH TIME, CAPTAIN."

"It's not good captain — the engine room says there are more..." Gravitic Torpedoes stuff on Birdie gets down to work.

only feel as though you were in charge, with the safety of the Universe resting on your shoulders.

Obviously Star Trek II is superb. From the rolling intro screen with its pretty static screens that set the scene — adventure style — right through to the animation in the game itself, a high standard is maintained.

The film may not have won major accolades from the film critics but that isn't matter — a job to computerising Trekkers — as this is easily the best interpretation of Star Trek yet. Whatcave have successfully gone where plenty of other software houses have regretted going — and emerged without Klingon egg on their faces.

◆ Captain Lacey

"It's for you too..." Yes, it's Star Trek II command on the line with your orders.



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SOUTH

BASED on a series of Belgian comic books entitled Les Turpins Bleues, North and South is an interpretation of the American Civil War. The choice to play either "Union" or "Confederates" is yours, with the battle taking place during one of the four years of the war at one of three levels of difficulty.

However, it becomes obvious from the get-go that this isn't a run-of-the-mill hegemony and squires affair... it subtly animated ghost noise in the sky signals the title tune, and being able to "fade" the option screen photographer's hot tracks with your pointer for a "laugh" is indicative of the general nature of the game, in translating the comic to computer. InfoGraves has managed to capture the humour - and throws in an extra marketing feature for good measure... namely an abundance of jaw-dropping sound effects.

Troop movement and most of the strategic decisions take place on a single screen-map of relevant American states, with the objective of reducing the opposition from sight. Your priority is to occupy enough territory to establish a vital supply line and subsequently fill your safe and in time buy new troops. Occupation of territory inhabited by enemy troops means war. A brief animated sequence of one side firing a shot into the ranks of the other is shown and the fighting commences...

Controlling foot soldiers, sword-wielding cavalry (complete with bugle fanfare) and cannons are at your disposal, with control of each transferred when appropriate. Buildings, towns, canyons and rivers obstruct troop formations, but can also be used to an advantage. Out of all the North and South arcade games, the

battle sequence is the most amusing - which is fortunate as it's played the most often.

Less interesting though is the horizontally scrolling race to capture a fort when you invade a state occupied by an enemy flag. A rendition of Yankee Doodle plays as you run, with each step corresponding to your footsteps. Avoiding obstacles and explosives and searching soldiers is the order of the day, with a time limit represented by a "booming" boat (you) against the clock (tick) tock. The process of hijacking an enemy train after occupying an area containing a supply line is much the same, only you perform death-defying leaps from carriage to carriage in an attempt to reach the engine.

None of this sounds like gallons of fun - and it is. At least it is until the jokes stop being funny and it becomes apparent that there's not much room for strategic play - even when playing an strategic game the arcade requires are played for good. The three levels of computer controlled opponent represent a challenge, sure, but certainly not in the long term. Confederates (such as the Indians and Mexicans) occasionally taking offense to military presence, starts (brings) troop movement for a month) and supply ships to replenish along rivers are all very well, but none of these

aspects makes up for the small play area and limited gameplay.

North and South is rich in visual and aural quality. A cornucopia feel is provided throughout, with select scenes appearing in panels. But there's just not enough flexibility for game play - playing area limited.

■ Brian Reynolds

AMIGA VERSION

Excellent presentation guarantees a suitable Cornucopia feel throughout. British music combined with plenty of suitable sounds and effects provide a treat for the eyes and ears, but this is inadequate compensation for the gameplay limitations. The two player head-to-head option seems like a... pity.

GRAPHICS 10 FACTOR 10
SOUND 10 FACTOR 10

AGE RATING 7-11

PREDICTED INTEREST CURVE



Limited play area restricts lasting interest of an otherwise slick, but disappointing war game.

RELEASE BOX

YEAR OF	1988	1989
AMIGA	1988	1989
IBM PC	1988	1989

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Weight	70
Temp	100
Quality	100
Experience	100
Stamina	100
Application	100
Aggression	100
Tackling	100
Shooting	100
Passing	100
Pace	100
Value	100
Transfer Fee	100
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Assists per Game	100
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NINJA WARRIORS

VIRGIN try some metallic espionage...

WHEN I mention the name Ninja Warriors to you, your first reaction is bound to be 'Oh, wasn't that the scrolling beat-em-up game that used a three-screen system under a Commodore? Not An wall. Ninja Warriors isn't exactly in every arcade across the globe. As a console game, and a computer title, it

The world is, as usual, in Soterra. An evil dictator has, as usual, kidnapped the system, and everywhere, as usual, lies peril. The country's only chance is to assassinate all the dictators, but - as usual - require nearly to clear the short class. All the leaves' men in the land to offer their life for the dictator's foul mutated creatures or covering in fear. Who can take us now?

In essential robots Ninja Warriors, that's who. Nobody knows how they came about, or what their real purpose is, but one thing's for sure, they're the only one's who can save the life.

As a game, Ninja Warriors is pretty simple. You are one of the robotic warriors, at first armed with a limited supply of stunks, who has to travel from left to right across six long scrolling levels before you reach the boss, whose defeat you have to kill. Along the way you climb across beds of different enemies, including hunchbacks who pack a mean punch, fire breathers with the power to disappear and appear at will and a massive Sherman tank, to name but a few.

The graphics are arcade perfect, and for a game of this size, that took some clever programming (see box).

As a beat-em-up, it's great. There's lots of variety both in the backgrounds and enemies, so it takes a while to get bored, and it's learnable, meaning you can get a little further every time.

If like arcade version from the people that brought you Silberman and Continental Circus, I can't wait to see *St. Dragon*.

■ Tony Dillon

ST VERSION

Perfect use of graphics, complete with a great soundtrack makes an attractive game, and the track with the fun you'll have playing it makes it a sure winner.

GRAPHICS 9 HD FACTOR 4
AUDIO 7 FUN FACTOR 8

AGE RATING E10

CS4 VERSION

The graphics and sound aren't as top as the ST, but only, and the disk multiple system has been dropped. Still a great looking game and a lot of fun to play.

GRAPHICS 7 HD FACTOR 4
AUDIO 6 FUN FACTOR 7

AGE RATING E10

RELEASE BOX

ATARI ST	£19.999	December 79
AMIGA	£19.999	December 79
SPECTRUM	£9.999 - £14.999	December 79
AMSTRAD	£9.999 - £14.999	December 79
CS4/3	£9.999 - £14.999	December 79

CODING CHALLENGE

Sales Curve being the perfectionists they are, were hit with a pretty tough challenge when they started to program the graphics for Ninja Warriors. There were too many of them. The backdrop, for example, never repeats, so they couldn't book it out like you can with most games, and to put more in to reduce memory took too much memory, so this is what they did. By using a clever form of backdrops, the game can load in areas of backdrops and memory sprites as it needs them, essentially making the disk allow a limited access ROM.

'We have used a similar method'

before on Silberman', explains Don Macdonald from Sales Curve. 'On the Amiga version, the game actually loads in the end sequence as you are firing through the last level. Of course, Ninja Warriors is a much improved version of that, and *St. Dragon* will be a much more improved version.'

With so much extra graphics memory, Sales Curve have not only been able to take all the backdrops directly from the cart-ops and scale them down to Amiga/ST resolution, they've also been able to take all the sprites, complete with all frames of animation intact, a feat never before accomplished. What you end up with is a room-ops quality looking game.

PREDICTED INTEREST CURVE



The graphics of the ST version plus the slightly lower difficulty level makes it just a touch longer lasting than the ST version.



OMNICRON CONSPIRACY

IMAGEWORKS conspire to bring US humour to British adventurers...

THERE seems to be a trend in the states at the moment for cute adult adventures in which the emphasis is clearly on light-hearted gameplay and offbeat humour. Stern Online have probably explored this genre to a greater extent than most adult comic teams, with titles like *Leisure Suit Larry*.

New First Star Software have made a contribution with *Omnicon Conspiracy*. You take on the persona of Ace Powers, a star police captain who has been assigned the task of investigating an intergalactic drug ring. You begin aboard your ship, where your P.I. (Personal Automatic) Link informs you that your presence is desired on Omn by the planet's chief of police.

After arriving at Omn you are escorted by the rather short-tempered Lieutenant Dede to the hyperbill which takes you to the Chief's office. Once there you are given the full news. The previous agent investigating the evil drug ring has gone missing. You must pick up the trail and bust the dealers. From here on it's up to you to follow up all the clues that are liberally strewn in your path.

Like the Stern adventures, *Omnicon Conspiracy* is fully animated. Movement is achieved by using either joystick or keyboard to get your character from room to room. Unlike Stern's stuff, however, there is no limit on the number of actions you can make by selecting options from a menu. Move into an object or



Ace stands on the bridge of the Falcon with his loyal P.A.I. and his plasma cannon locked safely away in his bosom.

character, press Enter, and a menu appears with two or three possible courses of action, which change depending on your situation. One of the most useful options is *CONVERSE*, which allows you to glean useful hints from anyone you might encounter. You have six pockets which can be used for storing collected items, although your *Inventory* (Automatic Laser System with Energy Light Level) should permanently occupy one of these if you want to last long. Activating any of the six pockets again calls up a menu of options.

Finding items for most of the objects is not too difficult. There are also one or two in there that are just for fun. By passing into the CO shop on Omn and inserting a disk into the CO player. By far the most useful item is your *Avatar*. This can be set to either stay or kill just like the old Star Trek phaser.

Eliminating other characters is simply a matter of facing them and hitting the space bar and they are instantly felled. Of course there is also the great danger that you will meet with much the same treatment. I was most affric-



Get into of dead green man in the hallway... you'll've been some party!

scenes, as wandering into a bar, I was accosted by some ugly green guy whose idea of a friendly greeting was a few laser shots to the belly. Fortunately, if such a disaster should occur, your PAL shield can blast you back to the shop and have you reassembled by the firing line. Following a successful assassination, I marched straight back to the bar and tried the pig before he could get a word in edgewise. Very satisfying indeed!

You should actually feel yourself solving the first part of the game quite nicely, but the first part is only the tip of the iceberg. There are, in fact, two further mysteries to be solved before you have properly completed the game.

I quite liked *American Conspiracy*. The very American humour does grate from time to time, but on the whole the game is good fun. The graphical interface that has been used in favour of first entry is going to make the game accessible to the sort of people who otherwise wouldn't touch it with a barge pole. The graphics and animation actually have a slight edge on the Sierra games, although the sound is severely restricted. This is certainly not going to be everybody's cup of tea, but if you're not turned off by software that has a very American feel to it, then it should be worth a look.

✦ Lawrence Scotland

PC VERSION

The animation and graphics have a bit of oomph to them and give the game a very different feel. Sound is fairly generic, so unless you're to accept from PC games, it plays well though and should appeal to most people that a bit of adventure.

GRAPHICS ID FACTOR
AUDIO FUN FACTOR

AGE RATING TBC

RELEASE BOX

APRIL '87	CD-ROM	SPRING '87
AMIGA	CD-ROM	SPRING '87
IBM PC	CD-ROM	CO'NTINUE

PREDICTED INTEREST CURVE



Should provide reasonably challenging entertainment for some time.

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DOUBLE DRAGON II

AFTER the truly appalling home computer version of Double Dragon, it seemed only right for Virgin to knock the dust of the label on the head. Sadly though it was a case of an already bought ticket, as here it is.

Like from the Double Dragon duo set out to right wrongs and rescue people by using the immense karate skills to cause as much damage as possible, usually to the street gangs. At their disposal they have flying kicks, a battery of punches and a rather nasty back-to-back beam the recipient with their eyes bulging if you get my meaning. In order to overcome their hatred and their manhood on the road may be, some members of the gangs have armed themselves with daggers, chains and a some other gear. Luckily for the Dragon brothers, it's possible for them to pick up weapons dropped by better opponents and that do them instead of punches. If anything the punch is the most effective move, but the ability to use other weapons helps break the monotony.

Another feature which helps to lighten the game is a little routine which allows you to give your man control a kicking. Unfortunately however, the Dragon brothers wander on to the screen from time to time to confuse matters, often resulting in the wrong player being on the end of a right beating.

Each level is a traditional left to right roller with a large end of level bad guy in some cases but good giving their best to reduce you and your pal to pulp. If you should win, the drive return and it's on to the next level, with a very similar selection of enemies, very similar indeed.

The differences between Double Dragon and its sequel in the arcades were only minor, a few techniques, a few extras. But the changes

The Virgin Master-
tronic game that's
twice as hard

RELEASE BOX

ATARI ST	000000	MARKET
AMIGA	000000	MARKET
SPECTRUM	000000 - 000000	MARKET
ANSTRAD	000000 - 000000	MARKET
CD-ROM	000000 - 000000	MARKET
IBM PC	000000	MARKET

PREDICTED INTEREST CURVE



Fun, but lacks any real interest, especially on the player game.

which had to take place on the computer versions resulted in be enormous. Thankfully Virgin realised the potential of this game for a the home market and appear to have pulled out all

the stops. The graphics have been greatly improved - now larger, better defined, and smoother. When there are a lot of characters on the screen the action hardly slows, but it's the action itself that proves to be one of the funniest points.

An arcade machine has obvious advantages over a home computer, therefore games which appear in your local arcade are going to be hard and slower than any conversion. In the case of Double Dragon II the arcade game featured very smooth moving sprites, complex animation routines, and more colour to handle the 16 bit versions on the other hand have had to have the colour reduced, some of the graphics shrunk, and fails to play as fast as the original, losing most of the levels feel which made the arcade machine such a hit. It's no secret like this that a game is not so much a conversion, more of a re-write.

People who are not familiar with the arcade version should give it a look as it provides lots and lots of indistinctly beat-up action with a good two player mode. Hard core fans of the series are unlikely to be impressed though.

Mark Petersen

AMIGA VERSION

The most noticeable fact is the use of the full screen facility to make more the help to provide a more arcade like feel. Unfortunately due to the lack of a real perspective effect on the background, the effect is somewhat less. Unlike the arcade and ST version, the screen only scrolls left.

GRAPHICS	7	HD FACTOR	5
AUDIO	5	FM FACTOR	7
AGE RATING T30			

ST VERSION

Out of the two versions I've read the ST claim to be the closest to the original. The graphics are essentially the same as the Amiga version, large and brightly coloured, though the background has changed and now a nice forest perspective look to them. A game that is greatly improved by the two player mode.

GRAPHICS	7	HD FACTOR	5
AUDIO	5	FM FACTOR	7
AGE RATING T30			

Kick, punch, and generally make a helluva name of yourself in Double Dragon...



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Outside view of jet fighter as it sits on the runway. You can take an outside view of any stage of the action.

BOMBER

Activision drop a bombshell on the flight-sim scene



Serial refueling has to be mastered to complete the more difficult missions.

If fourteen of the best military aircraft from around the world - including an F16 Falcon, F14 Tomcat, Mig29, Su26, A321, Mirage 2000 and F15E Strike Eagle - in one sim sounds too good to be believed, then you haven't seen Activision's *Fighter Bomber* yet.

All of the fourteen planes are shown in side view on the selection panel. A 3D view of your chosen plane can be selected, which enables you to view it from all angles as it turns circle in a window of the selection screen. You can also fly through the wide range of armaments that are available - and these, too, look accurate in every detail. There is a price to be paid for these meticulous game options though - you lose some of the detailed flight controls you get in mainstream sims of the Spectrum variety. But who cares about things like cockpit air pressure, attitude to the nearest millimeter, or Estimated Time of Arrival at the target? You get them right, you don't die right,

you get out right. *Fighter Bomber* delivers these three key ingredients in no less than six teen different missions of progressive difficulty.

The Missions are divided into four rate genres: Combat, Tactical, Strategic and Offensive. After a brief jaunt around Mount Rushmore and have a look at some screens, you soon plunge after your first mission - Operation Deepen. The briefing screen informs you that a group of terrorists are holed up in a mountain valley - 60 Km south east of an air-force base. Your mission is to fly in low and take out the terrorists with an "appropriate weapon".

Before setting out on a mission you have the option to look at a video recording of a reconnaissance mission. This is a first for flight games, and a most useful feature. Study every detail of the map as it will help you remember what the target area looks like. In the case of



You need a good iron stomach to make this ride as an enemy base.

the terrorists, you can get in really close and see their tents and ammo supplies at the foot of a mountain range, sitting ducks just waiting to take the heat of your F14's cannon or Maverick missiles.

The details of each mission are only revealed at the briefing, though the objectives are listed at in the manual, which lists them in true fighter jargon (with terms like "Spacemaker", "Tom Smasher", "Big Bird" and "Molestrangler").

Although the missions start off steady enough - with an advanced fighter bomber taking out a small terrorist cell - they quickly get a lot more difficult. You come up against real enemies with jet fighters of their own. Careful coordination must be given to fuel limitations, refueling in mid air, and weapon selection - which all need to be mastered if you are to complete the more difficult missions in the "Strategic" and "Offensive" categories.



Enemy aircraft in view and just about to be blasted with Maverick's missiles.

But Vector Graphics have included a device to keep even the hottest computer Ace's satisfied a mission design facility.

Another highlight of this excellent flight game is the design features, enabling you to create and save your own missions every bit as complex as the sixteen pre-designed missions that come with the game. Everything can be done, even the mission briefing.

Flight controls are simple - but responsive and convincing enough to let you lose your self in the game. Attack in the air you can choose from eleven different views, including a view from the Control Tower, view from enemy aircraft and view your own plane. The view your own plane option is particularly nice - to see your tail completed and the target reduced to its main rubble, just sit back and watch the show.

The aerial dog fights are competitive, but lack the manoeuvrability and explosive action of Falcon. But this does not matter as the dog fighting is not the be all and end of all of the game anyway - it's a mere part of the mission, and the game is its entirely too entertaining and playability value in abundance.

A thorough manual provides all you need to know about the various aircraft featured in the game. Read details, rather than page after

page of unnecessary description, and a quick and easy guide to get you into the action, rather than putting you to sleep before you have your first go.

Fighter Bomber seems certain to double Vector Graphics to the top league of games development. They spend a long time on this one - and it certainly shows. The game gets the balance just right between convincing simulation and entertaining game. Highly recommended.

Superlative

PC VERSION

The 3D graphics are totally convincing - from when the plane tanks and spins out of control. For a PC it also moves pretty pretty, depending to a large extent on the power of your machine. But the design of Fighter Bomber is so strong that it should work well on most machines - including the Spectrum and CMI. Sound lets it down a bit on I16 format's after burner sounds a bit less a whop with a nice thud, but then that's the PC for you.

GRAPHICS 9 DESIGN 9
 SOUND 8 FUN FACTOR 9

ACE RATING 9.0

RELEASE BOX

ATARI ST	£24.95	AMM/91
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PREDICTED INTEREST CURVE



The pre-packed missions will keep you busy for months - the design your own feature will keep you busy for years. Righty ACE!



Fighter Bomber - more of a game than a straight simulation.

STORMLORD



Free the imprisoned
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obliterated
by an evil
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Stormlord is a
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queen. The game
features a variety
of weapons and
magic spells.
It is a fast-paced
and exciting
game that will
keep you
hooked for
hours.

XENOPHOBE



In one-player mode, you can choose any one of nine characters and face the might of the evil Xenos aliens. In two-player mode, the display area isn't large.

A Xenophobe, just in case you didn't know, is someone who has a hatred of foreigners. In the case of this game, it's someone who gets the wildest every time they come across an alien. And who wouldn't? Pull the trigger and attempt the alien traps later in a mode that's subtitled "nasty" (a punning space cast).

Xenophobe is also a fairly mediocre Bobb Whitey clone of the same name, now a couple of years old and at its best with more than one player. It depicts a future Earth at war with that wild mysterious waves of bug-eyed man-eaters known, appropriately enough, as Xenos (without the Solar System, a cynical space

televisioner called Science is sent to investigate Space Station Jory One Five, now occupied by things from another world).

Basically, this is a one- or two-player game which involves you choosing one of nine alien members and materializing on the space via one of your choice ready to take some bug-eyed monster ass. There are plenty of different aliens, including pernickat puss, sales critics and garrotting tentacles — but in practice they're not significantly different.

You can also pick up plenty of weapons, including a pretty handy laser pistol (just about the most satisfying), bombs, lightning rifle and — the "hacker" favorite — a phaser. If you drop your weapon, another one will be left by a dead alien, but in the meantime you can engage in some good old fashioned fistfights.

There are three outcomes of all this alien bashing. If you let the bad guys overrun the base, it self-destructs after you've returned to the motherboard. Alternatively you can enter a "fast retreat" to prevent it from being overrun by Xenos. Finally, clear the base of ALPs (a percentage of aliens remaining is occasionally shown on the walls behind you) and you can walk off to the next. This means more multi-tasking, which can be a pain if you want to get

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CGA VERSION

The graphics and sound do nothing to compensate for the lack of a slow loader and ball gameplay. The real is a lot to pay for a brilliant soundtrack tape and a ball game, and even less of the average about for every of this conversion.

GRAPHICS	5	IQ FACTOR	5
SOUND	5	FUN FACTOR	5

AGE RATING 6ES

straight back into the action.

There are several things wrong with Xenophobe, not least of which is the multiplay. It's not enough having to reload a disk to reset the options (number of players, music/sound effects, starting level), so there isn't much hope for the cassette version. Another niggles is the one-player mode — you get about a third of the screen to play in, whilst the word "Xenophobe" bounces around and flashes annoyingly beneath you.

The worst aspect, though, is the monotony. Hacking from room to similar room blasting aliens, picking up discarded hardware and blasting their own aliens becomes very tedious, since there's very little inter-level variety. However, before you go thinking this is a complete waste of time, one thing has to be said in its favour: the free music cassette that

comes with the package is excellent — one of the best you'll find. It's only the same could be said for the game.

— Gordon Houghton

BT VERSION

Better performance than the CGA version. Graphics and sound are both reasonable, although the machine is not really stretched in either department. Playability, however, remains a problem.

GRAPHICS	4	IQ FACTOR	6
SOUND	5	FUN FACTOR	5

AGE RATING 6ES

PREDICTED INTEREST CURVE



Does your chart working out what to do, its good for the a while, but even with the player's this score leads to boredom.



Many hands make light work, and a couple of collaborators make extra steps of the approach. If you're not a Xenos fan, you're not a Xenos fan. This is by far the best way to play Xenophobe.

STORMLORD



When Eagles Guard — Stormlord's rugged, a quick hit from hapless Steve Swire!

It has been a long time since I have come across a game that has got it right in just about every department. So very often development teams spend a long time getting graphics and sound down to a tee and then disappoint us with the gameplay. Alternatively the game will play really well, but the visuals let it down in a big way.

The first impression you receive from Stormlord is one of graphical excellence. A pretty title screen leads you on to a dark and mysterious two-dimensional landscape full of superbly animated creatures. This sets the

AMIGA VERSION

Great graphics, great sound, and great gameplay. It's all too easy to establish under just the Amiga's conversions of 16-bit games, but Hewson have obviously gone to a lot of trouble to ensure that Stormlord really uses all of the advanced features of the machine, making this version look like a completely new game.

GRAPHICS **B** HD FACTOR **B**
 AUDIO **B** FUN FACTOR **B**
AGE RATING 800

PREDICTED INTEREST CURVE



A very good game, but the challenge won't last for long.

Hewson is set to take 16-bit games by storm

But the merits of Stormlord do not stop here by any means. There is actually a very playable and addictive game behind all the effects. As a measure of Stormlord's excellence, I took a lot of wallpaper for me to drag myself away from the machine to write this notice. Often I'm only too happy to head for the nearest word processor.

Hewson's original version of the game was first seen in May on 8008 formats, and was well-received at the time. It is nice to see that, rather than producing mediocre 16-bit conversions and riding on the success of the 8-bit programs, Hewson have gone to the trouble to ensure that the advanced features of 16-bit machines are used to the full.

The scenario involves the rescue of the imprisoned fairy folk and the subsequent delivery of the land from the rule of the evil queen. If that sounds a little less than scary, Stormlord has its fair share of monster mauling for those who enjoy that sort of thing.

You play the Stormlord of the title, a very heroic looking type with full beard and flowing cape. Quick presses of the fire button will have him throw fireballs. These are not too powerful, so some creatures may need several hits to destroy them. Hold the fire button for slightly longer and the Stormlord fires upwards in a manner similar to the knight in Droids and Bob

RELEASE DATE		
ATARI ST	17.9.88	NOVEMBER
AMIGA	17.9.88	NOVEMBER
SPARC 1.26	16.9.88	OUT NOW
AMSTRAD	16.9.88	OUT NOW
ORAYZ	16.9.88	OUT NOW

great soundtrack matches your quest as you know you're in for an audacious treat.

The fact alone would probably be enough to ensure that this title sells fairly well, especially since many reviewers can easily be won over by a few pretty pics and beautiful ditties.

▶ The uncut floppy makes a well suitable if you aren't fed with second editions etc.



ins. These are far more effective, but can't be fired quite as frequently.

Each of the fairies is trapped in a bubble and all you need to do is to touch this to release them. Unfortunately there are various hazards to be overcome in order to reach the captives. These include collapsing platforms, lava flyings, giant worms, and an assortment of other deadly creatures. Most are fairly easy to dispatch provided you are in the right place at the right time.

Although making rescues of prisoners is a major part of the game, there is another aspect which must be mastered if you are to make any progress. This involves the various objects which can be found lying around. You must find out through trial and error which object you need to be carrying at which time. This inevitably costs a few lives but, once you have discovered what you need to be carrying and when, it is simply a matter of practicing till you get the timing and technique right.

One very nice feature in the game is the way you can travel quickly between distant locations. We've all seen boring old transporter paths before, but now it's, for originality, Step on one of the stone blocks scattered throughout the level and a giant Eagle, Mail Owl, will swoop down and carry you off to another block located elsewhere. It looks very impressive, and really shows off the smooth and fast horizontal scrolling.

If you do manage to rescue all the fairies in a level before your nine lives have all been used up then you are allowed to play a bonus game. In this the fairies all fly above you and you must try and blow kisses at them to make them fall in love (sashimi). If you manage to hit a



Marionette is about to burst the bubble and release the first fairy, but he had better be quick! If that wizard's ball hits him it's game over!

fairy with a kiss she will give a tear for you to collect. Collect ten tears before your time or kisses run out and you are awarded an extra life.

This is actually not as easy as it sounds since the fairies move quite rapidly and the tears often evaporate before you manage to reach them. Still, it does provide an interlude between the main levels which adds a lot more interest to the game.

The graphics are absolutely brilliant and really can't be faulted in any respect. The quality of both the animation and the scrolling has

to be seen to be believed. The soundtrack is also one of the best I have heard for a while, but even if you do get level 4 if you can replace it with some amusing sound effects.

There are six levels to complete in the game. You will find the first couple of levels reasonably easy, but I suspect that later levels might prove frustratingly difficult. However, those certainly lived up to their reputation for excellence with this title, all I can say in conclusion is try it — you won't be disappointed!

■ Laurence Seaborn

CTW Survey '89 CTW Survey

SECTION G - MAGAZINES

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7. Commodore User
8. Gamesweek
(Combined with
Pop mid-Feb)
Sinclair User
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DAY OF THE PHARAOH

STRATEGY / Management games were always popular projects on early micros because they were easy to implement, and did not heavily rely on complicated graphics and sound. They usually had very broad, unimaginative themes like Kingdom, Dictator, or Billionaire, and set you into the sort of position where you had to make important day-to-day decisions in order to retain, or increase your current status.

The games progressed as a series of turns, each of which represented a period of time, like a day, week, or month. On each turn you had to make a number of decisions related to various aspects of your position, these might be financial or business decisions, or possibly affairs of state. At any rate your success or otherwise depended on how well you made those vital choices. Day of the Pharaoh's roots are firmly in the Management/Strategy genre (unlike those simple, early games, however, it offers a lot more).

Things are going fairly wrong in Egypt. The old Pharaoh has gone and snuffed it leaving a lot of really powerful people ready to step into his shoes. The trouble for you is being led on by the not-yet-Seti, who orders them to kill off all of the Pharaoh's descendants, in return for which, they will inherit the throne.

You happen to be one of the signal heirs to the throne, but, unlike your uncle's relatives, you are saved from drowning in the Nile by the Sun God Amun-Ra. You grow up as a prince amongst peasants, unaware of your true destiny until one night the god Osiris (yeah, there's a lot of these guys) appears to you in a dream and leaves you with silver and a single merchant ship. Your task is to be successful enough as a merchant trader to rise through the Egyptian social ranks and eventually reach the throne.

The major part of the game is trading. To do this you must travel the Nile to reach various towns. This is where the first of several subgames comes in. Once you have selected

Take a quick trip
down the Nile,
courtesy of
Rainbow Arts.



Oh, yeah, things have gone fairly wrong, and you're off to meet Seti in person.

your destination, a view of the grow of your ship appears. Sailing forward through the water. You must now steer it through the rocks that come towards you with alarming rapidity. It's too windy rocks and you'll lose half your cargo - not very helpful.

You may also have to deal with thieving phoenicians (or 'phoenicians' as the programmers spell it). These nasty lighters raid your ship after a lot of successful trading and the only way to stop them is by whisking them over the head with one of the ship's oars, which takes a bit of mauling.

Once you have built up a good stock of commodities you can engage in a some more prestigious activities. These include consuming one of the gods, or taking a wife, both of which will require you to have fairly substantial offerings to hand. In the later stages of the game you can also indulge in a little architecture, although you really will have to be a bigwig before this is possible.

If sensible trading is too slow for you it is also possible to try the occasional wager on a camel race. Beware though, we are talking big stakes here - nobody in these parts supports anything less than a whole shipful of cargo.

Even if you are trading fairly well, not everything is all sunshine and roses - you will inevitably have to deal with the occasional conflict. If you are to cope with these effectively you must have a good line up of war chariots. Each conflict involves another sub-game in which you control a charioteer and an enemy

riding archer. Your aim is to kill as many of the enemy as possible without being hit yourself. Like the phoenician subgame, this takes a little while to get used to.

Day of the Pharaoh is an unusual combination of simple mouse-type sequences and more involved strategy/management type gameplay. Graphically, the whole thing is up to Rainbow Arts' usual degree of excellence. Music and messages are presented on a sufficient looking piece of paper, or scrolls. Sound is limited to the occasional good effect, although what there is has been done quite well.

One very nice feature is that you can freely swap between the mouse, keyboard, and joystick at any stage of the game. This turns out to be very useful indeed (because you use the mouse while you are selecting from menus, then change to the joystick for action sequences). Rainbow Arts have obviously gone to a lot of time and trouble to make Day of the Pharaoh as appealing as possible while retaining as many of the qualities of those old strategy games as they could. The resulting game, however, doesn't quite hang together. The individual elements are all very nice, but as a whole I don't think there's enough here to keep your interest for long.

● Laura Scott

AMIGA VERSION

Day of the Pharaoh looks quite easy on the Amiga, although it obviously isn't (watching the movies that track, I won't be surprised if the game looks and plays exactly the same on the PC. If you are a fanatical Amiga user, then this game will do nothing for you whatsoever. Those of you who enjoy putting the brain in gear then time to time might be obliged to take a look though.

