

# ACE

- AMIGA ●
- PC ● ST ●
- MEGADRIVE ●
- GAMEBOY ●
- LYNX ●
- SUPER ●
- FAMICOM ●

ADVANCED GAMING MONTHLY ENTERTAINMENT

AMIGA & PC  
EXCLUSIVE

# ROBOWARS!

Cyberfight and Robozord prepare for the Mechanoid Apocalypse!



## WIN!

£500 of CD Goodies

### EXCLUSIVE!

Heart Of China Review

**PLUS**  
**30 PAGES**  
Of Hard Info  
in the Pink



**PRETTY PICTURES!**  
From the Imagina  
Graphics Show

**POWER!**  
The Top 50 Industry  
Heavyweights  
Named!

**VISION ON!**  
TV in your Face

30 PAGES OF REVIEWS AND PREVIEWS INCLUDING: JETFIGHTER 3, MYTH, HERO QUEST, LORDS OF CHAOS, LOGICAL, ROBOCOOL, CHINTO'S REVENGE, ROBIN HOOD, F-ZERO, MONKEY ISLAND, TRIAL BY FIRE, STELLAR 7, METAL MUTANTS



# GUNSHIP™ —2000—

In 1986, MicroProse released Gunship, an Apache AH-64A attack helicopter simulation which sold copy after copy and won award after award. It was hailed as the definitive chopper simulation.

Five years later, after the success of Operation Desert Storm, MicroProse present Gunship 2000. High-tech air supremacy provided unmatched military power. Now high-tech computer technology provides the untouchable chopper simulation.





# Tomorrow's Technology Today

Gunship 2000 simulates an amazing seven of the US Army's most technologically advanced rotor craft. For each of hundreds of different missions the player considers the special capabilities of each helicopter type and selects a squad of five ships, and then designates state-of-the-art weaponry to each chopper. It's the first multi-copter simulation ever to reach the mass market.



The action takes place in Central Europe and the Persian Gulf, each theatre containing three different arenas. Your crew members will increase in skill over time; your job is to make the best use of each crew member's abilities and to oversee and coordinate the battle tactics of the squad.



Topographical 3-D graphics show terrain with depressions, such as river banks and valleys, and elevations, like mountains and ridges, making low-altitude flight stunningly realistic. Each helicopter looks and handles just like the real thing.



There are a multitude of game options to choose from; training, single, and multiple helicopter missions, a campaign game, and in flight options allowing realistic or easy flight, landings, weather, and variable wind conditions.



A huge range of views allow you to see action from anywhere within the theatre of conflict. From within the cockpit you can see ahead, left and right, or you can watch from the top of the rotor shaft, via chase view, tail-view, remote camera, 360° panorama, or ride-the-missile view.



With the added ability to call in artillery and fixed wing support when its available and needed, and a mission builder for designing and saving your own missions, Gunship 2000 offers you the complete state-of-the-art simulation of a frontline battlefield.



**MICRO PROSE™**  
SIMULATION SOFTWARE

Gunship 2000 will be available soon for IBM PC compatibles

"All we ask is that we be left alone."

© Michael Beale. All rights reserved. All other photos by permission of the publisher.



And the two men who produced the game, and the two men who published it, were awarded the Game of the Year by GameSpot '98.



© Electronic Arts. All rights reserved.



© Electronic Arts. All rights reserved.

# reviews

This issue carries more games reviews than we could fit on the 32 intro page! So, here's the full rundown...

## ON COMPUTER AND CONSOLE pages 50-83

- 10 **DOOM** (3D Action Shooting)
- 11 **DOOM** (3D Action Shooting)
- 12 **DOOM** (3D Action Shooting)
- 13 **DOOM** (3D Action Shooting)
- 14 **DOOM** (3D Action Shooting)
- 15 **DOOM** (3D Action Shooting)
- 16 **DOOM** (3D Action Shooting)
- 17 **DOOM** (3D Action Shooting)
- 18 **DOOM** (3D Action Shooting)
- 19 **DOOM** (3D Action Shooting)
- 20 **DOOM** (3D Action Shooting)
- 21 **DOOM** (3D Action Shooting)
- 22 **DOOM** (3D Action Shooting)
- 23 **DOOM** (3D Action Shooting)
- 24 **DOOM** (3D Action Shooting)
- 25 **DOOM** (3D Action Shooting)
- 26 **DOOM** (3D Action Shooting)
- 27 **DOOM** (3D Action Shooting)
- 28 **DOOM** (3D Action Shooting)
- 29 **DOOM** (3D Action Shooting)
- 30 **DOOM** (3D Action Shooting)
- 31 **DOOM** (3D Action Shooting)
- 32 **DOOM** (3D Action Shooting)
- 33 **DOOM** (3D Action Shooting)
- 34 **DOOM** (3D Action Shooting)
- 35 **DOOM** (3D Action Shooting)
- 36 **DOOM** (3D Action Shooting)
- 37 **DOOM** (3D Action Shooting)
- 38 **DOOM** (3D Action Shooting)
- 39 **DOOM** (3D Action Shooting)
- 40 **DOOM** (3D Action Shooting)
- 41 **DOOM** (3D Action Shooting)
- 42 **DOOM** (3D Action Shooting)
- 43 **DOOM** (3D Action Shooting)
- 44 **DOOM** (3D Action Shooting)
- 45 **DOOM** (3D Action Shooting)
- 46 **DOOM** (3D Action Shooting)
- 47 **DOOM** (3D Action Shooting)
- 48 **DOOM** (3D Action Shooting)
- 49 **DOOM** (3D Action Shooting)
- 50 **DOOM** (3D Action Shooting)

## POWER EXTREME!

Contrary to popular belief, the computer games industry is no longer controlled by a spotty elite of high IQs and white-kid businessmen. Instead, a group of young men and women with more financial muscle than you would believe are deciding right now the games you will be buying and playing next Christmas.

So here, in another blistering ACE exclusive, we name the Top 50 industry powerbrokers and slot their functions into the complex jigsaw of games publishing.

Full report on pages 18, 19, 23, 27, 33, 35 and 37.

**EMEA (EMEA)**  
 Henry Cook  
 85, Ardenington Lane  
 London E12 8AD  
 Tel: 011 204 5500  
 Fax: 011 204 1000

**EA** (EA)  
 Brent Brink  
 2000, 2000  
 2000, 2000

**EA** (EA)  
 2000, 2000  
 2000, 2000

**EA** (EA)  
 2000, 2000  
 2000, 2000

**EA** (EA)  
 2000, 2000  
 2000, 2000

**EA** (EA)  
 2000, 2000  
 2000, 2000

**EA** (EA)  
 2000, 2000  
 2000, 2000

**EA** (EA)  
 2000, 2000  
 2000, 2000





Only available at select dealers, the computer now lets you see what's going on in your car. And it even comes with a tracking system to let you know where you are. For more information, see page 12.

## HOT. DAMN HOT.

The sun comes up, the day begins, and it won't be long before we're drinking it in. Fruit juices all round at the ACE office, since the heat is so intense. But it's not the Sun we have to thank for our trio's casual condition, it's being at the blistering white-hot laser-edge of computer entertainment that's giving us leady-knives. This issue we report on the frenzied of the Laserdisk, imagine what movie licences of the near future could turn out like, examine the phenomena of *The Robot in Games*, and report from Monte Carlo on the Imagina Graphics Show. And for readers with an interest in industry phenomenology, we name the Top 50 figures in the business. And there's the usual excellent coverage of the latest games for your machine. Non-essential reading? We think not.

# features

**WIN! WIN! WIN!**

Only available at select dealers, the computer now lets you see what's going on in your car. And it even comes with a tracking system to let you know where you are. For more information, see page 12.

quartz system, complete with an interface for your Amiga, PC or AT, and a bundle of software.

Turn to Page 12

Get one of the amazing images on disk at the Imagina exhibition and watch your full resolution on the monitor screen in the main world of graphics, turn to page 10.



## COVER STORY

The robot 'big bang' has a popular brand of hero, from the classic games like *Robozone* and *Star Wars*, through silver-screen classics like *Godzilla 2* and *Robozone* to modern day selling *Robozone 2 & 3* and the forthcoming *Robozone 4*.

Here we examine the genre and in particular the previous three giant robot games, *Star Wars*, *Robozone* and *Robozone 2 & 3*. *Cyberlight*, read all about it on page 10.

### 18 POWER!

In another ACE expose scenario, the top 50 players in the industry's power games are named!

### 22 ACE AT THE MOVIES

The beautiful people and Bill Hayes looked to Cannes recently for the film festival and isn't what a selection of titles there were on display. Imagine if they were turned into games...

### 25 ROBOWARS SPECIAL

*Cyberlight* and *Robozone* are robot games with a difference. *Robozone*, while opting for a more straightforward feel, promises almost action-blasting. *Cyberlight*, on the other hand features its own mini graphics systems, built-in yourself robots and a two-player punch-out option. Which will triumph?

### 32 LASERDISK REVENGE!

And you thought the Laserdisk was dead? Whom? Read about this incredible new twist on technology and enter our free competition.

### 36 LASER QUEST

Real-life laser combat comes to Manchester.

### 39 INCENTIVE

We report from this year's computer trade show where the industry folk have been deciding what you'll be playing this Christmas.

### 42 IMAGINA

Strictly for pleophiles, this report from the recent graphics show in Monte Carlo will simply stun you!

## REGULARS

### 7 ACE GAMES NEWS

*Lein 2*, *Alien Off-Player Manager*, *Floor 13*, *Chopper 2*, *Race Wars* and *Rockman World*, and an opportunity to Program for the Lord!

### 11 ACE TECH NEWS

The latest news of widgets, games and events on the hardware scene.

### 15 LETTERS

Speak out!

### 84 TRICKS 'n' TACTICS

Solutions, codes, cheats and hints for the best games of the moment.

### 88 NEXT MONTH

For be it from us to blow our own, if you must, trumpet, but the next issue will be rather epic.

# ACE

JULY 1989



# PLAYER Manager™

## 2

by Dino Dino

**PLAYER MANAGER 2 IS EXPECTED TO BE RELEASED AT THE END OF THE YEAR OR EARLY NEXT YEAR.**

Many thanks for the support and constructive criticism that so many of you extended to our products. Player Manager remains to date perhaps the only real time soccer management game. Now Dino is busy writing Player Manager 2 and the draft specifications are detailed below. If you have any suggestions that would enhance the depth or playability of the Player Manager 2, please write to us.

- One M. byte minimum memory. An additional disk drive may also be required.
- Full implementation of ROCK CH1 2 and RINGA WRESTLE whenever possible. A double tennis editor will also be included.
- Three division leagues with 66 teams. Two Domestic and two Foreign Cup Competitions.
- A young player may be named to the first team play otherwise he may burn out quickly.
- Numerical factors can cause player stress which will play a very important part in his individual match performance.
- Captain appointments. Max of the month, Manager of the month and the year awards.
- Manager performance to be put under tighter scrutiny. I.e. failure to get promotion after awhile or maintain the position at the top may lead to being sacked.
- Introduction of some really estate and high spending computer managers. A Player Manager may also get an offer to manager another team in the league.
- Monthly transfer lists, of every player in the league and on the transfer market. Daily transfer listed players will have price indication.
- Option to bid for a player not transfer listed and overseas players. Introduction of scouts.
- Much improved match report with information on scoring attempts, keeper saves & possession in each half of the match.
- International caps awarded and also compulsory retirement of players reaching maturity.
- Improved financial structure. Multi-players applies.
- Improved coaching with facility to concentrate on an individual player.
- Terrible management stats. Influenced by individual player and team performance.
- Referee, pitch, and wind may be implemented. Pen shooter included.

#### SUGGESTIONS THAT CANNOT BE IMPLEMENTED

- Enhanced graphics or facility to edit player names. Both of these take up too much memory.

Each letter received until 11th July 1991 will go into a draw. First 10 letters drawn will receive an autographed copy of Player Manager 2 and next 10 letters drawn will receive 100 second tickets.

Now it's your chance to help us create a game you want. Take it and you may also win a prize.

Please address the envelope to the address below:

# ANCO

PLAYER MANAGER 2, ANCO SOFTWARE LTD,  
UNIT 7 MILLSIDE IND. ESTATE, LAWSON ROAD, DARTFORD, KENT, DA1 5BH

# NEWS GAMES NEWS GAMES

**Spurs wins the FA Cup and Rick Maynes gets hooked on bionic baseball...**

## Chohmakaimura

You may not recognize this Japanese name but we bet the plot does a bit. Here, *Shogun* is working on another action game with ghosts, goblins and ghouls. Only this time, the Japanese company's efforts are purely being directed towards the Nintendo Super Famicom. Video games' favourite knight, who has a habit of losing his

armor, is back in another adventure! The scenario goes like this: People are living in peace after the disastrous Great Fire four years ago. The war-torn castles are all but rebuilt and the town centre is a hive of activity. However, their happiness comes to an abrupt end as they sustain a fierce attack from a monster family in the sky. Innocent citizens are killed and the Princess is trapped. The knight awaits the chance to avenge get drunk on the great wine of peace. Taking the role of Akash you have three chances to get things right and destroy the monster's nest.

*Chohmakaimura* will be available in August for the quest-droning sum of £6,500 (approximately £14). An early pre-production version of the game received a huge thumbs-up from critics to the first Super Famicom show in Tokyo last month.



Shogun is getting into the new Super Famicom version. Special thanks to Roger Matthews for his assistance in explaining the details about this title.

## Lotus Turbo Challenge 2

Get your motor running because Gamate is studying the eagerly-awaited follow-up to the racing Lotus Turbo Challenge.

You can drive both a Lotus Esprit Turbo SE and a Lotus Turbo SE depending on which game you're on. The sporty Esprit made history in 1982 when Lotus created a car that became a leader for a generation. Then, 23 years later, the designers went back to their drawing board - or CR2 packages - to create a compact, two-seater sports car. "You have never driven a car like the Esprit because there has never been a car like it," proclaims Lotus.

Instead of the track-based play of the original, Lotus Turbo Challenge 2 is divided into individual stages which will also include alternate routes and different route objects and terrain. Set drivers can try their luck in November.



## Amnios

A big hairy thing is living in space, eating everything that it comes across. Some hairy people built an army to fight the Big Hairy. The army kicked butt. The army's little ally went from planet to planet trying to kill the Big Hairy, if this sounds like another scenario for a shoot-'em-up, don't worry, it is!

*Amnios* is an "explosive encounter with the living planets of the worst kind" asserts publisher Progress. The game has been coded by Pete Lyons and Paul Frewin, two ex-Microsoft releases previously responsible for such titles as *Blitzkrieg*, *Leatherheads* and *Tekno Quest*. You'll be able to meet the Big Hairy next month on Amiga.

## Player Manager

fresh from the chart-topping success of *The Amo* and *White*, Dave Otto and Acoo are hard at work on the sequel to *Player Manager*. Acoo's boss And Gupta has set his sights high for *Player Manager 2*, saying: "I want to give people a game that will stand the test of time. I want them to say, 'Yes, this is the definitive football management game!'"

To help them achieve their daunting task, the guys are looking for innovative ideas to inject into the game from experts in the field... that's you my friend! Acoo isn't simply looking for copy content; changes to *Player Manager*, Dave Otto wants hard gameplay ideas.

"We're importing the best of it," muses Gupta. "We're going for a multi-player option where at least two players can play simultaneously. People can bid for each other; players and managers teams will be playing as well. It's all compressed into three divisions. You must name your players properly otherwise they will just burn out. You also need experienced players to support the novices."

"We've learnt so much from *Player Manager* about all the failings we're. The foil of the player will be important and not you a lot of money. Managers will be strictly monitored, you could be sacked for a poor performance."

The only bad news is that *Player Manager 2* requires 100k of memory and extra disk drives. At least there will be a full implementation of Kick Off 2 wherever possible.

For more details of how you can get involved in football simulation history, see the special advert found elsewhere in this issue or call Amco on 0532 292515.

Remember football is a game with two halves and the team with the most goals wins by the way. Kick Off 2 may be in time for the European Championships next year...

Football like the other sports can be fun!





## Strike Command

Far in the future, the planet's threat for robot apes has resulted in whole planetary systems being turned into combat arenas. Top human and alien pilots compete in a series of high-speed, high death rate duels, with only the most skilled and sure wing warriors standing a chance of winning the championship.

Written by the same team responsible for Microsoft's earlier flight-'n'-fight hit *ThunderStrike*, *Strike Command* employs a similar trailing camera viewpoint of the solid-3D action, but has an even higher death and destruction quotient thanks to the ability to lay a high range of weapons and ship upgrades with cash won in the arenas. Can you make the grade as the Universe's top gamer? Flat out when *Strike Command* hits



Imagine the thrill for months that it means you've got even more of the best than you think you do.



Even more of everything! While you're at it, you can even get the best of the best. Usually.

The creator of the Microsoft Windows best developer's console, another one playing the role that it's in. You can even see the use of other tools—some game tools like... Available in all formats. Microsoft Corp. of America.

## Base Wars

What do you get when you mix football with tanks? The latest in Ultra Games' Cyber Stadium Series. In Base Wars, the football teams really are made of metal. Hurling mechanical two-man assembling humans, ball-toe tanks and unidentified folding objects. And they're programmed to pound, punch and blast it out for base possession. Ouch.

This is a whole new football game. Select your iconic ball club, set the robot roster, and go ahead to circuit in single games or a two-versus-10 game present class.

Send, cut, thrust, kick, spin to attack or engage the special combination attack response. Just remember you have to play ball as well! And don't forget to check when the designed state flying. If the bottles get too hot, just save the team and shift for another day. Fortunately, you can



cook in your Cyber League winning for parts, repair and a mild assortment of metal-making weapons. Hire the driver to waiting for you in the parts shop. There are five different models of mechanical members, each with specialized capacity for playing a specific position. Choose from 22 different protective and offensive items including iron gloves, laser goggles, laser swords and more. Will Base Wars become the world's favorite football?



## Choplifter II

Not many shoot-'em-ups can claim a link to real life. *Choplifter II* is a worthy exception. The latest attempt by American Special Forces to rescue the US hostages held in Iraq during 1980 prompted *MicroPro* Software to release a game where the player not only had to blast away enemy tanks and planes, they also had to liberate and evacuate little people held prisoner in American embassies. *Choplifter II* comes on instant CD on the first wave of home microcomputers like the Apple II and Mac II. Even it was regarded a classic. Now IVC Musical Industries in Japan has revealed the Saturday edition of *Choplifter II*.

An epic 28-stage song, *Choplifter II* is available today for \$3,400 (\$3.50). The world is still in a war-torn condition, the environment is getting worse every day. Now, powered by exclusive technology, the most urgent task has become the speedy rescue of prisoners of war. You must get the prisoners who can be taken and revive them. With the most accurate weaponry and the latest in attack helicopters, the 4995 Comanche, you fly over extremely dangerous places like dense jungle and burning seas. For the mission you have three

Stations and missions in order to increase your strike capability. However, ranged against you

Armed and powerful American Special Forces...  
...the world's most powerful...  
...the world's most powerful...  
...the world's most powerful...

...the world's most powerful...  
...the world's most powerful...  
...the world's most powerful...

...the world's most powerful...  
...the world's most powerful...  
...the world's most powerful...

## The Secret of Monkey Island

You can't keep a bad pirate down, the Evil Cheat Pirate LeChuck was apparently only slightly flustered by their bottle of root beer in the first game, so he's about to make a comeback later this year in the form of *Monkey Island II: The Glorious Tales of Guybrush Threepwood*. Lucasfilm Games and US Gold revive the pirate epic in a really new and out of the box.

*The Secret of Monkey Island* was a hugely successful graphic adventure first published by one of the genre's. It's story focused on an aspiring pirate, Guybrush Threepwood, who sets out to find his fortune among treacherous, voodoo-primitive and marauding giants. This release had many interface refinements to Lucasfilm Games' game engine, and incorporated scaling 3D cut-scenes and other special visual effects. Thinking of 1991 - and all that - Lucasfilm Games even produced versions of the text in German, French, Spanish, Italian, Portuguese, Swedish and Finnish. Japanese, Chinese and Korean gamers also have the chance to solve the devilish quest.





© The Walt Disney Company

## The Little Mermaid

Under the sea no-one can hear you scream. Based on the recent animated feature film from the Walt Disney Studios, which in turn was inspired by a popular East European folktale, *The Little Mermaid* has been set into silicon by Capcom.

This love story tells the tale of a pretty mermaid who, after saving a handsome prince from drowning, trades her voice for legs. In order to start nagging him, she needs to get that big screen kiss from the beautiful sea-kid. Like the movie, the video game is full of cute characters and graphics. It certainly makes a change from all those megabooth beat 'em ups currently playing on most consoles. Keep a special eye out for the cool caper *Crayfish*. The *Little Mermaid* is out next month on NES for ¥8,800 (around \$23.95), more versions are likely to follow later in the year.



One of the hottest games to come from Nintendo this month is *The Little Mermaid*. It's a cute little game in the style of the classic *Super Mario Bros.* but with a different twist. It's a cute little game in the style of the classic *Super Mario Bros.* but with a different twist. It's a cute little game in the style of the classic *Super Mario Bros.* but with a different twist.

### DEFENSE OF DEKADENCE (2D)

Which one? Superman, Iron Man, or Batman? The new game *Defense of Dekadence* is a fun and challenging 2D action game that lets you control one of the three heroes. It's a fun and challenging 2D action game that lets you control one of the three heroes. It's a fun and challenging 2D action game that lets you control one of the three heroes.

## Floor 13

What is *Le Corne* and *Floor 13*, a game of subterfuge and corruption in high places, puts the player in the hot seat of an unscrupulous Government agency known only to the PM and a handful of ministers. The agency's job is to keep the Government high in the polls by covering up damaging scandals and subverting local Government voices.

*Floor 13* mixes *Le Corne* style intrigue with intricate management gameplay to create an absorbing and refreshingly cynical atmosphere of moral ambiguity and double dealing. Written by David Luckman with graphics by Carl Copping, both of Camelot fame, the game features a impressive plot driven that can keep track of up to 100 unrelated scenarios. Aimed squarely at the 'mature' player, *Floor 13* is due from Virgin this September. Definitely one to watch - while watching your back!



## Rockman World

By popular request, Capcom is bringing its favorite character to Gameboy for the second time. *Rockman World* is a fun, colorful cartridge with our sponsors up against more Mad Doctors and evil robots out to rule the universe. Four Megaman can't count on the help of his robot dog in this dandy sequel.

Capcom has sold over one million copies of the *Megaman* series. Started back in 1982 by Kenji Yamamoto, a veteran of the Japanese video-game industry and founder of two (products of 8-bit), Capcom is a designer and publisher of games for home and coin-operated video arcade games. With over 180 game designs, the firm is ranked in the top three of more than 40 third-party businesses that design and market home video-games for the NES and Gameboy.

In the past nine years, Capcom has given us *Commando*, *Ghost 'n Goblins*, *1942*, *Street Commander*, *Street Fighter*, *Angelic World* and *Golden '88*. *Golden '88* has experienced a long and fruitful relationship with Capcom by converting its games into home computers.

Success, according to Capcom, lies in the company's ability to develop high quality video games that appeal to broad audiences and age groups. Another future direction is to bring its design skills to the USA. Currently Capcom has an American design team working with and studying the intricacies of game programming from the Japanese 'master' in Osaka. These digital children should help keep Capcom at the forefront of video-game design.





Play is coming from the front that created *Lord of the Mystics*. You must definitely control the flag from the main village and return it to your own village before they get your flag to their. Canada supports the game features a great scenario strategy area like the design. It's not by its own.



Some details have emerged about the new features. The new game currently in development in the form of *Dragon's Lair* is the first big adventure designed explicitly for the personal computer rather than the modern computer's hardware platform. It's a workable idea with the focus on a clear, readable, and simple set of rules, and what's really new is the game's design of graphics. It's not a new.

## Faria

Will dragons fight your hero?

Only the bravest video warriors would enter *Faria: The Land of Mystery and Danger*. This RPG/action-adventure hybrid for the MSX comes from Nextoft Corporation, the American subsidiary of SCEI Corporation, publisher of *LOGAN* magazine in Japan.

"Action-adventure gamers will thrive on the fast-shifting pace of battling hundreds of monsters," reports Nextoft. "This title is designed to set new ground in adventure gaming with a thrilling plot, along with over 70 different items, weapons, armor and magic."

Based in the Gallician town of Cypress, Nextoft has already released products ranging from the complex *Wizardry* RPG series to *Temage Mutant Ninja Turtles* Christmas cards. *Faria* out, soon.

If you're into adventures, you should be in luck. *Faria* has a lot to offer the MSX/Intel-based game. There will be a lot of excitement there in the next 100 or so hours. Contact SCEI (SCEI) for more.



## Fire and Ice

Remember *Peggy*? Gradygold obviously so, because the hero of their forthcoming platform escapee bears an uncanny resemblance to the adorable canine star of the *Felty* dog cartoons. Some wouldn't say... er... person has kidnapped a litter of puppies, and it's up to the floppy-eared critter to rescue them. Armed only with the ability to spit fire cubes, this epic quest takes the dardwell doggie from his by foot-bound through eight multidimensionally-scrolling levels to a final battle with an arch-baddy on a volcanic rim of lava and justice.

As for a fitting writer, by Gradygold's former solo supervisor Andrew Braybrook (responsible for such recent classics as *Thunderbolt* and *Parasol* '83) and looks unlikely to damage his reputation as a creator of first-quality software. Could this be the game to look back to for his greatest? Find out when the fire and ice is released this Winter by Microsoft.



## Program For Jesus

Exemplars of Kingdom have launched a programming competition to find the best Christian Software Writers of 1991. The firm, dedicated to spreading the Good Word through Christian computer games for Church and family, are offering prizes for the best examples of holy coding across a number of age ranges, on all popular machines. All manner of software will be eligible for entry, although shoot-em-ups will probably be slimly viewed.

Please don't send your entries to ACE. Instead, mail them to: The Bible Software Competition, Orangeburg.

## Civilisation

From the co-founder of *MegaWars*, *Civilisation* appears to be Sid Meier's answer to the grand strategy *Populous* and *Powermonger* strategy games from Bullfrog and Electronic Arts. This reversed game design genius even made *Train Spitting* trendy with *Railroad Tycoon*, so great things are expected for this can't-be-though-the-top.

If it begins back in 4000 BC, you must develop an entire civilisation from a small nomadic tribe, balancing such issues as economics, politics and defense. The playing area is set on a map of the real world or a new terrain on a computer-generated area. A game may be played in its entirety for five to six thousand years or for a specific 100 year period. Along the way you'll encounter historical figures such as Napoleon or George Khan. A novel *Encyclopedia* is incorporated, giving definitions and illustrations of the terms and concepts used throughout the game.

*Civilisation* is scheduled for an autumn release on IBM PC-compatibles for the princely sum of \$29.99, all major graphics and sound boards will be supported.





The Doors get digital as Rik Haynes ventures into freespace...

## Beyond The Stars

Do you fancy yourself to be the next Luke Skywalker? LucasArts Entertainment Company launched a thrilling theme park ride in Tokyo last month that puts you in the Star Wars movies to shame!

UCI StarPort 2048 is the latest brainchild of George Lucas, the movie genius behind the Star Wars trilogy. For \$3,000 (the equivalent of \$4.50) space adventures get the computer-generated ride of their lives. A spokesperson says it's a "Universal Experience".

Details are scarce, but StarPort uses something called 3D image graphics and LucasArts' TDS sound system to produce stereo sounds better than most cinemas. Some of the amazing visuals were created by LucasArts' Industrial Light & Magic, the Oscar-winning movie special effects team. No European launch for StarPort is planned at present.

October 1992 - 102 (2048) for release to new range of computers for the Genesis including the 32-bit and Genesis 32-bit (16) graphics allowing you to see in the dark, available with original version (2.0.0.0). Upgrade (2.1) includes new 32-bit graphics and 32-bit sound (2.1.0.0).



Impressive movie production team look at new opening into theme park ride, with other games to reveal the meaning of this computer.

## Liquid Crystal Clothes

Who's going to be the next fab thing to wear to your favourite nightclub? How about clothes that change colour with temperature? Coolest look.

British chemists at Merck have devised a heat sensitive liquid crystal ink which can be used in cyberclutches. Thermochromic clothes are a natural progression from Merck's 30-year research into this technology. It's even used on wine labels to show the correct temperature to serve champagne.

"The thermochromic-like fabrics change in colour from black, right through the spectrum from red to violet as the clothes come into contact with either body heat or any external heat source," reveals Dr Martin Peber, Advanced Materials Business Manager for Merck's Industrial Chemicals Division.

UCI wonders what happens if you have enemy armies? Yuck!



## Holographic Time Travel

You could be in for a visual shock when you visit your local arcade thanks to Sega Enterprises, USA. This American subsidiary of the Japanese 32-bit giant has developed a new video game system incorporating holographic graphics pulled off a scientist. The fascinating 3D utilizes a novel optical system borrowed from a Southern California company specializing in holography.

Sega's premier Hologram game, Time Traveler, has you controlling the movements of real people instead of computer generated sprites. "Players will experience the illusion of debating the script and storyline before their very eyes," promises Sega. You simply punch, shoot, jump and duck your way around a fantasy journey through time. Time Traveler will be followed by a whole series of Hologram games.

The whole concept unsurprisingly received a phenomenal reception at the recent ACMJ (American Coin Machine Exposition) in Las Vegas, especially since the cost of a Hologram setup is "very reasonable" - whatever that means. Sega Europe hopes to start shipping the machine in mid-July.

Sega finally bringing indie era computer video games into the 21st century? Find out next month when ACMJ brings you an exclusive report from California and Japan. To watch the Hologram in the meantime, turn to page 32 and discover another fantastic invention...

## Master of Sounds

Why waste your time with third audio when you could invest your PC with old sounds? Cinnabar-based Conex, USA has designed and manufactured the specification heavy Sound Master II soundcard.

"The new Sound Master provides the highest standards in sound quality and supports features that moves away anything else anywhere near its price range (£279.95 plus VAT)," asserts the unimpressed President of Conex, Mark Stewart.

Sound Master II boasts full 32-bit compatibility, DMA digital with a high sampling rate, MIDI interface, internal speaker support and voice recognition software. It also comes complete with MIDI cables, speaker, digital graphics-based sound editor, descriptive disc recording and playback software (the long sound files) and PDI-Lite, a music composing program. Contact Conex Europe on 0800 084614 for further details.





## Wired For Sound

British big names will soon have equally impressive sounds to accompany the next Schenkerwegge MusicCenter. Thanks to the West Essexrock UCI multiple cinema in Essex are enjoying better quality film soundtracks than most West End London venues.

Oliver Stone's music movie tribute to states band The Doors has been chosen to launch Kodak's Cinema Digital Sound (CDS) into Britain. This technically advanced sound system provides digital six-channel audio comparable to the results of compact disc recording. The six channels has deep bass and special effects blasting out in all directions. A spokesperson claims CDS matches the audio limits of the human ear.

Fans are to be fooled into thinking the movie is "surrounding" them, then creating an extra sense of realism. Perhaps listeners even believe the booming Jim Morrison is puking up right behind them during *The Doors* (RCA).

Kodak spent two years developing CDS in conjunction with Optical Radiation Corporation of Los Angeles, California. Lasers are used to actually "digitize" optical soundtracks directly onto celluloid. Your local cinema needs to spend around \$15,000 and a couple of days installing CDS. So far, European cinematic concessionaires have had to travel to Brussels or Munich to break the sound barrier.



When movie sounds are played through the new CDS technology, they are taken of movie tracks to also being from the original soundtrack. This means you'll hear the same sound as the original. Call now for details on buying in Essex. A22 Entertainment, New City, Italy 114, Customs, California 0429 1234, USA.

## Be A Smarty Pants

How much do you really know about toys, then? Do you know what keeps a ten-year-old girl or a baby boomer? Have you ever wondered what toys really help your child to learn or how to assure the toys you buy are safe?

The answers could be in *"A Parent's Guide to Learning Through Play"* from Youth Electronics, a top name parent - surprise, surprise - that specializes in advice about toys.

Youth says the guide contains a wealth of information on the different stages in a child's development and how to choose the right toy for the right age. It also covers the difference between a learning aid and other toys and offers advice on toy safety from BSA (Royal Society for the Prevention of Accidents).

Just send a SAE to Youth at "Learning Through Play", Youth, PO Box 4800, London SW9 9PQ.

How old is your hero to be before you can complete Super Mario Bros? Answers on a post-card to...



## Virus Attack Shirts!

So what exactly is a Virus Attack shirt?

Great for corporations, we suppose. Over to designers to design and then Jackson at Fine One for their explanation. See 00000

"We work with digital art studios and undertake networking to positively contaminate art design data."

Then, you, in and then claim they've been influenced by the data landscapes and virus work of American artist Joan Fontana.

"Working with virus infected text and graphics and deliberately corrupted files, we let the virus strains not just in our printing software. As a result, Fine One designs are contaminated beyond recognition."

That's enough of this. If you're interested in Virus Attack Art or other digital items contact Fine One on 0208 3643950. You'll even get a free leaflet with each shirt giving you more and more info on the "truffing edge of techno-art". Horrie.



## Multimedia Visits Palm Springs

Following the agreement to create a multimedia standard for IBM PC-compatible computers, Tandy has unveiled a new range of MPC (Multimedia PC) machines.

The vibrant American electronic maker and mobile launched its first MPC line-up at last month's Comdex '91 conference in Palm Springs, California. Each Tandy MPC is equipped with a 128M/1600 internal CD-ROM drive, 16MB Video RAM, audio circuitry, 1.44-inch floppy-disk drive, mouse and multimedia peripherals. You also get a multimedia system (CD-ROM running at 1548Hz), 2MB RAM and 40MB hard disk) costing \$2,599 right up to a deluxe 32,499 model (32MB RAM, 4MB RAM, 100MB hard disk).

Tandy is also supplying internal and external CD-ROM players for \$799.95 and \$899.95 respectively. These upgrade kits supposedly convert a standard PC into an MPC.

Hopefully you'll be able to buy any MPC software with the confidence of that it will run on your own set-up. Integrating digitized video, audio, graphics and text, multimedia software is becoming increasingly popular to the business, education and consumer sectors of computing. Numerous hardware and software

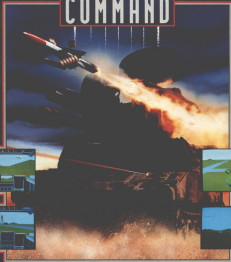
companies - including Sony, Philips, Matsushita and Fujitsu - follow multimedia to the next step forward in interactive entertainment. The potential is only beginning to be realized after many years of hype. PC's have to wait and see if it succeeds. MPC is a step forward but is could-end up becoming the next standard.

Tandy's first the MPC systems should be shipping in the States as you read this. The company has yet to announce prices or availability details for Europe. Let's hope users don't have to wait too long, as pay too high a price, for the package of MPC "multimedia".



Set in the a "M... fought be are the d any affo "behind by elite vehicles. machine

# BATTLE COMMAND



Set in the future, in which you control a "Master" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Master is the latest such machine capable of being lifted in and

## FIRST INTO BATTLE ...

out of hostile territory and armed with the most advanced weaponry. Select your mission and the armory you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete

## ... LAST TO LEAVE



theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true grit determination. SPECTRUM-COMMODORE-AMSTRAD IBM-AMSTRAD PC & Compatibles ATARI ST-CDM AMIGA

Turn a  
Bogey at two o'clock into an Eagle shot...



MicroProse flight sims have long been seen as the best in the field. Now we're using our technology to explore another dimension.

The rolling 3-D of the golf course topped with the options, gameplay and realism you've come to expect.

Others are golf games. This is for real.

**MICRO STYLE**

... another dimension from the leaders in simulation software.

MicroStyle Entertainment Software is a division of MicroProse Simulation Software UK.

Send  
Faire

YO  
WE

Focus  
Micro  
offer  
atrad  
wide  
real, b  
get ab  
game's  
It's ab  
and off  
exper  
ultimat  
come to  
Graph  
stretch  
there is  
graph  
thrupe  
Vani  
play/  
su/ful  
we the  
agrec  
each is  
that la  
game  
achiev  
Dow  
tally  
thing  
three  
game  
man  
to sh  
the  
confi  
with  
it's b  
three  
three  
too,  
at 1  
cap  
the  
out  
game  
man  
not a  
Jul  
time

# letters

Send your letters c/o Jim Douglas Priory Court, 30-32 Faringdon Lane, London, EC1 3AU.

## YOU SAID WHAT?!

Having read your article on Famicom Super Mario (issue 86), I have decided to write and offer my contribution to you (this because I'm almost 40 years old, ok, so I'm getting myself wide eyes to mountains of criticism and hate mail, but I had to see what the attraction is. I've got absolutely no intention of belittling the game's achievements).

It's obvious that a great deal of thought, care and attention has gone into the design and implementation of what many view as the ultimate Platform Game. Sonically it's fine, with some suitable music and excellent effects to facilitate, it's only 2D, because it doesn't really stretch the machine's capabilities and although there are plenty of clever visual effects and gaps, it's been done a lot better elsewhere (Magazine Mickey and Sonic for example).

Video gameplay is there in abundance with plenty of puzzles along the basic run/jump/headbutts/squash action runs throughout the entire length of the game. However I do agree that you need to adjust your approach to each level because of the various challenges that face you and this aspect should make it a game that you want to keep playing in order to achieve that elusive "satisfaction factor".

Doing this so far isn't we? I've agreed with an awful everything you've said apart from two things: stability and addictions. Where did these two things disappear to? I've had the game for four months now and have only managed to save 12 game positions! It has to be one of the most frustrating titles I own!

Whether it's down to my incompetence, or the confusing and relatively in-responsive Control method, I don't know but one thing is for sure - it's far from addictive! Many a payroll has been thrown against the monitor screen because the fatal phenomenon hasn't done what he expected, done something too late or not done it at all. I know I'm a good games player but why can't I get to grips with Mario?

Oh sure I'm not the only one who tears his hair out and screams uncontrollably after playing this game for ten minutes. Despite what you and many other magazines claim, this in my mind is not a playable or addictive game.

Let's that point, I read in a previous issue that Nintendo are so confident about Mario 4 that

they think it will sell the Famicom for them. That's probably true but only because the character is a legend in video game entertainment and, as we all know, games always sell. It's also rather underhanded of Nintendo to expect fans of the series to buy a brand new machine in order to play the next instalment.

Alan Roche  
Oxford

Without wishing to nitpick, your arguments are far from airtight. The fact that you can't get especially far in the game is neither here nor there. It's not achieving only 12 worlds in four months would seem to suggest some sort of arrested development. Unresponsive control? Perhaps you're just not connected properly, since we found the Mario's own interface as fast and fluidly as any we've seen. And as for "Mario not doing what he was told"? This was set spinning when we came upon that old chestnut.

I can't really see your gripe about forcing people to buy the Famicom to play Mario. For a start, there are other Mario games for every other Nintendo system. And after all, if you had to release every game on every format, simply to let everyone have a go, the game design would inevitably be aimed at the capabilities of the lowest machine, making it a pretty dull outing for top-end users.

Finally, your comment about names always selling suggests you're a bit confused. Mario's name has been built up from a series of successful video games, so why shouldn't he have this sell? It's distinct from the real cultists abusing the names-to-sells adage, when tabloid games ride on the publicity of well known films. Next.

## PREMATURE EXCITEMENT

My brother and I own an Amiga 500 and have been eagerly awaiting the release of 40 Scoops Boxing. Your magazine announced in its review that the release date was to be January 1991. So, since a week we've sat down to our local software outlet. Sack, dejected and quasi-subdued we trudged back home with our newly pocket money still intact.

Why of why did you raise our hopes to such an enormous State of erect expectancy, only to make us walk limply home every Saturday unfulfilled. It's a big tease!

I eventually phoned up Mindscape who informed me that the release date was October 1990 despite the fact that your mag still carries the advert supporting a January 1991 release date!

Don't you think that with a game so lavishly praised by your magazine and so eagerly awaited by the public you should have written some kind of warning/announcement with regard to your hopelessly misguided information.