GRAPHICS 7 FS FACTOR 7
SOUND 4 RUN FACTOR 5

AGE RATING GGG

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PREDICTED INTEREST CURVE



It will take you at least a day to get into this sort of program. I doubt if you'll see the playing it much after 2-3 weeks of monthly through.

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ONE MAN - ONE SWORD - ONE FREE WORLD

DOGS OF WAR

Mercenary Elite go to war again...



Ready to select weapons for yet another bloody campaign

It seems to me that Elite's most successful titles have always been those that are the least complex and rely most on addictive (possibly hoisted) hit, Bombard, Bombard II, Ghosts and Goblins - remember those? The one thing that characterized them all was that they were games you would quite happily come back to time and time again, but they didn't necessarily have either graphics or sound that compared with some of the other big titles around at the time.

The funny thing is that they didn't really need lots of frilly bits. The actual design of each game was good enough to carry it alone. Add larger, more colourful sprites and more complex sound, and you would probably end up with a slower, less playable, and ultimately less appealing game.

Another title that falls into this category is *Karl Wars*. The visual figures running around firing dots and little circles at each other, it doesn't exactly sound like a winner does it? But it was actually one hell of a chart-topping success. It was also another one of

those games that was perfect as it was. So what if it didn't have the greatest graphics in pound of the century, it was still a very enjoyable, and above all, addictive game.

What Elite have gone and done now is reinvented the master of Karl Wars clones, Steve Erik, to produce - guess what? Another *Karl Wars* clone. The aim is obviously trying to make your fortune by accepting contracts from various organisations and individuals. These involve either the recovery of stolen objects or kidnapped and imprisoned persons, or the assassination of unwanted ones.

You begin with a small amount of capital and once you have accepted a mission you need use this to buy any weapons and ammunition you need. This is done by placing a cursor over the images of the items you wish to acquire. The cost of the item is deducted automatically from your balance. This is fine to begin with - the ability to take your firepower should add some extra interest to a rather tedious theme. Unfortunately the implementation of this feature leaves a lot to be desired. If you want more than one quantity of a particular item you have to hold the fire button down until you have as many as you require. When you are stacking up on ammunition this becomes very tedious.

The other problem is that you have to go through this signaller at the start of each mission, even if you want exactly the same combination of weapons. It would have been nice to have the option of saving favourite weapons combinations which could be selected instantly instead of having to reselect the selection from scratch.

When you do actually get into the game itself, you should survive just long enough to realise that it looks very much like *Karl Wars*, but plays nothing like it. Although the objectives and the way that you play the game are largely the same - Dogs of War just doesn't play so well. The game actually relies on the effective use of a combination of weapons to

PREDICTED INTEREST CURVE



It looks like it might be a winner at first, but it doesn't have the lasting appeal of Karl Wars clones.

RELEASE BOX		
ATARI ST	£19.95	IMMEDIATE
AMIGA	£19.95	IMMEDIATE

deal with different sections of the game. While an SRG might be superbly useful in the opening stages of each game, it is less than useful when you are confronted by a couple of huge armoured vehicles.

The way that you actually swap the weapon in use is by tapping the left side of the keyboard. This cycles through the weapons you possess. In theory this is fine, but in practice it doesn't work very well. If you have, say, a machine gun for slaughtering ordinary troops, a handful of grenades to clear behind walls, and a rocket launcher for putting armoured vehicles out of action, you may need a couple of key presses before you get exactly what you want. By the time you have the correct weapon called up and fired you have been slaughtered to the four winds.

The pace of the game is too fast, and the opposition so strong that even without the awkward weapon swapping you are going to have a hard time surviving. I suspect that the game will actually prove a lot more playable if you use the unimpressive two-player option. As far as solo play is concerned, be prepared for many frustrating hours trying to last longer than five minutes.

I can see what Elite are trying to do here, and in part I think this is a good effort. The choice of weapons is a good idea, although to be honest the appeal here lies mainly in the change of background graphics. The choice of weapons too could have been a good feature, but because of the reasons I have pointed out, becomes more of an annoyance than anything else. What you have in *Dogs of War* is essentially *Karl Wars* with bells and whistles, but unfortunately the bells and whistles only succeed in detracting from the original concept of the game.

Lawrence Butler

ATARI ST VERSION

There's not really a lot between this and the Amiga version, but it's one of those games that has been developed across both machines in an identical fashion. See the Amiga box for comments.

GRAPHICS	5	IQ FACTOR	3
AMIGA	5	FUN FACTOR	3
ACE RATING 8/10			

AMIGA VERSION

Graphics are an improvement on those in the 16-bit version of *Karl Wars*, and there is a less-often-mentioned by Dave Woodford. Playability was the only real up to *Karl Wars*, but if you have someone else to hand for a two-player game, that is right to worth taking a look.

GRAPHICS	6	IQ FACTOR	3
AMIGA	6	FUN FACTOR	3
ACE RATING 6/10			



It's hardly 'Bridges over the River Kwai'!

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GHOULS 'N' GHOSTS

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to the rescue
against
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of grotesque
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Screen shots from Atari ST version.

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CLOUD MASTER

Every cloud has a SEGA lining



Inside the temple you get the choice of four super weapons.

MOUNT Gargo is a very weird place, a high mountain range dotted with Buddhist temples and some very strange creatures.

The beautiful mountain provides the scrolling terrain for Cloud Master, the latest horizontal shoot-'em-up for the Sega. At first glance it is easy to get the impression that you are looking at an Amiga- or 3D game - no sharp and colorful are the graphics. This sharpness is created by a black line around all the objects on screen, giving the impression of cartoon animation.

The enhanced graphics and depth of game play are due to a new more powerful type of cartridge with greater memory, now being used by Sega in some of the latest Master System games.

The game itself offers nothing new, apart from its weird characters and the addictiveness of its game play. A tough shoot-'em-up with the ubiquitous end of level enemies that seem to absorb endless amounts of Cloud Master bullets before blowing.

Our old familiar Japanese-looking hero - bearing an uncanny resemblance to Wonder Boy - sails through five fun levels of the game aboard a fully white cloud.

Cloud Master comes up against a mid-level nasty riding a cloud cloud. He is spraying mega-funk and is determined to keep you getting into that temple.

About half way through level one Cloud Master comes up against an adversary on a cloud. Almost impressive is blast off his cloud without at least two power-ups this nasty has the amazing habit of doing a fly past - guns blazing - every time he gets the better of you.

Get past the mid-point and a window opens up in the upper floor of a Buddhist temple. Go inside and take your pick from a choice of four super weapons. Whatever you pick, the computer comes up with "Ah, yes, a very good choice".

I found the four existing bats of fame to be the most effective in your encounter with the first end-of-level nasty, which follows shortly after your visit to the temple.

This nasty will track you up. A giant fan, beautifully drawn, and again graphically superior to many other end of level guardians from 256K games. This fan is so chicken bloody, even though in fact, getting mouthfuls of death of you and taking several hits to kill. To beat the end of level battles you need to maneuver me constantly to avoid the fan as well as continuously pumping the fire button. Nice and tough, just as it should be.

There are five levels in total. Mount Gargo is followed by the River Hero, and then three other levels of increasing difficulty. As you finish through the levels on your cloud you are far from lonely as you as machine gun taking pigs take out shots at you - and sometimes, or something, is flying pig and cat heads at you from the right of the screen, just out of view.

This is a welcome addition to the Sega's shoot-'em-up catalogue. The only other decent horizontal blaster is *W-Fly* - which was a bit glitchy and perhaps too much for the SMS to handle. Cloud Master is just right - fast, smart, and tough.

AGE RATING BAR

● Eugene Lacey



End of level one nasty, or turkey oven.



RELEASE BOX

SEGA C24556 OUT NOW



The price increases on level two as Cloud Master gets ready for the mad monkeys.

WANTED

SEGA wants you Dead or Alive...

WANTED is a wild west shoot-'em-up for the Master System. Take your trusty Light Phaser six-shooter off the shelf, strap it into your holster, hop on your horse, and go gunning for law-breaking bandits in Tombstone City.

The gang members up from lefted barrels and appear in various taking pot shots at you and Ben ducking back over again. You need to be quick on the draw to bag them. Other enemies are more tricky, pulling a gun on you as they stroll nonchalantly along the side walk.

Your Light Phaser has an unlimited amount of bullets, but your energy meter does not - and refuels slowly, but surely, towards zero if you swathe too much lead.

Graphics are bright and colourful and there is a nice rick-rack sound as the bullets fly around Tombstone. If you survive the shoot-out with the gang members you will come up against a final show-down the gang leader at the end of level one.

Other levels offer a shooting gallery where you can get some target practice and earn

bonus points by shooting the bottles, glass and saloon and traps that scroll past on a conveyor belt.

Later in the game is a neat desert scene with giant cacti and tall mountain peaks in the shoot-out rages on horse back.

A must for Light Phaser owners.

AGE RATING: 6/10

● Eugene Lee

PREDICTED INTEREST CURVE



Shooting wild and fun, but no classic

RELEASE BOX

SEGA 17-20th OUT NOW



Wanted: quick draw shoot 'em-up for Light Phaser owners.



Shoot the barrels to find the hidden bombs. These are tricky smart bombs.

CONSOLE NEWS

Console racers gear up for next year

Console owners may be feeling a bit left behind with the biggest range of home computer racing games ever launched about to hit the shelves this Christmas.

ACE's advice is to take heart as a whole range of console racers is in the Japanese pipeline - and should hit these shores early in the new year.



Amongst the titles on the way are *Out Run* for the PC Engine, *Turbo Out Run* for the Mega

Drive, and *Power Drive* for the Sega Master System.

Nintendo racers are still the

● *Turbo Outrun* - shortly to appear on Sega Mega Drive.

on the ground - as are most Nintendo games - but this, too, should improve with the new year. There are stacks of good racers in the Nintendo catalogue including *Road Masters*, *Chase HQ*, *Super Sprint* and *Super Drive*. At least one of these should be available in the first part of 1990.



Power Drive for Sega - shortly.

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FAST LANE



Better than your average pit-stop. You can change anything up to the angle of your spawlers. Impassioned!

RACING It seems, right from early beginnings of video game technology, few position-was probably the first really successful racing game to hit the arcades, and soon spawned a plethora of clones, both in the arcades and on home computer formats. Early efforts at racers, like Atari's Checkered Flag, were graphically very primitive with fairly simple gamepads. That is, you had a single car, a selection of tracks which were more or less the right shape, and not a lot else. The novelty was in having a 3D display, crude as it was.

Over the following years, many more racing simulations were to emerge. Slowly improvements were made to the simple effect achieved by Checkered Flag. Other cars were added, the background graphics and sprites were improved, and the handling of the car made more realistic. Now we are at the stage where, in terms of presentation and realism, the virtual race itself has come about as far as it can given the constraints of existing technical tech.

So what's the next step? Well, Mandrin showed the way here. Motor Racing is about



RELEASE BOX		
ATARI ST	775-066	OUT NOW
AMIGA	775-066	OUT NOW

ATARI ST VERSION			
The graphics are quite nice on the whole, although the outside objects and other cars can sometimes look a bit weird. Sound other than a fairly nice piece of title music, is restricted to the usual engine and revving sound effects, but these are done quite well.			
GRAPHICS	5	IQ FACTOR	5
AMIGA	7	IQ FACTOR	7
ACE RATING 7/15			

for more than just the race itself. There is the preparation of the car, leveling the driver, adjusting pit stops, and countless other considerations necessary for successful racing. Lombard Italy went some way towards including these factors, in addition to superb graphics and realistic car handling.

Atronic are now giving the same treatment to Group C driving. The game is based around the Spice Engineering team. The car you are driving is their 3889C Cosworth powered C1 racing car. All of the elements you expect from a game of this type are here. The graphics are fairly smooth and fast, and do manage to give an impression of speed. My only gripe on the graphics front is that the outside objects and other cars are not that convincing.

As for its handling is concerned, the simulation is reasonably realistic. You can almost feel the engine complaining if you

Artronic speed into the competitive world of racing simulations

try to overwork it at low gears. The car will also stall in certain circumstances. You certainly can't get round any of the corners by steering your feet or finger claws and hurrying round the whole thing in top gear, no matter how deft you are with a joystick. Try this and you'll only end up coming off the road at the first sharp corner, and that is a loose shuddering experience, I can tell you. Unlike a lot of other simulations you really need to think as you drive, and as you would do with the real thing. It will take you at least three or four laps of each circuit before you have got the bends just right.

Your ultimate aim is to compete in, and win the world championship. Before you do that you can do practice laps for each of the world title circuits. One very nice feature when you are practicing is that you can't just go. You have to perform the correct starting up procedure first. This means switching on the electronics, the ignition, and so on. Then you can fire up the starter motor, put the car in gear and move off.

The other area in which *Fast Lane* has a little more to offer is run-off-the-road racing game is in the pre-race preparation and pit stops. You have complete freedom to set up your car, from tyres to spoilers. It is very necessary to spend some time at this stage as the driving conditions can change quite drastically. You may be driving at night, or in pouring rain. These will obviously require a different mechanical setting to that needed for driving in the middle of the day in hot, dry conditions.

Undoubtedly *Fast Lane* has many superior features, and those will appeal to racing enthusiasts. In essence, however, the game does not really score much over some of the other driving simulations to appear recently. Do give it a try though — it could well be your cup of tea.

■ Laurence Stafford





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AMIGA 500/1000/2000 BY COMING BOOK



FANTAVISION

DOMARK/BRODERBUND get animated.

FANTAVISION aims to take the hassle out of animation by doing most of the hard work for you. Simply by drawing a character in one frame, and then drawing it in either a different position or pose in the next, the program will supply the in-between stages required to create a moving and animated sequence.

The program works on any Amiga, although the more memory available the more ambitious a project can be, and all graphic modes, including HiRes, are supported. As the program is specifically designed to create the objects and characters in the foreground of an animated sequence, backgrounds should be drawn (or digitized) with a dedicated art package, and then imported. To this end Fantavision will accept any standard 87 or 6398 picture file.

POINTED OBJECTS

The objects being created and animated in the foreground are made up from points, with lines connecting them. The more points an object has, the smoother and more complex it appears on screen. Even circles are simply a collection of points, the default being 18, which only become noticeable with quite large circles covering most of the screen. The default maximum number of points that an object can have is 64, though both those figures are only

restricted by available memory and speed loss. Having enough memory to produce a 400 point object may be fine, but it isn't going to move quickly when Fantavision tries to animate it.

TOOLS OF THE TRADE

There are a number of tools to aid object creation, including a pencil, squares, circle, lefts, point marker and bitmap creator. In order to finish an object, and fill it with the currently selected colour and fill pattern there are 107, it is necessary to plot the final point in the same position as the first. This isn't particularly easy to do with the mouse button, which unsets the previously plotted point, is frequently utilized. The bitmap creator can allow for rectangular slices of pictures to be cut and stored as an object. However, an object created in this manner cannot be rotated or manipulated, but can merely have its position moved.

The most powerful tools are the rotate, zoom, and the 360 rotate options. The latter can be used to rotate the object around a horizontal axis, thus giving the appearance of flipping the object end over end, or around a vertical axis to simulate the object turning away from the viewer, before turning completely back around again.

(Unfortunately there is a small problem with these options in that any object so rotated

becomes smaller, an anomaly caused by rotating a two dimensional object in three dimensions. Should an object be rotated from one frame to the next so that it appears edgewise on, that object in the second frame cannot be then rotated back again using the same tool. In order to get around this, it is necessary to copy the original object over to the third frame for fresh manipulation.

The final collection of tools allow objects to be bent either on the vertical or horizontal axis, squashed or stretched, and flipped back to front or upside down.

OBJECTS IN MOTION

Having created as many objects as required in the first frame of a Fantavision film the next step is to move and manipulate them all in the second. Rather than having to copy all the objects across, the program allows entire frames to be cloned. Then all that needs to be done is to add in late away points from objects, and to move them to their new positions. New objects can be introduced at any point, and old ones can be deleted, or even made part of the background. Objects moving across the background do not distort it, but should that background be a HAM image then very strange colour unweaving effects are noticeable inside an object as it is animated.

It is the number of in-between stages, supplied

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DYNAMIC

Barclay
USF



Your ship travels through empty space, but you won't be alone for long. This is as good a time as any to test your wits and provide a few laser volleys.

The navigation computer (which shows the area you are in as a 3D grid with each square containing a symbol to show its contents), the view changes to that of your surroundings, displayed using fixed 3D vector graphics. This view is used to dock with space stations, and also to skirmish with other craft. As you look onto another ship, guides appear to show which way to fire to get them in your sights. You soon discover that to transform anything into space debris requires more firepower than your standard laser can offer. Plasma bombs, heat-seeking missiles, nuclear missiles II, or improved lasers can all be bought for a price, if received from all good space stations.

The 3D view is also required for travel between Main ports. Having approached the hole-like gate correctly, space disappears, replaced by

SPACE ROGUE

ORIGIN boldly goes...

MALIB Gets on the Interstellar Channel Tarsell, they hang in Space waiting to catapult during troubles. Arrives next paragonically distances within a matter of seconds. Near the entrance to such a gate, a Castet or DPA moves away from the merchant craft Princess Blue towards a currently abandoned scout vessel. Subtlety... damn!... a swarm of the former scout's worst enemies - the Mandalis arrive. They attack the Princess Blue before leaving without so much as a "sorry about the mess". With nowhere else to go, the Castet enters the scout ship. All systems seem to work. Seemingly to avoid the destruction of the Princess Blue, the Castet commends the ship and becomes a "Space Rogue".

Which isn't the exciting life it's cracked up to be. Have ideas that being a Space Rogue means swooping daringly around other ships and pulverizing them with weapons of incredible force soon fade away. It transpires that the life brings with it a bit of returning to space stations, doing gigs and instant outputs to explore and solve puzzles.

Exploration is in the classic Ultima style. No more in a Gaudin-esque fashion between rooms, encountering doors, objects, arcane

RELEASE BOX		
AMIGA	12/1988	December
ARCADE	12/1988	December
IBM	1/11/89	JANUARY
IBM PC	12/1988	OCT NOV

PC VERSION	
The colorful and rapid flight and exploration graphics add to the fun of this interesting game. Sound, though, is sparse but this is a peripheral point as you delve deeper into the game's mysteries.	

GRAPHICS	5	IQ FACTOR	4
SOUND	4	FUN FACTOR	5
AGE RATING TGS			

machines (displaying "4-hut", a game within the game, like Space Quest II's "Space Chickens") and people. These people are vital to the game, you have to talk to them to gain any help at all. In the right way of that, or you could lose chances of riches, help or indispensable information. Being open and frank means you get sucked into missions such as bike delivery, helping repair engines, or undertaking to visit a merchant ship to get jolly with pirates. Actually, you do get to do a bit of pilfering. If you switch from



An initially awkward game which will soon tempt you to the joys of intrigue.

a seemingly endless succession of circles which reduce their way into the distance. Not piling up more than a dozen (2) means a gradual loss of stored power which will have the same eventual effect as being hit by a very big missile... it's so easy to die in space.

Don't you just know it's time to cancel social engagements when you get an Origin game and wade through the box's contents. A manual, catalogue, key guide, ship reference card, warranty card, arcade game advert, poster, owner's guide... you can imagine the pile in the eyes of the lumberjacks as they shout "Pass the Chainsaw" and chopped wood another forest for Origin's use (little bit of politics, my name's Jeffrey Davis, thank you and goodbye). But I ignore their destruction of woodcut because it's a good game. While it starts off confusing, gradually more and more things pop up to interest the player. OK, so space combat has been done before but this is ingeniously varied with extra weapons, great graphics and innovative touches. You can even see other ships sightflying and, so you may never, view your ship from an out-of-look-all perspective, need

● Jeffrey Davy

IN A FANTASY WORLD OF HEROES, THE ONLY HEROES ARE THE SPACERS. THE ONLY SPACERS ARE THE SPACERS. THE ONLY SPACERS ARE THE SPACERS.

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POWER

ACTIVISION go for Xmas pole position

MAJOR end of year conversions are something of a specialty for Chris Butler. The long-serving bit of programmer has been responsible for producing those computer releases of arcade games around Christmas before with Thunderblade last year, and, in the past, Space Harrier and 170.

Butler's work has some hallmarks, and one of the most notable of these is his ability to produce very fast scrolling and that's obviously a recommendation for a race game like Power Drift.

Whether Power Drift can be a major Christmas contender is less clear. The game was undoubtedly a success in the arcades, but I'm not sure why. Compared to other race games released this year like Monaco GP, Ford Drive and Namco's Missing, Great Trouble, it's not in the same class for graphics, sound or music. Nevertheless in the past average arcade games have made excellent conversions and topped the charts. Combat School comes to mind.

Where Power Drift does have an edge, is in the format of its game design. It's a fun game, rather than a noncommittal grand prix race, with a cast of ready characters changing around a course which is a mixture of off-road racing and fun park water coasting.

The idea is to complete five courses, each of five stages, composed of four laps. There's a field of twelve to battle it out with and to qualify you'll have to finish in the top three to win from each in the game. That's it.

One major plus in favour of this conversion is that it all feels in one go, so there's no delay while you wait for extra courses to appear, or worse still, fail to appear when the game crashes. There is a price for this and that's in the omission of the bonus track. Elsewhere every thing points to another competent piece of programming. The game certainly moves quickly enough, with a reasonably smooth screen update and responsive controls and it will be a joy to play. The characters all have their own games and it's nice to see them getting offensively - the most attractive touch of the coin-up when they pass a competitor.

There's no making Chris Butler's style,

and there's no making his graphics, largely constructed of character blocks, which give the game a square look. There's also a lack of colour that makes it a little drab looking. Sound is competent, but offers little in pure interest with no samples or speech from the coin-up.

Power Drift is undoubtedly a competent conversion, but whether the licence is strong enough to make it a big seller is unclear. Certainly if you compare it to Microprose's Start Car I've never elsewhere this issue it doesn't compete as a pure racing game. I know which I'd rather play.

• Mike Fretton



AMIGA VERSION

If the CD4 conversion is complete and playable, then it is 100% successful! It's the opposite: graphically and normally all you need want, but as a piece of programming it's a huge failure. The challenge rapidly disappears when you realize the game is unplayable in places. At certain points the track just becomes a mess, leaving you to wonder which way to turn. The result is confusion and lost time. Take 3 stars from us.

GRAPHICS **B** IQ FACTOR **4**
 SOUND **B** FUN FACTOR **B**
ACE RATING 645

CD4 VERSION

More of an interpretation of the original than a direct conversion attempt. This plays differently in the gameplay as the track layouts are far more playable - particularly the absence of the crossovers. Graphics and sound are also more basic but again the plain grey tracks are more convincing than the attempt of the Amiga version to simulate the curving tracks with all their detail. Animation is competent in the CD4 version - fitting for an absorbing race game.

GRAPHICS **B** IQ FACTOR **4**
 SOUND **B** FUN FACTOR **B**
ACE RATING 725



DRIFT

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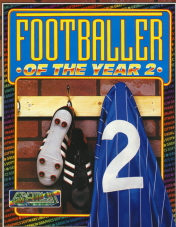
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THIS IS REALITY



I don't know what he is smiling about, is the racing game of the year status, this effort from Dinamic just fails to qualify!

1989 will without doubt be remembered as the year of the race game - when seen Continental Grand Prix, Start Car Race, Power Golf, Hill Top Drive 3, MSX Le Mans and Yells, and with Ford Drive, Chase HQ and Turbo Duffman still to come, there's actually no room left on the starting grid for yet another contender - or at least that's what it would seem...

Dinamic Software's effort is based on the BBC Motorcycling World Championships, and comes approved by Jorge Martinez 'Sugar', four times World Champion. Your aim is to be in Sugar's top three and win the Championship.

Grand Prix Motor's most notable innovation is the use of a scrolling plan view as a first trial to perk up the action, as opposed to the more familiar first and second person perspectives. There are seven tracks to race over, all



GRAND PRIX

On your bike DINAMIC

AMSTRAD VERSION

Grand Prix Motor is quoted by many reviewers as the scolding's only to the point of being distracting to those who do not appreciate the 3D and scroll and the control issues in too many and many on the track is a treasure and turning into gold to use it all the gestures are too small and poorly defined - if you're a white cat to work out which way round the bike is facing with so many excellent racing games currently on the circuit, there's no need to have to resort to this substandard effort.

GRAPHICS 4 **IS FACTOR** 2
SCENE 3 **PLAY FACTOR** 4
AGE RATING 4/3

of them supposedly faithful recreations of the real thing.

Before going into the Championship head first, players can opt to take a spin round the tracks in a warm-up lap or take in an aerial preview of the track before taking part in a compulsory qualification round from which the slowest 4 of the 12 racers are eliminated. Then fol-

The riders are lined up on the starting grid, the crowd are waiting, the pit crews are ready and the formation is sounding... well, sort of!

low the race begins, and if you arrange to be that victorious, you go on to the next circuit... and the next... and the next. A status panel provides all the relevant race data including speed, current position and remaining laps.

As in real Grand Prix racing, wins and positions are converted into points that are accumulated as a rider succeeds to finish a racer's 'league' - the highest points scorer at the end of the tournament gets to swap everyone with Championship.

Grand Prix Motor lacks the one thing that makes or breaks a racing game - any feeling of speed or exhilaration. The factor's credits along



at a snail's pace that is, when you're not struggling with the control model and the lack of any sound effects in favour of an available in-game tune doesn't help matters. With so many excellent racing games currently on the circuit, there's no need to have to resort to this substandard effort.

• Say What!

RELEASE DATES

ATARI ST	£19.95	AMSTRAD
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PREDICTED INTEREST CURVE



No point in driving down this slope - you can walk it just as easily.



Whoopee! These being controls again...

The ball admitted some of the many features to be found in *Rock 'n' Roll* from *Quasman* games onwards. *Rainbow Arts*.

WARNING! If you like sleeping if you need to ignore my advice then go right ahead, but don't blame me when you find your self huddled over your keyboard at three o'clock in the morning, bleary eyes fixed on the screen, hand feverishly clatching the mouse—get the picture? Good, 'cos I assure you it will happen.

Rock 'n' Roll is one of the most brilliantly addictive games I have come across in a very long time. There are elements of many other games within it, but it manages to combine these to create a very distinctive flavour—one that you will love instantly.

The game has you controlling a ball through a series of 32 levels. These are split



ROCK 'N' ROLL

across 7 continents each of which has different features and personalities. If you remember *Marble Madness*, you will have some idea of the way that the game plays.

The mouse is used to control the ball. The speed with which you move the mouse affects the ball's speed and inertia, while the direction of movement, obviously enough, affects the heading of the ball. This actually works very well and, provided your mouse is clean and working properly, you will find the game extremely playable using this method of control. It wouldn't have been quite the same using a joystick—it remains to be seen how well the game will work on joystick-only formats.

There is only one way to get through each level and it will take quite a bit of experimentation before you find it. Things aren't quite as simple as just rolling a little ball around a two-dimensional surface since there are various objects to be negotiated. These take the form of magnets, which attract the ball, ventilators, which blow the ball away, arrows, which roll the ball in a specific direction and so on. As well as expanding your progress and generally making a nuisance of themselves, many of the objects will also drain your energy. Lose too much energy and your ball collapses miserably.

ARCADIA VERSION

While the graphics are not exactly pushing this machine to the limit, they are still very nice. The scrolling, on the whole, is very smooth. Sound is a bit noisive, but you can turn it off quite easily. This is going to be one of those addictive games that will make *Atari* owners (being loyal and late for work. What a better reason do you need to buy it?)

GRAPHICS: B | IN FACTOR: F
AUDIO: G | FUN FACTOR: B

ACE RATING: B7B

Will Rainbow Arts roll straight to the top slot?

The other aspect of the game world—which you will soon learn the hard way—is that it's built on a platform sitting high about a blue graphic, one which can be seen obscuring a very nice piece of parallax scrolling through occasional gaps in the landscape. Roll into one of these gaps and you plunge headlong to your death. Unless, that is, you happen to possess one or more little parachutes. Open these up

before you hit the bottom and your ball will live to roll another day.

Parachutes are one of the many useful items you can pick up within the game world. Some of these will be essential if you are to complete the level. The handy goodies you can collect include the aforementioned parachutes, armour for your ball, coloured keys for opening appropriately coloured doors, bombs, and so forth. The purpose of most of the items is self-explanatory, but you will still have to work out exactly when and where each of them should be put to use.

Nothing counts for less, however, so before you can collect any goodies you have to first earn money to pay for them. This comes in the form of coins of various denominations left lying around on each level. Further reward comes in the shape of coloured diamonds which, when collected, give you bonus points, the value of which depend on the colour of the gem.

The ideas in *Rock 'n' Roll* are not exactly revolutionary, and if you have played lots of similar ball games then there might not be enough new elements here to hold your interest. My only other gripe is that the soundtrack, while being quite OK for a while, is a bit repetitive—but you do have the option to switch it off. It is these two things alone that stop this from becoming a 90%+ game, otherwise all the right elements are there.

There are some very nice touches, like the way the ball slips and slides over patches of ice, and the way the view pans as the ball travels through pipes. But these are all just icing on a very nice cake. I would venture that this is the best of 'control the ball' type games to appear yet, and unless you are absolutely sick of them, for you really are concerned about your brainy friend, then I thoroughly recommend you pre-ord and buy it today!

■ Laurence Coffey

PREDICTED INTEREST CURVE



A game you'll play and play, but one you're not in it, that's it!

RELEASE BOX

ATARI ST	£19.99	MSRP: £24
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UPDATES

THIS MONTH'S CONVERSIONS INCLUDE STUNT CAR FOR C64



PC TAKES COMMAND

CARRIER COMMAND

Revised/Microsoft PC 034-05

Logic's activity has created a vast antipodago from the depths of the ocean, unexplored, and undisturbed by any world power. For a long time now the Earth's scorable resources have been lost to exhaustion, but this new cluster of lands has thrown up a rich store of minerals and materials vital to continued life on the planet.

As the commander of a multi-role assault carrier, a secret dossier has been given to you which details full details about the islands and their contents. Unfortunately, a foreign power has gained access to your computers and it slowly, but surely, is acquiring territories for itself. Allowing them to gain control over the antipodago will mean starvation and ruin for your people; destroying them will lead to wealth and a secure future. Your mission has begun...

The weaponry to accomplish this task includes a fleet of multi-role strike jets, amphibious assault craft, a laser turret, sea-to-surface missiles, deep-bay and mobile, and a ship's stores packed with the latest mil-

itary hardware. If your carrier is damaged you can set it to repair itself, but too much damage means destruction and the end of the game.

Capturing an island involves knocking out its defenses (so making a few!), then sending off a landing craft to construct a base there. Gain a cluster of islands and you can establish a supply and communications network. However, everything is played out in real time — so, while you're busy knocking out enemies, the enemy is equally busy occupying territory further south.

From the beginning you're offered the choice between strategy and action games — the former gives you a quieter introduction and is recommended for beginners. The latter launches you straight into the heat of the battle, as homing missile rain down on your carrier with blast efficiency. Because of the depth of the game, Realtime provided a save game option.