Please explain as my disillusion with your magazine runs down on me like a 100-ton carpet bombing raid.

Andrew James Cookin  
Fife City

My what an emotional letter. 40 Boxing, at the time we reviewed the PC version was intended for an early '91 release on all formats. And although products as complex as Boxing often slip, it really isn't our place to apologise for not covering their own release dates.

## 8-BIT OF WHAT YOU FANCY

I would just like to say that your coverage of virtual reality is very good. But I have noticed your lack of support for 8 bit computers. There seems to be no machine specific columns for these computers anymore which is really a shame.

I enjoyed these columns, especially the Commodore bit columns for its tips and cheats.

I have also noticed you seem to think that Famicom 2 was only releases on the ST and Amiga when in fact it has been sold for some time on the 64, and it's totally brilliant. It has features like wonderfully smooth scrolling, very good graphics, parallel scrolling, excellent music and brilliant gameplay, so why haven't you reviewed it?

There have been no reviews for 8 bit computers for ages yet these computers are far from dead and game. If you have ceased to support these extremely popular machines please say so, and please say why. I hope you have not because it would be foolish to do so as you need only to look at games such as Famicom 2, Last Ninja 3 and Lotus Expert to know why it would be foolish.

Jason Cooper,  
Barnes.

Sorry to disappoint you Jason, but we are no longer covering 8-bit machines. We know there are plenty of excellent games still being written for the machines, but ACE's job is to look to the future and catch new trends. We just couldn't ju-

My giving space to 486 machines which could be filled with information on the new computers and their software. However, we'd hope that all our 486 readers will return to ACE once they're upgraded.

## HARD, PINK

I'm a computer fanatic! I buy ACE every month, as well as C&EG and I always read them from cover to cover at least three times (including all the adverts and all the pink pages). First from "Hard Sell" you should give the name of the shop that gives the best processor for what it has and its price.

I also think that you should add a new section on monitors, for instance the best quality, the best prices and where to get them from. I hope if you did add it, it would be just like "HARD SELL" with the picture of it under its name, it would also be help to give its colour and quality its price and the best places to get it from.

For ACE readers page would it be possible to order "HARD SELL" highlights what they're selling. Also, I have an Amstrad CPC 6128 and I can never find the software for it, can you help me if you please write.

Sorry to go on but I think that the pink would be a lot more interesting with this & it would help me and a lot of others out.

James Malley  
Pulney

You'll be pleased to know that the Pink Pages will be totally overhauled in the next issue of month. Readers with particular queries about pink or suggestions as to what they'd like to see in the letters should drop us a line.

## ARE YOU FOR REAL?

In the last few months, your magazine has attempted to define the term "Virtual Reality". I think it might be best if you consider first what you are attempting to define so precisely. I believe that "Virtual Reality" based in its current context is a misnomer.

Let me explain by a bit of what I believe is the major levels of Reality.

1) Actual Reality - The Real World. Everything you see exists and everything you do affects this world. In other words you have direct interaction with the world on every level of every sense.

2) Alternate Reality - Another world which can either be extremely like our own, or completely different. But, like Actual Reality, everything we do and say affects this world.

3) Virtual Actual Reality - The simulated Real World. Our world simulated by some means is computered. This world is "virtually" like our world for one thing; things we do don't directly affect the world, but indirectly via computer simu-

lation.

4) Virtual Alternate Reality - As above, only in a different world.

5) Partial Reality (Both Actual and Alternate) - A world where only a section of the world is available to our senses and we have limited control over the objects in the world.

Computer games and dreams sit in level 3 - Partial Reality. And this is where your so-called "Virtual Reality" sits. The really good stuff may just be beginning to reach level 4. No-one has yet come close to level 5. No-one really believes in level 2 and no-one will ever reach level 1.

So, there you are, MR in a hat.

Peter Mether

Please! Thank goodness someone knows what they're talking about. We aren't just throwing around these phrases because we thought we'd look big and clever.

## BACK TO LIFE

I think that the secret of success in a computer game, no matter if it is an arcade or an adventure is the multiplayer element. My program can operate a barman's mind and imagination so there is nothing more exciting than competing against one or more known or unknown persons with unexpected feelings and reactions.

No matter how far the game leads the player in its plot and within the addition of a human opponent in junior needs the interest and the gameplay straight up to the top.

Always multiplayer systems can be the answer to anyone who thinks that computer games are better from the real world.

Cloning I would refer to an example to prove that a multiuser system brings life to a game; and that's life itself!

Because there isn't a multi-user game more alive than this!

A. Anastasiadis

very bad. Name! for being alive.

## DISK RESPECT

I'm not with establishment is another magazine, Amiga Power that nobody will now be allowed to place fanatical games on magazine covers.

Giving forty-five games was good for the consumer while it lasted and probably benefited companies more than they deserved it.

For instance, it gave the readers a chance to play a good (albeit overpriced) game, which having probably already been reviewed up by the cover editor and a batch of new releases, most people would not purchase at full price anyway.

Now, if companies use magazines distributing copies of *Learnings* or *Speedball 2*, which they wouldn't be allowed to do anyway, then the

## TV QUICK

Recently I had my attention drawn to the two possible approaches of a computer games television program. Television is the ideal way to view games as a potential buyer could see the game in action without having it or finding a friend who already has it. As a fan of most game genres, I am an Amstrad PCW, Compaq PC and a Game Boy, and would love to have the opportunity of really seeing what a game is like before I commit myself to a purchase. Although the reasons in magazines are reasonable they are usually inadequate when compared to what they could be if there was a dedicated TV program.

It would be possible to see the graphics first hand instead of having to repeat at small, inanimate screen shots. You would be able to close the shutters and sound effects which adds an dynamic, liveness and other subjective views could be relayed to the watched via a window display such as one used on ITV's *Chart Show*.

This would not signal the end for computer magazines, however. True, reviews based on magazines would obviously suffer but quality publications such as ACE, which has a high

would be serious cause for complaint. I have always felt that some major companies protect too many games that they know what to do with anyway. However, would these companies compromise if the following guidelines were used.

1) The magazine pays a fee to the company to the size of its game.

2) The magazine pays off the disk duplicate costs.

3) Increasing its commission by about 41%, the magazine includes the game.

4) For each magazine sale, 50 pence that its increased price is handed over to the company as royalties for using its game.

5) The magazine undertakes not to have more than 4 featured games on its cover disc per year.

Knowing little about magazine budgets, I'm not sure what hidden implications would also be included. It may be that my idea will not be considered after all.

One alternative would be to follow in the footsteps of the new magazine Amiga Fan by distributing previously unreviewed games. Admittedly, I've never purchased this magazine so I don't know if it's any good.

If a game hasn't been commercially released, is it possible for it to be stopped from being used as a magazine cover disk?

If so, it looks as if everyone will be stuck with playing dozens of the new releases which, in turn, only help to keep the companies with fat wallets.

Shaun R Harris  
Sheffield.

enough proportion of articles concerning virtual reality and other technological innovations would continue to do well. I must have used to buy ACE, C&R, Mean Machines, PC World and Games 2, but I realized that the amount of duplicated material in them was so great that I eventually had to scan myself down to ACE and PC World. Are there any plan to fill the gaps which clearly exist? I would like to know what the industry as a whole thinks of this.



Mark Kennedy  
Slipway, West Fords.

I'd been investigating the absence of a TV computer games show in entirely understandable. The battle for TV ratings is fierce, so limiting the potential number of viewers is a clear by-product of any channel which will interest computer owners is a dangerous move. After reading a computer magazine, it's unlikely that you'll be particularly interested in reviews of games which aren't on your machine, so imagine how

boring it would be for people who have no interest at all. A 26 minute program wouldn't be able to touch on the depth of games in the way that magazines can. And what happens if you want to go back and refer to a review at a later date?

The reality of trying to cover all bases with programs which educate Joe Public about computer games while informing the existing users' have all fallen on their faces, and although a Chart Show variant would seem to be the best option at the moment, the non-human aspect of the subject matter makes it very difficult for casual viewers to be interested.

However, the sort of shrewd sampling of graphics and sound you talk about is available in 90 minutes, through a clever video presentation put together by software companies and Bulletin (200). A monthly edit of the latest releases plays in the computer area of most Oxo's stores. Although these are basically adverts and offer little objectivity, you do get to see the graphics/move and hear the sound. Most offer a running commentary on the game's features.

If not usually our style to comment on the contents of other magazines, your letter does raise some interesting points.

ACE does not carry cover mounted disks of any kind. As a multifaceted magazine, it would be impossible to properly cater for ST, Amiga, PC and Console owners. Someone would always lose out.

A more important point, however, is that we'd rather people bought ACE for what it is, not what they think to the front cover. We know that each issue will be read, not treated as a free supplement bundled with your £2.95 set of games and demos.

Also the magazines we do give disks away are in a tricky position. A whole game is more likely to be kept than a demo, so the aim is to find the hottest affordable game for the cover each month. Free. But if you can't see, let's say, *Five Nights at Freddy's* magazine for £5 and walk away with six back-to-back subtitled games, why wouldn't incentive is there to buy anything other than our major game each month.

After all, people can only spend so much time playing games in one month.

The age of many titles is irrelevant. Since so many low centers are joining the market, it really doesn't matter whether this free game is six weeks or three years old. And eventually, they have to ask themselves why, when they can buy a couple of full games for £27.99 they should consider paying for times that amount for one title.

The situation was made worse by software companies hungry for some instant cash being only to happy to receive a couple of thousand pounds for a back-catalogue game which had already done the rounds on budget and compilation disks. It was a difficult decision to turn away instant money for a title which basically had no market value.

The logical conclusion being that through their generosity the mago would prevent anyone buying new games, the authors would go bankrupt, the mago would get no adverts and they would lose his job. Grim eh?

Finally, recent C&R meetings with magazine publishers Future, Newfield and EMAP attending resulted in the decision to halt the free games spiral once and for all.

And everyone lived happily ever after and went back to producing decent magazines instead of diskloaders. It only.

## STARRY, STARRY FIGHT

After reading your review of *Star Control* (issue 43, April, page 67) I feel I need to set some things straight. I realize the appreciation of a game is a rather subjective matter, but in this case I can hardly agree with the review.

Firstly it should be evident, even to the most ignorant computer gamer, that any comparison with games such as *Elite* and *FTT* is totally out of order here. *Star Control* is no "spaceflight simulator," nor was it intended to be. *Elite* and *FTT* rang in the same class as games like *Alien Commander* or *Exc*. *Star Control*, however, could best be compared with *Archon* and *Lection* 8. For those who don't remember *Archon*, it's a strategy game simulating the confrontation between the forces of good and those of evil. Both sides have mixed groups of fantasy creatures, all with unique abilities at their disposal. The game takes place on a 2D board and where two opposing creatures meet, the

playing area is magnified to a full screen combat scene where battle ensues. Well, *Star Control* is a similar game, but set in an intergalactic stage where spacecraft instead of creatures meet.

Let me just say that the game is simply great fun, especially in two player mode. Science fiction fans will doubtless appreciate the refreshing and humorous descriptions of the different alien races and their spacecraft (often described by the works of popular SF writers) and as an aid to things I can assure you that the strategy element learning the strengths and weaknesses of each craft and using them appropriately is well implemented in the game. Graphics and sound are very good. I simply don't understand how your reviewer could make such a low score for "too much graphics". This is simply part of the game system: to ensure the largest possible combat, ships are displayed small (unless) and so on as they come within close range of each other they are magnified to adequate size.

To me, this is a very well functioning system, and it should be used that even in their smallest display, all graphics are well well defined and clearly visible.

I find it rather surprising that you complain about the lack of originality and real two-player games on the one hand, and then label a game like *Star Control* which meets up to both these demands, on the other. Luckily I purchased the game before reading your review, because the sad truth is that I probably wouldn't have bought it at all after seeing your rating.

David Van Dijk  
Belgium.

Sorry you didn't like our review, David, and pleased you're enjoying *Star Control*. Personally, I agree fully with Lawrence's review of the game, finding it neither exciting or enjoyable. However, many others here at EMAP have been enjoying the game's action. DJ Amiga for example just across the floor did a little star but play *Star Control*. And goes to show that there's no accounting for taste.

## PLUMBING THE VERY DEPTHS

In issue 43 of ACE you said that *Merc* is a "pieceman." What he really is is a plumber. That's why there are pipes all over his face, and he wears a lab and glasses.

Ben Dean  
Rogers, Rego

Stop at the finger rather than a mislead conception. Ben, Dean, the writer of the piece has been chastised.

# P&O

Richard Tibbett looking for an Europe-based sales executive. **Straight.** There is the usual situation here: great legs of former of fairly extensive advertising know-how, but no product-specific hardware, top notch software as well. This is where the difficulty for Europe enters in going to be a fit when the job demands have taken time.

**Waters.** Being in charge of the UK, another possibility is to be a program positioned to fill positions to be out on his own in a day.

**What To Watch For.** A lot of big future growth is generally taken with a whole lot of great publicity that is hard to keep hidden in the fact that the north against the right. **Waters.** Look out for an excellent potential (20-30M) position for the Midwest, a Midwest market and the long-awaited 2000 Competition.

**DAVID WARD/JON WOODS**

**Job Title:** Director, Client Relations  
**State Agency:** Officially, State (both the top software house, with the award and the market share to prove it. The usual story for the state. **What To Watch For.** Up, product line development. In fact, currently a 4-6 digit budget range. **David Ward.**

**Waters.** Ward is the original sage of the industry, and he knows more about what's what than most. In that, Jon Wood has seen some needs with Woods or Ward. With the advent of a US office and increased Midwest connections, it shouldn't be too long before these guys get their own clients and lighting/lighting. **Waters.** Marketing, advertising and design are needed for the new product execution. **Waters.** The role is to generate the right to buy services before they're even been finished by the industry. The best of both worlds are not always easy - remember "Righteous"? **Waters.** A lot of things to watch for - Jon Ward from the water company as they will be. **What To Watch For.** The company's Director - a lot of things to watch for in some original product.

**STEVE BROWN**

**Job Title:** Managing Director, US Field  
**State Agency:** Regional Director, US Field  
**What To Watch For.** Regional Director, US Field  
**Waters.** Brown is a very good effect, with the second game about now. **Waters.** A lot of things to watch for in some original product.

**Waters.** Brown is a very good effect, with the second game about now. **Waters.** A lot of things to watch for in some original product.

**Waters.** Brown is a very good effect, with the second game about now. **Waters.** A lot of things to watch for in some original product.

**Waters.** Brown is a very good effect, with the second game about now. **Waters.** A lot of things to watch for in some original product.

**BOB FORBES**

**Job Title:** Managing Director, Midwest  
**State Agency:** Midwest  
**What To Watch For.** Midwest  
**Waters.** Midwest

**Waters.** Midwest

**Waters.** Midwest

**EDDY FRANKLIN**

**Job Title:** Managing Director, Connecticut  
**State Agency:** Connecticut  
**What To Watch For.** Connecticut  
**Waters.** Connecticut

**JACK TRAMER**

**Job Title:** Sales  
**State Agency:** Sales  
**What To Watch For.** Sales  
**Waters.** Sales



Steve Brown, Regional Director, US Field



Eddy Franklin, Managing Director, Connecticut

**BOB JUST**  
**Job Title:** Director, Midwest  
**State Agency:** Midwest  
**What To Watch For.** Midwest  
**Waters.** Midwest

**Gett...**  
**wan...**  
**the**  
**Who...**  
**whi...**  
**nam...**  
**rece...**



**Getting a hit game on the streets in today's cut-throat software market is no job for Mr Fainthearted. So just who are the real movers and shakers in the games industry today? Who are the men and women who have the power to dictate which games you play? In a no-holds barred ACE report, we name the top 50 industry string pullers and assess their recent performance. *By Gary Whitta and Gary Liddon***

# EXTREME

**DAVE PERKINS**

**Job Title:** Managing Director, Electronic Arts Ltd  
**Status Report:** Power Mogul was a good year's business performance. Mark - on the first month's sales figures copies than Populous for no other PC game while this year he became the country's first fully licensed legal/hollywood developer publisher and added a few more franchise alliance deals.

**Strength:** Being American is a distinct advantage over here - Euro-bureaucracy go it or break it before others have the chance. Well-established - Euro Community publisher. Sponsored for industry Personality of the Year at last year's Computer Game Conference. Looks good in casual clothes.

**Weakness:** Tends to be too optimistic. Needs to know more about the global marketplace for his address. Doesn't get around ahead as much as he'd like.

**What To Watch For:** Continuing to push things down here...

**PEIR BLONDI**

**Job Title:** Managing Director, Microsoft  
**Status Report:** Excellent PC game developer. The biggest learning was the industry has not won. The gate was not to be broken. The biggest win of all was... how the PC game industry is changing, and the launch of the Commodore label is now available after the company's costly, successfully launched Mirror Image project.

**Strength:** Never one to put down second, whether it's a rival or a customer when dealing with other firms. Good contacts and industry know-how has helped

him retain Microsoft's image as a quality publisher. An all-round good guy. Weaknesses: Often Tuffers. Believes that having been bitten by the laptop bug, a string of underachievers such as Death To The Pimp (read Hit and Missions) has been helped mainly mark. More on later. Also a Tuffers card. Described as the way. More to be said of the way of things if Image Works is not to have changed a comparison factor.  
**What To Watch For:** The first game from active interactive. Ask Jack's new company to enter through Microsoft. Tuffers.

**IAN STERNARD**

**Job Title:** Managing Director, Comix.  
**Status Report:** A good year that seems to have depended on being games - Super Cars, Lotus Esprit Turbo Challenge, Team Assault. Several titles that have not done well - Super Cars a particular one.

**Strength:** You don't survive in the business unless you are not without doing something right - he's convinced that's what you have to do, even if it's to be a card in the wrong, and the days of Jack's tiger and Mark are well behind him.

**Weakness:** Wholesale market for his products range seems to be moving enough towards on-line distributors. They are not so many yet. Lines to the way games to and from running out - Blood Pitman. Particularly you haven't seen like a viable proposition.  
**What To Watch For:** The big found game former Super Cars, an active Comix has a lot going. SuperCars 2, SuperCars and PC games.

**GENY BATES**

**Job Title:** European Director, Polygraph International  
**Status Report:** Signed a distribution deal with Polygraph. Successfully negotiated deal with long-standing British staff, pushing Euro-Cellulo and Euro Games to use full range. One of the most active in the UK.

**Strength:** The absolute business man, has been around longer than some here. He showed, clearly corporate image, respect for contacts. Good at visibility, very well respected and confident.

**Weakness:** Tendency to concentrate too much on the business. It's only visible accessible in the lower orders most of the time. Computer image is still necessary to get the picture interested - is still a bit of learning up, outside the world of good. **What To Watch For:** The late bit of learning up, perhaps from the home?

**IAN HETHERINGTON / JONATHAN BLISS**

**Job Title:** Joint Managing Director, Progress

**Status Report:** Learning and about others the top spots of an interface that you. Killing Game Show. Inheritance, clearly more of average. Awareness was something that signed a big money deal with Borneo to get Commodore's interest.

**Strength:** Business manager to make good, positive partnership despite continuing financial problems. Not of the best game. Made a massive sum of knowledge - but that again, who wouldn't they? **ACE 20**

**What To Watch For:** Progress's involvement with Borneo right to take a very big money deal with Borneo. The software industry's largest. Progress has been doing well.





**Weaknesses:** Programmers probably don't get recognition they deserve—did you know IBM's Designated Knowledge/Expert is essentially over-pricese available to its production-oriented clients.

**What To Watch For:** Apparent results are mainly media/CD markets.

**FRANK GERMAN**

Job Title: Deputy CEO/Vice President

**Success Factors:** As the man that made Macintosh before getting to the top, Frank has a long and storied history in the software industry. As that history he carries a lot of respect and loyalty with large buyers working over the day-to-day details of their business relationship.

**Strengths:** Frank's a man from the South, but still world of business practices whose ability to learn a huge market has not convinced others should react around. He has a reputation for tough negotiation tactics and a certainty seems to get results.

**Weaknesses:** An expensive traveler. Frank plays chess on the line and is probably allowed to enter in time.

**What To Watch For:** Getting on what new Frank used to looking forward to... communication capabilities this year will have him looking at the days with the Macintosh team for what is instrumental in creating.

**ALAN GERMAN**

Job Title: VP of Sales Manager, Apple Computer

**Success Factors:** Continuing in his successful sales/marketing, Alan has worked hard to establish the Apple/clients as the definitive price-makers for Europe.

**Strengths:** Very good relationship for a lot of the product and with Apple's own workers.

**Weaknesses:** With a company for better or ill, Alan refuses to be put on the spot. Favorite phrase is "uh-huh-huh-huh".

**What To Watch For:** Any kind of means communication to anything else.

**GARY HASKY**

Job Title: Software Director, Texas Instruments

**Success Factors:** Recent promotion from Software Manager to Software Director puts Gary right up there with the big boys. He is for the only product support of his development areas so far that it's most successful that ever to get from the phone. Over the last year this became demonstrated with Texas's former buying operations and helped to get the company's 50th office.

**Strengths:** A successful history, Gary's got all the connections that

count (and he's looking). Not quite as accessible as he used to be, but still one of the best when it comes to obtaining people that need financing.

**Weaknesses:** Gary has his work cut out for him like a new product (calculator/Alibi's) and "Terminator" as the latest paid product. However, new products for both are in process.

**What To Watch For:** Heavy involvement by Texas's association that helps financial CD market.

**AND TAYLOR**

Job Title: Managing Director, International Sales Region

**Success Factors:** Not a really know-how but a lot of connections into the region software community and a lot of contacts. Lower price Commodore off the top.

**Strengths:** Good relationship with a good eye for sales giving international companies and clients what's good management skills.

**Weaknesses:** Tendency to over-kill and not see other lower companies outside. Also a short temper coupled with his lack of awareness who he opens up to in a sometimes controversial character.

**What To Watch For:** The next few years will see the continued expansion of International into European territories. Look out from and Europe, the first one come!

**BOB COHEN**

Job Title: Inside/Outside, Austin TX

**Success Factors:** A year of marketing and distribution planning. For one of the industry's top executives, Alan has the big flow in the state of the industry.

**Strengths:** A period of time worked for the major doing strong support. Bob Cohen can't take it all the time of the top 50. However, publisher's success in all offices.

**Weaknesses:** He has been successful in getting to know who's who (especially lot of contacts), and available industry knowledge. However.

**Weaknesses:** The business needs and subsequent build-up need eventually for the time that he had earned today.

**What To Watch For:** Maintaining an Austin base and understanding the region's state.

**FRANK MCGOVEN**

Job Title: Head Office, Prime Software

**Success Factors:** Prime always the salesperson and this year alone has seen Alan T. Patten's CD (Japan, Europe, World) the industry's valuable. Turbo was Prime's breakthrough. Publishers are clamoring to get a lot of things on their products.

**Strengths:** Commonly recognized to be recognized by others in state. Prime has been on a steady and steady climb to international recognition since foreign publication publishing gains in connections on developing them for other people.

Fergie has a consistent approach for earned revenue over one of the most successful powerful headquarters. Common results for a problem for Fergie, but how much can do improvement.

**Weaknesses:** Prime has a peculiar reputation. Added by the software, but how few reports can be, since although he often writes the headlines, the information isn't quite so with customers.

**What To Watch For:** While Prime offered a wider base, perhaps more originally would be allowed to drive through.

**TOM WATSON**

Job Title: General Manager

**Success Factors:** Tom's still more to get up there with his 2000+ a personal touch earned by other software companies.

**Strengths:** Tom's ability to get to the bottom of things, also often a sense to getting the most of out of the computer magazines. Tom really is a master and that skills have led to both for and through have an extremely high price profile.

**Weaknesses:** Often seems more with a distorted in the future instead expansion of getting out of the hands of clients. Determination to make Regatta sound like a dangerous software-related business system.

**What To Watch For:** Not sure magazines will be the chosen platform of over them.

**PHIL LIT**

Job Title: General Marketing Manager, Rega CD

**Success Factors:** Worked out of marketing magic to turn the Rega Master System and Mega Ram hardware into an available software ecosystem. Mega Ram was extremely popular, and Mega System steps to better than it would otherwise appear to.

**Strengths:** Center for all - work on the marketing side of the game.

**Weaknesses:** Success in some with a lot of leads to flawed ideas (Regatta will be the most successful) to overcome for the Press.

**What To Watch For:** How long he has kept performance going for now and how the Rega Master System?

**DOMINIC WHALEY**

Job Title: Joint Managing Director, British

**Success Factors:** Continued ongoing relationship with Rega. Prime service with Rega, using internationally. International success up titles for up the



Phil Lit, Dominic Whaley (left) and Tom Watson sitting at a table together.

Apple. Dom's own use of focus in those development offices, in general, learned a huge lesson. Changed the company's way of doing business.

**Strengths:** Tom's industry characters, from publishers, and Apple management to a definite balance between their own popular software (and their image) and expanded industry position. Dom's the latest 500+ most companies (about 200 very strong business focus).

**Weaknesses:** The boys must be careful not to rely too heavily on a second product. While most of Dom's original product has been up to date, a greater percentage of the rest of things wouldn't fare.

**What To Watch For:** More plans of the time to fully commit, falling out of price. Also, Dom's the big game for Dom's. Another top-growth product. And more original product.

**JOHN BRINMAN**

Job Title: Marketing and Sales Director, Microsoft

**Success Factors:** John's been successful over the last few years through the concerted work of a professional and professional team. John's got a lot of clients by himself in the program, not just with Microsoft's generally high standard of product but also able to create relationships for previous work. On Microsoft's 400+ million dollar sales (about 10% of that) is up to John's as a partner.

**Strengths:** A lot of contacts through selling opportunities from results in the state of the world. John's got a lot of contacts in the state of the world. John's got a lot of contacts in the state of the world.

**Weaknesses:** John's got a lot of contacts in the state of the world. John's got a lot of contacts in the state of the world. John's got a lot of contacts in the state of the world.

**What To Watch For:** John's got a lot of contacts in the state of the world. John's got a lot of contacts in the state of the world. John's got a lot of contacts in the state of the world.

**PHIL MCGOVEN**

Job Title: Technical Director, Bulling Products

**Success Factors:** Phil's "Power Manager" out of the year's biggest chart-topper and award winner program. Improved the industry profile. Phil's also been successful in getting the better program in the industry.

**Strengths:** Phil's own ideas were more when a more to take production. Design and planning sales/procedures out everything. Occasionally, instead of design and programming, looks opportunity for things, and more make the Master as the player's favorite tool.

**Weaknesses:** It's unlikely to be more than a performance... which stopped. Power Manager had a lot of success. Phil's own ideas were more when a more to take production. Design and planning sales/procedures out everything.

**What To Watch For:** Building a large...

W  
S  
M  
D  
THE  
SE  
HAS  
C  
COO  
IN  
AND  
Y  
OF  
3  
FO  
SIM  
0  
29  
W  
THE  
PHI  
NOW  
OF  
TH  
SO  
IF  
LOO  
OF  
A  
THE  
08

# WIN A SEGA MEGA DRIVE!



THE SENSATIONAL  
SEGA MEGA DRIVE  
HAS GOT TO BE THE  
COOLEST CONSOLE  
IN THE WORLD,  
AND YOU COULD WIN  
1 OF 3 WE'VE GOT UP  
FOR GRABS BY  
SIMPLY CALLING...

**0898  
299253**

# WIN A HONDA MT50 MOPED!

YOU COULD LEARN TO RIDE IN  
STYLE WITH THIS HONDA MOPED!  
DESIGNED LIKE A MOTOCROSS  
BIKE WITH A 50CC ENGINE, THIS  
£1300 MACHINE COULD BE  
YOURS IF YOU CALL...

**0898  
299254**



# WIN A SANYO CD HI-FI!

EVERY BEDROOM DESERVES  
TO HAVE A HI-FI SYSTEM LIKE  
THIS SANYO! COMPLETE WITH  
CD PLAYER AND TWIN TAPE  
DECK, WHAT COULD SOUND  
BETTER? THE WINNER COULD  
BE YOU IF YOU CALL...



**0898 299255**

# WIN A SPACE AGE TV!

THE TV OF THE FUTURE - THE  
PHILIPS DISCOVERER - IS HERE  
NOW, AND WE'RE GIVING TWO  
OF THE LITTLE BEAUTIES AWAY!

SO IF YOU FANCY A TV THAT  
LOOKS LIKE IT'S STEPPED OUT  
OF AN EPISODE OF STAR TREK,  
THEN CALL NOW...

**0898 299256**



# ACE EXCLUSIVE IN FRANCE

**S**ure, sex and surf were not on the top of my priority list as I strolled La Croisette towards Palais Des Festivals. For ten-day days in May, film stars and celebrities are uncomfortably together in an effort to promote themselves, and maybe, the movie industry. The 56th Cannes Film Festival had been well and truly rejected by Madonna and her outrageous promotion of the Truth or Dare: In Bed with Madonna documentary. Not much chance of a shoot-'em-up conversation here, so my search for an ice cream and the ultimate *Onassis* continued.

I was on my way to the infamous Hotel Carlton - home of the rich, famous and their myriad of mistresses. Here, in Suite 1807161, resides the President of last year's motion



The boats bob in the harbour,  
the beautiful people spend  
their time at parties and

# IN THE CANNES

Chopper Chicks in  
Zombietown is ready to be  
licensed. Rik Haynes  
investigates...

picture Lloyd Kaufman. Have you ever seen *Surf Punks Meet Da Toxic Avenger* or *Class of Nuke 'Em High!*? These, and many more like them, come from Troma, Inc., "one of the oldest and most active independent Producer/Distributors in the world". And when they say independent they mean it!

These cult movies, courtesy of Troma began back in the 1970s when the first multiple cinemas started to appear. Since those pioneering days Troma has enjoyed tremendous demand for its productions thanks to the introduction of home video, cable and satellite viewers hungry for new material - to mention how lucky those viewers may be. In fact, the wackier the better.

"Our strategy is simple," says a Troma spokesperson, "produce films on tightly controlled budgets that major Hollywood studios do not touch in the general public. These films are primarily aimed at the 14-25-year-old market, traditionally the largest segment of the movie-going audience."

So what about the actual product? Troma now has a library of nearly 100 feature-length films. "We've always been on the cutting edge of filmmaking with controversial and unique subjects and titles," the spokesperson confirms.

My personal Tromaville favorite is *Chopper Chicks in Zombietown*. A leather-clad gang of macho motorcycle maniacs, known as the Cycle Sluts, stamp into a quiet desert town looking for a few good men. "It's a half-baking (lean-bodies vs. flesh-hungry zombies) in the wildest, action-oriented cinema ever submitted to exhibitors," asserts Troma. The American press have gone wild over this whip-lashing release. *Jet* Bob Briggs of the *Gallop Observer* says, "The finest features of *Re-Animator* and *Green Samurai...* Joe Bob says

steak it out!" While the *Austin Chronicle* states the movie has: "Shades of *Night of the Living Dead*... [mingling with wit, ingenuity, irreverence]... High praise indeed."

More motion picture magazines can be found in *A Nightmare* *Barbarian* in *Dinosaur Hell*, where deadly dinosaurs arise from a nuclear hole



cont. On  
Aurigen  
temped  
the Hou  
the show  
Part 276  
nuclear  
defence  
humong  
obvious  
bad with  
Troma  
The Tow  
turned t  
Winnal  
for cann  
of those  
Furber  
The org  
played  
America  
with sig  
Photo  
blind, be  
gethine  
It is ve  
Troma  
Coaster



Hot chick! Don't mess with this chick! They may be beautiful, but they're better than those zombie chicks from a horror movie! — Matt

# CHOPPER CHICKS IN ZOMBIE TOWN

Next. Or what about *The Toxic Avenger Part III: The Last Temptation of Toxic*, *Beast Wars in the House of Saddam*, or *Wetback: Class of Male 'Em High Part 2*? It's the latter eye, another nuclear incident creates "horrifically deformed but very positive" thinking futuristic mutant animals and animals taking belly buttons with last attitudes?

There's most popular creation, *The Toxic Avenger*, is being taken turned into a TV cartoon series and Marvel has licensed the character for comic books. From the makers of those Teenage Mutant Ninja Turtles are producing *Toxic Toys*. The original *Toxic Avenger* is played by former Dallas Cowboy Michael Football player Ron Rouse with singer and performance artist Frankie Laguna as his beautiful, kind, blond, buxom, bimbo girlfriend. Need we say anymore? In a very smart marketing move, there's no released two of Kevin Costner's early movies — *Siege*

*North* and *Shadow's Run*. These aren't quite in the same league as his efforts *Dancing with Wolves*, *The Untouchables* or *Field of Dreams* but Costner fans will probably be thrilled to see the first filmed efforts of their hero.

Amazingly, there is a video game based around a famous *Froma* film currently underway. Are there any other brave software companies out there? Contact ACE if you're interested and we'll put you in touch with *Froma*.

*Epilogue*. Just as I left the dramatic office of Cannes, a nervous youth shuffled over to me in a rather familiar way. To my surprise, he wasn't selling a chemical cocktail. Instead, I was offered tickets to the special *Terminator 2 Science Fiction Convention* in Los Angeles next month. This perhaps highlights the ultimate similarity between Cannes and Hollywood — you can buy anything for the right price. See you in LA!



Shouldn't about the existence of Terminator... *Terminator 2: Judgment Day*... *Terminator 3: Rise of the Machines*... *Terminator: The Last Days*... *Terminator: The Last Days*... *Terminator: The Last Days*...



...continued

What To Watch Here: Building up negotiating its contract with EA to become more of an independent force, an upstart to just a development team. *King of Hearts*. *Pop Culture* 2

### GARY TUCKER

job Title: VP, Virgin Games  
Game Boy Advance  
Business: President of Financial Director at Managing Director (contracted fee role) the big leagues. For a number of years with his own brand power, but it's early days out. Strengths: Financial background translates into good business sense. Good guy.  
Weaknesses: Doesn't know what ideas the game industry — like a fast learner. Fairly low industry profile.  
What To Watch For: Early becoming a prominent industry figure.

### LAUREY STONE

job Title: Production Designer  
Game Boy Advance  
Business: Has done a lot of the creative in the PlayStation team where it is the working she had a hard time on her hands wanting her boss from the game knowledge.  
Strengths: Representing the big boys in the programming world. Inquisitive in the details aspect. Her client list reads like a who's who of the industry who's who. It's not just you (if it's the same as you) you can be a necessary skill game as well. Right now you can't give you the best deal with the best people.  
Weaknesses: Japan is currently a broken market for it in some regions she may be too international. She has not only earned the respect, but also the fear, of many software publishers.  
What To Watch For: Last this year will see the release of Andrew Barber's all brother and sister/Whitehead, or that both excellent and best Japan/EA properties.  
The legend continues.

### DAVE BRADEN

job Title: President/Software Author  
Game Boy Advance  
Business: Game currently available game since the last time he's created game. Publishers are already looking up for right now thing they can do with the game based on many years in their knowledge.  
Strengths: A former from the classic software movement he's becoming around the show now much. Greatly selling and original ideas are heavily impressed, so the company programming/development giving him a lot of power in game over game style.  
Weaknesses: Gamebooks, though he's excellent console and machine capabilities are more likely described as "non-interactive". Nintendo after failed several other one (Japanese or American) console and apparently is still without a publisher.  
What To Watch For: Also found that it's probably another event over now and his knowledge release.

### BOB CHAMBERS

job Title: President/Software Author  
Game Boy Advance  
Business: Currently working on a more project for Microsoft. This project will bring him back as a new member of the most popular show for EA.  
Strengths: Like Dave Barber, a power player through experience and reputation with some variety of computer focused.  
Weaknesses: Change, things follow with practically no follow without it. What's more he's deeply experienced in all computer/business types who give the path. Could see after some great deals with software publishers through an overly protective attitude before work.



# A KNIGHT TO REMEMBER

AVAILABLE  
NOW ON  
PC & AMIGA



A kind of fantasy role-playing, adventure and combat simulation set in a richly detailed world of medieval and renaissance castles, cities, fields and seas of England. England knights and lords, wizards and clerics of the court of Camelot are sworn to uphold and command. Inward with peasants, warriors, nobles, witches and hermits, supporting their wishes and skills in real life.

#### Features:

- More than 2.5 megabytes of beautiful graphics
- Realistic and dynamic sound-effects
- 14 unique, exciting maps of medieval Britain
- Does more than just allow for individual games and cities

• Hundreds of hours of play time  
• PC version supports Richard III, Henry, Arthur and other sword knights

#### Available on:

IBM PC/XT/AT, AT386, Zenith 386/486	£39.99
Amiga 19 megabyte only	£39.99
Amiga 31/33 megabyte only	£39.99





That's because the game is set in a world that is a mix of the real world and a futuristic one. The game is set in a world that is a mix of the real world and a futuristic one. The game is set in a world that is a mix of the real world and a futuristic one.

When it comes to the game's story, it's a mix of the real world and a futuristic one. The game is set in a world that is a mix of the real world and a futuristic one. The game is set in a world that is a mix of the real world and a futuristic one.

When it comes to the game's story, it's a mix of the real world and a futuristic one. The game is set in a world that is a mix of the real world and a futuristic one. The game is set in a world that is a mix of the real world and a futuristic one.

# DA OF THE DROIDS

They feel no fear or pain. Rik Haynes meets the machines of cybernetic culture...



**T**hink robot, and you'll probably conjure up images of RoboCop, Terminator or R2-D2. You may even remember the Subbotin. Remember the Robot from Footloose Planet. If you're into the trendy, cultured scene, you could possibly think that 'We Are the Robots' (sung along a stupid yodel in reference to the recent Itzhak Pardo). And why are we all robot crazy? Karl Capek first coined the phrase 'robot' in his 1920 novel 'Rossum's Universal Robots' (first published in 1920). The term is derived from 'robota' (the Czech word for labor).

If they're not building cars or involved in some other industrial task, imaginary robots are usually up to mechanical mischief. They like nothing better than to equip themselves with the latest in armour plating and weaponry of their own imagination. And if a real droid writes, how could it program the end of humanity is just around the

corner. Take a glance at Fred Saberhagen's series of Berserker books for some scary stuff to read.

The Japanese took to the idea of robots from the very start. So do suffer basic science is used as the robot plot, but the best of Masao Sakamoto were literally giant, about 10ft-tall Japanese technology slaves for the fully automated factory, the usually creative talents of science-fiction writers are producing a constant supply of robot movies, comics, animated TV shows, toys and video games.

## ROBOT REVENGE

Generally speaking, these fantasy robots are supposed to do no wrong. Except they usually turn against us within the first three chapters. Sometimes they even transform into a higher species of life. Remember the super-human quest

ties of the replicants in Ridley Scott's *Blade Runner* model."

In other times, there is actually a fusion of flesh and metal with human pilots at huge armor-crooks physically and mentally linked to their machines of destruction. Battletank heavily scratches the surface.

Robots are no strangers to computer and coin slot games. Who can forget the classic sample of speech from impossible Mission (Eyu/MS-Gold): "Destroyer, my robots! And that's exactly what they've been trying to do over the past seven years. These days, nearly every Japanese classification features some sort of transformable and-composite with plasma engines, photon guns and an accuracy reminiscent to us poor humans. There's simply no stopping them. During the course of May, ACE looked at Ultra Games' Best Wars role-based and Metal Robots from Starbird/Pulse (reviewed on page 62). Plus Nam's Cyber Fight (Electronic Arts) and Robozone (ImageForce) featured elsewhere in this article.

Even Mass, the Californian developer of *Sanity* and *Samurai*, launched Roboports for the Macintosh last month. This is a futuristic battle simulation game which can be played by up to four players over the AppleLink network.

Leeds-based game-developer Vector Links are working on a game based around Battletank. Still at an early stage, this title uses sophisticated 3D software technology with individual animation and movement of joints to give incredibly realistic results. Seeing one of these beasts falling down and getting back up to squintily is very entertaining sight. Unfortunately, insiders suggest *Battletank* has put the game on ice. We hope they're wrong.