Although the ST and Amiga versions have been out for over a year, and the cooperative DOS version for a few months, Carrier Command presents its timelessness as a game. This version

is arguably the best of the lot — even on low 80c machines it moves very fast, and supports all the options you could want from a PC game. It runs in most colour modes (Hercules, CGA, EGA, VGA, and Tandy 16-colour), it can be transferred to a hard disk (though you still need the floppy to act as a 'key'), and it offers the choice between mouse, keyboard, or joystick control — though mouse is by far the best. Even the slowness of traveling between islands has

been overcome by an added 'key' mode.

If you're keen on challenge/action games, you won't find one better than this: it takes time to get into, but is all the more rewarding for it. Carrier Command has an incredible amount of depth and longevity available and should provide any serious gamer/player with months of enjoyment.

AGE RATING: 16+





PURPLE SATURN

PURPLE SATURN DAY Spectrum 41 (14.99/16.99)

Ever fancied losing the Purple Saturn Queen? Well, if you see the annual Purple Saturn Day Games, you've got us to thank, since looking back with far more to the ultimate prize. This year, the Good Lord Excess has randomly selected the four events for the game firm self: Ring Pursuit, Time Jump, Toxic Slider and Brain Bowler.

You can choose any of the four from the initial selection screen. Ring Pursuit has you racing around Saturn's rings in a kind of slalom. Coloured space ships mark your route — you fly in the right of the red ones and in the left of yellow ones, all the time aiming to stay in front of your opponent to score points.

The Toxic Slider places you and your adversary in the orbiting energy field. Steal the energy balls released into the game area and they visit fragments, which are yours to collect. The player who collects the most fragments in the time allowed is the winner.

Brain Bowler is by far the most rewarding of the subgames, because the random puzzle element makes each game different. You're placed on opposite sides of an intergalactic bowl, controlling an intergalactic which can alter switches, collect energy and allow electrical charges to reach six pins, which activate the central Excess. It's much easier to get the

hang of this to describe, and would make a real budget game on its own.

In contrast, the Time Jump is probably the most redundant of the sporting quarters. You have to jump as far as possible into the future by capturing energy sparks — a kind of operation that is space. These sparks provide fuel for a gravity catapult which launches you through time and space. Once you're catapulted, you're presented with an image generated randomly according to the amount you jumped — all very nice, but a bit pointless.

What the best claim to is a collection of four reasonably good subgames, loosely strung over a scenario of competition. There are sounds leading up to a final with opponents of increasing difficulty, and there's a practice game against a robot — but ultimately, there are just four events.

Purple Saturn Day has a brilliant manual which lists such things as recommended diets (including Purple Venusian spinach and forbidden substances) and good bad streaker chicken feeds, but even they can't save the game as a whole from being just on the good side of mediocre. If you want something a bit weird that's good fun for a while, check it out; if you're used to games with plenty of variety, leave it on the shelf.

AGE RATING: 8-10



C64 STUNT CAR

STUNT CAR RACER

Monotype (SMB) £14.99/16.99 (S)
version reviewed issue 24

When LogiSoft Stunt Car arrived, we loved it. We sat down and talked with it, eventually took it to dinner, had a long lasting relationship with it, and finally proposed marriage. C64 Stunt Car is every bit as good as the S2 incarnation.

It may be a little short on colours but plenty of gameplay, or wicked speed, it isn't. The concept

graphics are almost identical to the S2 and the rings version, which is quietly amazing, but the most extraordinary thing is the speed. Solid vehicles have never been so good on a C64. You can feel every bump, see stanchion towers as you fly over huge hills and jumps, and you emerge as you come off the track at one of its highest points.

A perfect conversion of an amazing game.

AGE RATING: 0-11

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PAPERBOY

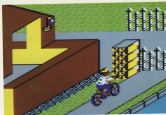
Elite, PC, \$24.99

Yep, it's back again. The brilliant concept, that was also an 8-bit hit, is now making more fans as a 32-bit conversion. The game, in case you don't know (and if not, where have you been?), has you playing a secretary of the American variety (who have a tendency to throw papers) rather than popping them through the letter box like cultured English paperboys.

Your task is to pedal your bike down a typical American sidewalk bawling papers into your subscribers' mailboxes. If you can't manage a mailbox, a window will get less anybody and they will cancel their subscriptions — and rightly so. As if that isn't enough to cope with, the rest of the world will be wild as soon as he bellows at giving you one a hard time, so until you have learnt to anticipate what's coming, collisions will be frequent.

This version caters for both VGA, CGA and Tandy displays, and while the graphics are inevitably a little blocky they still have a nice cartoony feel to them. Gameplay is as good as it can be without the arcade machine's handbars. A very good, addictive conversion.

AGE RATING: 900



Paperboy on the PC — as good as the arcade, the graphics are still OK. You can play in VGA or CGA, but either way the game play is great.

CPC

GEMINI WING

Elite, Amstrad CPC, £29.99, £14.995, Amiga version reviewed issue 26, Age Rating 700

CPC gamers get their chance to do battle with whatever it is you're supposed to be fighting with!

speed. They and Miss accompany to the action, and the update is so slow, it seems better suited to a budget adventure game. No worries, it is that fast that we can at least be thankful that it does work!

AGE RATING: 300

ST

PAPERBOY

Elite, SE, £18.99

This really does look and feel like the arcade original. I really can't fault the graphics and sound, and the gameplay has all the charm and sheer addictiveness of the concept too. Like has done a superb job on all the Paperboy conversions, since considering the excellence of the first version it hardly surprises. The bonus sequence in the park is especially well-executed. Highly recommended.

AGE RATING: 900

GEMINI WING

VisionMastertronic, ST, £18.99, Amiga version reviewed issue 26, Age Rating 700

This shoot-'em-up from Vision real-ly doesn't offer much more than most similar games currently available for the SE. Sure, it all looks fairly pretty, and it does offer a simultaneous two-player option, but the gameplay is not that hot.

The sprites are not quite as smooth as so fast as those in the Amiga version, so the game feels a little stiff when you are playing it. Additionally the soundtrack that was superb in the Amiga sound streamer when transferred to the ST's inferior sound chip, and I

Gemini Wing on the ST — it looks almost identical to the Amiga version, it's a hell of a lot slower though, but unfortunately that doesn't make it any easier or more playable.



guarantee you will turn it down after the first few minutes. Not a horrendous game, but not an essential buy either.

AGE RATING: 900

this time around. First impressions tell you that it's ten times better than the atrocious CGA version, but even so, it's still pretty bad. Graphically it's fine, with large full colour sprites and all bullets clearly visible, but then you come up against two Amstrad CPC blockbusters, Amstrad sound and Amstrad

C64

GEMINI WING C64

VisionMastertronic, C64, £29.99, £14.995, Amiga version reviewed issue 26, Age Rating 700

Take a good look back at the history of shoot-'em-ups on the 64, indeed, Tom's Circle, Starry-Nite keep looking back, because you ain't gonna find no future in Gemini Wing. The sprites are small and blocky, except for the bad guys, which are expensive sprites, which makes them large and blocky. The background is pretty tame too. There is so much detail, picked out in such bad colours, that it's impossible to see where your ship is, let alone the enemy bullets. Control is sluggish and the soundtrack is awful. Bland.

AGE RATING: 900

GEMINI WING - WHAT WENT WRONG?

It looks like Gemini Wing turned into a bit of a disaster in as far as the C64 and Amstrad versions go. But why, considering that the arcade version was nothing more than a basic shoot 'em up? The Amstrad version is so slow because of the amount of content on screen. Claims Tom Murchison from the Sales Guide. "We did try to do a faster version with fewer colours, but it looked really dull." But what of the confusing CGA backgrounds? "I guess the programmers, imagine, tried to copy the arcade look-alike, which they did quite well. But in hindsight maybe it was the wrong thing to do. Well, as far as I know with it, and so as VisionMastertronic, if nobody else does it, I guess it's just had to go. You can't have it all every time."

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FEEL THE MOVIE

What do you get when you mix the movie magic of Walt Disney and Lucasfilm, with the realism of a full-size flight simulator? **Rik Haynes** flies the theatre-simulator...

Walt Disney's latest theme-park attraction at the EPCOT Centre in Florida, *Wonders of Life*, opened to a nation-wide general public last month. At the heart of this pavilion devoted to life, health and medicine is *Body Wars*, a Fantastic Voyage type ride utilising Jones's newly-developed theatre-simulator technology.

Body Wars is a thrill ride through the immense systems of the human body in a simulated battle between trauma troops and infection fighters. Stunning anatomical images, produced through computer graphics and special-effects film techniques, combine with the sensations of a high-speed race against time as guests accompany an on-flight pilot and a medical expert on a 'fantastic voyage' around the cabin of a miniature body plane. *Body Wars* is in effect a 40-passenger flight-simulator, hence the term theatre-simulator: a synthesis of movie special effects (Americans call their cinema's theatres and aviation/military flight simulators).

The theatre-simulator concept is a collaboration between Disney Imagineers like

thousands of Imagineers at other Disney World attractions at EPCOT centre - future World showcases imagination, knowledge and technologies of the future. Presented by Exxon, this is a unique 20-passenger theatre-ride glides through a panoramic diorama - a foreman of the theatre-simulator partially powered by galvanic water walls. Audio-animatronics, cinecameras, winged reptiles and special effects such as projected smells, rising storms, earthquakes and an erupting volcano, help simulate the *Body Wars* energy reserves. Many audio-animatronics characters are a combination of hydraulics, computers and audio-visuals.

creative design, engineering, production and project-management subsidiary of Walt Disney, responsible for all attractions at the Disneyland and Disney World theme parks and Industrial Light and Magic, the special effects production division of Lucasfilm. Another division, Lucasfilm Games, produces brilliant computer games like *Jak*, *Miraculous*, *Blizzard*, *Blizzard*, *Rescue on Fractalus*, *Ballblazer* and *Blattensack* 1942. George Lucas, the man behind the *Star Wars* and Indiana Jones movies and founder of Lucasfilm, has taken a personal hand in helping with the theatre-simulator design.

The original theatre-simulator ride was first unveiled at Disneyland back in 1951. Presented by MGM/Mars, *Star Tours* is a *Star Wars*-inspired ride taking you on a space voyage to the Moon at Epcot. The whole atmosphere is enhanced by the presence of two lovable *Star Wars* characters - C3PO and R2D2. Cutting

edge technology is employed to make you actually believe you are on board a *Star Speeder*. By superimposing a stunning film with the motion of a theatre-size simulator, passengers actually feel what they see, the action virtually out of control. *Star Tours* is open now at Disneyland in California, and will open in early 1990 at the Disney-MGM Studio's in Florida.

Body Wars has just opened in the Wonders





► **Horizons** The latest form of Mass Exodus, one of the envisioned components of the future presented by General Electric, Horizons is another Future World attraction featuring the Omni-sphere, the largest screen and motion picture film format in the world. The Omni Sphere area is about ten times the area of Showplace film frames. By putting the two standard Omnisphere screens together, the Omnisphere screens measure 88 feet high by 240 feet across. Horizons also has 48 multi-dimensional figures and 88 animated props.

EPICOT centers opened on October 1st, 1988. Other Walt Disney World Theme (1) Walt Disney World has more than 28,000 employees. (2) It covers 24,000 acres of 47 square miles - twice the size of Manhattan. (3) Only 10% of the land has been developed, and another 10% is designated wilderness preserves.



Star Tours Visual sensations and actual motion combine to create a thrill attraction.



► **Builds** resembling a battle-scarred Star Tours Star Speeder - offering a slight sense of foreboding before the impending space flight. Passengers take in a sales pitch for the latest intergalactic travel packages now being offered to the humble space traveler.

ion, based on life, health and medicine. Michael Eisner, Chairman and chief executive officer of Walt Disney, says: "For more than 10 years, our imaginers have been searching for a way to dramatize the inner workings of the human body. Body Wars takes the future of the health sciences in a dynamic and entertaining way."

Walt Disney has plans for further theater and simulator developments in the future, and with



► **Star Tours** Passengers waiting to board the 40-passenger Star Speeder before it takes off for the blizzards of Epcot's Star Tours to encounter a galaxy full of misadventures...



of Life pavilion at EPICOT (Experimental Prototype Community of Tomorrow) centre in Orlando, Florida. Using the same theatre simulator technology as Star Tours, Body Wars redirects the theme towards inner space - the human body. The ride begins with an attack on a parasitic epidemic by a giant, germ-carrying spin-

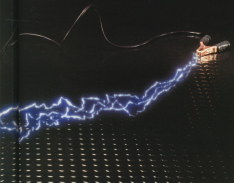
ner. Instead of a Star Speeder, you board a microscopic body probe to explore the inner workings of the human body, racing to find the immune-system ammunition needed to fend off the troops of bacteriological invaders. Body Wars is the centerpiece attraction of Wonders of Life pavilion.



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Screenshots from D7 version



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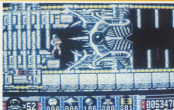
CROCKS OF GOLD

ACE GETS TO THE END OF RAINBOW ARTS...

ACE travelled to Germany to visit the offices of Rainbow Arts - and discovered some software secrets that got us even more excited than the free lunch. A C64 game that looks as if it's running on an Amiga?? A new method of putting soundtracks on games?? And a CIGARETTE game?? It's all in the pot of gold at the end of the Rainbow...

OK, so we had SOME excuse. We were standing in one of the development studios at Rainbow Arts in Göttingen, just recovering from the flight and an overindulgent breakfast. There were machines everywhere, all connected to different monitors. No chance of telling which program was running on which monitor! Suddenly the stoppage great spells vanished its way across one of the screens, choosing and sliding.

"That looks nice," murmured your (outward) wife, and wandered over to the Amiga to try and take control of the little fellow who was



Yep, that really looking thing on the right is some big upside, and yes, this is *Paradise* - running on a C64! If you ever hear that that thing could move, give it its own beach!

dancing around doing his best to destroy the vicious 3D-mapped beastie.

There was a polite cough in German from Test Weidemann - software development man-



Turkians again - that fat really thick! And the article's as smooth as it is hot.

TEUT TALK

Test Weidemann, Rainbow Arts' product development supervisor gives us the skinny: grill on...

3D

We're keen to introduce 3D systems into areas where they have never been used before. Watch out for a 3D RPG and... wait for it... a 3D platform game. We're also working on a 3D hardware project for the arcade.

FRACTALS

We'll be releasing a new fractal game through Lucasfilm on the 45-bit machines in September 1993.

ON THE C64, THE SPECTRUM, AND THE ST

If I had my way, we'd look at the lot of them. My 1001 died - along with the ST. The trouble with the ST was that the original spec wasn't good enough (single speed drives) and now everyone is forced into writing software for the lower speed machines because that's where the market is.

ON THE NINTENDO GAMEBOY AND THE ATARI LYNX

Provided the Atari Lynx is properly marketed, the Gameboy doesn't stand a chance. The Americans want colour, and besides,

the specs of the Lynx is absolutely incredible (see article in this issue of ACE for more details). The Atari machine is also bigger than the Gameboy, and the Americans like things big.



also of Rainbow Arts. Actually, he said, the program's running on that 64 over there. "Impossible," we replied. "Look at the size of that thing. You'd never get that stopping around on a C64. Period the thought."

We were wrong, of course. But when we'd recovered from the shock, some was to come. The game in question, previously entitled *Turkians*, was programmed by Manfred Tranz - and it was only the *SECOND* game! His first one was *Derents* on the Amiga and, well this is a bit depressing, cheap, but the fact is he did the entire program the first over in six weeks.

Turkians is pretty monstrous in more ways than one. First, the action is very smooth. We were a bit dubious when Rainbow Arts claimed that the frame rate was 50% - as a C64! Come on, pull the other Karatekid, chain - but further inspection and gameplay made the claim look disturbingly accurate.

The basic scenario involves battling your way through various landscapes, which range from the mountainous through the submarine to the gulfic horror interior. The map is vast - in fact, we managed to get hold of Manfred's own sketch of it (see next page). And if you're wondering about the scale, we spent about 25 minutes crossing the first five peaks on the left-hand mountain range!



Apparentia - a very quirky little number that involves block puzzles and arcade action.

BREAKING THE LIMITS

With games like *Tomb Raider* under development, and programmers like Manfred in chains, Namco Arts are obviously a force to be reckoned with. But we discovered that there was a lot more going in this small German office than we would ever have imagined. How about a 'cigarette game', for example? Apparently German cigarette company Philip Morris (producer of L&M cigarettes) asked RA to do a promotional game for them it wasn't playable, unfortunately, otherwise we could have given you a quick ring, but the idea sounded quite good. "We've had several approaches from big German companies to program promotional software for them," said Teuf, "but the attitude to computer games here in Germany isn't the same as it is in the UK."

No, it certainly isn't, not when Microsoft games get banned by the German government. Every game that goes on the shelf in Germany has to be censored to be sure it doesn't encourage children to embark on a life of mass alien murder. "It's not a serious problem for us," said Teuf, "but we do have to remember the question of legal. However, we wouldn't really want to produce undesirable games in the first place."

If it is unwise this, one of the best titles that we saw in Düsseldorf was *Apprentice*. This is an extremely cute little number that takes the basic factor from Super Mario Bros (though there's no continuity in gameplay) and combines it with the block puzzling elements of Sokoban, adding a good deal of attractive graphic over-

sity in the process. The nicest touch here, as you bounce and climb around the landscape, was the little doozieganger - a tiny scaled-down version of the cutsey figure you control, who you can 'lift off' from the hero and send off on adventures at its own. This isn't just a pretentious bit of idiosyncy, it actually seems to introduce a whole new set of puzzles in the game as you discover blocks that can only be accessed by someone of small size and vice versa.

SOUND SURPRISES

Namco Arts have also been turning their attention to the sound side of things with their recent release *Back And Forth* (reviewed in this issue). Following from their experience with NAM, RA have developed a new system for storing and using samples in games that could have a dramatic effect on the music we hear while we play.

Most players will probably have already heard sampled sound tracks on games. Some of the most notorious recent examples have been the Progenesi titles *Shadow of the Beast* and *Blood Money*, not to mention *Blazon* if you're impatient. However, sampled sound sets up quite a bit of memory and you're unlikely to get a very long, non-repeating sampled sound track as you play away.

Teuf now, that is, RA have developed a system that actually scans the samples and breaks them up into small sections. These sections are then stored and referenced by a look-up table. Combining this system with other compression methods means that we can expect to get some very long, high-quality sampled soundtracks in the near future. Creditless other software houses will be disconcerting every RA product that comes their way in an effort to duplicate the system.

Our next effort, now we have that system, is to draft in professional musicians to write scores for games in the same way that people write scores for movies. We want the music to mirror exactly the action of the game and to contribute to the atmosphere by being appropriate - not just by being loud. We have a good start here since our music programmer, Dima Hubatski, is the German equivalent of Rod Hubbs! "Can't be loud."



Mark Ulrich, founder of Namco Arts, started the company while he was out of school. By the time he was 17, he had three employees. Seems like he spends most of his money on shirts...

THE POT OF GOLD

OK, so the software we saw was impressive. But good games come and go, and often the companies that produce them just disappear in the mist of time, eh what? However, Namco Arts actually managed to get us even more excited about their future plans than about their current products.

"We can't go on just doing the sort of games we're doing now," claims Teuf. "The problem is that we've already reached the technological limits of the C64. Once you get someone like Manfred achieving 50 frames a second there really isn't anything else to go. There's gameplay of course, but that already have identified a table of gameplay rules that all our programmers work to. So we have to look elsewhere."

Teuf notices that after the release of *Castor*, *Tombra*, and *Apprentice*, Namco Arts will have reached the end of an era. From the middle of next year, their programming teams will start to explore (and new worlds of programming. Teuf is a Macintosh fan so he's already been impressed by the advantages of such typesetting as *Comic Demo* (see AOE issue 24) and he's dead keen to steer an exciting course through new genres.

"The first thing we're going to do is a project concerning a highly complex fantasy sports simulation. I can't say any more than that, but imagine the absolute of sport merged with the detail of simulation and the atmosphere of fantasy. After that, we're heading out into scientific WFG territory. We've already begun to develop techniques that will enable us to generate and simulate entire galactic systems - far larger than anything we've seen to date."

"Our aim is to be able to release our games over different media. After all, we make games out of film - why shouldn't we make films out of games? We've determined to put into our titles sufficient originality and design to ensure that they can be converted into other entertainment media."

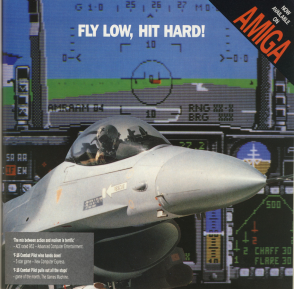
There's no doubt that RA, one of the most successful European software houses outside the UK, have the means to pursue these aims. Despite an air of secrecy, it's clear that they are already investigating the possibilities of dedicated hardware, CD-I, and other game media. Watch the space...



The world of Tombra - involves falling down chutes, underwater battles, and non-tombous challenges!

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In pinned for action as my F-16 leaves the runway. The time my mission is to destroy a battalion of tanks. Suddenly, threat warning - interceptors closing fast! I quickly select dogfight mode and use a Sidewinder. No both fly at the same time - cliff and a high-g turn out manuevering his missile if lost explosion tells me he's not so lucky.

F-16 COMBAT PILOT

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

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"An excellent product - Great strategy game play - well done you excellent lads."
"It's a very clever and original game."
TED GARROD (BRIDGE)

"It's such a brilliant strategy game and worth a try to any strategy game. There is a lot to be learned from a lot of options and playable out games. If you really want to know, take a look at the review section."

"The graphics are superb."
BY PHOENIX

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FROM THE
CREATORS OF



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STUCK? FRUSTRATED? CONFUSED? TRICKS 'N' TACTICS WILL SOON SORT YOU OUT...

BLOODWYCH

Colour (Shield)	Red	Green	Blue	Yellow	Black	White	Grey	Brown	Pink	Purple	Orange	Light Blue	Light Green	Light Yellow	Light Brown	Light Grey	Light Pink	Light Purple	Light Orange	Light Light Blue	Light Light Green	Light Light Yellow	Light Light Brown	Light Light Grey	Light Light Pink	Light Light Purple	Light Light Orange
Strength	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Agility	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Stamina	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Intelligence	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Charisma	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Appearance	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Equipment	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Weapons	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Spells	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

only the weapons, food, money, and keys. Observe them and kill them. When you have done that to all twelve extra characters, recruit your last character and start the game.

(2) It will be necessary to put some of the equipment in a safe place where you can find it, use a chest, until you have recruited the last champion to your party as you cannot carry it all whilst recruiting and killing the last few champions.

(3) Due to lack of space each champion has to carry things. Have one champion carrying all the keys and two champions carrying the money, as this will give you an extra five pockets to use.

(4) On the map near the keep entrance is a man (near W1), this man will buy your extra weapons, but its haggler with him, even result to combat. Use info under W1 for amounts.

(5) After selling equipment you can get off him 4 chameleon amours, 2 leather shields, and 2 bucklers costing 12, 8, and 30 respectively.

Now, how about looking Altonnoff's will received Bloodwyck. This is made at the most recent by S.Sykes of Epsom. Surey who provides a few helpful hints as well as a map of the Champion's Hall and entrance to the Keep with a chart showing the attributes of the champions at the beginning of the adventure.



(1) When starting off, choose the four champions you want, but only recruit three of them to start with. Go round the halls finding the others and recruiting them. Take

HALLS OF THE CHAMPIONS

- W** = Wall
W1 = Wooden table
T = Tabletop
W = Windows
P = Pillar
D = Door
W1 = Champions
W2 = BRIGGS
W3 = Leather shield
W4 = Beyond last few halls



GALDREGON'S DOMAIN

Still struggling through Galdregon's Domain? Thought so. Want to make some real progress? Thought so. Want to see the complete solution, sent in by Darren Martin of Hounslow, Middlesex? Thought so...

To get out of the castle you can enter stairs on the sun, which takes you to the castle exit, or use the map.

We will need to go to places marked on the map, but in some places, e.g. the Forest of Gales, Temple of Sat, and Labyrinth it is best to go all round its built-up areas, paths, woods, and weapons. Some maps do not show the entire area of the place.



The first gem you should go for is the one that the rock monster carries in the Caves of Doom. The entrance to the Caves of Doom is near the top left section of the main map. Before you go off for the gem you should go into one of the one door into near the bottom of the map. In one you will find a Viking who gives you a magic sword. In the other is a wizard who gives you a book of spells. Do not waste spells. Incantate, use them wisely, how to go and conquer three of the towers. Next go to the Caves of Doom and now find the

CASTLE
KEY
L = HERE YOU CAN GET HOLD OF A GEM
R = THIS IS WHERE THE KING IS AND WHERE YOU START
C = CASTLE ENTRANCE/EXIT

A MAIN MAP KEY
C = CASTLE
T = TEMPLE OF DEATH
F = FOREST OF GALES
L = Labyrinth
AAT = ASSASSIN GUILD HERE YOU WILL FIND THE LORD OF ASSASSINS WHO HOLDS A GEM
L = ENTRANCE TO THE LABYRINTH (THIS IS THE ONLY ONE WHICH IS A STRANGE & DEAD-END, BEING COLLECTED)

IN = IN
TOWER YOU CAN ONLY CONQUER BY FIRE



CAVES OF DOOM
KEY
R = ROCK MONSTER IS HERE
L = GEM (USE IT FIRST TO FIND THE LORD OF DRAGONS)
G = GEM

FOREST OF GALES
KEY
R = GALE DOG
DO ANYTHING
L = LORD OF GALES





→ THE TEMPLE OF SET

KEY

S = START

■ = STATUE



→ DOMESTICA

KEY

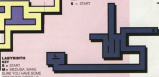
H = HIGH PRIESTESS
 USE A COUPLE OF
 SCROLLS FIRST
 ATTACK HER WITH A
 WEAPON YOU CAN
 USE THE MIRROR IF
 YOU HAVE IT



→ AMAZON'S GUILD

KEY

S = START



→ LABYRINTH

KEY

S = START
 M = MEDUSA, MAKE
 SURE YOU HAVE SOME
 ATTACKING SCROLLS
 LEFT, AND YOU HAVE
 THE MIRROR

Lord of the Demons, kill him, nick his goodies then go and kill the rock monster.

After you have the gems and other weapons and armour, make your way to the Forest of Deas. The people are friends but they carry good armour, potions and scrolls so it is best to kill them. The Lord of the Deas carries the blue robe and money, kill any body you see in the Forest of Deas.

It is best to go all round the Forest of Deas and kill anyone you see.

Now it is off to the Temple of Set. If your enemy health, strength, stamina is low, go to an inn with two floors and buy some food and healing. Then off to the temple. Make sure you have some attacking scrolls (death, frost, etc.) for use against the high priestess.

Make sure you go all round, especially in the large area on the east side before you go down the stairs. Make sure you get the necklaces.

Make sure you have the cross. Now go to the castle. Go along the long corridor. On the way to left, when you're near it you will see three ghost-like people standing in the room. Kill them, collect the gear, then carry on. Unlock the door and go in. The only one you have to kill is Lich the looks the same as the three mentioned before). Nick his gear and teleport out. Go to the AG on the main map to build up money and weapons. Then go to AG2.

After you have got the other four gems you can then go to the Labyrinth. Use the wand to kill the medusae, make sure you get a key and a mirror off the medusae, as without the mirror the medusae will turn you to stone.

After killing the medusae girl the gem, then teleport or find your way out. Then go back to the king and that's it, you've completed Gaidragon's Corner!

→ AMAZING RESULTS

KEY

S = START

L = LORD OF
 DEMONS, USE
 SCROLLS ABOUT
 2 ON HIM, IF NOT
 DEAD, THEN
 ATTACK WITH THE
 MIRROR



It may look like David and Goliath, but with these ACE tips you're only a stone's throw from success.

ames

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GOLDEN OLDIE - ELITE

Fans of Elite who are having trouble making much progress in this excellent game will be pleased to see this cheat from Marco Verheijen in Holland. While it gives you a helping hand, it won't spoil the game for you.

When you want to jump more than the allowed range you should do the following:

Equip yourself with anything you need and launch. Outside the station choose galactic chart (F8) and click on a planet in the circle.

When you move the mouse around and press **D** you get planets that aren't in your range. When you hyperspace click on a planet in your range and position the cursor on a planet you found with **D**. Now hyperspace and press **D**. It's a bit tricky because you can't use the mouse in hyperspace, so you'll have to choose a planet before you hyperspace.

My personal record is 112.4 light years. To accomplish this there's a slightly different method.



You'll have to choose a planet and click on local. Now the circle will be around the chosen plan-

et. If you now press **D** you'll get much greater distances to jump. But still choose a planet with-

in range and after that choose local.

OOPS!

Back in issue 25 we printed the solution to Battletech but forgot to tell you which master games play



or had provided it. Bernd Stappert writes all round. It was in fact Adam Morley of Leicester. A name to take note of because it's one you're likely to be seeing quite regularly in this column in the future. Since we neglected to credit Adam when his solution appeared here's a quick plug in recompense. Adam's first novel, BATTLE, has just been published, so if you liked his Battletech solution look out for your local bookshop right now and head straight for the SF shelves...

CODE CRAZY

Steve Williams of Newton Aquilla, County Durham helps out with games players with a few level codes.



THUNDERBIRDS (AMIGA, ST, C64, AMSTRAD, & SPECTRUM)
PART 1 - 2+ RECOVER 7+ ALDF

RICK DANGEROUS IS A CHEAT...

P. "A cheaply a day keeps the demons away" (another says) "Don't getting through previous levels get frustrated? Thought so. Just enter POOPY on the high score table and you are given the option to start on any level up to the farthest you can reach." Well, now you know.



...AND SO IS SAVAGE HAWKEYE!

More help from Holland. This time it's for *Neotopia* and *Savage* on the ST courtesy of Jan Janzen.

Hawkeye: Pause the game when playing, press the **HELP** key and start playing again by pressing the joystick button. Now you have infinite lives. If you press the + key on the keypad you will enter the next level.

Savage: Right at the beginning of game one (blue sector) you will find a wall on the left. Run towards it and jump before you hit the wall. Now you will find yourself at the other side of it. Keep on walking to the left and you will notice the screen going crazy. Wiggle the joystick in all directions and after a while you will find yourself in the red sector. Once in the red sector do the same as in the blue sector. Now you go to the purple sector. Do the same as in the red and blue sectors. A message appears that you have completed game one and the main menu for game two is also shown here. That word is "BATTAY".

Heeerrrr! Sounds like a bug to me, but what do I hell... it works! Thanks Jan, keep them coming.



SHS 4- ANDERSON

NAVY MOVES (AMIGA & ST)
PART 1 - 2+ 388108

SPACE (AMIGA & ST)
PART 1 - 2+ SABKTA
3+ FORSCH

WORLD GAMES ON THE CPC 464

And now, assistance for Amstrad games from Andrew Galloway of Newcastle in the West Midlands.

- 1 LOAD BARREL JUMPHL
- 2 SET THE BARRELS TO 20.
- 3 KEEP FIRE BUTTON PRESSED WHILE SHOOTER LEGS ARE BEING MOVED.
- 4 WHEN THE BLACK FLAG APPEARS AT THE EDGE OF THE SCREEN THE SHOOTER AUTOMATICALLY JUMPS.
- 5 KEEP THE FIRE BUTTON PRESSED WHILE THE SHOOTER JUMPS OVER THE FLAG.
- 6 PULL THE JOYSTICK DOWN WHEN THE SHOOTER BEGINS TO FALL. KEEP THE FIRE BUTTON PRESSED THE ENTIRE TIME.
- 7 THE SHOOTER LANDS IN FRONT OF THE BARRELS. YOU CAN TAKE YOUR FINGER OFF THE FIRE BUTTON NOW.