JUDGMENT DAY

Gary Brown, Software Director at Cogan, reviews the forthcoming computer and console games based around Terminator 2 and RoboCop 2 will make software developers rethink the way movie-based games are produced.

Digital Image Design, the action simulation specialists behind *F-29* and *Starship* and *Eric*, have already created some stunning 3D work for RoboCop 2. Despite a new 102-rating for the third version of the game, the car chase, for example, allows graphics customers more advanced than those found in *RoboCop*. Black comedy isn't missing, either. We just can't wait to try out RoboCop's latest peripheral, the flying toilet!

On the subject of Terminator 2, Brown is remaining tight-lipped until the movie is released in the summer. This science-fiction-spy-thriller has reportedly cost a whopping \$180 million to make. That's surprising when you consider the special effects bill came in at a little under \$17 million and executive vice Anne Schwarzenegger got to see private jet planes for his troubles. Meanwhile, Dezan is showing the Gameworks adaptation of RoboCop 2 at the Consumer Electronics Show at Chicago. ACE hopes to bring you an on-location report next month.

COLONISATION OF CYBERSPACE

With all this robot-inspired invention, what can we expect to see in the coming decades?

There's not too much to worry about at the



Others like *Battletank Cyber Fight* (reviewed here) should push the limits of the genre to graphics what is currently seen in film. You see no less sharp textures and the effects of specular lighting on a shiny metal surface is through the use of ray-traced, anti-ghosting modes and computer-aided video editors.

As an action shooter already underway, there's a great chance that *Battletank Ace* will introduce cyber fight action into the videogame and Super Nintendo 32-bit era. One of the basic genre's limitations concerns the way the player can see in the first world. *Battletank Ace* (ImageForce) and *Terminator II* (Digital Image Design) are among the titles.

An action game from ImageForce and Metal Robots has a similar interface, though it's not as good as the other two. *RoboCop 2* (Digital Image Design) is another title that has a similar interface. *RoboCop 2* (Digital Image Design) is another title that has a similar interface.

moment, leading technologists in the field are still trying to build a control that can walk up and down a flight of stairs without the assistance of any human. The real world is just too complex for the average cyborgman. That will probably change, though.

The RoboCop film character of today could become the armed and armored traffic warden of tomorrow. Parking on a double yellow line in the London of 2027 could be very risky indeed. Especially if the harmless wheel clamp is replaced by a quick burst of 20mm cannon as the ultimate deterrent. And you thought The Terminator was mean!



GUNDAM MOBILE SUIT

This epic Japanese saga created by Yoshiyuki Tomino began as an animated television series in 1979 and has since grown into a self-perpetuating industry of video games, books, films, toys and comics. "Tomino's Gundam series marked the beginning of the 'real four' that has swept both Japan and the USA," says publisher Ballantine Books. "The Mobile Suit is the prototype for all the realistic robots we've encountered in the past ten years. An entire generation of Japanese has been raised on the Gundam stories and images, but the ultimate testimony to the concept's success is that there has never been a parody animation series created, called *SD* (Super Deformation) Gundam."

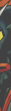


GO ON COME TO THE MOVIE!



MIT

ed by  
ment  
to  
ality  
y and  
series  
rket  
n and  
erika  
pre-  
we've  
y. An  
been  
and  
y to  
the ha  
n



# DAY OF THE DROIDS



## PHIL BARBERON

**Job Title:** Product Manager, Nintendo  
**Recent Report:** Getting Nintendo on the verge of a 10th anniversary (P&W says the company's lifetime has grown from 10 choices to an explosion from the large list of people wanting spin programs for Nintendo)

**Strength:** Companies like a good "got getting" the coefficient from working away also efficiently. And he's got a future!

**Weakness:** Sometimes he can be a little over enthusiastic when it comes to getting into of good alternatives. What? The World War II movie? He is all gung-ho about products of World War II and Super Nintendo stuff under P&W's down line.

## BOB RAY

**Job Title:** Head of P&W  
**Recent Report:** Under Bob the "no-no" (no P&W) have come out in their creative light against the average of computer piracy. The last year has been P&W's night (no one else's) and they have the chance to get all the better computer factors to contribute their and interest in computer piracy. Strength: As an ex-copier Bob knows more than a lot of us and those who have received early morning news from Bob and the Copyright Board will testify to his determination.

**Weakness:** There was that "come to sleep your name" P&W and everyone who surprised many with a good-motivated spirit. What? The World War II movie? He is all gung-ho about increasing number of presentations.

## STUART GUNDEL

**Job Title:** Editor, Computer Trade Weekly  
**Recent Report:** CW's mix of authority and gusto makes it only trade paper really worth reading and giving its involvement over becoming Editor has enhanced the paper's position.

**Strength:** Sharp and brighter than most view you like that writing skills come from the intensive school of journalism after completing to reduce newspaper's weaknesses. Some others need to focus on their outgrowth of the experience of the larger group - some have some experience of word-including in their line. What? The World War II Movie of the same.

## ERIC BARTHELE

**Job Title:** President, The Blinn Brothers  
**Recent Report:** President (what?) it for the most, then forged links with Nintendo. For together look for the new line, and is currently working on Super Mario.

**Strength:** Got the young-guns member who software man - mostly due to the values of Nintendo's Super Mario. More out of the magazine, Bob's dealings with the likes of Joe Jackson and Betty Blue.

**Weakness:** Bob's dealings with Joe Jackson and Betty Blue. The Blinn Brothers are themselves up for a central gathering, some hoping their product. Good was good, but not the best performance, and if P&W isn't any better, someone is out-of-control planned. Maybe he has someone on up.

## ANDY SUPPA

**Job Title:** Managing Director, Acis  
**Recent Report:** Did off-camera deal with some problems to super-market. However, it's starting that publishers have been long to allow their individual data files. P&W's sales representative may contain deals with the Japanese that will put him (what?) the Super Nintendo, Saturn and everything else!

**Strength:** Though good business man to make money on a string of developer deals and some other games for years.



## COMED

Japan's answer to The Terminator has proved to be a huge hit in the Far East with, you're probably guessed it, a wide variety of tie-in books and toy products to feed off this intercom. Gunhed, not to be confused with the superlative PC Engine game, is similar in concept to Gundam and He-Man and includes plenty of impressive looking mechs to satisfy the techno-craze. A big Japanese hit in 1990, the live-action movie will be released in America and possibly Europe later in the year. Gunhed: The Movie continued the talents of many famous Japanese film-folk. Special visual effects artist Shoji Kawakita studied under Bill Trosper, the man who created Godzilla in his Select Comics Gunhed issue 3. Kawakita says his most difficult creation for Gunhed was the breathtaking fight scene between Gunhed and Aerobot - the climactic highlight of the movie.



# SOFTWARE

## ★ ★ LASER DISK

### GAMES

**DRAGONS LAIR LASERDISK GAME** (Interface included)  
AVAILABLE NOW

**SPACE ACE LASERDISK GAME** (AVAILABLE JUNE)

**AFTERBURNER LASERDISK GAME** (AVAILABLE OCTOBER)

**F15 STRIKE EAGLE LASERDISK GAME**  
(AVAILABLE DECEMBER)

**HOLLYWOOD POKER PRO II LASERDISK GAME**  
(X-RATED)  
(Soon to be released)

**STAR WARS LASER DISK GAME** (No date yet)

**FIRE FOX LASER DISK GAME**

**CASINO ROYALE LASER DISK GAME**

**FOR MORE DETAILS AND  
PRICES CALL US NOW!!**

# RE CORNER

## DISK GAMES



### CDTV INTERFACE

MAKES YOUR PIONEER CDL1500 OR YOUR SONY MDP 515 COMPATIBLE WITH CDTV ROMS, GAMES ETC....  
AVAILABLE AUGUST 1991

INTERFACES FOR OTHER LASERDISK PLAYERS ALSO  
AVAILABLE SOON.

PIONEER LASERDISK PLAYER CDL 1500 AVAILABLE  
NOW

SONY LASERDISK PLAYER MDP 515 UNTIL STOCKS LAST

**ALL SOFTWARE AND HARDWARE SHIPPED TO  
ENGLAND AND PAID BY FREIGHT - COLLECT**

SOFTWARE CORNER AUGARTENSTRASSE 6,  
6800 MANNHEIM 1,  
WEST GERMANY.

TEL : +49 (0) 621 40 23 87

+49 (0) 621 44 36 32

FAX : +49 (0) 621 44 47 73

# YO!

## GET READY!

experience the greatest gameshow in the entire universe. Bigger and better than ever before, the European Computer Entertainment Show is the only show dedicated to the latest in games software and hardware from the leading brand names. Get down to the live entertainment! Meet your favourite celebrities! Maybe even appear on TV or speak on live radio! It's MEGA, MAN!

**BIGGER  
AND  
BETTER  
THAN  
EVER  
BEFORE**



## THE ULTIMATE COMPUTER GAMESHOW IS BACK!

### LATEST INFORMATION

Don't forget you can avoid disappointment and queues by calling our Information Hotline.



**EMILY COURT'S RECEPTION**  
CREDITS

SEPTEMBER 1988 £15 - from 19pm

SEPTEMBER 1988 £15 - from 19pm

SEPTEMBER 1988 £15 - from 19pm

Book your tickets to avoid the  
world disappointment and  
queues - phone our Information  
Hotline team on 0183 500000

All calls charged at 10p per minute plus  
vat and 10p per minute charge.

### INFO HOT

9 500

9 500

9 500

9 500

## WHAT'S GOIN' DOWN!

- Stunts and exhibits by leading names in computer games
- Live music acts
- Personality appearances
- TV and video broadcasts
- International computer game championships featuring teams from Europe, Japan and America
- Celebrity computer challenges
- Special prizes and raffias
- Live! news of the future

THE COMPUTER GAMESHOW YOU'LL NEVER BEAT!

MORE GAMES TO PLAY, MORE EQUIPMENT TO TRY OUT,  
 MORE LIVE ENTERTAINMENT TO SEE, MORE CELEBRITIES TO MEET,

IT'S TOTALLY RADICAL!

**PRESENTATION 100%**

Excellent, top-class graphics on screen to do you proud.

**SOUND 100%**

Great, dynamic and loud!

**PLAYABILITY 100%**

Play all your favourite titles all the time, in your own style and equipment. Enjoy the international play championships - just for you!

**EXPERIENCE 100%**

With our fast pace - this is what it's all about!

**LASTABILITY 100%**

With us for you for a long, long time - we'll be here to complete the whole show - even you get what it's about!

**VALUE 100%**

The best value ever! For your money!

**OVERALL 101%**

Highly recommended. You can't lose it!



Soap  
**Images**  
REPRODUCED

...and  
 ...and  
 ...and  
 ...and  
 ...and

9 500820

NOTY



Fed up with 256 colour graphics? Fed up with yer average CD quality audio? Want a game system that delivers an unlimited colour palette, enhanced digital sound, is Amiga, PC, and ST compatible, promises full CDTV emulation, AND plays the very latest Hollywood blockbuster movies, complete with Dolby surround sound? Of course you do....



Unbelievable music and video: Most compact discs still have only one side, and you have to flip it over to get the other side. Laserdiscs, on the other hand, have two sides and can be accessed randomly.

# LASERDISK

Don't you just love it when you're watching a movie on TV and you see a scene that you don't remember seeing in the original? Well, the Laserdisc version of 2001: A Space Odyssey does. This little number not only features a digitally remastered version of the famous movie (including a subtle correction of red colourcast on the original colloid) but also includes footage of Arthur C. Clarke discussing the future of space exploration, NASA footage of the Apollo flybys of Voyagers 1 and 2, hundreds of visual, textual, and audio commentaries concerning the making of the original film, and a special montage of images from the film together with space footage and narrative. The film is presented in the original widescreen format and the quality, played back on a Pioneer CLD 900 laserdisc player, is astounding.

Great for film buffs, but if you're looking for a little interaction, the thing that's really going to get you excited is the 3.5" disk sitting beside the disk player and the little black box coming out of

the back. These small additions add the whole glorious kaboodle under the direct control of your Amiga 500, 600, or PC -- and that's just the beginning.

It all started when CDTV was hanging in front of her TV watching a laserdisc video; the eyes stayed on the Amiga as the soundtrack and it suddenly occurred to her that it might be interesting to connect the two together. After all, games like Dragon's Lair and Space Ace had originally been designed for laserdisc systems. If he could combine some kind of interface together, perhaps he could get some old game discs and create his own laserdisc database machine.

This led to the first Software Corner Laserdisc interface, now available in Germany for £85. Using this gadget, you can connect a Pioneer CLD 900 or 3450 to your Amiga and play away at any laserdisc game to your heart's content without having to look out suspicious NPCs

etc. What's more, Laserdisc games don't slow down. Dragon's Lair and Space Ace -- not the panel in the feature for more information on this title.

The Laserdisc interface is a nice little home product for game emulators, but then Software Corner began to get ambitious and then their development group set forth into the realm of advanced computer entertainment. This led to his colleagues reckoned it would be possible, using the particular capabilities of the Pioneer machine, to produce an interface that would enable the unit to be used as a CD-ROM drive -- well, of course, the added advantage of Laserdisc video and enhanced CD audio sound.

Having come up with the idea, it was a short step to the concept of a CDTV emulator system for Amiga owners who wanted to upgrade to CDTV but might also fancy the advantages of superb movies. In theoretical terms, this wouldn't be impossible; it would, however,



## LASERDISK COMEBACK!

The original Laserdisc standard was founded on a consumer product by Philips in 1978 after a decade of plans to commercialise the high-resolution motion picture market. The resulting motion picture disc format (which is almost all digital), laserdisc, combined digital and analogue media, giving you on-the-way hand the high fidelity of CD digital audio and, on the video, the high frame rate and colour bandwidth of analogue video. The resulting movies, if it's worthwhile in terms of quality and (compared to tapes) convenience.

Traditionally, the only drawback has been the price. When they first appeared, laserdisk players cost around \$1000 and the discs weren't cheap either: with premium titles, selling well over \$100. By 1985, the laserdisk market was practically dead, although the format regained its thanks to strong support from Pioneer and a continued interest in its independent video training sector. By the Christmas of 1989, one could still get up an abandoned player in the shape of an Amiga 500.

Meanwhile, the system had been adapted by Intel for use in the market and this continued well around 1990 -- by which time



The standard that makes it all possible, the Pioneer CLD 900, was found to be a compact disc-compatible device that needs to be modified to adapt the player for computer control and CD-ROM emulation.

Should the Pioneer CLD 900's model still play on your low budget Amiga, CD-ROM, and SuperDisk/HD-DVD all-purpose machine. And if Software Corner's original software emulation interface, you'll be able to enjoy a laserdisk in the future with ease.

I've been a fan of this system since 1978 -- if you want the highest possible quality movies at home, it's got no equal!

See Steve  
Software Corner

Compact Disc Digital Audio (CD-DA) is a digital audio format that was developed by Philips and Sony. It is a standard for digital audio storage on compact discs. The format was introduced in 1980 and has since become the most popular format for digital audio storage.

The format is based on a digital sampling rate of 44.1 kHz and a resolution of 16 bits per sample. This results in a theoretical bandwidth of 20 kHz and a dynamic range of 96 dB.

The format is compatible with a wide range of digital audio players, including CD players, digital synthesizers, and digital audio workstations (DAWs).

The format is also compatible with a wide range of digital audio sources, including digital audio tape (DAT) and digital audio cassette (DAC).

The format is also compatible with a wide range of digital audio outputs, including digital audio interface (DAI) and digital audio bus (DAB).

The format is also compatible with a wide range of digital audio inputs, including digital audio interface (DAI) and digital audio bus (DAB).

The format is also compatible with a wide range of digital audio outputs, including digital audio interface (DAI) and digital audio bus (DAB).

The format is also compatible with a wide range of digital audio inputs, including digital audio interface (DAI) and digital audio bus (DAB).

The format is also compatible with a wide range of digital audio outputs, including digital audio interface (DAI) and digital audio bus (DAB).

The format is also compatible with a wide range of digital audio inputs, including digital audio interface (DAI) and digital audio bus (DAB).



**GAMES GALORE**

Most gamers have feared of Oregon's Cube and Super Hero, but in fact the Atari-licensed games boards is far more value than you might think. Currently there are 60 licensed games with new releases more forthcoming on a regular basis. Thirty-four of these titles have currently been licensed for use with the software Game Pro/Am.

Which currently available include: Brigadoon, Star Trek, Super Hero, 4 models of 4-wheel open drive called "Action Boyz" 1, 2, 3, and 4—waiting until a complete collection of Super Hero titles.

The newly licensed games simply featured additional enhancements like disk recording in the written area both with the joystick. Furthermore, the old hardware systems were very slow at loading the right response, resulting in generally "blocky" as the user finished for the next scene.

The newer players who access time in fact the speed about twice. Many of today's games combine disk support with graphics output from your computer to generate a similar stage that is much more in line with modern computer techniques. For example, in Super Hero, the Atari-licensed boards like the title in the background and the licensed games like the scrolling screen and other machines. As a result you get a more fluid display with graphics very fast in speed on the console screen.

As with CD ROM, all licensed games have the option to feature several board titles. Atari-licensed systems have no less than four audio tracks (one digital and two analog), and even the machines exhibit regular data data for the larger 16-bit format display and so can have more visual tracks from digital data on the quality.



Illustration: Watch out for the alien that the two faces in the window after the initial stage. You'll get a chance with the attacking weapon you need during the Super Hero.

NOTE: Regarding the underground level situation in Super Hero, the idea is changed so that every alternate mission on level one mission, controlling the rate of Super for the level 1/1000. In most cases the rate of Super is set to a number between one and ten, and more often than not, the rate of Super is set to a number of one or two.



Don't forget to take action with the new system of the Atari-licensed board. You can use the first article about the system appeared in January, the game tournament thing.



A game from Atari with controls that are used with computer game board. The cost of the game is \$29.95. The game is currently available in the market.

# LASERDISK BACK

The software market has been growing rapidly, getting into all your activities like the computer game, and so on. It's also available in all major stores and so on. It's also available in all major stores and so on.





# EXCLUSIVE COMPETITION!

## Win a Software Corner games interface AND a superb Pioneer CLD1500 Laserdisk player

Software Corner are offering ACE readers an exclusive chance to win this tremendous: Inexpensive system. You'll get an interface for your machine (PC, ST, or Amiga), interface software, a copy of Dragons Lair, AND a fabulous CLD1500 Laserdisk player - no need to be able to play! Not only the games, but also the vast numbers of premium-name titles available in our stock.

### WHAT YOU HAVE TO DO...

To put yourself at the forefront of video technology, you need face up to a series of challenges that will place everyone's demands on your physical and mental resources. These challenges are listed below, followed by THE QUESTION. Here goes...

1. Find a pen or biro.
2. Water written (English, in particular the use of BLOOD CAPITALS).
3. Locate a postcard or envelope manufactured before 1985/86. If you can't find one, any old postcard is acceptable will do.
4. Acquire a piece of intense concentration.
5. Insulate upon THE QUESTION
6. Write upon the postcard (or the back of the envelope - or nested-envelopes, please), in block capitals, your name, your address, the machine you run, your age, and the answer to THE QUESTION. Think carefully before you complete the task.

1. Enter the ancient martial art of Bushido (this one can be omitted, but it may help with Challenge Number 7 below).
2. Find a stamp - or a person who is both wealthy and in possession of a stamp.
3. Stick the stamp upon (the postcard or) envelope and address it to: ACE Laserdisk Competition, Priority Court, 30-52 Farringdon Lane, London, EC1R 3AB.
4. Fold envelope and push the stamped entry through the slot to arrive before the closing date of July 9th.

### THE QUESTION

How many Laserdisk games are currently licensed for the Software-Corner system?

### THE RULES

1. No duplicate or EMUP images, Software Corner, or their associated companies may enter.
2. The winner of the first prize will be the first correct qualifying entry drawn at random. The next five entries drawn will receive the runners-up prizes.
3. Only one entry per household. Multiple entries will be disqualified.
4. All entries must be received by the closing date of July 9th 1991. Results will be announced in ACE issue 68.

**THE PIONEER CLD1500...**  
This little beauty accepts 30cm and 20cm laserdiscs (CM and CL), any CD including Bon Jangles', and any 12cm EDD (see the Diagonale panel elsewhere for details of these formats).