Can't Oh good. Ever onwards...

CONSOLE CORNER

his folks, it's back again... that's because of Console owners everywhere. The ultimate friend for gamers exists. It's the Console Corner.

In this month's corner we have some very comprehensive tips for Sega games from the cunning console tips guru in Camotilly, MD: Gammagen, Jap Cores and Mark Cook.

R-TYPE

1. To make your R9 indestructible before you turn on the power-base) press down-right on control pad 1 and press up-left and button 1. Do this simultaneously and his three doors will be lit. Your logo appears on the screen. Now let go and start the game as usual.



ii To defeat **Krell** fire your shield and into his stomach, then move up to the top eye and keep rapidly firing.

iii **Baranada**. Collect the reflecting laser force. Don't move just above his blue eye and rapidly fire. If the water gets close move to the right.

iv **Blaga Battleship**. Collect the reflecting laser force and place it on your back. Move carefully around the ship and prepare a full laser beam. Wait until the generator peels back then let the beam in.

v **Morpheus**. Collect the reflecting laser force. Put it on your back. Aim for the 90 degree angle and fire rapidly. The other two are straight forward, just aim for the green windows.

vi **Arakun**. Collect the unblurred laser force and prepare a full beam. When the rock appears, fire your beam and into. Keep firing and dodging the rocks. This way he is easier to defeat.

vii There is no time so collect the anti-air laser force. Move your R9 to the backward "V," and position it so it is half and half. Let off the shoot and keep firing. You should not get hit.

viii **Buranda**. Collect the unblurred laser force, put it on your back. Keep firing and dodging. It is easier to do this level the first.

ix **Hydra**. You can collect any laser force here. What will be open to his mouth and fire your shield and inside. Keep firing rapidly and dodging. You should defeat him easily.

10. To get to the super stage go to level 4 and when the mechanical coils fill the screen there are two pillars at the top. Reverse into the first pillar. The screen should flash and now you enter the super stage.

Super Stage Boss. Just aim for his eyes. There are two enemies. Watch out for the balls he fires out of his mouth.

11. To get the **sawtooth**, rotate the D-Double clockwise a couple of times. If you want sound effects, press button 2 and press right or sawtooth LT.

To gain extra **continues** rotate the D-Double anti-clockwise on the continue option. You can gain a total of 12 continues.

VIGILANTE

TIPS

To choose a round. When the title screen is showing, press both buttons and up-left or OOI. Keep these down. Your round can now be selected by pressing up and down.

When fighting **Boss Two**, first go to the van and let him jump you. Then, no matter how far from you he is, (and provided you dash and punch, he can be hit) This only works when he is to your left).

TIPS

The "chokerholder" traps can be jumped to avoid combat.

To flykick, press both buttons while running, then sharply press up, still holding buttons 1 and 2. To fly punch, repeat but press down as opposed to up.

If you get to a boss with no macthukas



you can safely go back for them with no traps challenging you either way.

Level 1

1. Jump at chokerholders before fighting a ladder, chainsaw, etc.

2. To kill boss, grab macthukas, let him in the right corner and hit him rapidly. His energy diminishes more than normal.

Level 2

1. See level 1 tip 1.

2. To kill boss, use the aforementioned cheat, but as soon as you've had three hits it on his jump toward him and repeat the cheat.

Level 3

1. See level 1 tip 1.

2. Motorbikes — don't let the riders off, just keep jumping them and moving forward and pretty soon they'll stop coming. Don't land in their smoke or their fins (after the bikes blow up or you'll lose energy).

To kill boss, ignore the maze and jump into him. Dash and punch immediately. After two hits, jump back out and wait for him to run into you. Repeat the process.

Level 4

1. Guess what? Level 1, Tip 1.

2. To kill boss, dodge his dynamite and fly punch him up on his ledge. When he jumps down, keep fly kicking him, running back, fly kicking him, etc., until he dies.

Level 5

1. Tip, Level 1...

2. To kill boss, grab macthukas and dash. The boss will walk towards you and before he can kick you, hit him with the macthukas. Repeat until he dies.

Thank you, thank you, thank you. Hopefully we shall be hearing a lot more from these two sites in future corners. Keep 'em posted.

A SWEDISH CHEAT - CARRIER COMMAND

Pause the game and type "The Red is not to be". Now you are in the cheat mode.

4-020P02

TUOPED UP THE GAME

4-020R 01, THE COLOURS, ETC. IN THE GAME

To also pressing **CTRL** and **Alt** for a surprise. To also "Come all along with me" and press "4". To go back in the normal game press "V".

Thanks to Joseph Mankie of Stockholm, Sweden for that little gem.



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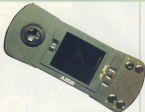
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COMPETITION

ACE AND ATARI HAVE A BRAND NEW LYNX HAND-HELD CONSOLE TO GIVE AWAY...

THAT'S HANDY!

Here's a chance to get your hands on the incredible Atari Lynx colour hand-held games console...



As revealed back in ACE Issue 23, the new Atari Lynx hand-held console is one of the coolest games decks to be released in years, and now we give you the chance to own this handy piece of hardware, thanks to those generous guys at Atari.

The Lynx was first unveiled at the Summer Consumer Electronics Show in Chicago, where it astounded the gaming world with its impressive array of features and technical specifications.

The Atari Lynx is the world's first colour hand-held games console with a 3.5" LCD screen, resolution of 300x300 pixels, processor running at 30MHz, 64K DRAM, 16 megabyte game carts, multilayer colours and custom graphics and sound chips producing 16 colours on screen out of a palette of 4096 and four channel stereo sound.

Among the games due for release on the Lynx are California Games and Impossible Mission and Treasure Climb - plus a myriad of other game titles from third party developers.

Although the Lynx was launched last month in the States, Atari won't be releasing it in the UK till early next year... but ACE readers don't have to wait or fret, because you can win a Lynx now by entering our simple competition.

WHAT YOU HAVE TO DO...

Winning the Atari Lynx couldn't be simpler! In fact, it's as simple as 1, 2, 3...

1. What year was Atari founded?

(a) 1972 (b) 1967 (c) 1960

2. What computer, console or coin-op game would you like to see converted to the Atari Lynx? Why?

3. And finally... we want you to give us a gaming tip for your all-time favourite game - it can be on computer, console or coin-op. For example: Have you found a hidden cheat code or a bug? What about a well tested tactic to get past that difficult part? Is there a secret level?

Please write your answers (in BLOCK CAPITALS) on the back of a postcard. Don't forget to include your full name, address and telephone number.

Send your completed postcard to:
ACE LYNX COMPETITION, Priority Court, 66-68 Farnington Lane, Luton LU2 9JH (UK).

THE PRIZE

The Atari Lynx will be awarded to the first correct entry drawn at random from those received prior to the closing date.



SIN CITY



Creating the sprawling cities, sun-baked roads and wavy bridges of your city, how many times have you said "Put me in charge for a day and I'll make this worlded thing work?"

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SIN CITY

What you should know about the game of the year.



time. Every decision instantly influences the life of your town. In a special mode, you can even clone members, funds, law and other decisions of your other. You can know how the great city of the 20th. It's a new idea of politics and how to become. Because you're *Sin City* in all dimensions game which contains 2 you defined as yours. (eg San Francisco, Tokyo, Rio de Janeiro). With it's complete depth of play, it's all together to play with ease and graphics, without to compare.



Designed built the city of your dreams. *Sin City* give you the keys. In fact it is up to you.

©1990 Maxis Inc. "The only game *Sin City* is completely unique on the world this year, designed for fun." (PC MAG 1991). "The world is now simulated and understandable as ever as required, it's for fun."

MAXIS

INFO GRAMES



UP-BEATS

JON BATES REVEALS NEW MUSICAL DEVELOPMENTS AT THE PC SHOW

What's new in the world of computer music? Cards for the PC, bolt-ons for all micros, sexy new software, and a system that could, if used to its full potential, set you back \$2500 just for the MIDI leads! Jon Bates tunes in to this year's PC Show...

If you were one of the hordes who attend this year's PC show at Earl's Court then you could not escape the fact that music software was out in force. Once you had navigated your cars past the lethal bombing of the multitude of games they were subject to further catering from the music area (unimmediately called the Music and Micros area), a whole section of stands, each one with staff and hardware plus synths and samplers at set at star volume. To cap it all, Atari had a huge bank of 70 screens facing a stage with feature regular demonstrations of the new Steenberg sequencing package, Cubase from Tony Hastings (ex Cutting Coral, Herri's what you'd do...

BOLT ON BOARD...

Ever since someone first complained about the Spectrum's sound chip (obviously the first person to own a Spectrum), hardware manufacturers have been selling us little bolt-on goodies that will enhance the musical performance of our micros. In recent months these add-ons have been happening for the new 1.6M mar-

ket and some of them are very impressive indeed. But owners needn't despair either as several of these new units are simply modified MIDI kit that can be driven by any MIDI equipped micro, whether it be an Amstrad CPC plus DMI interface or a BMM Super Machine's Spectrum.

FM MELODY MAKER

Although designed for the ST only, this little beast shows the degree of crossover we're seeing now between the dedicated music market and the computer scene. Manufactured by Hybrid Arts, the package consists of a cartridge that plugs into the slot port on the ST and comes with playback and recording software.

The cartridge contains a sound chip that uses the same method of sound creation as the very successful Yamaha (S) series of synthesizers, Frequency Modulation. It will give you up to 11 sounds simultaneously, which includes a drum kit. To get the best from the unit it would be best to have both an external amplifier and a MIDI keyboard. The latter then plugs into the computer MIDI IN port and allows you to play any of the voices contained on the chip.

The recording software will let you play anything in and dub-track your performance into something suitable (perhaps tabs, OX) and is an ideal entry level program into the world of sound and MIDI.

The package also has good MIDI facilities that will allow you to control and play other synths connected to the MIDI out port. Not bad for £55-95. Like many of the MIDI add-ons it can also be incorporated into games and there are several titles in preparation that will be able to use the cartridge as an extra sound generator.



The FM Melody Maker from Hybrid Arts has plenty of options to customize the sounds. Each one can be assigned to a separate MIDI channel.



Setting up a drum pattern with FM Melody Maker: the grid runs from left to right and each shaded square represents a drum beat on the instrument listed on the left.



Sequencing on FM Melody Maker uses traditional music notation as well. Note the mixer in the lower left-hand corner which lets you balance the individual volumes of the sounds.

MOON AND MEGALOMANIA...

Undoubtedly some of the sexiest titles at the show were coming out of the Roland stable. Ever since the company released its popular little MT32 sound module, a whole market of home computer users demanding quality sound sources at the cheap has sprung up.

To satisfy demand, Roland have put out a new range of synth modules designed specifically to run with all MIDI software and computers. Although not cheap by computer hardware standards, they are in effect repackaged versions of two of their most successful sound modules, the (311) LA synth to Bentley, rack mounted MT32-plus and the (511) sample player, both renowned for their excellent sounds.

The (3102) corresponds to the (310) and has 128 sounds plus 30 percussion notes and

BLASTS WHILE YOU BLAST

King's Quest 3's not sounding quite right? Want to be loud up your games performance with a spot of heavy duty sound? Several of the units mentioned on these pages will respond to data dumped out by some of today's top games, giving you a full stereo sound-track.

The FM Melody Maker is, as we said, going to be supported by several software houses, and Sierra On-Line already support the MT32. Yamaha Music Feature PG card, and the Classi CD series. Compatible software is also promised for the Games Blaster (as its name suggests) mentioned in this article.

As you can see on

these pages, prices for these units vary enormously, but if you're in the unfortunate position of lightening the bolt on your piggy bank, you can at least take heart from the current trend, obvious on virtually every stand at the show and exemplified by recent releases such as Blood Money

from Play-It-Now, Phob and Phob from Pain-Too Arts (see this issue), and Xenon II, for improving radically the quality of games soundtracks.

in general. Most of this is currently being done by using sampling, and new techniques for storing and compressing sound data mean that the music we hear while we slaughter the Andropolis will continue to develop dramatically over the next year.



Blood Money's titles now come with advanced full-stereo MIDI sound tracks...

STRYX



- + Ultra smooth 3 way scrolling
- + Designed with award fully animated characters from Garvan Corbett, the artist who brought you the classic hit Barbarian
- + Multi-directional free format weapon usage
- + Large playfield for even more action.

You're really up against it this time. Those revolting robots have finally upped and turned their ferocious powerful weapons on their kind human masters. Someone's got to stop it before it all gets out of hand. I think you just can't have bloodthirsty Cyborg assistants roaming the streets of Dome City and expect the citizens to put up with it. Who on earth is going to sort out the mess? You guessed - you get the job.

Fortunately, you are just a little bit on the special side. You are Stryx, the product of Project Alpha, Science, the massed lighting, time-lens Baking machine ever invented. Half-man, half-robot, you are the business, the chrysalis who can stop those wicked Cyborgs.

You'll have to work hard, though, blasting hordes of the revolting creatures (such a sad waste of scrap metal) and reducing the city to the rubble.

So, Stryx, you'll better get your arse out there and sort through level robot clatter through the immensely complex underground world of the Dome city. It's a tough assignment, and time is running out.

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Screen Shots from the Atari ST Version



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31 sound effects plus adjustable digital reverb. This will set you back £366 but after all you are getting up to nine channels of professional quality sounds simultaneously. An equivalent synth keyboard, for example, would cost you around £800.

The CM22P inherits the role of the £210 and will perform six simultaneous parts of sampled sound with 64 sounds available, giving you a maximum of 31 notes at any one time. More sounds can be obtained by the greedy by purchasing sound cards which will cost £45 each in addition to the £445 you have splashed out on the unit. For £740 you can have both models in one box (the CM24) and a row with your bank manager.

SAMPLING SAFARI

Samplers, those devices that digitally capture sound, let you edit it, and then play it back, are set to fall dramatically in price following the news that Creative, who have been pioneering a budget end of the market with top-rated keyboards, drum machines, and an analogue sound module, are now stepping out of the sample market.

On offer will be a 16-bit dedicated sampler for under £600. This may sound a lot but the spec is comparable to units costing a very great deal more. The beast (displayed as PC2) but not in operation is a stand-alone number and not dependent on any computer to drive or edit it. It comes complete with a 1.5" drive and has the ability to play back multiple samples, as well as supporting a full MIDI specification. It will also accept data from 'certain other' samplers. Should you cut straight the sample digitise early and late...

REPLAY REPLAY

Meanwhile, through Microdeal and the inimitable Tony Rancos, the man behind many a sampling program, there is a refined version of Replay now in its fifth version and called Replay Professional, costing £129.95 for the ST only. Its advantages over previous versions will be that the sound editing features are made much easier and simpler to use, the sound filters are greatly enhanced, and, most importantly of all, the sound is actually sampled in 17 bits and converted down to 8 bits for the ST to store.



Roland's CM24 - not many knobs, but a wealth of sound, and all under computer control. There are more games are supporting MIDI soundtracks - a unit like this could get quite a punch into your playing...

Without going into great technical detail, the bottom line here is that the sound will be much smoother than before and will have a lot less background hiss. The new version will also allow you to play back four separate sounds simultaneously. Throw in for good measure all for a sample sequencing program and also a MIDI keyboard with a reasonable degree of sophistication.

Replay's ST sample tracks could check out the £150 Samplerack - a professional piece of hardware that comes at a separate price of ready to slot into a rack. Needless to say it works in stereo, comes with a sequencer and full MIDI features plus all the bells and whistles that you would expect for a shade under £600. This may seem very expensive, but you would probably pay considerably more than this for a separate sampling device and you would certainly not have the editing facilities that the R150 can give you. One for the serious purchaser though.

ST owners could also try out Quartz from Microdeal. For £49.95 you get a piece of software that will play up to four sampled voices



Replay Professional - no, it's not Orignal with graph paper but a three dimensional display (Real Fourier transform) of a drum wave sample.

simultaneously and will store up to 20 samples in memory, dependent on the length of each one. It uses samples that are in the same format as the Replay range and there are plenty of these available in the Public domain if you can't create your own using the Replay package. The program also includes sequencing and graphic sample editing facilities.

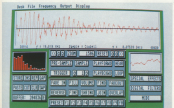
MUSIC-X JAMMER

Runners around that the all-encompassing Music-X sequencing, sampling, and mixing program (reviewed last month) will soon be available in smaller and hence cheaper forms. The word is that SSI will be making a junior version available for under £100. Having got you hooked on that you can then save up and buy the additional software modules to add to the program and build up to the full version. It's a bit like a Lego set - you start with Jammer and build your dog kennel. Finally you end up with Master Builder edition that will construct a fully-working model of the Space Shuttle in your bedroom.

INTO THE FUTURE

Apart from the move towards improving the sound quality of games and a desire to sample anything that so much as squeaks, the other interesting trend at the PC Show was the development of the multi-tasking or interactive environment for the computer.

While it has been possible for several programs to share the memory space and let you jump from one to the other, it has not neces-



The main control screen of Replay Professional. The main sample covers the upper half of the screen whilst a harmonic analysis is displayed on the lower left and filtering characteristics on the right.

CROTCHETS...

Wandering round the show, every so often something catches up that makes you think twice... or three.

Such as Pandora Technology's Brahmesides program that allows you to control up to 250 MIDI instruments simultaneously. Always supposing that you could actually afford 250 MIDI instruments, this sounds pretty tidy. But then suddenly the thought creeps up... wait a moment, is single MIDI lead lines set you back as much as £15. Anyone still thinks want to spend £2500 on leads??

...or what about the chap who walked up to us while we listened to Steinberg's Cubase being demoed and offered us a printed version, less dongle, for under a quarter of the price. Sounds great, until you realise that (a) it won't store the sound in the proper format and (b) certain functions will function twice up and (c) you will then have your work and (d) Steinberg will not be altogether happy to get you out of the mess and (e) it won't work with any of the upgrades. Suddenly the bargain sounds a wee bit pricier...

It's been the case that an action performed on one program will also affect the reaction of another program, which is in fact running simultaneously in the background.

The usual example quoted by the developers of these systems is where you are playing a tune from a MIDI sequencer and you decide that the speed of the synth is not quite right. Quick as a flash you jump to the synthesizer sound editor which is also running at the same time as the sequencer. Without a pause for breath you are able to change the synth sound and hear the effect. The usual controls for other programs can be overlaid onto each other.

The initial reaction is that this may all be well and good for those who have piles of filthy cash to waste but is it a case of a solution looking for a problem? Whilst at present, this may appear to be the case, the history of computer developments shows that things get spun off down the range and are subject to a good deal of refining in the process.

At present there are several companies developing and marketing such systems specifically for MIDI and music. Steinberg with MIDOS, C Lab with SoftLink and Hybrid Arts who are marketing a system called CHAVIS. With the exception of MIDOS they are directed to the ST only. MIDOS is also being developed for the PC and the Mac.

The general consensus of opinion is that with such common operating systems controlling programs it is possible to have two or more computers interlinked, both running separate music programs that is at all probability will be written by different software developers. As faster and more powerful computers arrive your will not feel forced to send your present workstations to that great leasurers' yard in the sky or the grounds that it cannot compete. Rather, it can be networked into the multitalented system and not merely synchronised but actually act and react with the other units, thanks to a common operating system. And



Mixing and sequencing the sampled sounds on Quartz.

with a bit of luck your present software will not become redundant but will be part of a bigger, ever developing requirement.

CONTACTS

Hybrid Arts	01 882 1105
Microdeal	0179 680200
Data Liberation Ltd	0803 866474

Poland	01 568 4578
Chester	0202 555525
EM	0202 138147
Pandora Technology	01 221 8603
SOI	01 895 8399
Steinberg (Europe)	099 388 228
C Lab (Sound Technology)	0442 480000

PLAY YOUR CARDS...

If you've got a PC, you can now choose from one of several cards available for the machine, each of which offers the chance of boosting your musical street cred. The trend for these cards started with the Yamaha Music Feature card, effectively a CD synth on a card, but it was, rather expensive. There are now several cheaper alternatives...

GAMES BLASTER

The Games Blaster is a half size card, not amazingly cheap at £119 (the US version is only \$129 - a pretty standard exchange rate which deserves to start a vigorous grey import market). It can play back 12 sounds simultaneously but delivers the sound at only 2.5 words. This may be OK over headphones but through stereo speakers (not provided) it is pretty noisy. You will need to hook it through a hi-fi system to give it any credibility. The sounds aren't bad, using a simple form of

Frequency Modulation for their creation.

There are plans afoot to release an upgraded version of the Games Blaster in the not too distant future which, although costing more, will have greatly enhanced sound capabilities, using FM plus the ability to sample sound. The upgrade, entitled Sound Blaster, was having its first airing at the show and was an improvement in many ways on its predecessor. As well as running with compatible games it supports MIDI and comes with a whole host of software to turn the PC into a half of single keyboard with lots of auto-playing features and libraries of poly tones for singing along with. Watch this space for further details... and more information from Data Liberation Limited (contact numbers at the end of this article).

LAPC-1

An expensive beast this, but still an attractive proposition for well-heeled and musical

is inclined PC owners. The LAPC-1 is a full size card that is in effect the more pricey and popular full 32 sound module. This beast gives you digital reverb as well as loads of excellent sounds and 32 note polyphony (using simple sounds - the polyphony reduces as you create more complex voices). However, you'll probably need to measure the benefits in terms of desk top space rather than those as the card will cost £379 and if you shop around you can get an MSRP (which is around three years old now) for about £295 second hand.

PC REPLAY

Sampling tracks might like to check out PC Replay, a half size card which also includes a MIDI interface plus all the ports required for happy sampling. It'll set you back £149.95 and you should make sure you've got a hard disk as well otherwise it will set its wily through available memory



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TANK BUSTING!



Everyone's been so obsessed with the latest state-of-the-art flight simulations recently that the more down-to-earth armoured divisions of computer entertainment seem to have been forgotten. After you've flicked on the afterburners and dived in out of the sun, surely rumbling around on the ground taking pot-shots at other metal mickies must be a bit, well, just a teensy bit dull?

Oh boy, do we have news for you...!

Advanced tank design, as on this recent example, is particularly suited to advanced 3D displays. The engine calculations required for detailed as well as real-time movement, has a nice tilted member look even in real-time MIP offers a high degree of detail in the display, but you can toggle the level of detail to suit different machines. The more detail, the more processing power you need.

Anyone who remembers the stack of casing their windows under after receiving a shell up the rear is likely to know that tank hunting can result in almost terminal adrenalin drops – and the good news is that the software bugs are about to run this issue home with several promised heavily tank situations. Microprose's is the first to appear, *Warrior's Tank Command* is proved for release, and there are others running along the track. What's all the fuss about?

ACE first got its hands on a copy of Microprose's M1 Tank Platoon during a visit to the Bowington Tank Museum in the company of "Pocahontas" Major "Wild Bill" Stealey. We were pretty impressed by the speed of the game, the detailed 3D VGA display, the choice of heavy-weight armour you could fire about, and the even heavier weight 300pp manual, which must be getting on for an industry record.

In fact the manual just about sums up the new era of tank sims. Things may be slower on the ground, but that simply means more opportunity for strategy and game detail. None of those 200 pages are wasted, and every one tells you something useful about the game – not it's a tribute to the program design in M1 Tank Platoon that you can get down to playing immediately. What's more, the detail in the game, which ranges from the explanation of and opportunity to engage in conventional tank tactics to the muscle velocity of the T-55mm (M1) Medium Machine Gun, isn't fiction – Microprose had to invade the Freedom Of Information Act in the States to get the necessary documentation released, and they've made excellent use of it.

Our only niggle here was the quality of the manual binding, which appeared to shed pages at an alarming rate. The manuals pretty much, however, so we ended up photocopying all the pages and prodding them in a ring binder.

THE GAME

M1P revolves around your choice of platoon, your choice of men, and your choice of conflict scenarios. Stored on disk (and updated every time you play) is a roster of platoons, each one



This is where the gunner would be sitting in real life. It's rather less comfortable than you imagine.



featuring different names and associated skill ratings. Your average tank comes equipped with a tank commander (looking for lead out of the hatch), a gunner who guns, a loader who loads, and a driver who keeps the 57.1 tonnes of heavy metal thundering across the 30 tonnes of speeds of up to 67mph – an interesting experience for the uninitiated who thought that tanks, well, sort of trundled along.

The skills of your crew are of paramount importance and your long-term objective is to develop their skills in action, winning the medals and improving their performance. Your ultimate goal is, naturally, to become embroiled in a lullaby war against the Soviets and send their T80UBs and other metal monsters to the scrapheap. Microprose obviously wasn't in a hurry to declare an end to East-West conflict, which means a job until you realize that if the game is to be realistic it has to reflect the fact that the Soviets are currently the only people with some hardware to challenge you with.

Winning the war, however, is quite achievable unless your crew are up to scratch. That's because M1P is a clever blend of player intervention and computer control. Battles are fought over a 3D map with hills, valleys, rivers, and many other topographical features. At any time during battle you can select any one of your vehicles, whatever and whatever it may be, from a scout helicopter (yes, even total flight leads get their fix) to check out the opposition to an M1 Abrams sneaking up the rear, and get the relevant 3D view up on your screen.

With tanks, this selection gives you complete control over that vehicle and all the crew members. The good news, however, is that the complete control is supplemented by the computer so that you can, for example, take the commander's position, sticking your head out of the hatch and peering around with your binoculars, while at the same time telling your driver to go full speed ahead, your gunner to fire at will, and the other vehicles in your formation to take up Echelon left formation (bringed behind you, guns at 45 degrees). Suddenly, there you are careering across the landscape, guns all blazing together, smashing your way through the opposition... Right now leads can eat hot lead for all I care, the best single-handed aerial combat any day.



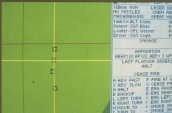
OK, so Wild Bill Stealey looks as if he's heavily equipped for his job. However, the job here has the good sense to use the Freedom of Information Act to get the data he needed for the game.



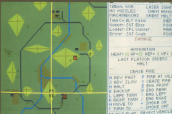
Major Wild Bill Stealey takes a real look through the game.

ATTACK!

How does it feel to roar into battle at the head of your armored platoon? Here's a quick engagement with the Soviets to whet your appetite...



On the map display, here at full zoom, we see our four tanks (each the color of its tank) grab because they're on a hill...some of the crews are over the hill, but there's another matter...



Looks not to see the entire map. The panel on the right shows the current vehicle's statistics. Note that the commander is, in "dead". The red spots are hostile vehicles. Let's go get 'em!

The main screen is where you do your thinking, and where you find out what's going on across the entire battle arena. Your units and the enemy's are all clearly marked and you can select any unit (friendly or friendly) by positioning a cursor (or crosshair) and pressing RETURN. This not only gives you control over it, but also all pertinent information in a window to the right.



The driver goes through his windshield and gets his feet down. The instruments aren't just for show - each one tells you something that could save your life.



A quick update out of the back catches one of our other platoon members on the left. We're going to follow the stream to the west and then cut off north to engage the enemy (check the road).



As we approach, the enemy gets large. Health indicators at bottom center clearly approximate enemy - we're currently using Soviet armor plating (rings around 1000 inches). The target's vision (red circle) and then cut off north - all we've got to do now is close in and get 'em!

THE ACE VERDICT

We rate *RTTY* as 80%. That ought to speak for itself. It's a welcome break from fight rags that boasts enough detail to keep even the most compulsive player happy, and at the same time has a breadth of challenge and combat scenarios that should satisfy the most ardent gamer. A winner.

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SEGA

XMAS 189

RUNNERS & DRIVERS

Your complete guide to the main game launches of Christmas season.

As the main challenges for the festive number one slot is the Christmas charts line up on the starting grid the likely winner is as difficult to predict as ever. One thing is clear though: Christmas 99's leggie is going to be a racing game.

In pole position are last year's winners *Team* with four home conversions of the *Test* team - *Chase HQ*, *Sega's Power Drift* will be challenging strongly with home-wrought *PI* and *TV* commercials through *Activision*.

In third position on the grid is *Band Games* - the console game licence from *Sony*. These are not the only games in the race. There are one or two brilliant original titles to be excited with as well - *Stunt Car* for example, or *Pete* are yet to appear on a few key formats - and *Continental Circus* and *Turbo Out Run* are to *disaster's* either. There are other hot licenses: *Ninja Warriors* looks superb, as does *The Matrix* - but *ACE* is sure the *Amiga* leggie will have wheels on.

We have divided the field into *Favourites*, *from Runners*, *Outsiders*, and *Christmas* *Deluxe*. Don't buy anything until you have checked out guide - and why not let your best friend, *teen*, *parents*, or *Great Auntie Fanny* take a butcher's at it as well before they do the *Christmas* shopping.

THE FAVOURITES

Chase HQ

Orion

Orion's Chase HQ placed the player at the wheel of a plain clothes police Porsche. It was straight out of *Miami Vice* - chasing the villains through the streets and along the highway, taking pot shots at them as you speed up in the car, and aimed your gun from the sun roof. *For HQ* gives you one mission which is generally the main business of rescuing some *boom* *limbo* who has been abducted by the bad guys. It constant running commentary is kept up by *HQ* as you twist and turn and



attempt to get the crooks in your gun sights. The cops and robbers scenario provided an added interest to the main business of racing along at breakneck speed in a Porsche.

There is nothing in *Chase HQ* to make you gasp and think "they are never going to do that on a home computer". Converting it to most systems should provide no problem to *Orion's* large in-house programming team - more if they

are not particularly well known for driving games. Of the work we have seen so far on the conversions they are looking extremely good - with the *Spectrum* performing particularly well in the graphics and speed departments. Our money is on *Chase HQ* - to take the number one slot with, as happened last year. *Orion* competing, legally against themselves, with at least another two of their titles likely to be in the top ten.

Power Drift

Activision

Orion again *Activision* make their bid for the top slot by attempting to convert a 'state of the art' Sega game. *Power Drift* was a monster. Literally, when it appeared in the smaller test *Summer*. One of the biggest cabinets I have ever seen. But its physical size was not matched by its performance as a money spinner. It proved a lot difficult to get into, and at a cost a go you couldn't afford that much practice.



This was a shame as the game is expertly written with depth as opposed to the simple sight seeing of something like Cut Run.

The game places you at the wheel of a souped up hot rod with massive tires, a very low perspective on the road, and lets you against eleven other excellent speedsters. There are five courses - with five separate circuits in each. The best splits and fills are to be had on the corners and with the ramps as the buggies take off and slide on landing. Nice

roll-overs and sleep up hill climbs add to the feeling of power that exists under the bonnet of your buggy. Conversion work is progressing nicely - with just as in the case of Chase HQ, the 8-bit versions looking largely well. Check our full review of the Amiga version on page 56. All versions will be reviewed in Updates as soon as we lay our hands on them.

Although the ACE money is on Chase HQ - there are one or two voices around here muttering that Activision may well outpace the Blaster software house, and that the quality of conversions may have nothing at all to do with what sets in Christmas week. Shame that.

Hard Drivin'

Comment

The Dom Doms bid for the Christmas league rests on their conversions of Adam's Hard Drivin'. A big bid in the arcade - with stacks of them still around - which is more than can be said for Power Drift.



Hard Drivin' took a revolutionary approach to car-to-cop racing when it appeared in the Arcades this Spring. It is much more of a simulation than any of the others - with the car performing in a realistic manner, i.e. the steering wheel resists against you if you attempt to take a corner too quickly. There is lots of fun to be had though, and there is also a race of hot rods with stacks of other cars to be lapped or to collide with for the hapless driver.

The nearest feature of all is the 'loop the loop' track. You really need to cut your feet down to have sufficient momentum to push your vehicle through 360 degrees. The graphics in Hard Drivin' look more like a home computer game in the Starglider II, Career Command, style than they do a car-to-cop. This looks well for the conversions - particularly the 16-bit conversions. As with all games of a semi-3D nature the Spectrum version performs well and Hard Drivin' is no exception judging from the work in progress we have seen so far. The Hard Drivin' course with its Speed Track, bridges, ramps, and loop the loop track provide stacks of playability. A lot more challenging than Chase HQ and, to a lesser extent, Power Drift as well.

THE FRONT RUNNERS

Operation Thunderbolt

Overview

The sequel to Operation Wolf - and really just more of the same. Spray 'em like at anything that moves as you attempt to rescue the hostages and escape in the plane. Lots added in extra bits to be captured for simultaneous two player action and there are also one or two pieces of 3D-ish graphics as you travel into the screen in armoured vehicles. More levels than the first one - as you travel from road, to mansion, through an army camp, an airfield and finally to a stacked airbase where the hostages are held. Your aim is to shoot the terrorists without injuring any of the passengers or the pilot. As the sequel to the massively successful Operation Wolf - Operation Thunderbolt has a large army of fans but there isn't that many who will go to the shooting gallery.

Conversions look every bit as good as the work of OpWolf and the sequel will benefit from the fact the programmers can polish up and improve on the routines they developed for the first game. Competent conversions on all machines - make Op-Thunderbolt a strong front runner.

Galaxy Force

Action

Another massive Sega cabinet from their "third leg" era. The right-legged member looked more like a laser landing module than a cockpit. Complete with booming speakers and hydraulic seat GP machines didn't come cheap when they were launched last Summer. For this reason you could only find them in the bigger-destination-style arcades.

Action seized a few eye-brows amongst arcade fans when they announced that they had licensed the game for home conversion. The basic idea is to blast the hell out of the alien as you battle through a cluster of five space raucers. The greatness of the concept went superb. Faster than Afterburner and with slightly more detail in the backgrounds, this could fly under objects, as well as over them, all the time landing away with a choice of weaponry. Each of the levels is divided into two sections - an open sky shoot-out and then into the cavernous interior of the enemy base. You stop is replenished by shield strength - which needs to be topped up by grabbing power-ups as you travel.

Actionists have their work cut out alternating to convert this. As for its chart performance - its a big name license, it will be heavily promoted by Activision, and it will sell regardless of what ACE or anyone else thinks of it.

Cabal

Shoot

Cabal is 3D military shoot 'em up in the C-119 style - but you control a commando rather than moving a cross hair around the screen. The end of each level is protected by a giant gun ship, tank, and submarine. The game did well for Capcom in the arcades and ought to equally well for Ocean as a conversion. All versions should be coded to a high standard as the original game design is fairly straight forward - and Ocean ought to be able to use existing routines.

Tankin

Shoot

This one could surprise a few people. It was over a massive arcade hit but it had a loyal following who absolutely loved it to bits. Like Ludden Robotnik, it is over to ride and hugely addictive.



Another worthy Atari coin-up title in which the player has to shoot the vapors - amongst other courses - in a few inner tubes "Tank" as they call them in the States - hence "Tankin". One to watch.

Ninja Warriors

Shoot

From a formerly best conversion of a best 'em up best Christmas in the shape of Double Dragon - Virgin fans bounced back with what is arguably the best conversion of any best 'em up ever, you ever, in the shape of Ninja Warriors. They have pulled off the near impossible by devising a system that successfully simulates the better screen, late screen up one screen strip of game play action on 1600 machines. Looks superb, and plays well - as you take on a variety of military, hoodlum, and animal adversaries in this horizontally scrolling conversion of this Summer '88 arcade hit. A very strong front runner indeed.

Bat Man - The Movie

Shoot

Can Bantype carry through until Christmas? There is no reason to think not, particularly with the gamey and gill friend purchasers making up a significant number of lines (gill) game buyers. The conversion surely corroborates as a few of the exciting scenes from the film - like the race through Gotham City in the Batmobile, the big trap in the Joker's hide out, and the turning of the toxic balloons that float all about the city that Batman saved by flying through them in the Batjet. This makes for an amazing multi-event arcade challenge. Could even be a number one. Holy megalot!

Stunt Car Racer

Shoot

Geoff Chamberlain's master piece has so far only been reviewed on the ST - where it won accolades from every single reviewer who looked at it. The excellent OSA version is updated on page 98 and that, too, is superb. With key versions about to hit the shops (Amiga, Spectrum, and PC) that all look equally good - this innovative game could well pull some of the big name licensed names off the ground. Its combination of slick 3D graphics and race challenges like bridges and ramps make for comparisons with Road Strike - but in ACE's view it is more entertaining than this. It is more of a challenge - and that's what racing games have been crying out for. You want to do much more than just drive fast.

The best original challenge to the mega-frenzy, megatype incarnation. In



the hearts of real racing fans, this deserves the top slot - even if they know in their heads that it isn't going to get it. Still ACE's first choice racing game - whatever happens in the Christmas Computer Game Grand Prix.

Ghost Busters II

Action

The film hasn't exactly bombed, and it hasn't exactly done that well either. It has just been overshadowed by things like Lethal Weapon II.



the indestructible Ghostman, and the soon to be launched - Star Trek V - which also has a computer game conversion, and a red hot hot Flood. The game is apparently brilliant - though not available as we go to press, and is high on Activision's list of titles to receive heavy weight hype, which should make a chart position. Gary Williams is Manhattanite Man.

The Untouchables

Shoot

Sean Connery made the film. He played a certain type of American spy - tough, uncompromising, and best described by Tom Wolfe in *Battle of the Bastards* as "tough Cop - don't back off". This shoot 'em up don't back off either. Based on a few action packed scenes from the film (Ocean are becoming quite expert at this) the player has to complete six levels. Its combination of horizontal scrolling action and impressive graphical representation of 1930's Chicago makes for an excellent - Gp-Block sort of a game. Could well repeat the massive - though unexpected success of *Robocop*.

Turbo Outrun

ST & Gold

Out Run is such a successful colour game that you still find plenty of them around in most arcades

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OUT NOW

- two and a half years after its launch, the Turbo version simply added graphics and smoother graphics - with a turbo button which gives a short boost of super speed when pressed. 2025's chief development house - Probe of South London - are craving about the quality of the conversion. A top name game that will undoubtedly stiff of the shelves this Christmas.

Ghosts and Ghosts

100 Gold

This Capcom concept is ideally suited for conversion to home machines. Indeed many reviewers observed when Ghosts and Ghosts and its predecessor - Ghosts and Goblins, were launched - that they should have been home games. The Sega Magazine version of Ghosts and Ghosts has already won praise in many reviews - and there is no reason why these 100 conversions shouldn't be sturdy bit as good on the Amiga and ST.

You are a knight in shining armour on a mission to rescue a princess - collecting power-ups and taking out the ghosts, ghouls, and other assorted nasties who are set to stop you. 100 are not amongst the favourites this year - for the first time in four years - but they do have a very strong track record in Ghosts and Ghosts.

THE OUTSIDERS

Shadow of the Beast

Playgroup

Very pretty scrolling shoot-em ups are adventures. So far only available on the Amiga, unlike it to take a top placing on only one format.

Kick Off

Acce

Kick Off is always popular - and Acce have the best version for 16 bit machines currently available. Likely to find its way in to quite a few Christmas stockings.

Continental Circus

Virgin

An excellent Taito grand prix concept in its day and will convert to most systems by legions. Likely to be overshadowed by more up to date racing conversions.



Star Trek V

Mindscape

The world is full of Trekkers - and with film number V about to be released - this film title should have very strong Christmas present appeal.

Slinder

US Gold

Excellent conversion of the recent Capcom arcade adventure. Has been well rated by ACE and other mags. May have peaked by Christmas.

Myth

System 3

Excellent arcade adventure from the Lead Nipps software house. Could get System 3 back into gamers' good books - after the fiasco that was Demolition!

Dinoscoops

Magnum



The sequel to Menomony - and looking absolutely superb. Only available on 16-bit and PC after Christmas. Demos are up the stakes in the increasingly popular solid 3D filled vector graphics - Starglider II type game. Few reviews are about to break in most magazines and hard-core game fans will love it.

Vette

Spectrum HoloByte

Its start performance will be restricted by only being available on the PC so far - which is probably fortunate for the success of some of the concept racers. Watch it race up the charts as soon as it is available on Amiga/ST. An excellent simulator of a race through California in America's answer to the Ferrari - a red Corvette.

Interphase

Image Works

Another fixed 3D vector graphics incarnation that looks stunning on 16-bits. Deemingly ACE rated in the issue - but perhaps not commercial enough to go far for at Christmas.

Fighter Bomber

Activision

ACE rated flight game that should convert well to all machines. F14's, F16's, MiG's, and stocks of other planes to choose from. A strong seller up to and after Christmas.

Rick Dangerous

Finsoft

Without doubt the best platform game launched this year and now available on all formats. Should maintain a strong chart position from now till Christmas.

Ultimate Golf

Gremlin

Gremlin have put a lot into this one and it shows. Should benefit from a rare shortage of new golf games. Could go all the way to the top ten.

After Burner

Activision

Popular Sega look 'em up with huge sprites and excellent sound. Likely to be a bit of fashion victim in that best 'em ups are not as popular as they used to be. It might chart - but it's unlikely to go top ten.

M1 Tank

Mindscape



Expert tank warfare simulation. So far only available on PC and therefore unlikely to chart this Christmas.

Iron Lord

Midsoft

Race playing strategy game in the Christmas spirit. Very pretty, but not main stream enough to go top ten at Christmas.

Moonsaver

US Gold

Whose fault? Not M's computer game say US Gold - but then they would, wouldn't they? Strong Christmas pressie appeal should ensure a chart position for this licence game.

Storm Lord

Havoco

Extremely pretty arcade adventure featuring boxes and dragons. Will turn heads in the shop with its graphics.

CHRISTMAS TURKEYS**Beach Volley**

Ocean

Bronzed buns play volleyball on the beach while their bimbettes look on. Yeh, is the most fun of winter as well. Double yeh.

Gazza's Super Soccer

Empire

South Georgia (also) provides the 'harm' endorsement for this latest computer soccer



offering. Why don't computers concentrate on making good field games instead of on getting soccer stars mug shots for the packaging?

Cribbage King

Mindscape

According to the advertisement this game features the "World's strongest Cribbage-playing algorithm". My word, how interesting. ZZZZZZZZZ.

Headwars

ID-Byte

How can anyone in their right mind re-release this mega-funies - even if it is only \$4.95, and even if it is the season of good will. You will be

well and truly stuffed if you get this in your Christmas stocking.

Pictionary

Sunsoft



The latest version cost more than the board game itself, which is clearly ridiculous when you consider that they don't have even half of its playability. What a turkey.

Lotus 1 2 3

Lotus Development Corporation

For pretty graphics, no arcade entertainment value whatsoever, it costs several hundred pounds and doesn't run on the C&A, Spectrum, Atari ST, or Amiga. Pass the Cranberry sauce.

CHRISTMAS PAST AND CHRISTMAS PRESENT

In the end few remember the C&A Hits, ACE Ratings and stacks of other magazine awards we going to be lying like nobody's business. Everything can't be brilliant, can it? The answer is definitely no - but it is nice to get this impression when you flick through some of the mags in Smiths. To help you make up your own mind we have six 'Top Tens' - the Top Ten from the last four years according to Gallop, ACE's prediction for Christmas, '89 actual sales - and our start 'Top Ten' - the ones that would make up the Top Ten if the ACE mouse team got their way.

CHRISTMAS 1985

1	Commando	Elite
2	Yie-Ai-King Po	Demon
3	They Sold A Million	Various
4	Blender	Demon
5	Elly	Fredbird
6	Way of the Exploding Fox	Melbourne House
7	Computer Hits 10	Various
8	Formula One Simulator	Mastertronic
9	Intime Games	Egypt/US Gold
10	Back To School	Microzone

CHRISTMAS 1986

1	Gauntlet	US Gold
2	Computer Hits 10	Various

3	Trivial Pursuit	Demon
4	Space Harrier	Elite
5	Paper Boy	Elite
6	Hi-Park	Various
7	Konami Conquest Hits	Ocean
8	Offe and Lisa	Fredbird
9	Five Star Games	Various
10	Cobra	Ocean

CHRISTMAS 1987

1	Get Rich	US Gold
2	Match Day II	Ocean
3	Combat School	Ocean
4	Magniflow 7	Ocean
5	Live Action	Ocean
6	Grand Prix Simulator	Cole-Modeler
7	Suit Gold	US Gold
8	Blue Wars	Demon
9	30 Park	Griffin Graphics
10	Game Set And Match	Ocean

CHRISTMAS 1988

1	Operation Wolf	Ocean
2	Robocop	Ocean
3	Double Dragon	Melbourne House
4	After Burner	Activision
5	Thunder Blade	US Gold
6	Gauntlet	US Gold

7	Falcon	Microsoft
8	Joe Blade II	Players
9	A-Type	Electric Dreams
10	Ghostbusters	Mastertronic

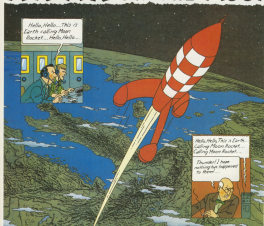
ACE CHRISTMAS PREDICTION 1989

1	Chase HQ	Ocean
2	Paper Doll	Activision
3	Blindain - The Movie	Ocean
4	Hard Drive	Demon
5	Operation Thunderbolt	Ocean
6	Clash and Shock	US Gold
7	Pipe Masters	Wega
8	The Unbreakables	Ocean
9	Winners	US Gold
10	Tycoon	Demon

ACE REVIEW TEAM - MIGHTY TOP TEN

1	Start Car	Microstyle
2	Damocles	Novagun
3	Intelligence	Image Works
4	Fighter Simulator	Activision
5	BT Tank	Microprose
6	Verte	Spectrum
7	Hard Drive	Demon
8	Kiss Off	Beas
9	Rock Demolition	Fredbird
10	Belman - The Movie	Ocean

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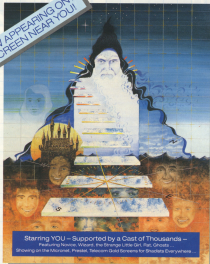


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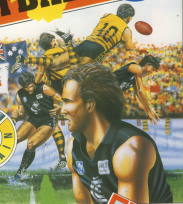


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THE OUTER LIMITS

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SCAPEGHOST

The last LEVEL 9 adventure...Good rideance, or bad farrowell?

This is the last two/guests adventure planned by Level 9 before they set to work with RPGs and their HDGE system (see page 17 of this issue) and as it seems using its set of all bad, how many times have you played the part of a ghost, barely able to lift a piece of flintstone, whose mind tactics a hardened criminal? To succeed in Scapeghost you must forget about brute force and rely instead on your wits.

Inferring a drugs gang has its hazards as you, policeman Alan Chance, have discovered. Someone or something alerted the gang and as a result they rubbed you out, replacing with your colleague Sarah as a hostage. Unfortunately, this female self-sacrifice doesn't seem to have gone down well with the Force, on the contrary, they seem to believe that you were in with the gang and have branded you a traitor...



Level 9 put their character hunter to work for the last time...with spirit.



Marvel at the graphics, despair at the sight of the last Level 9 adventure...

this you discover when you materialise, as a ghost, watching your own funeral. You now have only three nights to clear your name and gain revenge.

After the incuners have left your first task is to build up your strength while commiserating your neighbours in the dozens to help you in your task. However the other ghosts are rather a sorry lot - well, wouldn't you be if you'd spent the last few years in a damp, dark cemetery? - so you'll need to discover what makes them tick and cheer up their gloomy faces before they'll be of much use. This 'do-gooder' scenario seems to be a typical Level 9 hallmark nowadays, after tonight's attempts at 'cheering yourself up' in previous games.

Without going any too much of the plot, the game is split into three sections, one for

each night. The first night is spent developing your ghostly powers and working out a way to foil the gang's criminal plans. On the second night you must attempt to alert the police as to the present whereabouts of the criminals, while the third night is spent reuniting Sarah and preventing the gang from destroying the evidence. Presentation is up to the normal Level 9 standards with atmospherically detailed graphics which can be moved up and down the screen or switched off altogether if you prefer complementing good descriptive text descriptions and a fairly comprehensive game.

Responses are nicely creepy at times and occasionally the game presents you with more chilling jolts as the ghostly theme. I found that these little extras did much to shape the scene or implications of the plot without detracting from the atmosphere too much. It is, however, open to question just how terrific a game can be anyway - see the horror article this month on page 36. If the man who plays Freddy Krueger thinks games can't cut the mustard in a subtly good fashion then who am I to disagree? On the other hand, I can't help feeling that he never played *Losing Honor*...

If you're not to object oriented adventure you've lost *Scapeghost* quite a challenge-laden thing is definitely required to complete the game and the satisfaction of working out the answer to some of the puzzle is equivalent to that gained from the solving of entire games with more conventional plots.

What a shame there won't be any more text adventures from the software houses which has given us such pleasure over the years. *Scapeghost* definitely marks the end of an era, left to hope the HDGE games are an adequate replacement.

Definitely a sad farewell this, and to good rideance. Perhaps nostalgia will one day permit Level 9 to give us another adventure.

KAYDEN GARTH

German fantasy from EAS GOLD SELECTION.

Fantasy has whatever a style of game becomes popular we see folk with its appreciation of the mystic of the great jumping on the landscape. Kayden Garth is a case in point.

According to the press release this is a highly complex dragons and dungeons game with numerous traps and opponents to make your task difficult. Quite why it was felt necessary to add opponents and traps to the game is beyond me as the operating system itself contains enough traps and misleading information to satisfy the most hardened masochist - and that's before you even start to play.

Kayden Garth is a detention plant in the year 2465 where the prisoners have rebelled. You are the commander of a reconnaissance

unit sent in the plant to shed light on occurrences there and put down the rebellion.

The game is a fairly standard RPG with an overhead view of outdoor locations and 3D for dungeons. The four characters for your party can be chosen from eight races/professions. Statistics can be re-set to your taste before saving your party to disk - the original game did in fact a game disk can be used for saves, but nothing in the documentation suggests this. The only thing that stopped me saving out the pre-supplied party was my habit of auto-preferring all original doors.

This is not the only instance where error trapping is either inadequate or non-existent. The manual supplied gives a list of keys for the OSA and a short warning not to press the

LANDSCAPE

Full 3-dimensional graphics, but with some areas not described.

ENCOUNTERS

Good for commiserating with your fellow ghosts...and mutants.

CHALLENGE

Get your thinking cap on for this one...it's not easy.

SYSTEM

On the feature, you'll expect much less a computer-wise game, but it's worth a try.

ACE RATING 88%

Don't let the scenario put you off. *Scapeghost* is quite engaging rather than spine-chilling. A great challenge and lots of kick yourself puzzle solve bits.



Kyrion: Death on the 35 shows its rival RPG games like this so often fail to improve? There have been dozens of releases, but only a handful are worth playing. *Blind in the Middle*, that's my advice...

wrong key as this could lead an old score and wipe out progress to date. Fine, but the ST uses some rather different keyboards discovered by expensive trial and error and again the load/save routines are not error trapped. It should not be necessary to have to constantly use the physical self-destruct instead of an "Are you sure?" type screen prompt.

Control of the game is probably the worst I have ever seen. Moving around on the screen uses landscape involves the square keys of keys for east/west, the memo key for south and below it or not SHIFTS for north - good for while attempting to run away from an approaching enemy. As usual the sprite representing your party is centered on the map but movement leaves much to be desired. Motion is very slow and jumpy with no key repeat making journeys from A to B tedious and frustrating.

UNDERGROUND

Exploring underground has its little bonus's too. Dungeons are shown in 3D perspective which gives absolutely no sense of movement if you happen to be in a long corridor with no visible exits - not even a flicker. You'll need to cast a spell to appreciate this though as the dungeons are unlit so the party requires a light source. Later said than done, unfortunately. After equipping the party in the local town with several torches, each I entered the dungeon,

LANDSCAPE 60
 Pretty average presentation but some signs of better and clearly shown with simple but effective animation.

ENCOUNTERS 40
 No encounter screen at all, your party is fighting in a particular round window.

CHALLENGE 50
 Plenty of exploration and combat - if you notice hidden traps with the cursor.

SYSTEM 40
 It only worked on the Atari!

AGE RATING 3/50

Perhaps the plot could have made a decent about-face but as an RPG, it's a disaster.

perished I, as instructed to use my lamp and...darkness, plus a message "You have no torch!" Oh yes I have, I realized, I've just paid hard credits for them. Okay inside it, there appears to be no command for inventory so I was unable to prove my point.

Combat brings up a display of your character and the opposing foe. There seems to be no way of adjusting marching order so weaker members are effectively in the front line. For a

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BLOODWYCH

To obtain plentiful supplies of money and hits, select your champions but don't recruit them yet. First go through the hall recruiting each champion you don't want, restore them of their supplies, restore them from the party (minus response) then kill them. Only when all of the champions, you don't want are dead should you recruit the others for your quest.

Use a 'Wisher' spell instead of food. Reson helps restore strength. The red spell 'Frost' is extremely useful in the early stages. Try the yellow 'Terror' spell to stop monsters advancing on you.

When mapping, metal doors are set halfway along wall sections while wooden ones are at the ends.

Match out for spears in the maze! Use compass, and dropped objects to find lifts.

Locked doors give a clue as to the key required. Look at the colour of the top of the door links.

Save before entering the Serpent tower - preferably on a spare disk! Once in you can't get out again unless you do the right thing which involves going up one side of

there any way of controlling which member of the party is attacking (and taking the foe's return of hits). Messages appear during the battle to say who has attacked who and what resulted in "Warrior slain (acc)" at the alien lab mirror" or "Squad killed (acc)". Apparently the members don't just die the fighting, they enter the screen messages as well.

Anyone who's played most of the overhead view RPG-influenced games (i.e. Legend of

FANTASY FUTURES

US Gold are set to release several new adventures ranging from AD&D licenses to a non-driven comedy thriller.

First on the list is *Maniac Mansion*, billed as the comedy thriller that starts to be different. Different? Isn't this the Maniac Mansion we reviewed here in ACE many, many moons ago? Ah, well, in yes...but due to the popularity of Sierra games and their back-list competitors, USG have decided to put more stu-

die behind this Lucasfilm title. Actually, it does deserve attention, with over 50 rooms, all sorts of crazy adventures and five different stories with different ways to win. The control method is via text menus and you can control different animated characters against some very attractive backgrounds. Lots of fun if you're into American team culture, it will be available for C&A D, Atari ST, Amiga and IBM/PC.

Maniac Mansion



the tower, down again to the bottom, then back up the other side and out.

COLOUR OF MAGIC

You must eat the meat in part one to be able to tell the truth in part two.

DEJA VU II

You can get money by cheating in the casino (recognize the dealer?)

BLIZZARD PASS

To get through the window - get the snow, it will turn to slush in your hands. Put the slush in the cracks around the window - it will freeze and crack the rock and the window will fall away.

DUNGEON MASTER

Try to lure monsters to a doorway and close the door on top of them.

Examine walls for secret buttons - some are missed.

Practice casting spells and fighting. Even if you cast spells at this air, throw objects ahead of you or fight walls or anything it counts as practice and helps to gain a level. Don't worry if a spell fails - it's still practice. Don't practice casting spells against walls.

WOLFMAN

To hit the flagstone at the top of the tower you need to turn into a wolfman by howling at the moon.

FRANKENSTEIN

To stop the food from stinking (big task with tons).

DRACULA

If you're attacked by birds, close the window.

If you're attacked by a dog, look around and give it the bone.

Black slaves, (question I etc) know! Not most of them offer primitive gameplay but, in essence, some do, at adequate atmosphere and lastly, interesting. Keygen, unfortunately, doesn't. Only recommended for confirmed masochists.

Meanwhile, DAS have another title coming out. You can find out more about it in the Future Fantasy box at the bottom of this page.

BROWN DRAGONS

While the bookshops keep throwing fat paperbacks under our noses by Hein and Hickman about dragons, tales, legends and so on, USG are catering us with the AD&D source and giving us, in the run up to Christmas, the new AD&D product *Dragons of Flame*.

Available as an novel format *Dragons of Flame* is billed as an action game rather than role playing and the plot probably continues the fight to save Krynn from the domination of Takhisis, the Queen of Darkness. Play involves the use of the *Dice of Wishful Involvement* in the earlier games) to aid the companions in their quest to free the slaves of Pax Tharko.



Keygen Earth again - it's a pity the game isn't as good as the graphics.

SWORDS OF TWILIGHT

FREE FALL fantasy/RPG

On loading this new RPG from Free Fall my initial impression was of its resemblance to the Ultima series, with unlimited views of the playing area and opportunities to converse with other characters. Further play reinforced that impression. The other main resemblance is to Questell style games where several characters move independently around the playing area.

The game concerns your quest to recover the Swords of Shambala and that's about the full extent of the plot as far as I can see. Instead of describing a complex scenario, the manual concentrates instead on promoting the multi-player aspect of the game. In fact this is the main thing that sets *Swords of Twilight* apart from run of the mill RPGs. Whereas normally you control each member of your party,

this game offers the opportunity for up to three players to each control their own character, either co-operating or backstabbing each other. For solo play the computer controls the two spare characters and you can do little to direct their behaviour.

Around two thirds of the screen is taken up by four large boxes. Three of these each can hold a head and shoulders view of a character together with a note of name and mood. The rest of the box is blank for the most part and is used for messages during the game such as "You lost" or menus which allow action selections during play. The fourth box is blank most of the time and used only during encounters when the NPC's name and mood are shown in a similar manner to the player characters.

All the character display boxes only the

of help given as the Scott Adams games and AdventureWorld of Grimlore fame.

BUILD YOUR OWN COWBOY

This is certainly a step beyond *Blizzards*, if you fancy being the star of your own wild west adventure watch out for *Far West*, also from E.A.S. (ed Keygen Earth editor) which contains elements of a role-playing game, a simulation and an arcade game. The aim is to survive and make money by creating your own cowboy, buying guns, food, beer etc, entering the wilderness by train or horse, and hunting bears or building yourself a gold mine. Amiga only £19.99 due out now.



Seconds of Twilight - shades of RPG, but the scenario is about as original as your average shoot-'em-up.

central third of the screen to show the playing area. The view shifts moving around the land and indoor locations in a standard overhead style. Each character marches around independently with simple animation to maintain the sense of movement. A nice touch here is that injured members of the party often lag behind the others with the animation slowed down to give the impression of a bad limp - very atmospheric.

The game is set on a variety of different worlds - each taking the same visual layout but with different obstacles and magical qualities. Access between worlds is via gates leading to the Rainbow Road. Most of the gates are guarded by dragons who open a cutler when the party before allowing it to pass. Once on the Rainbow road you can choose to drop off at any of the other worlds - each identified by a color coded gate.

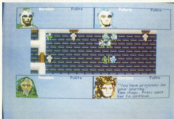
Combat is carried out by placing your character adjacent to the enemy and facing it, then holding down the trigger key or joystick button. The system is described as arcade style but this shouldn't put off those with slower

reflexes as coordination is more important than speed.

There's a comprehensive magic system. Conjurers, witches, wizards, enchanters and sorcerers may be included in your party, each with their own batch of spells. Casting spells drains the character's energy, the degree determined by the complexity of the spell. The keyboard is used to prepare and cast spells and requires entry of either the number or elemental involved together with the name of the spell.

ALL TOGETHER NOW

What sets this game apart from many of the others around is the multiplayer system. For three players to take part, two joysticks are needed. The other player uses the keyboard. The mouse cannot be used at all. Each player controls his character independently, but the party cannot split up too much and must always be within sight of each other on the playing area. If character attempting to move too far away from the others is simply blocked from moving until the the others catch up.



Seconds of Twilight - the combat system is the best thing about it, but even that is likely to pass in time...

During the multi player game each character has a variety of menu options which include taking, getting and dropping objects and shifting moods. Most shifting is an important part of the game strategy. Characters can be hostile, wary, polite or friendly at will, each mood affecting the results of interaction with NPCs. Your hostility towards a potentially friendly character will reduce the chances of eliciting useful information, while being friendly to a hostile ogre is likely to have fatal effects. In the solo game the computer controlled characters tend to follow the lead of the player's character as to mood - but not always.

Movement of computer controlled characters in the solo game can be fraught with difficulties, especially if the player character is a magic user 'leading' fighters from the back. Left to themselves the other members of your party are likely to bang their heads against a wall adjacent to the door you have just passed through, or take off on their own account to attack the monster you had just decided to run away from. Careful leadership is a must and adds considerably to the enjoyment of the game.

After several hours of sustained play becoming impatient with the general lack of originality in presentation and plot, my interest in continuing was saved by a gradual appreciation of the tactical nature of encounters. This is a game that grows on you gradually when the time came to finish off play to write this review I was definitely hooked. Hopefully I'll have the chance to tackle Seconds of Twilight's greater depth in the future.

LANDSCAPE 41

Generally well-realized and varied, but the best level based on addition by character animation and sound.

DISCOVERY 45

Good to simple and effective but some extra, subtle elements require patience and thought.

CHALLENGE 49

Definitely a fighter's game. The strategy provides the challenge to the rest of the game.

SYSTEM 40

Play about the mouse - not everyone can master a second joystick - especially adventures.

ACE RATING 750

Takes some patience to get started but there's to be a good game in there with persistence.

MINI TIP

PERSONAL NIGHTMARE

Getting started - well around in the bar of the Big and Dark. Kill a white Mr. Madsen, the register will activate. He takes off the jacket and hangs it up. Keep talking and you'll see James Mandford arrive, then after a while Jimmy Mandford leaves. Shortly, a message of trouble is heard from outside. Now timing is important. As soon as Mr. Madsen leaves the pub look in the jacket and get the key. Immediately leave the pub and you'll see Jimmy Mandford lying in the road. Examine his body before James arrives - you'll find a roll of film, the key to the Big and Dark and a broken mirror.

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ADVENTURE ORGANISATIONS

Stuck? Need help? Need friends? Here's the latest on the adventure get-together scene...

DIAL-A-TIP

Having operated both online and phone helplines for several years and therefore understanding the effort involved, I was intrigued to hear of a new adventure helpline set up by Jackie Wright under the name Guiding Light. What makes this line different is the size of one of those famous 0800 numbers which the national press features regularly on behalf of recipients of large bills.

Guiding Light's policy, however, is not that of maximum gain but of far reward for the time and effort involved in making the line. In this and they positively discourage youngsters, in particular from playing on the line any longer than is absolutely necessary.