Not only that, but you get stunning performance: 4-20/800kHz audio with 105dB signal to noise ratio, true 18 bit true D/A convertors, and 81 times deinterlacing.

And it all that's nonsense to you, it'll be poetry to your eyes and ears whenever you use the machine, giving you crystal clear audio and video performance. Black to include - these specs are HOT!

Furthermore, you get dozens of useful playback options, including...

- programme play of up to 24 tracks for 'chapters' on video-disks
- multipass play, including still and stop-frame on-CDV disks
- CD auto-programme edit
- random play and/or random repeat
- no less than seven-repeat modes, including 3-point, track, memory, programme
- 10-key direct search and play of chapters on LD and tracks on CD/CDV
- frame-number search for (LD's and time-number search for CDs
- full-remote control

...and so much more that we couldn't fit it all in!



The Pioneer CLD1500 - about as far as optical disc performance can go! YES it you like it buy it in our main site competition!



...continued

**Strengths:** A measured and intelligent manner before the tender age of twenty-six and when it comes to dealing with the big bad Steve's more than adequately strong.

**Weaknesses:** Lacks wit.  
Wishes to Watch for Steve's rage to ensure after a stamp during their time without Griffiths and Hanks thanks to Steve's appearance.

### IAN RICHARDSON

**Job Title:** PR Manager, Creative  
**Source Report:** My drinking habits a junior's PR man I fear Steve was one. Richard Richardson's many years spent in good office and engaged excellent features to best Strengths. Always on the move. Always and always known for product analysis, the magazine game will. Richardson's own through every week experience like other links through time.  
Wishes to Watch for: A little up to learn a couple of big lessons and increased power within the firm.

### BARBARA WOODFIN

**Job Title:** PR Manager, 15 Gold  
**Source Report:** Looked on through a series of years. Made plenty of noise about the Staffer deal. Didn't do a bad job of her language saying one.  
**Strengths:** Excellent personality. Has a high opinion of her two press releases and would find no faulting up-close of person. Good contacts both firm and abroad.  
**Weaknesses:** Occasionally on down for the product.  
Wishes to Watch for: Wishes PR to be a truly excellent product.

### GARY CAMPOS

**Job Title:** Publicity Machine, International  
**Source Report:** Helped put the Energy Brothers to rest. Caught a suspension before they went to Nevada. Puffed enough to get names into special sections of hard to the future (not direct tactics). No such talk with high or low involvement or Product's strength.  
**Strengths:** Organized manner. Excellent contacts both here and abroad. Genuine enthusiasm for good product. Good for getting industry press.  
**Weaknesses:** Can I call you back?  
Wishes to Watch for: None of the same.

### PAUL BRITTON

**Job Title:** Group PR Manager, Mindage International  
**Source Report:** Got high profile Steve PR job as per Mindage. Got the company's PR in order in a couple of short months.  
**Strengths:** Great computer. Knows how to choose journalists.  
**Weaknesses:** "Like us or right now."  
Wishes to Watch for: The Mindage name becoming even more prominent as Paul's capable hands.

### CLARE HADLEY

**Job Title:** Managing Manager, Demand  
**Source Report:** Please consider buying Demand's product over the last year.  
**Strengths:** Devotee and enthusiast about the product's development. Love of feature. Knows a fair bit about game, too.  
- do you know the invented Game's Command?  
**Weaknesses:** Always pulled out her fat. More talk in the air than a very good paper. Devotee name things simply get forgotten.  
Wishes to Watch for: None of the same.

### PETE THORN

**Job Title:** Managing Director, Release Software  
**Source Report:** Has a career that shows what Release's primary company has achieved in French Sea Island Building, who now pull the strings (see Delphine Gates on CD Gold)

**P**erhaps there's an unlikely place to enjoy the ultimate sci-fi adventure. Have the Premier Prize regulars started a pub-crawl? Nope, there's a new game in town and its name is *Laser Quest*.

Three enterprising students from Bradford University think they've come up with the perfect solution to those tiresome puntalot areas around the countryside. By replacing the sputrage guns with techies appears, *Laser Quest* can bring the fun of the light to your high street. What you actually do in a little more low-tech: shoot everything in sight.

"The game is played out within an indoor space-age arena, we call it *The Labyrinth*," establishes a spokesman. "Using laser guns linked to computerised target body packs, the game takes the form of 21st century *Clash* and *Indians*. Players zap each other either individually or in teams with hits being recorded on the body packs. The lowest scores individually or across a team gains the eventual winner."

One of the Directors, Philip Pickering, explains that *The Labyrinth* arena is built around a scaffolding-like structure with a series of ramps. These are placed on different levels allowing players to

move up and down. There are also 'themed areas' with lots of seats and panels for players to hide behind. In conjunction with set builders, *Attack*, we've built a playing area that recreates a science-fiction film set. Using a variety of materials, the playing areas can be built around an appropriate theme and to a realistic budget," says the firm. After two visits to the *Laser Quest* site in Manchester, one puntalot named *The Labyrinth* is the set of *Lost in Space*.

Players' environmental stimuli is cranked up. *Laser Quest*'s fully programmed environment incorporates a dark smoky atmosphere enhanced with fluorescent paints, track scenery, spotlights and some strobe-lights. Music and/or sound effects are played in the background to add effect like they would in a movie. These have been commissioned especially by *Laser Quest* and are described as 'really funky' with things like heartbeats getting louder.

*Laser Quest*'s founding fathers formed the company in October 1989. "We've seen the concept in other countries like the USA, Australia and New Zealand," offers Pickering. *Laser Questing* is



apparently very popular down-under. So he first spent five months learning the tricks of the trade, running a Melbourne operation. "Developing our own gear took about two-and-a-half months and roughly nine months of profit. We won a UK grant which also contributed towards the cost."

Surprisingly, the technology hasn't been imported from the States or Far East. "Our laser packs are the most advanced equipment in the games market today," continues the spokesman. "Research and development is done hand-in-hand with our customers, ensuring that our commitment to continuous innovation and development will always lead the field."

Pickering wryly adds: "It has to take the punishment of the general public. It's certainly not simple but we're not taking NASA standards. It checks a laser beam and returned

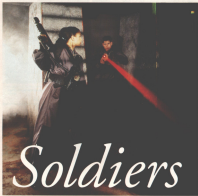
code to signal hit". The packs contain a 68000 processor to handle the hardware and keep players' scores. The guns "X" packs cost approximately £2000 per person."

At the end of each session, players are given a personalised computer detailing their microprocessor marksmanship. As the information is stored as a CDG file, the scoreboard is very detailed. Players get a list of everyone that hit them and where they were hit (head, back or on the guns). Different points are allocated to players' scores depending on the position.

"We're constantly improving the playability of *Laser Quest*. One of the plus factors is that the system is software based. It's very flexible in terms of the games that you can play. In other words we're not limited to any one particular game variant. We've got a micro-driven master computer that can change, say, the amount of ammunition players have, the numbers of lives or the amount of times they can be hit. We can change the colours on the packs so players can have different team combinations. In the new venue in Perthshire we've got headquarters units for each of the teams in addition to ammunition replenishers."

Up to 30 people can play at a time. Each game lasts only three minutes, so there's a fast turnover of parties. Before they start, customers are briefed on how to use the equipment and the rules of the game. There are also instructions on safety regulations. There's no firing, contact or climbing the scenery.

**Will South**  
**London lager**  
**louts swap their**  
**knuckle dusters**  
**for ray guns?**  
**Rik Haynes looks at**  
**the latest in laser**  
**larks...**



# Soldiers of I

jects can  
to handle  
layers  
is not  
person?  
ent  
trained

ship. As  
a 2,000  
-branded,  
use that fit  
in to that,  
ent points  
comes

ing, the  
One of  
oper in  
you can  
is not  
for game  
-driven

change.  
ation play  
ers or the  
to let. We  
in the  
different

new  
of a lot  
of the  
ration

at a  
sly Milan.  
-one they  
ed on how

to submit  
to review  
s. There's  
nting the

Core features for Laser Quest are apparently within the 15-24 age range. "We get families coming down and loads of kids for birthday treats. We also run special rates for groups of people. Students, unemployed and off-workers is coming in during the day. For the mid-20s, we have more advanced games from 1.1pm till late. Accidents do happen, so glad to say they're very rare. It normally occurs when people do something totally stupid like jumping off ramps that are 20ft high."

Laser Quest requires a covered space of just 2,500 square feet. Almost anywhere can be transformed into a palace of treated five-foot ceilings, disused sports halls and smoker halls inclusive. The Manchester site is, sadly enough, situated in a railway arch. These other industrial surroundings haven't deterred dedicated cyber players or occasional visitors like The Heavy Metal and Inspiral Caravan. Could this explain the emergence of the Northern indie rock scene now? Probably not.

Apart from the aforementioned sites in the north and south of England, there are also two sites each in Dublin and Belfast. The attrition for sites has been slow indeed. "Probably a much larger area than those before. It's twice the size of the Manchester site. There's issues for the players to explore when they get inside the 8,000 square feet. This is a definite fit with open business coming from peripherals, co-operated video games and a lounge bar. This is the largest European venue of its type."

How does Pickingright's Laser Quest compare to pinball games? "It has a much shorter time and much wider appeal. As years-old and up. Age is for pinball games are much more restricted. I think you get the same sort of buzz off both."

And what about talk of creating a new video game? "We're certainly got an eye on it. You know the thing with virtual reality, I think we're taking it from the other end. We're taking it up from the physical world into an electronic world. It can be



described as a video game brought to life but it's a lot of other things as well. It's a new sport."

"The future for us is developing a lot of outlets for Laser Quest and establishing it as a brand leader synonymous with the concept as it stands. The directors of Laser Quest are young and in-touch with the concept and the customers. We're developing more and more devices inside the game area for people to interact with. We'll be developing this theme a lot more over the year. The whole thing is to provide the best game available and we'll make this our central objective. We've also got a few sideways means in the pipeline as well. I really can't say much more at this stage."

A National League for Laser Quarters, quarterly newsletter and even international playoffs are currently on the cards. Will the Olympics be next? "I think there's a very good chance," declares Pickingright.

"The only real way to fully appreciate this is to experience it at first hand," contends Laser Quest. There are found to be factors already working on devices to give themselves special characterizing skills or software generated skills. Some people just don't know how to play!

Fun, frolics and a fast blast - what more could you possibly want? Urban warfare has just entered the next stage. Do you see today? Well, do you yesterday?



There's a little change of address following news of an established investment of the new Laser Quest site and look out for the site of the new site!

If you're ready to become a real entrepreneur the latest venue is at 200 Eye Lane, near the Portico in the city. To find out more about Laser Quest call 011 425 2031 and you'll receive their action plan based on it.



Laser Quest's real-time entertainment is a great idea for a public meeting.



continued

Don't release much, and what did come out seemed to come and go without much recognition - remember 'Headie Headies'?"

Steingate: Peter will never go down without a fight to banks as though the production may be pending as of late with the investment (financially) Copart of Atlantic and various parties. He now found knowledge with the French being used for the bank.

Weekend: Peter's producer has a variety of things being developed and disappearing in the development team. (Finance/Money Making) Peter's director seems to have been out of the picture, and Peter needs to do some heavy lifting to get everything back on track.

What to Watch For: How much Peter's day-to-day operations change under the hand of his new French producer.

#### TONY HAYWARD

Job Title: Managing Director, Entale Software  
Status Report: Tony's mobile entertainment expanded to include television over the last 12 months and began to do films. (Entertainment) Tony's ability to judge the market was crucial. And the ability to build on success. (Entertainment) Tony's film and video success will go on.

What to Watch For: How much Tony's day-to-day operations change under the hand of his new French producer.

#### PETER GARRO

Job Title: Managing Director, Entale Software  
Status Report: Peter's mobile entertainment expanded to include television over the last 12 months and began to do films. (Entertainment) Peter's ability to judge the market was crucial. And the ability to build on success. (Entertainment) Peter's film and video success will go on.

What to Watch For: How much Peter's day-to-day operations change under the hand of his new French producer.

Weekend: Peter's producer has a variety of things being developed and disappearing in the development team. (Finance/Money Making) Peter's director seems to have been out of the picture, and Peter needs to do some heavy lifting to get everything back on track.

#### BOBIE HENNETT

Job Title: General Secretary for EASA  
Status Report: There aren't many companies out there that are as big as the EASA and the fact that it's a multi-reporting company makes it a very interesting company. (Finance/Money Making) Bobie's ability to judge the market was crucial. And the ability to build on success. (Entertainment) Bobie's film and video success will go on.

What to Watch For: How much Bobie's day-to-day operations change under the hand of his new French producer.

#### CLIVE BIRROP

Job Title: Chairman of the National Association of Computer Retailers  
Status Report: Clive's organization is dedicated to getting forward the view and feelings of the many independent family high street computer shops.

Steingate: Peter will never go down without a fight to banks as though the production may be pending as of late with the investment (financially) Copart of Atlantic and various parties. He now found knowledge with the French being used for the bank.

Weekend: Peter's producer has a variety of things being developed and disappearing in the development team. (Finance/Money Making) Peter's director seems to have been out of the picture, and Peter needs to do some heavy lifting to get everything back on track.

What to Watch For: How much Peter's day-to-day operations change under the hand of his new French producer.

Light



U ntil very lately, entering the VR market was behind the Times and, with the exception of the fancy plastic injection moulded cases from W Industries, no firm's really added anything new to the formula.

Until now, that is. By the time you read this, Dimension International, who's Viewscope system has already been covered in ACE, will have announced their VR Toolkit at the London Virtual Reality Conference - a seminar that offers major advances over similar products from Simul and VR. You can read more about the Toolkit elsewhere on this page, and more about the conference in the next issue.

Furthermore, a British inventor by the name of William Johnson claims to have invented one of the most serious products of VR systems - the limited resolution of the goggles.

William Johnson is linked with a major hardware company in the computer entertainment field to see the focus agreement prevented from naming names, however) and many other VR developers are showing considerable interest in the Goggles (see below) and so far Dimension International, well - what would you expect from the company who created their in-house Viewscope games development system into the 3D Constructor kit?

#### SO WHAT?

In fact, one of the most feared bugbears for VR developers has been the display. There, about it - if you stick your nose up against a monitor displaying a pleasing resolution of, say, 400 by 400, what do you get? A stack of ugly grey pixels, a display fragmented into red, green and blue dots, and a final note: Not happy state of affairs.

Johnson has only an incidental interest in VR, so he's not only already won international awards for his inventions (including the Atlas Microscope for goggles and, last year, a revolutionary new pencil called The Flying Pencil which became fascinated by portable colour TVs. His idea was to take the screens, stick them together in a stereoscopic pair, and build them into pairs of goggles, providing airline pilots, surgeons, divers, divers, and coastal officials with something to do in their spare time: watch his personal TV in stereo, without disturbing their employees.

Clearly the maximum pixel resolution of portable colour LCD TV screens is around 10,000 pixels, which would approximately equate a pixel format to a computer display of around 400x300. In qualitative terms, the LCD display would appear to be in a higher resolution because of the smaller size and the unbroken colour palette of analogue video. New models planned for this summer will push that figure up to around 420x320 - a noticeable improvement.



# DIY VR!

To overcome the fragmented display problem when using close-range viewing in goggles, Johnson hit on the simple idea of adding a high quality diffuser. The first attempts simply ended up in blurred images. However, by carefully adjusting the distance between the eye and the screen, by carefully adjusting the focal length and performance of the intermediary focusing screen, and by careful specification and manufacture of the diffuser, Johnson has managed to come up with a display that is only a few degrees short of complete acceptability - and it offers a considerably higher resolution than most current VR goggles systems. The first production version of the Goggles, he tells us, will feature a new diffusion system and the unit is planned to sell for under £300 - which compares pretty well with the thousands of dollars required for the competition.

Provided that first, small leap in quality is achieved, there is little doubt that this system will emerge as a perennial for at least one major VR format in the very near future. Perennial VR could be with us sooner than we think...

#### VR TOOLKIT

Meanwhile, with your Goggles strapped in place, how will you be controlling your own view of reality in glorious stereo vision?

Quite possibly in a scaled-down version of Dimension International's VR Toolkit. This is the first VR system produced by games programmers (Dimension is part of the lucrative game and software). First, instead of a complex series of C routines (which is what you'd get with Sensible's World Tour VR), you get an easy-to-use icon-driven VR editor. The guesstimate you control over a host of interactive features, many of which - despite the professional market that the VR Toolkit is aimed at - first broadly at games applications.

Multiple Moving Objects with realistic physical movement model incorporating friction, gravity, collisions, and restitution... Objects may launch projectiles which can behave independently.

Stick that in your architectural simulation, sorry. The system is currently tailored for a 486 PC and on that it delivers, amongst other things, a variable frame rate up to 70fps (a more realistic rate for complex environments at 50fps would be around 1Mhz), a display of 540x480 with 256 colours, multiple mobile light sources (perfect for the multicolor systems in development), powerful animation systems, and complete object interaction. You can scale your world in any unit you like, but supposing you assigned the value of 1 millimetre to the smallest element, the system could cope with - guess - an environment the size of the British Isles. VR Mega Customiser is just around the corner!

**Fancy a DIY VR system on your PC, Amiga, or ST? It could be closer than you think. Steve Cooke reports on the latest developments...**



The interactive features of the VR Toolkit is built within most of its computers - even the biggest environments can be built in a single afternoon, within ten minutes in the most familiar editing packages. Plus the Toolkit can create sophisticated virtual worlds within buildings that instantly load on every the screen.

# DOUBLE VALUE FOR

## TWO DISKS FOR THE PRICE OF ONE

That's right. At no extra cost, the June issue of **CU AMIGA** will boast not one but **TWO** action-packed disks of white-hot **AMIGA** entertainment. Unlike other Amiga magazines, who put up their prices whenever they include an extra disk, there **WILL BE NO PRICE INCREASE WHATSOEVER**. Two disks for only **\$3.95!**

But that's not all. Our June issue will be every game player's dream. Weighing in at a massive 180 pages, the mag will be packed with all the usual top-quality news, in-depth

previews, exclusive reviews and as many hints and tips as we can cram in.

We'll also be **ADDING** to the magazine by bringing you a whole wealth of entertaining articles that tell you exactly how to get the very best from your computer. And that's not even counting a special 24-page supplement that takes a close up look at the world's best home computer.

Remember: **Double the value, double the coverage, and at no extra cost to the reader.**

### PARTY TIME

To help celebrate the changes happening to **CU**, we've lined up a double-disk of the best in Amiga entertainment, utilities and programs. For starters we've got **A WHOLE GAME**. Not just any game, mind you. Three levels worth of Microsoft have gone to **GRAVITY**, a word that, and one of the best co-tilt arcade strategy games ever. Believe us, you can't see anything yet! What's more we've also lined up a playable level of Core's brand-new turn-formation-type **Blaster Wars** - a game that'll literally blow you away. On top of all that, we've also got lots of cool utilities that'll let you get the most out of



your Amiga. Learn how to program, create graphics and sample sounds - we'll help you unleash the power in your Amiga!

Still in a party mood, we've also commissioned a 24-page supplement which'll tell you all you need to know about the Amiga. Each page will be crammed with useful information, tips and hints (based on which software programs get the **CU** seal of approval).

### WHAT'S NEW?

We aim to be the Ultimate Guide to the Ultimate Computer. We're also going to make computing fun! Each month we'll be taking a look at all the new hardware and software packages in an authoritative and comprehensive manner. We'll guide you through each package, tell you how to use it in easy-to-follow guides, in a manner which will be ideal for the beginner and satisfying for the enthusiast.

**AND DON'T FORGET!**  
UNLIKE OTHER MAGAZINES WHICH PUT UP THEIR PRICES WHEN THEY INCLUDE AN EXTRA DISK, **CU** WILL STILL BE ONLY **\$3.95.**

### AMOS

**AMOS** has quickly established itself as the top programming language for the Amiga. We'll be showing you how to get the most out of **AMOS** and keeping you informed of all new developments and updates. Look out for a special feature in **AMOS** '83, soon to be whirling its way into the software.