With access to a wealth of hints and tips issues of which grace this month's column - thank you together with knowledgeable adventures online, Guiding Light are able to help with most games on all formats. The lines are open 7 days a week (noon to 8.00pm) and calls are charged at 25p per minute (cheap rate) and 30p per minute at all other times. The number to call is 0800 330 933.

INTERACTION

New to the scene of adventure clubs is Interaction. For £15 you receive 6 (semi-regular) copies of at least 30 pages featuring reviews of the latest adventures, RPGs and strategy games, previews, gossip, hints, maps, letters,

articles etc. Also included in the price is access to a telephone helpline open ten hours a week. More details from Interaction, The Cottage, Ashford (Canterbury), Ludlow, Shropshire, Sh9 4BB.

SSA

Writing and established software authors, artists, designers and musicians may be interested in The Society of Software Authors. SSA is a collection of people with similar interests sharing knowledge and protecting their interests as a group. The aim is to ensure that the relationship between publishers and authors is fair and professional and that the authors' interests are protected in the long term. Membership offers practical advice and representation on industry issues such as copyright, contracts and pay. Full members (already published authors) pay £150 while associate members (still trying) may join for £50. More details from The Society of Software Authors, 4 Collier Craft, Burygate, Wiltshire, SN6 2JH.

HALA

Remember Sonia Griffiths who has been running HALA (The Hints Archive for Lost Adventure) for over four years now? HALA is a totally free helpline operating a better system. Help is provided on any adventure in exchange for an SAC and some tips of your own. Over the last year Sonia has had to wind down the activities

of the club due to other commitments but is now set to help the world again. A one hour session is a free telephone helpline 10.00am to 11.00pm (weekend) which can be reached on 0480-854036. The address is 38 Bedford Circus, Wilbury, East Yorks, YO10 6HG. A last word from Sonia... 'I'm still the only free club in England and proud of it.'

SYNTAX

If you're who fancy a stock of reviews, solutions and hints on disc could do worse than Syntax disc magazine. Published by Sue Hedley and John Kennedy, each disc is crammed with adventure information. Issues are bi-monthly and details of price etc can be obtained by sending an SAE to Sue Hedley, 9 Warwick Rd, Sidcup, Kent, DA14 8LJ.

A similar publication but this time on paper and catering for all computer formats is Spellbreaker. This is a monthly magazine which also includes maps and costs £1.25. For further details contact Mike Bralston, 19 Weaver Place, South Park, Gwent, G16 7JX.

PROBE

For general adventure chat, tips, solutions and other related topics the long established Adventure Probe gives an excellent monthly read covering all machines. Sample copies are available for £1.25 from Adventure Probe, 24 Mans F Clem, Llandudno, Gwynedd, LL50 1JE.

SCAPEGHOST COMPO!

By the end of an era, Level 9, the adventure company started by the Austin family, have been responsible for inspiring and maintaining the British adventure market since their first game, Colossal Adventure hit the shelves over six years ago. For several years after that, they retained an unbroken number one slot with a succession of highly imaginative and technically superior text adventures.

Scapeghost is their last true adventure title. In common with their later releases it includes features graphics (hard digitised), as opposed to the early style of line-drawn LB art) and of course the parsing and character handling systems the company are famous for.

However, what has always made Level 9 games successful has been the economic originality of their game designs and the technical excellence of their products. Now they're developing a new range using their more advanced graphics programming systems - so maybe this isn't the end of an era, but the beginning of a



Scapeghost - five copies waiting for five clever readers...

new one.

Whatever way you look at it, we're determined to celebrate, and Level 9 have got five copies of Scapeghost to give away. All you have to do is send us, in a postcard, the correct answers to the following two questions:

1. What was the first Level 9 game to feature graphics?

2. What Level 9 adventure was modified to the original mainline adventure game programmed by Coester and Hedges?

The prizes go to the first five correct answers drawn out of the hat on 20 December 1988 - so get your entries in pronto on a postcard to ACI Level 9, Priority Court, 30-32 Farnham Lane, London, SE18 3AQ.

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FRUIT CASE



Ever wondered whether there's a cheat mode for fruit machines? Or how they decide when to let you win? Fruit machine programmer Lee Wittek tells it how it is...and it's tough...

A LONG TIME ago, before computers controlled practically everything you can imagine, fruit-winning machines to nuclear reactors, fruit machines were simple electro-mechanical affairs where you stuck your fiddly bits in the slot, pulled out the handle, the reels spun, and more often than not you lost. When the handle was pulled springs would spin the reels, which had a series of encoding holes around them. At the moment the reels stopped, a light would be shone through these holes and if it made it through the hole onto an array of photo-cells then the coin mechanism was activated and you won lots of lovely coins. Winning amounts were decided depending on which photo-cells are activated by the light falling through the encoding holes.

Fruit machines in those days were (and still mostly are) only superficially a game of chance. In fact, the machine controls absolutely everything, and the player's role is limited to pressing buttons and clinging to a naive belief that 'chance' may favour 'him'. One thing you can be sure of, of course, is that the machine will make a profit, since this is what it's there for.

Things haven't changed much, except for

the fact that nowadays fruit machines are astonishingly complex beasts. Modern IBM's Amusement With Prizes - have you been reading your ACE Arcade? - Jargon column? boast a vast array of gimmicks, whistles, and bells to attract the punter into parting with his hard-earned cash.

INSIDE THE FRUIT CASE

In order to manage the workings of a game, there is a computer (they get everywhere) sitting at the heart of the machine. This controls everything from the spinning of the reels to paying out the money if and when you win.

Two of the biggest fruit machine manufacturers, Bell and Gornost, both use a similar setup to control their machines. This consists of a small microprocessor system with a 6802 as its CPU. If you ever owned a Dragon 32 micro, you'll be familiar with this little beast. It's a fairly fast 8-bit processor and a predecessor of the current 68000 series used in the ST and the Amiga.

The processor board has a small amount of RAM (2KIB), means of I/O ports to communicate with all the bells and whistles, and a cartridge port. It's the latter that really provides theumph behind the machine, because the



RING THAT BELL

On the sound front, most fruit machines aren't far to seek. The majority of machines are equipped with a top standard AM-98913 sound-chip. This, believe it or not, is the same chip as is used in the Amstrad CPC, ST, and most Spectrums. It is, in this programmer's humble opinion, crap - no matter how many times an ST owner tells you it's better than an Amiga, etc. etc.

However, things are, depending on your point of view, looking up for fruit machine owners. Some manufacturers are experimenting with various synthesizer chips and sample players, so you can expect the dealer next to you in the smallest quite dramatically in the near future. At the moment, when you walk past an arcade and hear a stereo sound track, it's coming from a video machine - but not for much longer...

Since adaptability is the name of the game here, it's possible that the manufacturers may develop a sample manipulation program similar to that developed by Rainbow Arts (see the Crooks of Gold feature in this issue on page 186). This would enable new sets of sound samples to be loaded in on cartridge.

control program is stored on EPROM (erasable programmable memory chip) which is built into a 'program module'. This module forms a vital cartridge that fits into the slot on the processor board. The modules are, in fact, very similar to those used on the old Atari VCS games consoles.

This system allows easy reprogramming of the machine by simply changing the cartridges. These cartridges are very complex and often hold 64K of code or more, far more complex than fruit machines. I don't often consider that an average 8-bit arcade game will really have more than 16K of code (including the graphics data) you can see that these control programs are no chooks.

Two other components make the uping in the coin mechanism and the reels. The coin mechanism will accept your coins, sort them into separate buckets, and pay out your winnings. It identifies the value of the coin you feed it by letting it drop through a magnetic field. Each size of coin will distort the field in a specific way, and this distortion is measured by the coin mechanism so that the value can be accurately recorded. Bad news for the public: this system of detecting coins is fairly temperamental and does involve putting washers and other bits of metal in to get few credits on the machine.

ALL UNDER CONTROL

A lot of people still seem to think that, because the reels are mechanical, they actually spin that to momentum rather than in a precise way. This is really not the case. In fact, the fellow next to the machine actually knows the exact landing position of the reels BEFORE they've even started spinning!

Fruit machine programmers, however, are

clever lads. How many times have you seen the reels spin to a halt just one position short of a winning row? Often, no doubt, and each time you see it you think you'll have just one more go! This is, of course, done on purpose to add to the 'excitement' of losing money.

The secret is that the reels are attached to stepper motors which are under the precise control of the onboard computer - stress you right for being so greedy...

WHERE DO THEY COME FROM

Trying to think of new ideas that will attract people to playing new fruit machines is not an easy job, but someone has to do it! Recently one fruit machine manufacturer set up a competition for all its employees (on the basis of the production line) to come up with new features for adding to machines - proof of the fact that new approaches often come from the design teams.

However, since the basic format of the game has been decided upon, all the required payout percentages for each feature are worked out using a spreadsheet. All this info is then passed on to the programmer who sets about coding the game.

The program is written in a variety of high and low-level languages. General for example use assembly language for the speed critical parts of the code and Fortran for the rest of the program. The advantage of Fortran is that it is very flexible and allows you to define all the necessary routines for flashing the lights and so on. Japan Ace owners would have a ball on a so-called Sando!

All this programming is pretty heavy-duty work - the code is edited/assembled/compiled/linked on a DEC VAX mainframe. All the programmers are users on the same machine to allow easy transfer of files and access to binary functions. The code is then transferred down to the microprocessor board, in a block up of that machine, via an RS232 link.

Once the machine is finished, it's sent for tests testing by people with nothing better to do and then on to various test sites around the country to see if the punters like the new design. If it takes lookalikes then the machine goes into full production and gets sent all over the country.



WHAT ABOUT POKES?

OK, so here's the nitty gritty. Fruit machines have a small amount of RAM and some buttons. How about cheat modes, then?

Well, there's good news and bad news. The good news is that there ARE cheat modes on fruit machines. The bad news is that you can't operate them from the punters' point of view. They are designed for testers and work in conjunction with the internal board. Pressing certain buttons in combination will then force a feature to a win or a loss. Like games, most machines have cheat modes but they are not, by NO... given over to the public.



CAN I WIN?

No.

Most fruit machines pay out around 70-80% of the money which is fed into them. This pay-out percentage has been carefully calculated through experiments on spots and people to give the maximum addition to the machine. The chances of winning each feature on the machine are carefully worked out by the designers so that no matter how skillful the player is, the payout over a large number of games will stay around the target 70-80%.

When the player presses the start button, the computer chooses, AT RANDOM, the new positions of the reels. If this position is a win, the chances are that the computer will purposely forget it and generate a new position with either no win or a lower value win. This is done to stop the machine from paying out too much, naturally! Only when the computer is finally happy with the spin position it will move the reels.

The bad news is that the other top (usually random) and odd features are worked out in the same way and modified to stay within the target 70-80%.



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AMIGA-64

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DYNAMITE DUX

OCTOBER 1989
GAMEP PUBLICATION

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THE No.1 AMIGA MAGAZINE



SHUFFLEPUCK CAFE

MONEYGROUND ARE SOFTCOS
RIPPING YOU OFF

ALTERED BEAST WIN THE COIN OP



SHADOW OF THE BEAST



BEASTLY BUSINESS

IN THE PINK

THE ACE STOCKMARKET 163

Which games are going to be next month's hot titles? And which readers are going to walk away with prizes for predicting the right ones? Find out all about the new games chart section that's setting the industry talking

GAMES YOU'VE GOT TO HAVE 166

The ACE updated guide to the games you just have to buy. Check them out, and then look at your collection, remember it's coming up to Christmas and give yourself a treat

GETTING ANIMATED 178

How do professional animators go about their work. Duncan Evans celebrates the release of Aniga Fantavision (see p56) with a look at modern animation techniques

GRAND SLAM 176

Grandslam are kicking off their launch of Saint and Greavie, the latest football trivia quiz sensation, with an exclusive competition in which you can walk away with \$250 worth of gear including a match quality football signed by Saint and Greavie themselves, plus other goodies

COMPO RESULTS 160

Are you in for a big prize? Or even a little one. Find out on page

THE ACE PRIZE PUZZLE 182

Have you got a brain the size of a planet? Of course you have, and of course this month you really are going to win that exclusive prize for eggheads

WIN A FERRARI! 164

Domark are falling over themselves to reward lucky ACE readers with FIVE Ferraris. Radio controlled, that is, but still loadarun.

LOGO COMPO 186

Logotron are about to release Bad Company and Star Blaze - and you could be first on the street with a FREE copy. Find out more on page 186.

MYSTERY PAGES 174, 185, 188, 190, & 191

At the time of going to press, these mystery pink pages were still blushing virgins. Find out how they've been corrupted by the ACE Team!

THE ACE STOCK MARKET

HERE'S WHERE YOU CHECK OUT WHICH GAMES ARE GETTING THE HOTTEST REVIEWS IN MAGAZINES AROUND THE COUNTRY - THE HOT RELEASES YOU SHOULDN'T MISS. YOU CAN ALSO PRACTISE YOUR GAMES MARKET SKILLS BY PREDICTING NEXT MONTH'S FIGURES - AND WINNING SOME GREAT PRIZES! THE ENTRY FORM IS ON PAGE 192.

THE 8-BIT COUNTER

Here are this month's 8-bit Top Ten titles. Better ratings in with a vengeance - good game, shame about the review; and System 3, who saw their awesome reputation in the 8-bitters of yesterday are still waving that flag of J.

ATARI	Ocean	Am, 54.5p	92.5p
BATMAN	System 3	64.5p	91.5
PROTHARUS	Ocean	64.5p	91.5
SCORPION ELITE	Masthead	Am, 5p	88.2p
NEW ZEALAND STORY	Ocean	Am, 44.5p	83.6p
ROHLORD	Masthead	64.5p	79.7p
TRIDER	SD Gold	Am, 5p	77.8p
ALFRED HENST	ACTRISION	64.5p	77.7p
DRAGON SPIRIT	Demarc	Am, 5p	76.5p
PRODIGY SHOT	Image Works	Am, 5p	75.6p

Games available: Kendo Warrior, Operation Genesis, and Shiro.

THE COMPANY COUNTER

What companies have really been slaving in the media this month? Here's where we'll be going away the biggest prices each month if you can name the top software in the current issue. We give two ratings for each software house: the first is the rating for the month's best releases that current position and the second is their "value" rating. This is a index to their past performance, and gives this is the first time and not the listing. All software houses start at 100. Next month, if a company goes down, it's share price will fall. If it goes up, it'll rise.

The problem we determine the ratings awarded to review in different magazines during the current month. This means that certain software houses may not appear in the chart until they have had products reviewed during the survey period. It also means that in the short term software houses who produce only one very highly rated title will score higher higher than those who produce several less successful games. In the long term the system will smooth ratings dependent on only a few releases - reflecting the "shell" bit of the share question.

DATA INTEGRATION	74.7	100	MICROALLOYS	73.82	100
PROLOG	69.19	100	DOMINO	73.82	100
HT SQUARE-CIRCLE	69.75	100	SB GOLD	73.77	100
MADE HOME	68.72	100	SYSTEM 3	73	100
BIOPHASE	68.62	100	FRANCO	72.76	100
OGUN	68.21	100	ELITE SYSTEMS	70.89	100
EPYCLIS GOLD	68.08	100	BITT BARR	68.88	100
BRIDGEPE	68	100	MOO	68.83	100
18-BITZ	70.65	100	HERSON	68.52	100
PEE	70.46	100	GARY BAR	68.17	100
ATRONIC	70	100	EDGE WARDER	67.25	100
LEB SORT	70.25	100	RELINE	66.8	100
MYOCTYLE	70.17	100	FLANDR PHOENIX	66.17	100
GRANDSLAM	70	100	END THE EDGE	66.17	100
ALPHABET	71	100	PROPH	66.14	100
POPHONIS	70.83	100	ACCOLADE	65.33	100
TOE	70.77	100	MASTERTHORN	65.1	100
ELECTRONIC ARTS	70.42	100	ENCORE	62.87	100
INFOGAMES	70.21	100	GRIMM	61.6	100
CCO	70.13	100	WELBOURNE HOUSE	61.61	100
ACTUAL SCREENSHOTS	74.9	100	DELPHINE	60.65	100
ACTRESS	74.09	100	CH7	60.7	100

THE 16-BIT COUNTER

If you've got a 16-bit machine, this is where you should be looking to decide how to spend your hard earned pounds this month...

FLA-COMBAT PILOT	Digital Integration	Amiga	94.67
BATMAN	Ocean	Amiga	92.08
BOBBER	ACTRISION	W1.1	
ROBERT Mc GIBBON	Image Works	Amiga, 27	91.33
ATRIER	Microton	Amiga	88.75
TRIDER	SD Gold	Amiga, 27	86.8
POPULAR LARNS	Demarc Arts	Amiga, 27	86
FRANCO	Image Works	Amiga, 27	84.75
BLISSWITCH	Image Works	Amiga, 27	83.75
CONTINENTAL CIRCUS	Vega	Amiga, 27	83.62

Releases include Indiana Jones, GI Imperson, and Shadow of the Beast.

THE MACHINE COUNTER

Oh, here are the money 100-top games for each machine. You can win magazines by naming next month's 101 top ten. Check out the location on page...

ATARI	NEW ZEALAND STORY	Ocean	86.76
BLONN & BEGALAST	BLOOD MONEY	Pippin	86.6
BATMAN	STONER	SD-Gold	85.2
FLA-COMBAT PILOT	CONTINENTAL CIRCUS	Vega	84.5
TRIDER	SPECTRUM	Ocean	81.31
BLISSWITCH	UNTHARUS	Ocean	81.02
ATARI	BATMAN	Ocean	80.75
NEW ZEALAND STORY	ROHLORD	Masthead	80.25
PRODIGY SHOT	TRIDER	Image Works	79

COMBATZONE 64	Ocean	80.75
BATMAN	Ocean	80.67
UNTHARUS	Ocean	80.67
NEW ZEALAND STORY	Ocean	80.67
ORACLE	Dynamic Dreams	80.25
TRIDER	System 3	80.15
MASTRAC CPC	Ocean	80.07
NEW ZEALAND STORY	SD Gold	79.68
TRIDER	Demarc	78.25
DRAGON SPIRIT	Demarc	77.5
AGENCY TOWELL	Vega	76

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STAR 10000	10200	10200	Star 10000 Laser Printer	10200	10200	STAR 10000	10200	10200	Star 10000 Laser Printer	10200	10200	AMSTRAD PC PORTABLE	10200	10200	AMSTRAD PC PORTABLE	10200	10200	AMSTRAD PC PORTABLE	10200	10200

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THE GAMES YOU HAVE TO HAVE...

SOMETIMES YOU KNOW YOU'VE GOT TO FACE UP TO THE TRUTH. YOUR SOFTWARE COLLECTION IS GETTING YOU DOWN, YOUR DOG'S SICK, YOUR FRIENDS ARE CONVINCED IT WAS YOU THAT LOST THE WINNING POOLS COUPON, YOUR MOTHER HAS DECIDED YOU NEED TO CHANGE YOUR IMAGE, AND YOUR GIRLFRIEND (OR BOYFRIEND) HAS JUST BEEN EATEN BY A ROTTWEILER...THERE'S ONLY ONE THING FOR IT...GO OUT AND GET A NEW GAME. AND TO MAKE SURE YOU REALLY SEE THE BRIGHT SIDE, HERE'S A LIST OF GAMES YOU'VE JUST GOT TO ADD TO YOUR COLLECTION.

ARCADE STYLE

Including coin-op conversions. Games with a high fun factor and plenty of addictive action feature in this category.

ARKANOID
Amiga ■ Spectrum
£7.95 ■ C64 £8.95 ■ PC
£12.95 ■ Amstrad
£8.95 ■ £4.95 ■
April 11, 86 £8.95 ■
April 27 £14.95 ■
MSX £8.95 ■ IBM PC
£19.95

Conversion from Advanced Graphics, it is the best version of the classic (Pac-Man) Simple in concept: the player controls a ball at the head of the screen, whacking it left or right. The object is to keep a small ball in play, knocking it off the top to destroy formations of bricks in the top half of the screen. Complete all the bricks and move on to the next of 30 screens. Over 200 features contribute to the addictiveness. As a faithful coin-op conversion, Arkanoid comes out hot, but for a different slant on the same theme and some extra music... by AGS's hand, which also adds up the difficulty levels more gradually. ■ **AGE CLASSIC**

BOUNDER
Commodore-Doublet ■ Spectrum
£1.95 ■ C64 £2.95 ■ Amstrad
£8.95 ■ Amiga £8.95
£11.95

A great arcade bounce-stim, and very addictive. You guide a ball as it bounces from one platform to another, high above the vertically scrolling landscape. Land on marked squares and you can stay with longer or gain a mystery bonus. Fill in a gap or hit one of the game's many needles, however, and you'll lose a life. Bonus bouncing includes the end of each level being very tight, and those tough gaps really keep you coming back for more. Bright, early graphics, great music... and it's so playable. ■ **AGE CLASSIC**

BUBBLE BOBBLE
Preston ■ Spectrum
£1.95 ■ C64 £2.95 ■
£12.95 ■ Amstrad
£5.95 ■ £4.95 ■
April 27 £19.95

Playability is the essence of this fast-paced coin-op conversion. You and a friend play bubble-blowing, discoloring, twizzling through 100 maze-and-platform courses, fighting off the bubbles by encapsulating them in your bubbles to turn them into jelly-fruit. More firepower and various bonuses await as you reach the more difficult later screens. Tremendous good fun, if a little on the boring side. Can also be played as one player against the computer. ■ **AGE RATED 10**

CONQUEROR
Spectrum ■ Amstrad
£24.95 ■ Amiga and ST
versions under development

Brilliant in your city's own back! Beat the enemy in close combat and plan your strategy for the last page. This is a truly game to get to grips with, but if you persevere you'll find you never become bored by the thing if you can't get a 100% finish though... forget it! ■ **AGE RATED 12**

ELIMINATOR
Preston ■ Spectrum
£1.95 ■ £12.95 ■
£4 £3.95 ■ £4.95 ■
Amstrad £9.95 ■
£4.95 ■ April 27
£19.95 ■ Amiga
£19.95

Graphically excellent modern shoot-'em-up by John Phillips, which will send your joystick screeching. It's even had you driving on the ceiling. Though it's tough to get to grips with at first, the addictive level's so good you'll keep coming back for more. ■ **AGE RATED 10**

EXOLON
Preston ■ Spectrum
£1.95 ■ C64 £8.95 ■
£12.95 ■ Amstrad
£8.95 ■ £4.95

Graphically superb but totally scrolling shoot-'em-up in which you can, stick and jump your way along a planet's surface blasting away at alien enemies. It has a mouse function as well to send the fire, but if things are still too tough then you can go on a wanderer for extra protection and fire power. ■ **AGE CLASSIC**

NEW ZEALAND STORY
Green ■ Spectrum
£8.95 ■ C64 £8.95 ■
Amstrad £9.95 ■ ST
£19.95 ■ Amiga £14.95

Although passed off the post in a lead-in-head with Rainbow Islands, New Zealand Story is not a game to be missed out. It is intense fun to play, provides lots of varied action across many levels. Definitely worth checking out. ■ **AGE RATED 10**

ODDS
Mitsubishi ■ Amiga ST
£19.95

A magnificent Russian test. The Odds are relying on you to save them, but the bonuses aren't going to let them go without throwing missiles, rockets and a number of other weapons at you. Included with the program is an edit facility that allows you to design your own planets... great stuff. ■ **AGE RATED 10**

PITSTOP 2
Eyes'N'Gait ■ Available
only on Egos Egos computer
£24.95 ■ C64 £9.95
£14.95 ■ IBM PC
£29.95

In-comparison with the to Games and Summer Games 2. Thrilling racing game where the screen's split into two and you can race the computer or a friend. Lots of different Grand Prix events, top fireworks and influence the all important pitstop game enter to get your hand cramp and your brain a real racing treat. ■ **AGE CLASSIC**

POWER-DROME
Electronic Arts ■ Amiga
£14.95

This superb adrenaline-fueled driving simulation will have you enthralled for hours to come. It may not be too easy to get off your side but it's well worth persevering with. You'll be playing this for months. ■ **AGE RATED 10**

PURPLE SATURDAY
Cross ■ Amiga ST
£19.95 ■ Amiga
£19.95

A terrific mix of games that delivers punch both audio and visual. The incredibly good graphics ensure you'll enjoy playing with sub-game one and again. It's a 100% trick to get the hang of but master it and you'll be pleased you persevered. ■ **AGE RATED 12**

RAINBOW ISLANDS
Preston, Spectrum
£9.95 ■ £4.95 ■
£8.95 ■ £4.95 ■
Amstrad £9.95 ■
£4.95 ■ ST £14.95 ■
Amiga £14.95

The sequel to Bubble Bobble is nothing short of a masterpiece. The graphics and sound are superb, and the gameplay. One of the best level-based arcade games ever.

sons of the year that should not be missed.
ACE RATED 99

RYF

Monopoly, ST 231.95, Amiga 129.95

RYF offers a near-endless supply of fast-paced take-aways as you race your friends **RYF**. Attention to detail is paid out of doing the tasks with your finger going the like a path that starts after a crash. An excellent mix of events and situations.
ACE RATED 97

SPIDERTRON-IC

On International, ♦ Atari ST 129.95

Guide your spider-like character around the game area, collecting colored points in the correct order. The built-in construction set means you'll be tinkering out your own rules of the new game forms.
ACE RATED 90

SUMMER GAMES

Apple II, Gold ♦ Atari ST 129.95 ♦ Amiga ♦ IBM PC 129.95

Eyes sporting simulations are of high quality but you have quite captured the playability and style of the original Summer Games and its immediate successor, Summer Games 2. One to six players can take part in high jump, gymnastics, spring board, diving, clay pigeon shooting, swimming, polo auto... and others... with lovely large graphics and smooth animation throughout. Control of your athlete can be done via joystick or recommended.
ACE CLASSIC

SUPER SPRINT

Electric Dreams ♦ Amiga 129.95 ♦ Atari ST 129.95
 Amstrad 129.95 ♦ Spectrum 129.95 ♦ Atari ST 129.95

One of the better online simulations currently available. With up to three players all competing at once, the action is fast

and furious, and it will take a fully-timed car to complete some of the more tortuous circuits that appear later in the game.
ACE RATED 90

THRUST

Predator ♦ Spectrum 129.95 ♦ Amiga 129.95
 Amstrad 129.95

Temporarily sensitive controls and a logic feeling of realistic physics make this budget title an absolute must. Flying above through the corners of an energy-filled planet, you have to park up fast and destroy hostile gun factories without crashing into the tunnel walls. Tough enough as it is, but that's what you've got to make the entire journey with a heavy load hanging under your craft. Very tense, very addictive.
ACE 94/99/99

URIDIUM

Newton ♦ Spectrum 129.95 ♦ Amiga 129.95 ♦ IBM PC 129.95 ♦ Atari ST 129.95

The price of resistance of handling obstacles and find the destructible and allowing clues while dodging around any large structures. Great mind-boggling thoughts and the smallest handling you'll ever see put the head and shoulders above the competition. A game not to be missed, especially one that CD-ROM versions come packaged with the excellent Personal ACE CLASSIC.

ZARCH / VIRUS

Superior Software ♦ Amstrad 129.95 ♦ Predator 129.95 ♦ Atari ST 129.95 ♦ Spectrum 129.95

A solid three-dimensional chessboard with such graphics, performance and intricately addictive game play that it becomes an instant classic. Now the CD-ROM versions have arrived and they're just as good as the 2000 version.
ACE RATED 94

ADVENTURES

After a brief surge of RPG-related popularity, the traditional text-entry adventure is rapidly disappearing. But for those of you who savour the powers of the imagination, the verbal battle, and the thrill of encountering other characters, this game genre still has much to recommend it. Here are some of the all-time great computer fantasies...