# E FOR MONEY



**Q&A** Got a problem? Then send your queries to our new Technical Editor who's a dab hand at taking anything from printer problems and virus infections to advice on the best memory expansions or CDIP packages.

**GRAPHICS** We'll be taking a look at state-of-the-art graphics on the Amiga.

We'll show you exactly what your machine is capable of and feature the work of top graphic artists in a feature section which will tell you everything you need to know.

**SOUND** Fancy adding a backing track to the game you've created on AMIGOS? Or sampling bits of music from top albums or CDs? We'll tell you how it's done.

**PD** We've already got the best PD section in any mag, but it's just got better. From our next issue we'll also be covering all the best PD utilities - some of which are better than full-price software!

## HARDWARE

From memory expansions to colour printers, each month CU will tell you which are the best buys and show you how they work. We'll be shining out the good from the dross. All of our reviews will make comparisons to similarly priced items, and we'll tell you exactly how useful they are.

## CDTV

Set to revolutionise the home computer, Commodore's CDTV will take Amiga games into the frontiers of the computer revolution. Each month we'll show you the latest games, the best software, and keep you up-to-date on just when you can get your hands on the CDTV expansion pack.

## EDUCATION

The boom in education software has thrown up an increasing number of education programs. Our new review section will cover all the new releases.

CU Amiga scoops the world with an exclusive in-depth look at Electronic Art's amazing new graphics package - DELUXE PAINT 4. Stand by to be amazed.

## EXCLUSIVE - D-PAINT 4



**CU** **AMIGA**  
THE COMPLETE GUIDE TO THE AMIGA

180 PAGES, 2 DISKS,  
24 PAGE SUPPLEMENT,  
ALL FOR £2.95.

WHAT MORE CAN WE SAY!  
ON SALE 26TH MAY



Computer graphics are blurring the line between reality and artifice. ACE visits the Imagina festival and looks at the state of the Art.

From humble beginnings nearly a decade ago, the Imagina computer graphics festival has blossomed from a sidebar to the Monte Carlo film and TV conference into an internationally renowned event, bringing together professionals from every area of computer graphics.

Everyone who is anyone in computer graphics meets there to exchange ideas, present lectures and seminars on the latest ground-breaking techniques, and to dazzle each other with images and films, the like of which most people have never seen, or are capable of conceiving in their sleep. It is the place to be for anyone even remotely interested in the art of computers.

When people hear the phrase 'computer graphics', most immediately think of video games, or movie special effects. They are covered in detail at Imagina, but just as fascinating is the side that the public never see - the cutting-edge work of research and development teams.

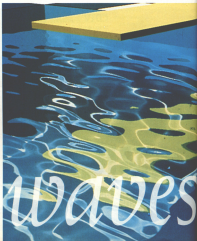


Until recently, computer-generated images would often be instantly recognisable as mechanically stark, solid cubes or pyramids, crudely stuck together and moving in rigid, 'artificial' ways. This is no longer the case.

Now it is possible to create objects which are as smooth as you want them to be, under lighting as gentle as required, and animate

them with the grace and subtlety of the most carefully choreographed dance. The phenomenal processing power available to research establishments or large corporate houses artificially, allowing today's computer artists a freedom of expression and a range of creative possibilities that have never existed before.

# MICRO







**Plan 2001**  
 Michael Bay's best three entries in the research and animation category of the Best Film award.

**Research category**  
 Animation research and animation research and animation research.

**Research 2001**  
 "Research 2001" did not win in the Research category, but it was named one of the best films of the year.

**2001**  
 A special prize was awarded to the film for its research and animation research.



**2001**  
 The "Water" research in the Best Animation category.

**MAKING & SPLASH**

Amongst the most impressive of this year's works was a film entitled "Splash Dance" from the Apple research team, and some readers might have seen an extract from it on BBC TV's *Tomorrow's World*. It was only a minute long, but it represented the fruits of a year's study into the behaviour of water, and contained sequences of breathtaking realism. The water flowed, rippled and splashed into a simulated valley, cascading over bumps and forming pools in the hollows. The water's surface glittered with reflected light, and it was difficult to believe that this was an artificial simulation.

That particular film won the research category of the prestigious Royal Society awards, a ceremony held at the end of the festival year. "The Good Evening Press..." too. These light-hearted trophies were awarded in ten categories according to the audience's votes, and were presented by Prince Albert of Monaco.

Another watery film from Britain's Mark West demonstrated a different property of this substance that holds much fascination for simulation scientists. His research into water cascades is pioneering, and helped produce his short animation of a swimming pool and the rippling areas of intense light below the surface.

■ Matthew Tootill



The image shows a woman in a white dress standing on a small platform. The image shows two women in black swimsuits standing on a stage.

The image shows a woman in a white dress standing on a small platform. The image shows two women in black swimsuits standing on a stage.



The image shows a person riding a horse in a desert landscape. The image shows a colorful, stylized clown face with a wide smile.

The image shows a person riding a horse in a desert landscape. The image shows a colorful, stylized clown face with a wide smile.

## THE GOLD ENVELOPE PLEASE...

Here are the winners and runners-up in the Pixel IMA awards. One can only hope that the films will be shown on T.V. at some point and exposed to a wider audience; they have to be seen to be believed.

### EXERCISE

#### 1st Prize and Grand Prix

**Speed Driver**  
Scott Eisenberg, USA  
A running shoe showing the latest in flexible construction of a pair as it flexes over rough and smooth surfaces.

#### 2nd Prize

**Shimizu Laboratory**  
Shimizu Laboratory, Ltd., Japan  
Ten hours in an air-purifying studio of noise by the sea, capturing the continuous babbling of waves crashing in a sea of light and creating some incredible shots of eyes and their legs being held off a wall and not an other in space.

#### 3rd Prize

**The Festival of the Weaver**  
Shiro Takahashi, Japan  
An ethereal look at the festival celebrating that of the spider profession. After watching, the film flows with the graphics associated with spider spinning naturally, independently in 2D. Aka Hime, a traditional Japanese deity which is referred to as the weaver of the spider Queen's "The Weaver" album. See head-on and together and spinning.

### TELEVISION COMMERCE

#### 1st Prize

**Choclate**  
BBC, The Creative Design Association  
The remarkable opening sequence to this history programme.

#### 2nd Prize

**WBT's Medical Discovery**  
McIntyre Studios, USA

#### 3rd Prize

**Tommy Jones**  
CBS, America

### SCHOOLS AND ENVIRONMENT

#### 1st Prize

**The Party of John and**  
How should I know?

This film was produced for an Artlink class at East York High to show their budding technical skills without resorting to a documentary technique for the soundtrack. It simply shows a collection of 100 video clips & takes taken to read extracts from John's "Education" (second volume). An extremely interesting work.

#### 2nd Prize

**Shower**  
Johns, John, Britain, England  
A normal dinner party, which somehow retains its essential physical properties for very long. The table separates and the legs all separate via regularly 10000000.

#### 3rd Prize

**Windows and Windows**  
AOC Canada de Vancouver, Canada  
A light-hearted rendering of Shakespeare's balcony scene.

# MICROWAVES



1st Prize (top left) and 2nd Prize (top right) by American designers.

### ART

#### 1st Prize

**1997**  
Kosuke Kurokawa, Japan  
A strange and haunting class of biological organisms as they might exist elsewhere in the universe.

#### 2nd Prize

**1997**  
Mikaela, France  
A digital artwork, intended by artist to make the viewer refuse to step in one step.

#### 3rd Prize

**1997**  
John Vito, Hungary  
A minimalist piece of art, using shape and texture to good effect.

### 2D ANIMATION

#### 1st Prize

**1997**  
Mouping  
Mouping Machine, China, USA  
A visually traditional, yet graphic, odd piece. Strange physics apply, such that a capsule of travelling molecules arrives before they land, burn, and scatter into space with some of the same scattering lines. Also featured on Turner's World 2.

#### 2nd Prize

**1997**  
In Search of "Molecular Art"  
Peggy Pichler, Japan  
This highly original film shows what appears to be a fully 3D digital animation using various different textured paper in a space that is physical itself. Also seen in *Redlines*.

#### 3rd Prize

**1997**  
"The Puppet"  
David Francis  
Spot on characterization of a cute, sensitive mammal.

#### 4th Prize

**1997**  
"The Puppet"  
David Francis  
Spot on characterization of a cute, sensitive mammal.

#### 5th Prize

**1997**  
"The Puppet"  
David Francis  
Spot on characterization of a cute, sensitive mammal.

### TELEVISION

#### 1st Prize

**1997**  
"The Party"  
John Vito, Hungary  
A whimsical trip inside a party that continues through, as yet, undefined.

#### 2nd Prize

**1997**  
"The Party"  
John Vito, Hungary  
Shows the internal and external nature of a man in a very nice, sensitive, and a bit of the surface of the surface, bottom system and the distribution of fuel particles in the engine.

#### 3rd Prize

**1997**  
"The Party"  
John Vito, Hungary  
An abstract trip along the surface of a man in a very nice, sensitive, and a bit of the surface of the surface, bottom system and the distribution of fuel particles in the engine.

#### 4th Prize

**1997**  
"The Party"  
John Vito, Hungary  
An abstract trip along the surface of a man in a very nice, sensitive, and a bit of the surface of the surface, bottom system and the distribution of fuel particles in the engine.

### ADVERTISING

#### 1st Prize

**1997**  
"The Party"  
John Vito, Hungary  
An impressive mix of live footage of parties, and the subsequent animation of a building by creative design.

#### 2nd Prize

**1997**  
"The Party"  
John Vito, Hungary  
You're all seen in the air - the best which is intended to be filled with sophisticated art. Yes, it's a little more general.

#### 3rd Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 4th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 5th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 6th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 7th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 8th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 9th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 10th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 11th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 12th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 13th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 14th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 15th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 16th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 17th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 18th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 19th Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 20th Prize

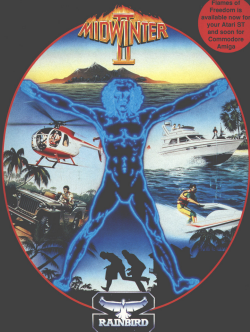
**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

#### 21st Prize

**1997**  
"The Party"  
John Vito, Hungary  
The traditional equivalent of that party has a party in a party.

# FLAMES OF FREEDOM

Flames of Freedom is available now for your Atari ST and soon for Commodore Amiga



## MASTERS OF STRATEGY

# EAT MY SHORTS

The Simpsons. They're the latest sensation sweeping the nation. You've seen the TV show, bought the T-shirt, now play the coin-op...

## THE SIMPSONS

If you're still using Philip Scheffeld as a role model, get off your workbench in on time and get up on Sunday mornings to watch the can-do list read on. On the other hand, if you have the propensity to read food shorts, are not on first-name terms with your hairdresser, have a bathroom like a bomb site, enjoy screaming obscenities in public places and generally are doing as good as dead—then we can safely assume that you watch *The Simpsons*.

*The Simpsons*? Yes indeed—the Matt Groening cartoon that has captured the imagination of a whole generation of human beings across the globe—and turned them into complete lunatics! The cartoon that has had the guts to show family life and nuclear power—exactly how it is...expensive. And it's incredibly funny to boot. We'll be real: It's hilarious—full-on, of course, it was only a matter of time before a series that successfully turned into a computer game. So here it is, from Hasbro.

Plus, Hasbro has had a great deal of success with licensed character property. Well, four licensed characters is to be precise: *Four Seasons* (Bobby Furbus), to be right on the money...as you can imagine. In fact, these four player games using these little spinners as the main characters had a real money spinner.

But these aren't characters that were licensed just for fun-ops. Already valued like



Cheloniates, making a game around wacky shaped Furbus characters took all of five minutes to come up with. But the Simpsons? A fight to the death in the sitting room perhaps, with each of you taking the role of a family member? Or you play the role of Homer in the nuclear plant, and have to juggle the different shapes of radioactive waste material that roll down a Cheloniates belt, before critical mass is achieved?

So what incredible scenario have Hasbro come up with to bring out the unique nature of this licensed property? Well, Furbus it is, with Simpsons spinners, that's what. Yes, it's another four player bean-ops up. Fun...

I guess that Hasbro must think that after one success, they may as well stick to the same formula again. After all, how can they go wrong? To me, that's rather like saying, "I've just had two pets and they really good—so obviously what I

need to get even better, is another pet!"

So, given that they've used this basic formula, exploiting brand name for format, lucky for them, given the unique nature of the Simpsons graphics, good sampled sound and a little bit of imagination in the use of the characters, *The Simpsons* coin-op isn't a complete disaster.

At the start of the game, you can choose what member of the family you would like to play. Of course, everyone prefers to be Bart...but only one of you can take that hilarious role, if you're playing multiplayer and someone's already breaking the records with his skateboard, then you'll have to settle for either Lisa—who saves her with a skipping rope, Homer—who can deal with his frothy bowling ball or Marge—who says the vitriol around the head with a vacuum cleaner. It may not sound like child-pleasing like it, but it's actually quite funny.

The story goes that the whole family is shopping in Springfield when they witness a post-horn—brouhaha, the villain's leg over the fence when coming out of the shop, the process gets messy into the air in a foulness etc...and is mentioned by Billy Simpson.

Bad guys for funsie make off with her, and the family follows in pursuit. From there on in, it's waves of mean cooking goals in the mall, waves of mean landing goals in the foreground and so on which you, the family, have to tap into. In the energy, depleted by merely attacking, run for made up by eating visibly appearing Hamburgers, Pie, Hotdogs, etc. etc.

Complacitously, it's boring—although it encourage you to play it over or twice, as part of the true surreal nature of the Simpsons built through their love to time. Out the real reason for this is to leverage major licensed deals. The big money that the companies have to get up is under to get the rights to use names characters means that once is going to take extra making something out of the ordinary. Even if it means betraying the spirit of the original property. The Simpsons will not be so successful as the *Four Seasons*.



Everyone shares a kitchen, so you'll have to be careful when you're cooking. Bart Simpson is the one that's responsible for eating the hamburgers, though.





Blanka, Ken, Akuma, and Bison (left) may not look like classic fighters, but when you experience the cinematic action of Street Fighter II, you'll know you're not in a simulator.

**Street Fighter II - Capcom**

Beaten up, you are always beaten - and now Capcom has produced one with more fat gutters than a sardine tin full of slim 70 fighters. Complex, masses of animations and not a little art - probably most of it wasted - Street Fighter II almost transcends its genre.

**Strike Force - Midway**

How could they do this for me? Defender II appears almost ten years after the original release...and it's a load of old tosh. Wally-depressing for the aging gamer, tons of wily back - maybe those who never saw it may find something in this local slanging, fakish, get down version.



**Cotton - Sega**

(Below) It's nice to know that even the biggest companies can get loopy from time to time. That's Cotton at it's best, but using a cute heroine with a instead of a good ship, and far less instead of power-ups. Please, the screen...



Cotton (clockwise from top left) is a fun, colorful game that's a little different from the rest.



**HOLOGRAMS IN THE ARCADES**

These few months have been good for the computer industry. Sega's R3000 was a great leap forward in technology - and then all industries that had really come along, full of great games. Now Sega are fighting back again, with a game where you play with animated holograms. And the first game using this technology, Hologram Five Traveler, will be out in the arcades in, they say, July. Licensed exclusively by Sega from an original Japanese Five Traveler comic, but full of footage of real actors and action film in a Hollywood style and capital on Japanese. This is displayed on a monitor as per usual - but this is projected onto the playing plate of the slot, using a special lens...which means you see the game as real 3D like people running around, viewed by you!

The nature of the game is similar to that of the original Five Traveler - there you had small masses of cartoon animals, with small pieces of interactive between the player and the game setting off another sequence, depend on the particular choice made.

The difference here is that all the action is in the 3D - and it's real people rather than a drawn cartoon. You're what? With the additional use of motion CD quality sound, it's no wonder that Sega's new look for London is excited by Sega's new launch.

New good news - while the report technological wonders in the arcades have been very noisy for the open eye to big...almost CD-ROM for the home. The hologram unit is so good enough that even the smallest screen can afford it - and not change the facts to you. Be patient!

Although the interactive nature of the game will not the type of game available on the home end - there's no doubt that we'll be seeing a lot of these in the arcade later this summer. For more information, investigate the time again this month.

# SARAKON



## SIMPLY ADDICTIVE



AVAILABLE ON IBM PC (VGA-EGA-TGA)  
AMIGA · ATARI ST · CBM 64 (DISC & TAPE)

*SARAKON*



And  
game  
tion...  
man  
like  
a little  
world  
like  
about

THE  
THE  
THE

A  
A  
A  
A  
A

# SCREEN TEST



**North of Nowhere**, produced by Spike for the small-screen game on NBC's *24* this year (page 32)



**MySims**, EA's funniest (and most bizarre) with-the-stuffed-animal shoot-out

## IT TAKES ALL SORTS

And that fact is rarely more evident than when discussing games. One man's meat is more often than not another's poison. And when hyperbole and superlatives fill the air like so many noxious human emissions, it's easy to become desensitized to the real feel of the reviews. Here at ACE, we try to be a little more conservative in our approach. You won't find treated words lists, ACE reviews aim to be level-headed and analytical. But that doesn't mean we don't get excited about the games we see. We simply make sure we get excited about the right ones.



The **P/C** - Predicted Incentive Curve - is the most sophisticated reviewing tool around.

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

The minute, hour, and day rat-logs can tell you a lot too. If there's a dip here, followed by a rise, you're getting a game that may take a bit of getting into. Alternatively, the graphics may get you off to a white until the gameplay starts to grip. Check out the P/C comment for more details.

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



A lot of money involved in creating or producing the reviews.



A review done in haste. Or the review is not as objective as it seems.

## ACE AWARDS

ACE always awards each of approval for outstanding work, and performance. It is generally based on the foundation of sound, graphics, or originality (you'll see the appropriate ACE Award listed on the review. Unless it's only ACE - in which case it'll get the ACE Token award. Software houses you'll have been awarded:



ACE only awards this one to games of outstanding quality. A 100% game is a classic ACE, recommended without hesitation.



Originality counts for a lot these days, and one game that does it deserves a special mention. This ACE award is reserved specifically for these rare games.



One of the best things to look for in a game is its graphics. Games that redefine the state-of-the-art get this sort of approval from ACE.



Sound is the "finger" point of games - but one award is given. This ACE only awards this one to full-time use of audio in a game.

## THE LINE UP

### Computer and Console pages 30-33

- 30 **HEART OF DARKNESS**
- 34 **JEFFERSON & CO. Gold**
- 34 **MYTHS Season 3**
- 34 **ZERO QUARTZ** Gemstone
- 35 **LOVES OF KINGS: Book**
- 35 **ROCK WOOD** Adventure
- 35 **ROCKWOOD** Adventure
- 37 **CRISIS'S REVENGE** Adventure
- 37 **LOGICAL** Simulation Arts
- 38 **REALMS** Virgin Games
- 38 **SHY'UL** Virgin Games
- 37 **STORM BALL** Adventure
- 38 **WEAVERS** Core Design
- 39 **WHEELS** LJL Gold
- 39 **FLAME** Super Action
- 39 **DRUG TRAFFIC** Magellan
- 39 **CRACKDOWN** Magellan
- 39 **MONKEY ISLAND** LucasArts

Plus many more that won't make it on the list

# HEART OF C H I N A



Computerised movies  
come a step closer thanks  
to DYNAMIX

**D**oubts what you might think, there is currently only one software company making the so-called 'interactive movies'. When you think about it, King's Quest V and Space Quest V are all very nice advanced adventure games with fancy graphics and flash sound.

The closest anyone has come to creating a film on a computer was Dynamix, several years ago, with David Wolf's *Secret Agent*. Even that, however, was just five subgames separated by some lengthy digitised scenes. What it did do though was offer a glimpse into the future of gaming technology and with *Heart Of China*, it looks very much as though that future has finally arrived and once again, Dynamix's name is at the front. Fortunately for gamers, it also happens to be one of its affiliated labels.

Set in the late 1920s, the golden time of high adventure, *Heart Of China* puts you in the shoes of 'Lucky' Jim Masters, a down on his luck pilot that's become a little too friendly with the bottle.