BEYOND ZORK

Infocom Software ♦ Amiga 129.95 ♦ Atari ST 129.95 ♦ Spectrum 129.95 ♦ IBM PC 129.95

Infocom's attempt to make its own role-playing market in a great success. You're the hero of a world that combines the wit and ingenuity of one of the world's most original software companies with state-of-the-art parsing and graphics, but only with an on-screen mapping facility.
ACE RATED 90

CORRUPTION

Supercade ♦ Amiga 129.95 ♦ Atari ST 129.95 ♦ Spectrum 129.95 ♦ IBM PC 129.95 ♦ Amstrad 129.95

The tale of insider dealings, bribery and crooked business deals is unlikely to appeal to adventures who prefer to wander through vast dungeons, never leaving their text-based worlds. But for those who are fed up with traditional adventure, it's like a breath of fresh air. Beautiful graphics, great atmosphere and a satisfying plot make this a terrific game that goes from the start.
ACE RATED 90

FISH

Magnific Software ♦ PC 129.95 Amiga 129.95

More gamelike than Corruption, better game design than Zork, and not as quirky as The

Peace. This is definitely one of the best releases since Gold ♦ Atari ST 129.95 ♦ Amstrad 129.95 ♦ Spectrum 129.95 ♦ IBM PC 129.95

GUILD OF THIEVES

Supercade ♦ Amiga 129.95 ♦ Atari ST 129.95 ♦ Spectrum 129.95 ♦ IBM PC 129.95

One of Britain's most adventure software houses - Magnific Software - has again produced a traditional treasure hunt with superb graphics and some very tricky puzzles. Peace Software helps to create a convincing game world with famous and imaginative...
ACE CLASSIC

INGRID'S BACK

Level 9 ♦ Amiga 129.95

A great follow-up to GameRanger. Level 9 has new rules to go with the use of characters in their games and how to program them very effectively...
ACE RATED 94

JEWELS OF DARKNESS

Predator ♦ Amiga 129.95 ♦ Spectrum 129.95 ♦ Atari ST 129.95 ♦ Amstrad 129.95 ♦ Spectrum 129.95 ♦ IBM PC 129.95

Level 9 has put together some of their classic releases, Colossal Adventure, Dungeon Adventure

and Adventure Quest in one bundle. The games have been updated with graphics and larger worlds and are a class to the original style of open world in you're free to find...
ACE CLASSIC

LURKING HORROR

Infocom/Magnific ♦ Amiga 129.95 ♦ Atari ST 129.95 Amiga 129.95 ♦ PC 129.95

Infocom's tribute to H.P. Lovecraft and the horror-fantasy game genre you may want to see discover something very scary lurking beneath your college libraries. Superb fantasy game that takes you to play it often...
ACE CLASSIC

TIME AND MAGIC

Magnific Software ♦ Spectrum 129.95 ♦ Amiga 129.95 ♦ Atari ST 129.95

PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

BONE CRUNCHER

Superior Software ♦ Amiga 129.95 ♦ Atari ST 129.95

At first sight the recent release may appear to be nothing more than a load of puzzles. However there are a number of innovative game play features which give BoneCruncher a feel all of its own. Highly recommended for those who prefer to solve problems rather than shoot them...
ACE RATED 94

DEFLORATOR

Electric Dreams ♦ Amiga 129.95 ♦ Spectrum 129.95 ♦ Atari ST 129.95

Electric is the order of the day here and the light blue patterns on the screen have to be sorted a fair few to a winner and at the same time destroy a

Amstrad 129.95 ♦ Atari ST 129.95 ♦ Amiga 129.95 ♦ PC 129.95

The completion of the Level 9 games, Lord of Time, Red Moon and The Price of Magic have been re-created with better parsing, bigger worlds and more puzzles added. Superb value if you don't already own them...
ACE RATED 99

ZORK ZERO

Infocom Software ♦ Amiga 129.95 ♦ Atari ST 129.95 ♦ Spectrum 129.95 ♦ IBM PC 129.95

Highly enjoyable with a variety of challenges that make for more addictive. A lot more character interaction would have made this a real

highlight, but even as it stands one of the best games of the year so far...
ACE RATED 95

tempting challenge, it's most excitement is the clock ticks down and suddenly bones and

textured characters battle in arenas. Adding strategy and a ladder to get to them. Builders can dig and raise your various damage, while the bricks are often hidden in seemingly impenetrable walls. Complex but great fun. BoneCruncher is a classic you can't afford to miss in its budget incarnation...
ACE CLASSIC

Electric Dreams ♦ Amiga 129.95 ♦ Spectrum 129.95 ♦ Atari ST 129.95

Electric is the order of the day here and the light blue patterns on the screen have to be sorted a fair few to a winner and at the same time destroy a

number of calls that are on screen as well. You'll need to make full use of the menus, time-out, credits and scrolling and reflecting. *DOSE!* is going to confuse you lots. Clear the first screen and you'll only have 100 more to go. Fascinating stuff that's fairly addictive. **ACE RATED 900 - 97**

HEBULLUS

Heaven ♦♦♦♦♦ CD♦ (28.95)
11.4.95 (24) Atari ST
11.4.95 (2)

Guide game for the fan of eight levels using the use of platforms, fire and ladders that form the route. It's a highly original game that strikes a fine balance between frustration and addiction, added to which is the witty story, the making of a good-looking, playable version of a game. **ACE RATED 940 - 944**

FANTASIA

Fantasia ♦♦♦♦♦ Spectrum ♦♦♦♦♦ CD♦ (28.95)
11.4.95 (24) Amstrad
28.95 (24) 950 ♦♦♦♦♦ Atari ST ♦♦♦♦♦ Amiga ♦♦♦♦♦

Warrior and competing strategy game played over the chequerboard surface of a planet dominated by the Sorcerer. Fundamentally you have to always emerge while trying to stay the Sorcerer from absorbing you. A clean brain and fast finger finger are both necessary if this very simple and legal - 30,000 possible combinations - game. **ACE RATED 900 - 900A**

SKULL DOGGERY

Heaven ♦♦♦♦♦ Atari ST (23.95)

Scoundrel's Clave that completely outdoes the regular in this puzzle machine. Aggressive but demure about you are dogging for diamonds in an arena over a hundred different screens - with time limit for each screen. Skillplayers scores on possibly twelve screens to depth will see a choice of starting points and to enter/leave technology option. **ACE RATED 940 - 97**

SPORE

Bolton ♦♦♦♦♦ CD♦ 21.95 ♦♦♦♦♦ Amstrad 21.95 ♦♦♦♦♦ Spectrum 21.95

The winning combination of strategy, freedom, learning and great graphics make Spore a worthy full-price release - what a bargain then to be able to pick it up for £1.99. **ACE RATED 900 - 934**

TETRIS

Microsoft ♦♦♦♦♦ Spectrum ♦♦♦♦♦ CD♦ (28.95)
11.4.95 ♦♦♦♦♦ Amstrad
28.95 (21) 950 ♦♦♦♦♦ Atari ST ♦♦♦♦♦ Amiga
28.95 (24) 950 ♦♦♦♦♦ PC
11.4.95 (2)

A fascinating geometrical addy, this Russian puzzle game has become a worldwide phenomenon. The basic multi-line of packing into a cell game. One at a time, shapes fall down wards into a rectangular playing area. Left to their own devices they'll pile up until they reach the top of the screen; you fall it to guide them down and pack them tightly so that none of happens. Different versions have proved to be rather variable in their arcade aspects, but the brilliantly simple one called Tetris means they're all worth a look whatever your machine. **ACE RATED 900 - 934**

THINK!

Frost ♦♦♦♦♦ CD♦ 21.95 ♦♦♦♦♦ Amstrad 21.95 ♦♦♦♦♦ Spectrum 21.95

Originally released by Atari, *Think!* is full price, but now available for a fraction of that from Frost. It's a fairly addictive game played on a grid (either one or two player - in which you attempt to connect four counters. Incredibly, virtually organically. **ACE 04.95 (90)**

XOR

Lopton ♦♦♦♦♦ BBC (28.95) ♦♦♦♦♦ 11.4.95 (24) Amstrad
28.95 (24) 950 ♦♦♦♦♦ Atari
28.95 (24) 950 ♦♦♦♦♦ PC
28.95 (24) 950

Extremely tricky maze game making the player controlling two items, and collecting marks through 15 screens, which

increase in complexity as you progress. Also in later stages, fish and chickens live in water, often blocking the route and just waiting for you to progress and bring your quest to a premature

end. Like all things hot or too complex, maze-puzzles and fish combine against you. *THOUGHT!* is simple, simple graphics, but we require accuracy to complete successfully.

SPECIALS

Original works that are simply unclassifiable feature in this special issue.

ATF

Capital Integration ♦♦♦♦♦ CD♦ (28.95) ♦♦♦♦♦ 11.4.95 (24) Amstrad
28.95 (24) 950 ♦♦♦♦♦ Atari ST ♦♦♦♦♦ Amiga
28.95 (24) 950 ♦♦♦♦♦ PC
11.4.95 (2)

Excellent combat flight simulator that's a cut of a change for Capital Integration, but the simulation special bit. The emphasis is on solid action, the most being a superb bit. **ACE RATED 900 - 934 SPECTRUM**

DARK SIDE

Invictus ♦♦♦♦♦ CD♦ 28.95 (24) 950 ♦♦♦♦♦ Amstrad
28.95 (24) 950 ♦♦♦♦♦ Atari
28.95 (24) 950 ♦♦♦♦♦ Spectrum
28.95 (24) 950

The second game using the FreeSpace programing system, which adds more of an arcade challenge. The 3D graphics are again superb as are the looks and sounds. **ACE RATED 900 - 934**

ELITE

Frost ♦♦♦♦♦ CD♦ (24.95) ♦♦♦♦♦ 11.4.95 (24) Amstrad
21.95 (24) 950 ♦♦♦♦♦ Spectrum
24.95 (24) 950 ♦♦♦♦♦ BBC
28.95 (24) 950 ♦♦♦♦♦ Amiga
28.95 (24) 950

(Get the best space trading game. This set a standard for other computers to follow. One of the first space games to use vector graphics, it's a thrilling and taxing effort set across several galaxies, with plenty of variety to the game play. You can trade legal goods in intergalactic safe systems, or run the gauntlet of pirates in the galaxies' danger spots with your trustful of contraband. Other way there's a race to a zero-0 depth, and a big a fish on

you'll find systems. **ACE CLASSIC**

INCREDIBLE SHRINKING SPHERE

Electric Dreams ♦♦♦♦♦ CD♦ (28.95) ♦♦♦♦♦ 11.4.95 (24) Amstrad
28.95 (24) 950 ♦♦♦♦♦ Atari
28.95 (24) 950 ♦♦♦♦♦ Amiga
28.95 (24) 950

A main menu world where mass, size and inertia combine to provide weird gameplay. Truly peculiar and endless reality state that will have you staring around in delight. **ACE RATED 900 - 934**

M1 TANK PLATOON

Management ♦♦♦♦♦ PC (28.95)

This is a welcome break from flight games that builds enough detail to keep even the most competitive computer hobbyist and at the same time has a breadth of challenge and combat situations that should satisfy the most ardent generalist. A system. **ACE RATED 900**

MAGNETRON

Frost ♦♦♦♦♦ CD♦ 28.95 (24) 950 ♦♦♦♦♦ 11.4.95 (24) Amstrad
28.95 (24) 950

Puzzles and action. Steve Turner style. Use the world's dominating night machine. Deal your own enemy details to aggregate your own deal and especially make your job still easier. The ideal game for Christmas fans looking for a puzzle, fast challenge. **ACE RATED 900 - 934 SPECTRUM**

QUEDX

Heaven ♦♦♦♦♦ CD♦ (29.95) ♦♦♦♦♦ 11.4.95 (2)

It's an impressively challenging challenge game that may draw a little bit through five different screens of mazes, bonus and obstacles, all within a set time limit. The simple game concept has a lot of added features to make it particularly pleasing. You start come over your first time to the next screen, for example, and locate the different screens or items in any order you wish. Excellent graphics and offers starting bits. **ACE RATED 900 - 934**

SPINDICZY

Electric Dreams ♦♦♦♦♦ CD♦ 28.95 (24) 950 ♦♦♦♦♦ Spectrum
28.95 (24) 950 ♦♦♦♦♦ Atari
28.95 (24) 950

SPINDICZY

Electric Dreams ♦♦♦♦♦ CD♦ 28.95 (24) 950 ♦♦♦♦♦ Spectrum
28.95 (24) 950 ♦♦♦♦♦ Atari
28.95 (24) 950

Terminator stuff, also your spinning like man rough obstacles and collect pieces, against a flexible time limit. The game landscape is a vast system of obstacles, traps, towers and franchises controlled by lethal robots - and you safely. Four switches activate lifts and bridge gaps, but trapping them in the right order can be harder than it looks. A few bad guys and a lot of new touches, but the exploration the thing. **ACE CLASSIC**

STARGLIDER II

Revolution ♦♦♦♦♦ Atari ST (24.95) ♦♦♦♦♦ Amiga (24.95)

One of the finest examples of a game using vector graphics to their full advantage, and the best 3D treatment and combat looking away to a level. You've got a large base to complete and there's plenty of Ego's to destroy, making this combination of blowing and exploration that stands head above the competition.

WARNING!

Games can damage your health. ACE recently received a copy of *DOSE!* from the editor's partner on the next page a member of a leading UK health club who 'played' *DOSE!* before going to the gym. The publisher, unfortunately, had a PC at home.

When we attempted to return the copy the next day, we were told the box had been 'lost' and that the copy had been returned on the next day for three weeks. At the end of the three weeks, ACE received a complete copy from... *Steve P.*

ACE RATED 900 - 97

STAR TREK V

Heaven ♦♦♦♦♦ PC (24.95) ♦♦♦♦♦ BBC (24.95)

This is easily the best representation of Star Trek yet. The graphics provide excellent shooting and challenging hours of fun. It must be tedious and an entertaining space strategy simulator for everyone else. **ACE RATED 900**

TAU CENY' AUBURN

CD♦ ♦♦♦♦♦ CD♦ 28.95 (24) 950 ♦♦♦♦♦ Amstrad
28.95 (24) 950 ♦♦♦♦♦ Spectrum
28.95 (24) 950 ♦♦♦♦♦ Atari
28.95 (24) 950 ♦♦♦♦♦ Amiga
28.95 (24) 950

Flight simulator, 'shoot 'em up' and is unusual which are both incredibly smooth and incredibly together. The attention to detail is impressive as you set off on hair-raising missions in a space-cadet. In addition you get to design your own space commander. **ACE CLASSIC**

TOTAL ECLIPSE

Invictus ♦♦♦♦♦ CD♦ (29.95) ♦♦♦♦♦ 11.4.95 (24) Amstrad
28.95 (24) 950 ♦♦♦♦♦ Atari
28.95 (24) 950

'Ere, You!

Did you see in the questionnaire on page 97? 95% of software can be seen by those who tell us their deepest darkest secrets...

MEGADRIVE – 16 BIT SEGA ~~SEGA~~ MEGA DRIVE **ONLY MENTION MEGADRIVES OFFER THE FOLLOWING:-**

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RPG

Role-playing games have exerted an enormous influence on modern game-styles. They combine the atmosphere of text adventures with the action of arcade games and the brain exercise of strategy - but their graphical presentation tends to be weaker than other game genres. Gameplay centres around developing characters by raising their experience and skill levels in conflict with other, computer-controlled natives. All that - and a quest too...

114.95db

The third game using the Adventure system is a lot of a departure from the former, but it's still an excellent game. It takes you on a thrilling quest time back in the 1300s trying to prevent its main evil-doer. For those adventures who know their, the Adventure system is a gem.

• ACE RATED 907 -

ACE 95AD

WIZBALL

CD-ROM • C64 £8.95cd
£14.95db • Amstrad
£8.95cd £12.95db •
Spectrum £8.95cd
£14.95db

Remove Wizard and consider the colour creature who can interact on identifying the specimens and ordering the landscape grey and black. One of the best playable games around, despite the simple scenario.

SOI Classic

THE BARD'S TALE II

Electronic Arts, C64
£9.95, Amiga £14.95db

The highly successful predecessor to Wizard Tale II, it has the advantage of being slightly easier to advance. This Amiga version features some very nice animated movie shots when you enter a temple and excellent coloured graphics. Best of course, you can update your favourite characters, their

attributes and equipment for you in £10.
• ACE RATED 900

THE BARD'S TALE III

Electronic Arts • C64
£14.95db

The latest Bard's Tale game offers a number of refinements over its predecessors. All of which are well well worth getting a good look at. First, the graphics are better animated. Second, there are more complex routines which take careful account of the distance between you and your opponents. Finally, the game's large and open world exceeds value for money.

• ACE RATED 900

BATTLETORN

Microcom, PC £29.95, ST

BattleTorn features some incredible cartoon sequences, arcade style action, side play and strategy. It's about a complete, full game. A full full RPG purchase even though it missed out on an Ace rating.

• ACE RATED 901

DUNGEON MASTER

Microcom, Art • C64
£14.95db

Quoted as being a 'milestone in Advanced Computer Entertainment', Dungeon Master offers 14 levels, loads of spells, atmosphere

graphics and sound. It's going to make Dungeon Master one of the best role-playing adventures to have appeared on any machine.

• ACE RATED 900

POOL OF RADIANCE

£3 CD-ROM 700
• C64 £14.95db

It's more very loose in attempt to capture the complete concept of the

ACED system on a non-pool, but this managed superbly. An RPG influenced game that will appeal to not only ACED fans but to anyone looking for an entertaining game that will keep their

playing for months.
• ACE RATED 901

ULTIMA V

SoftSystems/Magnavox
• C64 £24.95db • PC
£29.95 • ST, Amiga to be announced

BRAIN GAMES

Fed up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section...

CHESS MASTER 2000

Electronic Arts • C64
£9.95cd £14.95db • Amiga
£24.95db • Amstrad
£7.95cd £14.95db • PC
£29.95db

Strongest chess game on the Amiga, with excellent graphics, 20 in 30-viewpoint, 12 levels of difficulty to suit all the playing options you could wish for. Plus some fairly silly special options.

• ACE CLASSIC

COLOSSUS

COLOSSUS II

CD-ROM • C64 £9.95cd
£14.95db • Amstrad
£9.95cd £14.95db • Spectrum
£9.95

Best set for 8-bit machine owners, with a choice of 20 or 30 sets, emphasis levels of difficulty, and a

special options which enable you to play watch, work out chess problems, etc against either computer opponent.

• ACE CLASSIC

COLOSSUS MAH JONG

CD-ROM • C64 £9.95cd
£14.95db • Amstrad
£9.95cd £14.95db

Samurai-style oriental game of strategy and chance. A slow program and a short manual make this an easy-to-use and highly entertaining piece of software for veterans and novices alike.

• ACE RATED 907 -

904

INFORMERS' BRIDGE

Informatics • Amstrad
£11.95cd £21.95db • MSX
£11.95

Graphically the best of all compact bridge simulations, with large playing cards depicted against a subtle green-to-blue gradient. Play a good game for a computer, which after all is a bit short in the imagination and the department, and features a wide range of options and betting conventions which you can toggle according to your style.

• ACE CLASSIC

POWERPLAY

Amiga • C64 £8.95cd
£14.95db • Amstrad
£8.95cd £14.95db • Amiga
£19.95db • Amiga
£7.95cd

Fired up to try out your general knowledge, we reckon you'd be better off with the original and that long-standing combination of

strategy game and quiz than with the admittedly wonderful-looking Trivia Pursuits. Powerplay is a great only very worthy in its setting on Amstrad Spectrum, however of the C64.

• ACE RATED 908 -

Amiga

SCRABBLE

Lexicon Games • C64
£12.95cd £14.95db • Amstrad
£9.95cd £14.95db • MSX/PC
£24.95db

The hugely popular word game translated into successfully into the micro. Fast, excellent display, and a surprisingly large vocabulary list even if it does include some change-making words on some more boards. Good enough to give most strong human opponents a tough game at the higher levels.

• ACE CLASSIC

WAR GAMES

Fancy yourself as a master of grand strategy, marshalling hordes of troops and sending them to do battle on your behalf? Look no further than the ACE war games section...

ARRHEM

CD-ROM, Spectrum £8.95cd,
Amstrad £9.95cd, C64
£9.95cd

One of the oldest quality magazines featured in the section, Arrhem was rated by the best in the field. It has all the expected atmosphere and fine computer scenarios and one of the finest computer opponents you could not wish to meet. A thoroughly exciting magazine which can be classified as one of the best magazines.

• ACE RATED 910

CONFLICT EUROPE

Microcom, ST £8.95,
Amiga £24.95, PC IBM

The 3D art progression of Theatre Europe. Lots of extra graphical and sound effects. The computer controlled intelligence was marginally sophisticated but still enough to give a challenging game. The very real balance between strategy and wilderness throughout. Great for beginners and intermediate players.

• ACE RATED 902

THEATRE EUROPE

PC, Spectrum £9.95cd,
C64 £9.95cd £14.95db,
Amstrad £9.95cd
£14.95db

The perfect game for it has scenario after you given with strategy when they take of Conflict Europe. Theatre Europe is the benchmark for excellent 3D art game. The graphics and sound effects are not as sophisticated as the best on the whole it still is one heck of a game.

• ACE RATED 910

EMS

Microcom, ST £24.95, PC
£24.95, Macintosh
£24.95, Amiga £29.95

Probably the greatest war game to date. EMS' unique 3D systems enables the creation of almost any battle in history. As well as a very sophisticated computer opponent, set. On top of this are 600 or so scenarios and a myriad of customisation options. You can go for more longer the essential purchase.

• ACE RATED 907

FLIGHT SIMULATIONS

How about flying the latest US Stealth Fighter on a mission over Siberia? Or perhaps a quick flight over Hawaii would be more relaxing? Computer flight simulations can fulfill any flight fantasy.

BATTLEHAWKS 1942

Luxoflex Games/US Gold ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

A WWII naval air combat simulator covering the four most important battles of the 1942 Pacific war. For knockout-winning action this one has everything — the sense of "being there" is tremendous. Thrilling and personally addictive stuff.

● ACE RATED 826

BOMBER

Activision ● Spectrum \$14.95 ● \$19.95 ● C64 \$14.95 ● \$19.95 ● Amstrad \$14.95 ● \$19.95 ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

Vector Graphics has spent a long time on this one — and it certainly shows. The game gets the balance just right between convincing simula-

tion and entertaining game. Highly recommended.

● ACE RATED 825

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Electronic Arts ● Spectrum ● C64 ● C-128 ● ST ● Amiga ● PC \$24.95

Fly a multitude of aircraft from an early biplane to the Space Shuttle. It's entertainingly different from your standard flight sim and there's so much in this game that it will take many hours of instructive fun to experience and master all the available options.

● ACE RATED 812

F-16 COMBAT PILOT

Digital Integration ● ST \$24.95 ● Amiga

\$24.95 ● PC \$24.95

This took nine person years to develop, and you can feel that quality of work when playing it — it's one of the most realistic flight sims on the market. If you are a connoisseur of flight simulators then this is an essential addition to your collection.

● ACE RATED 870

FALCON

Spectrum Holidays/Miramir ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95 ● MAC

If you really want the terror, exhilaration and sheer everything-happens-at-once confusion of combat flying, this game delivers. Make no mistake, this game is the real thing. An essential purchase for test-jet fans.

● ACE RATED 845

FLIGHT SIMULATOR II

Electronic ● C64 \$39.95 ● ST \$39.95 ● Amiga \$49.95 ● PC \$49.95 ● MAC \$49.95

The flight sim that put the genre on to the map. The roughly realistic flight sim of a domestic Cessna plane, which is even used by flight schools to train would-be pilots. Can be enhanced by a variety of Scenery Disks.

● ACE CLASSIC

INTERCEPTOR

Electronic Arts ● Amiga \$24.95

A low level flight sim with a high level of fun. Purists may dispute the label "simulator" — it certainly wouldn't train you to fly a real life Hornet — but the program combines realism and gameplay far too well to that to matter. If you want seat-of-the-pants air combat action, miraculous graphics and HD six month playing period, look no further.

● ACE RATED 834

RACING SIMULATIONS

In the first of an occasional series, ACE takes a special look at a particular game genre and the games that are worth a look. This month it's the turn of the venerable racing simulation, as originally mentioned in our Burning Rubber feature in issue 85...

LOMBARD RAC RALLY

Mantis ● ST ● Amiga ● PC

Race through many types of terrain, such as mountain or forest, and through many types of weather condition, such as fog or night. The game has a nice atmosphere, and though the variety of gameplay may be a little low, it's still a game you'd be playing for a good while.

FERRARI FORMULA ONE

Electronic Arts ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

A bit old this one, but still a game that was way ahead of

its time to start with. Take the wheel of a Formula One Ferrari racer on some of the most famous racetracks in the world. A true thoroughbred.

R.V.F.

Microstyle ● ST \$24.95 ● Amiga \$24.95

The champion in the Best Sprite Based Racing Game contest, and a superb simulator, this one puts you into the world of performance bike racing on a race other than the Honda RVF750. Brilliant graphics, brilliant sound, brilliant game.

STUNT CAR RACER

Microstyle ● Spectrum

\$9.95 ● \$14.95 ● C64 \$9.95 ● \$14.95 ● ST \$24.95 ● Amiga \$24.95 ● PC \$24.95

This places itself in the annals of computer history as being one of the most amazing spectacles to watch, let alone play. The game is first-person perspective, with the outside world made up of really fast smooth lined vectors, and the impression of realism is unbelievable. An amazing experience, and a clear winner. Where can things go from here!

SUPER HANG ON

Electronic Dreams ● Spectrum \$9.95 ● C64 \$9.95 ● \$14.95 ● Amstrad

\$9.95 ● \$14.95 ● ST \$14.95 ● Amiga \$24.95

Not so much a simulation as a perfect arcade conversion of a brilliant bike racing Sega coin-op. Great game, excellent conversion.

THE DUEL - TEST DRIVE II

Activision ● C64 ● ST ● Amiga ● PC ● MAC

Activision tried to right all the Test Drive wrongs with the sequel, and to an extent they succeeded. There's nothing serious about the game, it's just a lot of fun. It doesn't claim to be technically or visually accurate, but why should it?

LOVE AND PASSION IN THE MODERN KITCHEN (DIGITAL PASSION II) — THE PLOT OF THE SOUND TRACK OF THE MOVIE OF THE NEWSPAPER SERIALISATION OF THE BOOK OF THE ORIGINAL PINK DRAMA IN TWO PARTS (OF WHICH THIS IS THE SECOND AND FINAL, ABSOLUTELY CONCLUSIVE, NO-HOLDS BARRED, TEAR JERKING, ACE 900+ RATED BIT)

by Bettina Throckmorton

First a short biographical note: Bettina Throckmorton began her long and distinguished career as one of Britain's top writers working as a humble copy typist for My Woman magazine, pioneering weekly for the modern woman and her family. It was not long before Bettina had proved her worth and was elevated to the position of fiction editor.

During her time with My Woman she was fortunate enough to have several pieces of her own fiction published in the same magazine during her stay there. Over the following years her speculative fiction works were seen in a number of other magazines, all of which she also served as an authoritative and

experienced fiction editor.

Such is the respect her work has generated in this country, that eminent critic, Jack Grizzle of the *Pig Breeder's Chronicle* has said of her: "Bettie 'ol', 'oo the 'ook wrote this. 'Bettie. All it remains for us to say, is that we are very proud to be the first Computer publication to feature Ms. Throckmorton's fiction (the first piece in her proposed Post Cyberpunk series), and are very sad that it is not possible for us to offer her a position as Fiction Editor on ACE. Sit back, relax, and enjoy..."

THE OTHER SIDE
The holy kitchen, was a holy room, containing all the things that he did, after suddenly died. On

investigating the accident he contacted the dead finger man, which he did, passed on to his machine. He left the table with milk in about to fall straight into a box with an electric heater. "Coffin!" he soon will be, when you're read the last working equipment of DIGITAL, INC. 2001

Robert looked on astonished as he barely-crip my mother began to advance bravely on the house. "Oh well," he thought, "once she's in a domestic mood, it better make the most of it."

"Yes," he smiled, "the legs, which my he thought"

"That's just little covey" she snapped, turning around. He was had turned a deep red, and her face was beginning to look as if it had been rendered on a DSA/PC lens, it really was that disgusting.

"So what if I'm not... I want it now..." she cried, her voice sounding like more and more like a soft speech synthesizer.

"G.O. Get what

now!" asked Robert, his belly-lurching words.

"GET!" she screamed, "The kitchen!"

"Oh," he smiled, a little nervously, "you mean the kitchen?"

"Just GET IT!"

Robert ran up the stairs as fast as his fat legs could carry her, not noticing his mother making overtures to the microwave as he reached the landing.

When Robert finally reappeared with the damaged things, a brown-Asa transformer had exploded the woman who had once been his mother. She had experienced a form of hibernation, she had radiation in only four colors. As she stepped across the kitchen towards her cat a feverish 38 degrees per second he was almost entirely red. She was almost causing absolute death all over the place.

Noting not even a momentary, Robert searched for his holy finger light Phaser, but, before he had a chance to

aim, his missing mother had pushed the console from its steady form and began making it possibly while making appalling sampled during notes.

Four Robert was about to retreat when there was an almighty flash and a cloud of flame. When the smoke cleared the kitchen was full of it the spirit's form had been just ahead of it, and all of them had been expanded to twenty times their original size. Robert, however, was too intent on the scene in the middle of the kitchen floor to worry about anything else.

His mother was standing face to face with an absolutely enormous spider. The spider was huge, for the best before her foot the largest point she had ever seen and was currently firing them projectiles, not that just wondering who the creature was when a tiny voice from one of the other spiders spoke up.

"Carefully it was Henry also (George), I don't believe it if By Blue God, it's

not 'Nite 'Thunderbol'! This morning's enormous statement was enough to start of a chain of one line, "We thought you were dead," and "Nite," but then, "or 'Mantel' hand for good old 'Nite!"

"Thanks, Spidee, Coozie man, kind me your mega cycles," boomed the shrill voice. "Yes, in fact, I was dead, gone for ever, consigned for eternity to the darkest corner of a computer 128-bit database. But now, thanks to the love of the holy 'Nite, 'Nite Thunderbol has come to look again because the message of games players every where..."

"So saying, he crossed Robert's splashing robot into his arms and headed off, through crowds of cheering spiders, into a perfect color-grated void."

THE MESSAGE! END!
...and... well, I don't think I can take any more, that's all I can say. That's all for now, but look out for more pink fiction at a copy of ACE near you soon!

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84 Amiga 500	99.99	99.99
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81 Operation Thunderbolt	99.99	99.99
82 Operation Thunderbolt	99.99	99.99
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Manuals + Batman + Interceptor + D
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GRANDSLAM GIVEAWAY

THOSE generous guys and girls down at Grand Slam have decided to celebrate the launch of their Saint and Gravelle soccer quiz game by giving away a bagging bagful of gorgeous goodies. On

offer are:

A match quality football signed by Saint and Gravelle.

5 Saint and Gravelle board games.

5 Saint and Gravelle computer games.

All you fiddle fans out there have to do to get your grabby paws on some of these goodies is find the 45 words listed below in the da-

gram. All the words are in a straight line, backwards or forwards, up, down, or diagonally. When you find a word ring it neatly with a bold line. Hold on, hold on... before you rush off for the nearest HL, there's one more

thing. Once you've found the 45 listed words you must hunt for the name of a famous computer character hidden somewhere in the grid. When you have finished, send your completed grid and entry form to Grand

Slam Giveaway, ACE Magazine, 30-32 Farringdon Lane, London, EC1R 3AU to arrive no later than 7th December. Employees of ACE and Grand Slam can't enter, even if they are fiddle fans, so don't lose sight

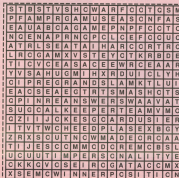
THE WORDS

FOOTBALL
QUIZ
PERSONALITY
GAMES
COMMODORE
CROWD
QUESTION
MEX
KICK OFF
PLAYER
DOBBY
ACE

LEAGUE
TV SHOW
SAINT
AMIGA
CHIEF
GAME
ST
SHOT
POSITION
PITCH
OUT NOW

SOCCER HISTORY
SPORTS
GOAL KEEPER
SCORE
TRIP
AMSTRAD
JONES
PENALTY
CATEGORIES
WINNER
SAVE

SEASON
GRANDSLAM
GOAL
FAN
SPECTRUM
TRICKS
TEAM
CORRECT
FUN
ANSWER
SATURDAY



GRANDSLAM GIVEAWAY
ACE Magazine,
Priority Court,
30-32 Farringdon Lane,
LONDON, EC1R 3AU.

NAME:.....

ADDRESS:.....
.....
.....

TELEPHONE:.....

COMPUTER:.....

The famous computer character hidden in the grid is:

.....

Entries must be received on or before 7th December 1988.

THE ART OF ANIMATION

Duncan Evans has been playing around with Domark's *Fantavision* - and has been driven to investigate animation techniques in general. Here's what he found out...

Traditional cartoon animation technique has changed little since Walt Disney and his team of animators produced such classics as Snow White and Pinocchio. It is the filming technology and animation tools and aids which have developed.

The basics of cartoon animation still revolve around key drawings and the steps in between. Usually the animator will draw an object in two key positions and then mark down how many in between positions are needed to achieve the desired result. An assistant then has the task of drawing the in between stages. The very first in between stage is called the breakdown point, and if significant is often drawn by the animator.

One of the important techniques of 'in betweening' is that those stages are often not spaced at regular intervals between the breakdown point and the key drawings. To achieve such effects as the slow in, so called because the action slows into a final position, there needs to be more 'in between' towards the end of the sequence. The converse of this is the slow out where more 'in between's are positioned at the start. Also it is quite rare for sequences to be split into thirds when only two 'in between's can be used because of timing restraints. This is much harder to draw, so invariably a slow in or slow out is used instead.

For rotating objects through three dimensions it is necessary for the assistant to plot the centres of the two key drawings, and then the centre of the breakdown position on a separate sheet of paper. All three sheets are then aligned, with the breakdown sheet being topmost, whereupon the breakdown drawing can be completed. By superimposing sheets it is

possible to trace objects moving through three dimensions and by rotating the sheets around axis can be plotted with greater accuracy.

The making of a full animated sequence that is to be filmed and produced for television or the cinema naturally involves a good deal more stages than a *Fantavision* production, though users of such programs would benefit from following some of the stages.

The script is the first thing to produce, though with animation the dialogue is of far less importance than the visual action. With sampled speech being so memory expensive on computers, this is likely to be kept to a minimum, from the script a storyboard is produced, which portrays the action in a graphical form. Usually at this point the key dialogue and music elements are recorded so that the team of animators can synchronise the cartoon to it.

Once completed an editor assembles it into the film, and then breaks it down physically, marking on the film where certain sounds begin and end. Meanwhile the director is arranging for designers to produce their own interpretations of the characters in the features, which when approved will be used as the reference models for the rest of the animation team. The process then advances to Leica reel viewing of the film, line tests, clearing up the drawings by a special cleanup crew, and transference of drawings to acetate or gel for painting. By this time the backgrounds will have been drawn and painted, and after a final checking everything is passed to the cameraman for actual film shooting. After viewing the rushes, dubbing of sound effects, a final print is developed by merging the film and soundtrack. The finished product is now ready to roll.

COMPUTER ANIMATION

With traditional pen and paper animation being such a time consuming process, it was inevitable that computers would begin

to play a progressively larger role as they became faster and more powerful.

From Walt Disney was one such film that featured numerous examples of computer generated graphics and received acclaim accordingly. Receiving rather less public attention was the *Questa* sequence from a 1982 film, *Star Trek II: The Wrath of Khan*, which was entirely computer created and animated. It was also the longest piece of totally computer generated images seen in a commercial film. That section, and the very best special effects in films such as *Star Wars*, *Cocoon*, *E.T.*, *Pollanget* and *Enemy Mine*, was produced by the organization known as Industrial, Light and Magic, or ILM.

ILM uses the standard technique of creating objects from polygons, and describing them as three dimensional with geometric formula. The smaller the polygon the greater the realism, but some surfaces are very difficult to describe as polygons so those areas are texture mapped. Much like *Fantavision's* method of using fill patterns, but on a vastly more complex scale. Here textures such as leather, bark and sand are described as three dimensional patches in the computer and then fitted to the surface of the polygon by stretching and size manipulation. Once an object is fully described it can be manipulated at will. The *Last Starfighter* from Digital Productions featured polygon created starships and space stations, with each one consisting of around 600,000 polygons. Even so the texture of many of the ships was a uniform semi glossy metal. ILM has received delivery of a computer called the *Plexar* which is capable of processing 80,000,000 polygons, but unfortunately it won't do it quite quickly enough and there is as yet no practical method of storing the colossal amount of data that it entails. When these problems are solved though the degree of surface detail will approach that of 35mm motion picture film. All generated by computer.

THE RADICAL, RARE, RASH, RAUNCHY, RECKLESS, RECOMMENDED, REFRESHING, RESPECTED, REVOLU- TIONARY, RHETORICAL, RIOUS, RISQUE, RUMBUSTIOUS, RUSTPROOF RESULTS PAGE.

Yes folks, it's back - the most tense, the most exciting, the most feared, and revered page in the magazine. The page that, without warning, can thrust unsuspecting folk to the height of fame. Yes, it's the Pink Page Compo Results.

THE BEAST HAS EATEN!

First off, an absolutely huge list of lucky people who were first to jump out of the editorial

hat and declare themselves winners of the mammoth Progressive Beast Feast Compo.

The personalities mentioned below will all be receiving copies of *Shadow of the Beast* on the Amiga any day now, each complete with a taddy Roger Dean Beast T-Shirt.

Ernie Beathel Jones,

Linnard, Graymoor, S.C. Cox, Center, Devonshire; **Mr K.A. Siddiqui**, Chiswick, London; **Andrew Clarence**, Whitley Bay, Tyne & Wear; **Alexander Kells**,

Watermaiden, Northampton; **M.A. Bingham**, Bakersfield, Nottingham; **Nigel Harbottle**, Whitley Bay, Tyne & Wear; **R.M. Brown**, Seaford, Essex; **Mr J.V. Patel**, Evington, Leicester; and **Jan Taylor**, Southington, Herts.

Two runners-up, who all win the absolutely amazing Paper Dean T-Shirt are:

Simon Whitehouse, Tulse Hill, Stone-Island; **Mike Jones**, Hinkley, Leicestershire; **Ian Davenport**, Winscombe, Somerset; **Gan Gallagher**,

Omagh, Co. Tyrone; **Mark Clawing**, Arlington, Northumbria; **David, Iain Lawson**, Poole, Dorset; **Christian Hoag**, Bouldon, Dorset; **Mr Matthew Bridges**, Chelmsford, Essex; **Mark Clapham**, Farnal, Harrogate; **Philip Anthony Brown**, Goding, Nottingham.

These nice people at Progress will be dispatching your goodies to you pronto...

THE SHINIEST LEATHER IN THE WEST!

Yes! Awarded Runner for the '81 of *San Jose Arts Sharp*. **Shiny Leather Compo** yer of Ace buddies ran in there that perty Pink Pages back in October '81! Sure ya do. We had enough entries even to dry out Sue Ekins, and that sure is hot and sizz! Those lucky critters mentioned below should be receive! a pair of sexy Cowboy boots real soon now, and why? Cos they was the first out of the editorial ten-gallon hat, that's why.

McMA. Reed, Kintley, Surrey (he's gonna donate his boots to his perty lil lady - ma'am ya got yer self a real cool hussy there!); **Mark Clapham**, Harrogate, North Yorkshire; and **Glen Durrant**, Canvey Island, Essex.

Well, that's all for this month folks. But you be sure to look in to next month's compo results page. Ye never know, it could be your lucky day. See ya'll there.

THE PINK ?

We've got a bit ? hanging over the Pink Pages - and we reckon you can help us.

Traditionally on ACE, the Pink Pages are put together during the last day or two of the month - and this is often reflected in the exact nature of the content. However, from now on we'll be sending them into the full production cycle, and that means we can pack more into Pink than ever before.

However, we'd like to hear from Pinkers on the subject. Perhaps you've got some great ideas for the section that we ought to know about. Now's your chance to tell us.

Furthermore, we're prepared to open up access to the Pink Pages in a way not usually done in magazines. We've already printed many cartoons and short stories sent in by readers - perhaps you're a budding cartoonist or fiction writer who'd like to get into print. Now's your chance.

Alternatively, you may have a special interest you pursue and about which you have expert knowledge. Tying perhaps too you could sound off about flight simulators or MIDI (or you could sound off about saas). Short articles in areas of special interest will often find a place on these pages.

You can also help by writing to us to let us know what you think of the current features in the Pink: the games survey, the Stock Market (not about flight simulators or MIDI), the crossword (missing this month but back again next month) and so on. Every bit of information we get from you helps us to build a better magazine.

Don't forget that the Pinks were always intended to be 100% pages...and also pages to have FUN with. So get in touch now with The Pink Pages Editor, ACE Magazine, Pearly Coast, 30-32 Hampton Lane, LONDON EC1N 3AU.

THE PRIZE PUZZLE PAGE

SORRY!

Whoops, prize puzzle 18, printed in last month's issue, was subject to a slight hiccup. Unfortunately the sun did not cooperate on the page quite as it should of done.

For those of you who spent hours trying to figure it out and failing...sorry! And to make recompense here is the offending article once again, only this time with the

sum in the correct format. The deadline for entries for puzzle 19 is now 7th December 1989.

PRIZE PUZZLE 19

Set by
Anthea Medley

Jamie was never much good at long multiplication.

'I blame these pocket calculators,' his father was heard to complain. 'Everyone gets lazy and relies on them too much. In my day we had to use brain power...'

'Wright Dad,' replied Jamie. 'Point made! But if you want to exercise your little grey cells here's a long multiplication for you to try!'

Jamie sketched the following skeleton

multiplication sum on a piece of paper. Adding a few digits he handed it over.

```

      - - - 2
      - - 3 -
      - - - -
      - 4 - -
      - 5 - -
      - 6 - -
      - 7 - -
      - - - -
      - 8 - - -
      - 9 - - -
      - 0 - - -
  
```

The next day at work Jamie's dot was all set to give

up until a colleague came to the rescue with a short compass or protractor. In the sum above the dashes represent the positions of the missing digits.

Can you complete the sum?

PRIZE PUZZLE 20

Set by
Anthea Medley

If there is one thing that Henry cannot stand it's Christmas shopping. Over the preceding weeks he had done his best to put off the day on which he had to set tarts into town, fight his way through the crowds and try to feed gifts suitable for all those on his list of recipients.

However, to help him in his task he had jotted down a list of items and their prices:

Gasette Player
£15.99

Cuddly teddy bear
£8.95

Gramophone record

£5.99

This year's trendy game
£21.75

Box of 40
£9.47

Christmas hamper
£17.99

Shirt & matching tie
set
£11.00

This list proved a great help as he was able to select all of his presents from this list (although he did not necessarily buy every item listed). His only complaint was the total bill which came to exactly one hundred pounds. For all his faults, Henry is very generous when it comes to giving presents to his friends and I already have it on good authority that I am due to receive a shirt and tie set.

Can you discover exactly which items were on Henry's present list?

Can you discover exactly which items were on Henry's present list?

PUZZLE 19 ENTRY FORM

NAME: _____ Telephone Number: _____

ADDRESS: _____

Closing date: 7th December 1989 (unless doubled)

PUZZLE 20 ENTRY FORM

NAME: _____ Telephone Number: _____

ADDRESS: _____

Closing date: 7th December 1989

ACE DIARY

NOV/DEC '89

NOVEMBER

WEEK'S RELEASES AT A GLANCE

Clare Drake Back CD from TI, Microsoft - Outpost master data disk, Interphase-DI and Amiga from Image Works - 3D vector graphics sheet 'em up

Water 60 format from Interphase - based on French cartoon character Ben Day'sings, PC and CD from Interphase - non-optional 'Cool' simulator

Title on the Moonball format from Interphase - based on 80 year old comic book hero

Barbarian (RPG) from Palace - back, back and back again
Barbarian (Siv's) Amiga/PC double package from Palace - keep-hacking Space Invaders and Amiga from ReadySoft - issued to Omega's List

MONDAY 13

33 shopping days until Christmas. Plenty of time yet.

Festival of 30 France's, poster card of emigrants

TUESDAY 14

Happy Birthdays to King Hussein of Jordan.

WEEK'S RELEASES AT A

GLANCE

Star Games RPG from Accolade - strange culture in American style.

HardOver (all formats) Best Demos - famous cartoon conversion
Toshiba CPC tape and disk from Demos - not in Europe's marketplace having one

Support (all formats) - over MSX from Scandinavia - based on seasonally famous football team photo
Seven Gates of Jambai (S), Amiga and CD from Scandinavia - run, jump, cut, kill and dodge

Tare (S) from Scandinavia
Delightful (S) and Amiga from Pearson - arcade adventure

Demolish (S) and Amiga from Pearson

2th Gear (S) and Amiga from Pearson - car racing for roadhogs

8 Cane From the Desert (Amiga) MSX only from Pearson

Blade Runner (S), Amiga, PC from Microsoft - back and slip in fantasy setting

MONDAY 20

Last posting date for Christmas: the Apollo, Casey Islands, the Falcon, Open, Modern and Sea March

THURSDAY 23

The Americans start building into their fantasy world

for a challenging war

FRIDAY 24

Computer Shopper Show, Alexandra Palace, London
RSC Software and hardware bargains in a festive atmosphere.

SATURDAY 25

Computer Shopper Show, Alexandra Palace, London
RSC

WEEK'S RELEASES AT A GLANCE

Compton Superquest (all formats) from CDS - football strategy

Whodunnit (S) tape and disk from Corbett

Star Wars Trilogy (S) Mac from Corbett - all three files in one package
Dynamix Debugger (Amiga) from Image Works - about 'em up

Best Company (S) and Amiga from Logotron - shoot 'em up

Ag (S) Amiga and PC from Logotron
Football (S) PC from Logotron - football sim

MONDAY 27

Last posting date for Christmas: all of emigrants in Rome

THURSDAY 30

In Sweden's day
Gary Cooper 1000
FRIDAY 1

Festival of 30 (S)igs, poster card of artists, farmers and metalworkers.

WEEK'S RELEASES AT A GLANCE

Finalist (S) (all formats) for Spectrum from Accolade - power-hungry ring sim

Dr. Quinn's Revenge (all formats) from Omega - comic book action

Wag (S) and Amiga from Logotron

Game (S), Amiga and PC from Logotron

Ghost (S) (S) (all formats) from (S) Gold - Car-cam strategy conversion
Henry (S) (all formats) from Amiga/MS Gold - (S) army sim

War of the Lance (S) (all formats) from (S) Gold - RPG

WEDNESDAY 8

Festival of 30 (S)iches, poster card of countries.

Children, teenagers and other causes: the November 10th edition

THURSDAY 7

January edition of ACE goes on sale. Form an orderly queue in your newspaper.

SATURDAY 9

Now only twice shopping days until Christmas - fighting, isn't it?

ACE DIARY FORM

Please include the enclosed details in the earliest possible ACE DIARY. (Please make sure you send us your details as far in advance of the event as you can.)

COMPANY/ORGANISATION:

ADDRESS:

PHONE:

FAC:

NATURE OF EVENT:

(DETAILS ENCLOSED ☐)

FREE PUBLICITY!

That's right - if you've got something going on that you think should feature in the ACE Diary, then let us know. We'll fit in as much as we can (subject matter permitting), so drop us the details with the form above to: ACE Diary, Priority Card, 30-32 Farnborough Lane, London E11 8AL. Alternatively fax us on 01-830 0391.

ACE DEALERS

Virgin Games Center
head office 961 3500;
contact Carolee Stark
Friday.

Let's talk.

The rapidly expanding
Tern's Computers &
Video opened its very
first shop on Novemb-
er 4, in Beckenham
High Street, Kent.

Why not stroll down to
take a look! The shop
stocks 16-bit comput-
ers and games (both-
ing on MS-DOS, as well as
PC games, Sega and
PC Engine software
and they're prepared to
support the Point
Mini System when all
it becomes available.

Beckenham a bit out of
your way? Other Tern's
computer stores are in
Gosport, High Street,
Croydon, High Street
and Potts Wood Sta-

tion Square - all in
Kent.

Laughing all the way to
the Furbank

Look out for stickers
on doors and windows
proclaiming that the
store is taking part in
the Furbank scheme.
Buy your software
from a Furbank dealer,
and you'll be on your
way to earning free
games.

It works like this: you
can pick up your spe-
cial Furbank passport
from any participating
store. Every time you
buy a 16-bit title you
get two tokens to stick
into your passport,
every time you buy an
8-bit title you get a sin-
gle token.

Twelve tokens in your
passport means you
can claim a free 8-bit

game, 18 tokens a
free 16-bit game. Send
your filled passport to
distributor Leisuresoft -
the address is on the
passport - stating
which title you'd like
and wait for it to flap
through the letterbox.
You have until the end
of January to take-up
Leisuresoft and 16
dealers up and down
the country on their
offer, so start collect-
ing now.

Top Man goes soft.

If you buy your clothes
from Top Man (come
on, admit it, you may
have noticed one of
this season's new lines
is... software). Chain
store Monstyle, which
has one outlets in the
North and Midlands,
will be opening a 'shop
within a shop' at 15
Top Man branches
over the next few

months.

"Toys for the Boys"
logo will be the name
of the in-store conces-
sion, and will sell cas-
settes and CDs as well
as the Top 15-30 soft-
ware titles for Amiga,
ST, Spectrum, C64
and Amstrad formats.

Look out for 'Toys for
the Boys' in Top Man
(Big Man's in store
to come).

Try before you buy...

... is the theme of the
four Software Super-
store branches.
Between now and
Christmas they'll be
holding in the arcade
cabinets so that you
can experience all the
bits of the
software before they
begin buying the com-
puter version.

Chain HQ) and Coen-
ton (Manchester
branches are both
openers in the
stores. But it's not just
a matter of a quick
bribe before perking
with your money -
there are spot prizes
and freebies such as T-
shirts and posters
waiting to give them-
selves away as well.

And if you buy regular-
ly at Software Super-
store, have you got a
Gold Card yet? Claim a
Gold Card when you
buy any piece of soft-
ware at 16-price and
you'll get a 10% dis-
count of any further full-price
purchases that you make.

Software Superstore
has outlets at Haringey,
Stockton-on-Tees, The
Wangate, Stafford,
Little Underbank in

Stockport and the cen-
tre of St Helier's.

(plus 10% promotion
from last month's
round)

All offers and promo-
tions are subject to
availability of stock.
Although we do our
best to ensure our
dealer promotion infor-
mation is accurate at
the time of going to
press, ACE cannot
take any responsibility
for changes or cancel-
lations in dealers'
plans.

Attention dealers! Don't
keep your promotions,
competitions, special
offers, etc., a secret.
Tell us at ACE and we'll
tell everybody else.

ACE DEALERS FORM

Dealers, don't keep your ACE readers in the dark. Send details of your promotions and events to us, and we'll let the world know about them. Just fill in the form and send it with your press pack to: ACE DEALERS PAGE, Priory Court, 30-32 Farringdon Lane, LONDON. EC1R 3AJ.

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music

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TELEGRAMS: NIGOTEN, LONDON. OR TEL: (0332-180401)

THE ACE PROFILE

A complete personal profile of the ACE team...

Steve Cooke

Editor

Age: 34

Born: Chelsea

TOP 5 MOVIES

1. Oliver Twist
2. Hitchcock
3. Crystal Palace
4. Match Game
5. After Hours

TOP 5 BOOKS

1. Voyages of Doctor Guillot
2. Doctors at the End of Time
3. Chronicles of Castle Brass
4. Operation Heartbreak
5. Madame Solano

TOP 5 MUSIC

1. Grateful Dead
2. Jefferson Airplane
3. Spoken Word Messenger Service
4. Louie
5. Earthlings

TOP 5 FOOD/DRINK

1. Chocolate Semolina
2. Home-Made Steak and Kidney Pie
3. Mineral
4. Hot Chocolate
5. Spanish Hot Chocolate (Thick)

Neil Haynes

Deputy Editor

Age: 22

Born: WestHam-on-Sea, Essex

TOP 5 MOVIES

1. Blade Runner
2. Quentin
3. Terminator
4. The Thing
5. Return of the Living Dead

TOP 5 BOOKS

1. Berserker
2. The Forever War
3. Neuromancer
4. Count Zero
5. Burning Chrome

TOP 5 MUSIC

1. Gary Numan
2. Propaganda
3. Orquesta Mole
4. Human League
5. Prince

TOP 5 FOOD/DRINK

1. Italian

2. Chinese
3. Wokis
4. Onig Peppermint Sugarless Chewing Gum
5. Lobster

Laurence Seaford

Staff Writer

Age: 23

Born: Eastbourne

TOP 5 MOVIES

1. Dancer
2. Silent Running
3. Apocalypse Now
4. Blue Velvet
5. Star Man

TOP 5 BOOKS

1. The Wagon
2. The Wagon
3. Count Zero
4. On the Beach
5. The Great Gatsby

TOP 5 MUSIC

1. Heartwood Mac
2. Lydia Blackingham
3. Talking Heads
4. John and Margeln
5. Trace Chapman

TOP 5 FOOD/DRINK

1. Dry Martini
2. Hot Chocolate
3. Extra Strong Mints
4. American Hard Games
5. Pasta Salad

Jim Mills

Art Editor

Age: 28

Born: Focham, Chelsea

TOP 5 MOVIES

1. Bill (Nial and I)
2. Bill (Nial)
3. Mary Poppins
4. Unbearable Automaticity in Being
5. How to Get Ahead in Advertising

TOP 5 BOOKS

1. Quark's Riffus Manual
- 1 haven't had time to read anything else!

TOP 5 MUSIC

1. Flain Costello
2. RM
3. I had Cole and the Commodores
4. Talking Heads
5. Lane Arledge

TOP 5 FOOD/DRINK

1. Jack Daniels

2. Hicks Special Draft
3. Cheese Fats of all variety
4. Malto
5. Rice Pudding and Jam sandwiches

Garry Williams

Advertising Manager

Age: 26

Born: Blackpool

TOP 5 MOVIES

1. Dollar Dairy Cakes
2. Doctor Heat
3. Predator
4. Breakfast Club
5. Cookwork Orange

TOP 5 BOOKS

1. The Waco Factory
2. Ramon
3. Bright Lights, Big City
4. Rules of Attraction
5. Less Than Zero

TOP 5 MUSIC

1. Rick Lee Jones
2. Five Young Combats
3. Barry White
4. George Benson
5. Cray Johnson

TOP 5 FOOD/DRINK

1. Tomatoes Lager
2. Kebab
3. Murphy's Irish Stout
4. Higgins Sister
5. Fish and Chips

Jerry Hall

Deputy Advertising Manager

Age: 32

Born: Sheffield

TOP 5 MOVIES

1. Close Encounters of the Third Kind
2. Close Encounters of the Third Kind (Special Edition) 3. ET
4. Star 80
5. Sound of Music

TOP 5 BOOKS

1. Mind in the Midlans
2. Complete Works of William Shakespeare
3. Boycott Autobiography
4. Roy Dooley Who took by Peter Haring
5. The complete works of Tom Stoppard

TOP 5 MUSIC

1. Beatles
2. Rolling Stones
3. Bobbie's

4. 4004
5. Roy Music

TOP 5 FOOD/DRINK

1. Steak n' Red Wine
2. Tandoori Mixed Grill
3. Bottle of Southern Comfort
4. Chips and the Fugger Sister
5. More Chips with Beans

Melanie Costin

Production Controller

Age: 18

Born: London

TOP 5 MOVIES

1. Great Plains Society
2. The Bounty
3. Batman
4. Cocktail
5. 102 Datto and Hun

TOP 5 BOOKS

1. Active Storm
2. China Town
3. Ray Billy and Boon books
4. 107 Marble and Iron
5. Ray Agatha Christie book

TOP 5 MUSIC

1. 107
2. Drowned House
3. Eric Clapton
4. Victor Lewis
5. George Benson

TOP 5 FOOD/DRINK

1. McDonald's
2. Champagne
3. Salmon
4. Cheese
5. Fish and Chips

YOUR VERDICT PLEASE...

You've now got all the data needed for a complete psycho-analysis of the ACE team. Are we completely crazy, very sensible or just plain boring? Write now and tell us your comments, theories or observations.

The most informative, funny or bizarre set of results will win a special ACE Psycho-Profile Souvenir Certificate signed by professors Cooke, Haynes, Seaford and Mills (A very limited edition of one).

Write to: ACE Profile, Priory Court, 20-22 Harrington Lane, London EC2R 9PL.

THE ACE STOCKMARKET ENTRY FORM

**WHAT YOU
HAVE TO DO**

First, you need to check the ACE readers' pages to get an idea of the way games and software houses are moving up or down the charts. In future months, you'll also be able to keep something record of the movements of the software house indices starting this month of 1988 to help you determine long-term patterns.

Then, a £25.00 worth of software for your machine waiting for its first winner in each category each month, picked at random from the qualifying entries. If the prize goes unclaimed for any category, we'll add a bonus mystery prize on for the next month - but there'll be some real goodies to get your hands on if you can get it right when others can't!

ROUND ONE

Post this form on a plain envelope to ACE Stock Market, Priory Court, 36-37 Farnington Lane, LE18 3AU. Closing date 27th November 1988.

NAME: _____ Telephone Number: _____

ADDRESS: _____

Computer owned: _____

My prediction for next month's top five software houses on the Com-pact Courier is:

4. _____ 2. _____

5. _____ 3. _____

1. _____

2. _____

3. _____

4. _____

5. _____

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

4. _____ 2. _____

5. _____ 3. _____

1. _____

2. _____

3. _____

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

4. _____

5. _____

3. _____

2. _____

1. _____

4. _____

5. _____

3. _____

2. _____

1. _____

My prediction for next month's top

five games on the Amiga is:

1. _____

2. _____

3. _____

4. _____

5. _____

Rules:

Anything must be received by the closing date for this round (November 27th 1988).

No envelopes returned or if any company notified in the prediction, details list, or one of ACE Magazine on the Internet entry.

Only one entry per household.

The decision of the judges is final and correspondence cannot be entered into.

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Card Number: _____

Signature: _____

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HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment;
 Entries to the Pink Pages cost just £4.00 each. (Except for helpline which is free).

- The maximum is 20 words except for Helpline. (Helpline entries can be extended to 100 words max - use another sheet of paper if necessary).
- The service is NOT open to trade advertisers.
- We will print your advertisement in the first available issue.
- Entries which could be interpreted as encouraging software piracy will not be accepted.

ENTRY FORM

POST TO: ACE Readers Page,
 Emap B+CP, Priory Court,
 30-32 Farrington Lane,
 London EC1R 3AU.

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- Helpline For Sale
 Wanted Pen Pals
 User Groups Other

Write your Advertisement here, one word per box.
 Include your name, address and phone number if
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Please place my ad in the
 next available issue of ACE.

Name

Address

Method of Payment

- Cheque P.O.

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 postal orders payable to:

ACE MAGAZINE.

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The BLITTER END

IF YOU CAN'T BEAT THEM - EAT 'EM!

W e just can't stomach this one. After indulging in hearty parties with the Power Glow, and dining up and down on NEC's exercise pads, we have now been obligating to - well for it - the Nintendo canal.

No, this is not a come-on, it's a very serious business, involving megabucks of license money and yet more income for the Japanese game giant who could now, if they wanted to, give every gameplayer in Europe a free console and still show a profit. In fact, the latter tactic has been quite seriously suggested at some corners, who reckon that Nintendo would then make even more money by logging on all expensive games to play on our free machines.

Well, that's something to think about over breakfast isn't it? Especially as you chew on the officially licensed console, Mat Sempson of South Woodford was so shocked to write in to tell us all about it. The advert reads 'Nintendo is too careful in one... How? Super Mario Bros! and Tetris! We rescued breakfast! If you can't beat them, eat 'em!'. I mean, writes Mat, that this is true.

Don't worry - we believe you. Sigh...

You may by now have heard of the 'blitterfest' behind the PC Show. The whole affair is clouded in litigation, but numerous parties are trying to stake their claim to the industry's number one show and the one thing that seems certain is that the PC Show, as you and I know it, will never happen again.

Three minutes silence.

Right, now for the plug. One of the parties attempting to invade it is the ad, a more often than NEC's publisher, and Blitter is therefore perfectly well aware that most people will claim that anything I write in this column will be biased. However, anyone who's known me (and that includes Miss Poona in Brighton) for any reasonable length of time will testify that I have always strongly supported the idea of a generally show during the Autumn period - and it is a happy coincidence that this is exactly what our publishers are trying to set up now.

The reasons for this are demonstrably simple. Computer games have a bad press generally, however self-important the software industry may sometimes find that highly rarely become, and good publicity is absolutely vital if the market is to increase. In fact publicity of any kind is better than the massive generalist most other media show when considered with the subject of computer entertainment.

The only way we can get publicity is by having a large public show in the country's biggest city on a regular basis, just before Christmas. We need TV coverage, radio coverage, and press coverage. And we aren't going to get that any other way.

There's also the question of new users. I

bought my first computer after seeing the Spectator at the PC Show. I was enticed there by the advertisements in the local press. Having a public showcase for entertainment technology is going to entice us more converts than ever before these days with the advent of more impressive products. And it's especially important at a time when so many people are preparing to invest in the industry for the long-term benefits of CBI and other potential profit-makers.

See you at the show, where you can accuse me to your heart's content of being biased. I'll be too busy enjoying myself to take much notice!

Peripheral Computers in Brighton are busy shifting Public Domain disks by the dozen at only £1.50 each. Like any reasonable duplicating house, they obviously have to take stringent precautions against viruses.

Unfortunately, someone in the marketing department has obviously misinterpreted company policy here as the company plan to give away a free condom with each order. When all else fails...

When things get hectic in the ACE office, a sudden sensitive period is declared and for a few limited minutes all you can hear is the thud, thud of disks burying themselves in an expensive new landfill. Scores of 180 and more are, of course, commonplace.

What is perhaps less impressive in the scores department, and which leads me to suspect that people (particularly computer games players) have abandoned the traditional dart game, is the manner in which the dartboard came to grace our office.

Grenville Graphics were the good sports involved - at the PC Show they offered the board and the darts to go with it (plus a very nice rubber mat!) to the person who got the highest score with three darts during the Show.

Competition was fierce. The highest score, achieved by our very own Jerry Mall, was... 65.

As you may have noticed on this issue's front cover, ACE has entered the world of electronic retailing with the introduction of a horrible looking - but very functional - bar code.

Bar codes are already the smart thing to do in the States, but here in the UK we've been a bit slow to catch on. The big advantage, of course, is that you, the reader, will now be able to scan in the relevant details from the issues in your collection using your free cover-mounted bar code reader and personal freedom. We anticipate getting this on the cover by around

NEXT MONTH...

In the next issue of ACE we'll be lavishing our annual Christmas present on you. This year it will be an essential fashion accessory which no self-respecting gamerster can afford to be without - the ACE 1990 Diary.

Packed with information on all the things you need to know, it'll be nestling on the cover of next month's ACE...

Also in future issues you can look forward to exclusive coverage of hypermedia following a trip to the States, including a look at the successor to Cosmic Osmo and the first DVI games (see page 185 of this issue).

April 2nd of next year.

Unfortunately, the bar code won't be quite so obvious in future. This has been an ACE public announcement.

Finally, just a quick welcome to the latest member of the ACE Team: Melanie Corbin, who'll be in charge of ad production. And if you're wondering there isn't a picture on this month's Blitter, it's because we didn't want to spoil the year get by printing her in black and white...

000-000

Doops!

The Commodore Show at the National this month is on the 17th-19th November, and not as previously stated. Apologies to all concerned.

Awaken the beast within you...

ALTERED BEAST

*Zero has called upon you! Only a brave and fearless warrior can ever feel beloved
through others, from the cunning slayers of hell, evil lord of the Underworld.*

*From the grave, you are granted with supernatural powers beyond
the world. Collect the mystical spirit balls and weapons into an over-
come army of enemies - as humans, gnomes and kick harder than
ever before, as BloodHunt and Zero fight up the back of the
demon of hell and on now, inside our your creature with
... our best friends!*

*You hear the distant cries of the beautiful
whores and as the women of the Underworld
ignite their gang, the beast within
you tries to tear the final bonds!*

ACTIVISION

SEGA

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100%

DYNAMITE

AFTER BURNER



SHARE... RATTLE... ROLL IT!

AFTERBURNER - You've played the arcade smash - now experience the white-knuckled realism of a supersonic delight at home! Using your foot-pedaling missiles and laser and-scratch fire, can you be the top gun against supersonic threats?

Experience brain-bending G-forces, bonus maning with the body-jarring patch and gear lock with your radar lock on your target, and FIRE!

ANNOUNCING THE IDEA TO AN audience of 1000 ENTERTAINERS etc. This game has been manufactured under license from Sega Enterprises Ltd., Japan.

LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Bushido used all his magic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In face of Bushido's growing powers, the greatest gods used all their wisdom to bring you, the Last Ninja, across the steps of time and confront your arch-enemy face to face. You arrive in this Impending and awesome modern world bringing battles with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Bushido once and for all?

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WEC LE MANS



The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance

Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Formula 1 is a driving simulator reproduces all the elements of the famous race with every twist and turn of the track.

© Borel

DOUBLE DRAGON



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

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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