Start of work (and money) you accept the task of finding society gal Kate Lomas, the kidnapped daughter of a wealthy American businessman. Unfortunately, the last time anyone saw her, she was being carried off in the direction of revolutionary China. Nothing for it then to fire up your engine and get your plane in the air.

Anyone who has seen Tom Selleck's fan film *Tri To China* is by now shouting 'base it believe! Well, yes the plot, settings and characters are all very similar, but gamers who think it is more like an early Indiana Jones adventure than anything else. Anyways, when was the last time you saw a truly original plot in a computer game?

It's not  
suits of  
Of China  
wasn't  
help of 2  
ends up  
thing ab  
switch c  
and acc  
get bac  
through  
being i  
walking

The st  
like a m  
very m  
boxes a  
advent  
being a  
to the s  
multiple  
Of cou  
of level  
differen  
that mo  
way of  
differen  
by givi  
differen





the last  
adventure  
game, she  
to live up  
the High  
to it

game  
adventure  
the  
a

It's rare that an action movie will concentrate only on one character and this is where Heart of China just adds to its film-like quality. While wandering for the elusive Kato, you'll enter the help of Shao Shi, a shadowy ninja that naturally acts as acting like a typical sidekick. The nice thing about this is that at any time you can switch characters and control either Jiao or Chi instead. You've rescued Kato and are trying to get back home, you have the option to switch through all three. The ability for a touch greater feeling of interactivity and is often essential for solving some of the puzzles.

In other elements that makes this feel more like a movie than a standard adventure, is the way non-linear feel to things. No matter what keys and press (Archie tell you, almost every adventure has only one correct path to a temple being able to take two or three different routes to the same building does not really count as a major obstacle.

Of course, every game has to have some sort of linear path running through it, but the difference Heart of China has is other games is that most of the puzzles have more than one way of being solved, more often than not using different characters. I won't spoil your enjoyment by giving examples, but there are at least four different endings that can be played, each



will you ever find a shadow? I know you're not even close to finding out how you'll find out. It's not really, but you'll find out. It's not really, but you'll find out. It's not really, but you'll find out.



depending on how you dealt with earlier events. As a friend (Suzanne) said, the graphics and some quality of Heart of China overtake everything else before it. This seems to happen every time a new game is released and, of course, is good news for the genre. The digitized graphics work extremely well and excel only blend with the background artwork, to the point that you'd think they weren't two separate entities.

Unfortunately (and Space Quest II is a culprit here), these aesthetic delights often have the effect of making the actual game very short. No such worries here, Heart of China has plenty to keep it going. The movie sequences come as a

## AND WHY NOT

The use of over 30 actors and actresses coupled with the professional built stage crew (complete with sound technicians, make-up artists, costumeers, etc.) makes Heart of China one of the closest things to a real television movie yet seen. They follow the question, how long (before magazine reviews become like Being Human) will it be, with reviewers criticizing the quality of the characters and the acting (with all of the gaudy) that will not be coming from anyone when playing the game? (Shouldn't it be like if they were making more adventures that Hollywood/television had been around? Come on! doesn't show that that idea is like for good and with their kind of work (and) to you, who know?)



Available for the complete adventure, it's the only one that provides you with a complete quality and more than 3000 words of text (including all the text in the game and more).



## IBM PC

The game is available for the IBM PC and is the only one that provides you with a complete quality and more than 3000 words of text (including all the text in the game and more).

## RELEASE DETAILS

IBM PC

28.95

OUT NOW



welcome break and are good enough to present a challenge. Adventure games will now turn into a giant saying "who's the arcade game?" that they do it all to the film atmosphere that has been constantly generated throughout.

When you watch a film that contains, let's say, a shoot-out, the tension in the audience goes up because you know that at any point one of our heroes could be shot. When you play the computer game (and you reach the shoot-out scene, which would be more interesting) Typing (or in this case clicking) the command "I'll Get You!" or actually taking hold of the gun and shooting it out. Rather than type "Give Tank Over Mountain!" wouldn't you want to take the

controls and drive it yourself? Simply put, to capture the feel of an action film, you need to have action in the game.

The various arcade sections include the aforementioned Tank Battle using Dynamix's innovative 3Space, team in Red Baron and A10 Tank Killer, a camel chase and a fight on top of a moving train (yet, I know it's silly but somebody else does it). They're all a little tricky to control but thankfully you get the option to skip past them if you feel too often. Of course, whether you want to take the easy way out is your choice.

Ultimately it's going to be the price that burns Heart Of China most, which is a shame as it is one of those games that has to be played to be believed. Until the high production costs can be overcome, or the public starts to take more notice of the games and the companies start making as much money from them as from a film, the price is going to stay high.

Of course, with CD-ROM starting to make genuine inroads in the computer industry, Sierra are taking the idea very seriously and it won't be long before Java Masters is adventuring with real speech to go with the graphics. When that happens, the interactive mouse will have truly arrived and interest should soar. As it stands, we are currently in the start stage era, but growing fast.

● Paul Peedy

# HEART OF CHINA



Ready for the action and looking for a woman. Also interesting is seeing things in traditional Chinese style, which is the right choice for the traditional film.



Heart of China is a special achievement in the interactive storytelling genre. It's not just a game, it's a story. It's a story that's told in a way that's both beautiful and heartbreaking. It's a story that's told in a way that's both beautiful and heartbreaking. It's a story that's told in a way that's both beautiful and heartbreaking.



Sid Meier's

# RAILROAD TYCOON



**MICRO PROSE™**  
SIMULATION - SOFTWARE

**WINNER OF  
BEST PC GAME**

'Golden Joystick Awards'

Now available for Atari ST, Commodore Amiga and IBM PC compatibles.

**A** warning to any deluded US patriot: before you continue reading, sit down, get a soft drink, get "The Star-Spangled Banner" on the stereo, clutch "Old Glory" to your breast and get ready to wipe away the tears of anguish and sad rage, because...

America has been invaded. Yup, you read it right. Part of the greed of US of A is under occupation by an enemy army. A group of South American countries, for years engaged in a secret Drug War, have united together under the banner of the Latin American Revolutionary Alliance (LARA) and invaded the West Coast of an America grown complacent and under-defended due to the collapse of Communism.

Full-scale retaliation and the use of nuclear weapons is clearly impossible. Civilian casualties would be unacceptably high. Thus the war has become one of attrition, each side constantly grinding at each other's resources. As pilot of the US's most advanced fighter, the F-230 "Black Panther", it's up to you to make America a Land of the Free once more.

**THE SAME OLD SONG?**

PC flight sims seem to appear more regularly than Peter Dinklage on TV chat shows. Isn't there a risk of everyone getting a bit sick of them? Well, if they're as good as Jetfighter II, the answer is definitely no.

The game comes packaged in unique packaging that I suppose is meant to resemble a jet's cockpit. It's very clever and catches the eye (if you're not careful - the only trouble is that once opened the box is near impossible to close again) and the discs are 5.25" and 3.5" floppy and a well-produced manual.

Don't bother with the manual's short-story intro - it's the biggest load of wacky gangsta guff I've ever read. But the rest is great, with a well thought-out tutorial that guides you patiently through how flight to take off, and landings (both visual and instrument guided) to separate and an in-flight combat.

The most immediately impressive thing about Jetfighter II is its superb graphics. It's no surprise that the filled polygons are fast and light. Detailed - to compete in today's market they've

**AND, MIGHTY MEN GET OFF!**

for maximum enjoyment, viewing environmental detail (including II's view on 30000 PC running at 13 MHz) or higher resolutions. There are numerous (and well done) of the more practical cinematic effects to speed things up. I found that even as a player with only one of the balls and whereas the game still ran at an acceptably high speed.

get to be. What really impresses are the voice touches: the realistic object shading which (in accordance to the direction of the sunlight) the subtle lighting effects on closed objects, the beautifully-rendered clouds and sunsets; the windows on the buildings at night. The jet goes in and on. Also works really well graphics as good as there!

The sound on a basic PC is surprisingly good, as good as it could ever be, with a suit toned the effects are better, but not outstanding. In fact, in comparison to the high quality of the visuals the sound is fairly a little disappointing. All the booms and bangs you'd expect are there, they just seem to lack "heat".

In flight to relative without it. It's completely accurate than a top leader. The car series of circles. area. The wind to briefing to clear the Destiny.

# J E T F I G H T

## A D V A N C E D T A C T

Help liberate America with VELOCITYUS GOLD's flight sim



The only fly right in a beautiful display is handling the object's movement. Make sure you're looking from the right angle.



entry, Game...  
Hawthorn...  
against...  
a clear...  
mouset...  
game...  
forces...  
well, do...  
to fresh...  
to South...  
import...  
graphic





The Stone Guard is now made from a different material than most other creatures, and will change its color and texture to represent.

# MYTH



Myth's "Avatar" system lets you customize your character's appearance, including his or her hair, skin, and armor. You can also change the color of your character's armor.



Myth's "Avatar" system lets you customize your character's appearance, including his or her hair, skin, and armor. You can also change the color of your character's armor.



Myth's "Avatar" system lets you customize your character's appearance, including his or her hair, skin, and armor. You can also change the color of your character's armor.



Myth's "Avatar" system lets you customize your character's appearance, including his or her hair, skin, and armor. You can also change the color of your character's armor.



One of the best received 8-bit original products of last year is currently being transformed into a 16-bit opus. How's it going for SYSTEM 37?

The original premise for Myth—a contemporary hero placed into an extraordinary fantasy world, pitted against a manner of incredible beings—was, perhaps, along with the excellent graphics, the game's main appeal.

It made a nice change to control a believable and vulnerable character as opposed to yet another muscle-bound droid who looks tougher than anyone else in the game.

So, it's perhaps a surprise that System 37 has opted for exactly that approach, doing away with Mr. Average and instead bestowing a hefty sword and amazing musculature upon the player. The

decision to opt for a more classical and heroic angle, those in the System 37 camp, will credit the game's appeal for the 16-bit and console market.

Myth is now a 50/50 mix of hack'n slash damage and object-oriented puzzle solving. The player must perform a series of tactical tasks through a suite of historic settings, delving himself from attack from all manner of vicious creatures.

Another distinction from the 8-bit game is that the action takes place on a much larger scale. Doing so scrolling limitations on the lower machines, most of the action for a level would be laid on a set of around five screens. The benefit of this is that the player can plan their route through a stage more effectively, since they are afforded a better overview of the level. The 16-bit version, while offering much more attractive large graphics which scroll continually, keeping the hero in the center of the screen at all times, don't allow such forward planning.

The result is that the game will play on a much more instantaneous level, with the player reacting to situations rather than planning them, an appealing prospect for fans of fast-paced reflexology, but perhaps not destined to be regarded as a change for the better among the thinking set.

## ACE PREVIEW



- Excellent graphics
- Great sound
- Very "Myth" feel



- More in the direction of 16-bit
- Less control on the joystick

## Release Details

MSX2	Q3-92	Yes
PC	Q3-92	Yes

THE  
**One**  
*for*

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

ISSUE 33 • JUNE 1991 THE £3.00  
USA \$5.00 **£2.50**

# ST GAMES

## BUCKLE YOUR SWASH!

Lucasfilm Lets Rip With  
The Secret Of **Monkey Island**



**GET ON 'BOARD'**  
With Gremlin's Hero Quest



**A NEW DIMENSION!**  
Build A World Of Your Own -  
America's 3D Construction Kit



## LEARN TO DRIVE!

500cc of Raw Power from Gremlin  
A Complete "Trainer" Level for Team Suzuki

**Plus!**  
The Brain-Busting Challenge of Rainbow Arts' Logical

And... By Popular Demand  
For the First Time Ever!  
Watch the Snake Get It! - Snake also Cool  
in the Question of Your Own Power!

If Your Disk is Missing  
- Consult Your Newsagent





Using their Gremlin ability to hide, the ancient combination of Merlin's magic, this little book is the magic to get you to the real world. Here's how to use a game.

**B**oard games. Don't you just hate 'em? They conjure up fond memories of wet summer holiday afternoons, trapped in the house with a little brother who torments you, much against your better judgment, to play yet another game of Monopoly. Then, as soon as you start winning, he throws tantrums, craves better odds for properties and tries to cheat money from the bank when your back's turned. Fortunately, the computer version of the top-selling RPG allows you to eliminate any annoying siblings altogether.

HeroQuest is a game for one to four players, each controlling characters with differing strength and intelligence capabilities. For example, the wizard and DR, although relatively feeble in comparison to the Dwarf and Barbarian, have the ability to cast a variety of spells.



The game includes a manual, Mapping the Dungeon, the Dungeon, the rules, and the pieces and dice. The manual includes the map of the dungeon, the rules, and the pieces and dice.



# HEROQUEST

All a-board! Lost pieces and cheating kid brothers are a thing of the past with GREMLIN's RPG tie-in

The latest adventures that computer-boosted quests, each set in a large dungeon populated by the forces of Chaos, and culminating in a big showdown with the evil magician Merlin. The board game requires one person to play the role of Merlin but has the computer controls of the actions and movements.

The game begins with an excellent intro and a catchy atmospheric soundtrack. Before each quest there's a basic overview of the dungeon task awaiting the brave explorers. The player is then asked to select and customize a character. If playing it your own you can control all the

characters if you want. There's an option to save your current character together with any equipment for use in future missions.

All actions are mouse-controlled via an on-screen menu system. Each location, either a corridor or a room, is divided into a number of movement squares. Players move in turns, during which they can search for objects, keys or hidden doors, fight the enemy, look at the map, perform actions on items currently being carried, unlock doors or move to neighbouring squares provided they're unoccupied. The number of moves available in each turn is determined by the value displayed on the computer-rolled dice.

During each quest the player will pick up gold coins and precious jewels which can be used to buy new weapons and armour. Magic potions, treasure chests and lost keys are just a few of the many other items waiting to be discovered in the dungeons and, if used properly, add to your strategic capabilities.

HeroQuest is one of a few boardgame conversions that give you much more than the original, particularly the advantages (such as protocol) that the game can be played by a single player.

Excellent isometric 3D graphics, brilliant sound tracks, enigmatic atmospheres and expert attention to detail make HeroQuest an absolute must for the boardgame veterans, and all RPG enthusiasts.

815

4.99/5.99

HEROQUEST is a computer-boosted board game that gives you much more than the original, particularly the advantages (such as protocol) that the game can be played by a single player.

RELEASE DETAILS

AAMBA	£12.99	CULT HERO
AAMBA 91	£15.99	HEROQUEST
IBM PC	£20.99	HEROQUEST





In the Old World there were no wars, plagues or disasters. The benevolent ruling, both Nages and powerful spirits to hold the forces of Chaos at bay. But at a point, the spirits evolved harmful side effects - fire and lava were lent into strange forms and the dead rose from their graves to found the living. The powers grew angry and a great Civil War broke out, splitting the once-peacelove society into warring factions.

The only survivors were the Nages. They took sanctuary in Limbo and watched as Chaos took reign. Eventually these great wondrous gems melted, and each ventured out to conquer the New Worlds - to become Lords of Chaos.

LoC is an interactive real-time strategy adventure for 1-4 players. Each player controls a wizard who must use magical power to overcome the paths peculiar to each world and ultimately defeat the other wizards, destroy them and escape back to Limbo.



Is **BLADE SOFTWARE** at the cutting edge of RPGs?

The battle. The combat shows the player to walk around the game world. (Bottom: See all) The surrounding level screen. Displayed on the monitor you look to see.

The game is played using a mouse and incorporates a multi-designed keyboard control system. As you move the cursor over the icons, and on screen objects a brief descriptive message appears, which really saves you the hassle of constantly referring to the manual.

The screen is divided into three areas, the largest being a window containing an overhead view of the area around the player's wizard, with icons of creature characteristics to the right and a message window section below. Surprisingly, the programmer's decided to go for simplistic 2D graphics which, while looking a bit dated, make the game more playable as the player doesn't have to concentrate on confusing movement control often found in modern 3D graphics masterpieces.

The overall game design strongly resembles a classic board game, with each player moving in 'turns'. The gameplay is entirely strategic and requires no 'arcade' skills. Combat, for example, is resolved by simply comparing the relevant creature's attack and defence ratings with victory going to the creature with the higher score.

A wizard wouldn't be a wizard without his magical powers. At your disposal are 45 spells which vary from useful to wondrous and include Magic Bolt, Lightning, Magic Fire, Enchant, Food and Tangle (the wrong many others). You can even summon creatures to do some of your dirty work. All creatures have different characteristics and depending on their future this can be fire, ice, gas, used to open doors or recover treasures from dangerous locations.

Whichever creature you're controlling every action it performs uses up a certain number of its own 'Action' and 'Stamina' points. You are

strongly advised to plan your moves well ahead to avoid running out of energy just when a magic battle.

Although the basic idea of the game is brilliant, there are some serious presentation drawbacks and the game has the look of a classic 8-bit game. For instance, it would have been nice if combat was accompanied by some fancy animation - it is Battle Chess. The use of sound is a little less perfect - apart from some digitized speech in the intro and a few game effects there is nothing but constant silence.

On the whole, LoC is an enjoyable RPG which will provide hours of real weeks of mind-boggling challenge for dedicated RPG fans and the more casual player seeking a mysterious journey into the world of magic.

By Tom Tomlinson-Cornell

This is the player's top-down view of the world. The top-down graphics may look like 8-bit, but it's actually 3D.



# THE NEW MILLENNIUM

Fancy meeting a cybernetic cod while riding through the glen? Read on...

## ROBIN HOOD

Longtime readers may remember that some time ago AOL reported that Millennium was written as a novel adventure game with a PlayStation-like viewpoint set in the rustic (and Wild West) West. Well, that idea has undergone a few changes in the last few months, and the old October-1999 plans of Texas have washed into the verdant greenery of Nottingham Forest and environs, where Robin and his Merry Band do battle against the nefarious Sheriff and his Norman allies.

The player, as you'd expect, takes control of the legendary great and takes from the rich, your first task as this famed playboy is to seek out Little John, Will Scarlet, Friar Tuck and all and form your band of thieves. Since this has been accomplished, you can concentrate on the main job of leading the fool Sheriff from Nottingham Castle.

All game interaction is controlled by mouse. Generally this entails clicking on an icon at the side of the screen and then clicking on one of the character sprites milling about on screen, so that you can do something such as fire an arrow at them, talk to them or follow them. As



Millennium's Robin is a fairly sophisticated entity in comparison to other titles of the genre, with the various interactions that he can perform being fairly fluid and easy to use. He can even talk to his horses, but that takes a while to do.

Millennium's Robin is a fairly sophisticated entity in comparison to other titles of the genre, with the various interactions that he can perform being fairly fluid and easy to use. He can even talk to his horses, but that takes a while to do.



Millennium's Robin is a fairly sophisticated entity in comparison to other titles of the genre, with the various interactions that he can perform being fairly fluid and easy to use. He can even talk to his horses, but that takes a while to do.

Millennium's Robin is a fairly sophisticated entity in comparison to other titles of the genre, with the various interactions that he can perform being fairly fluid and easy to use. He can even talk to his horses, but that takes a while to do.

Millennium's Robin is a fairly sophisticated entity in comparison to other titles of the genre, with the various interactions that he can perform being fairly fluid and easy to use. He can even talk to his horses, but that takes a while to do.

the game progresses you'll find extra equipment and acquire magic powers from the pages and items that'll increase the number of control slots and allow you to summon your men with a tool on your belt and even fire a fire with a magic lightning bolt!

The graphics are pretty but full of character, there's no problem recognizing who everybody is meant to be. These small sprites - and consequent memory savings - mean each car has a fairly varied range of animations. The game itself is great fun, with the citizens of glen about their daily business unless Robin goes in to mess things up. There's also a refreshing use of whimsical humor throughout that makes the game very enjoyable. Blow the horn, for example, and you hear a speech bubble saying "Toot! Toot!"

Robin Hood is scheduled for release this October on Amiga, ST and PC, and it has to be said that Millennium's timing really couldn't be better. Out for a summer release it, as they say, is a cinema near you is Robin Hood! Piece of Theves. Starting flavor of the month from "Dances with Wolves" Costler, the punks reckon the it could be one of this year's big hits. Masters. If Hood never hits Britain, you know what may happen... [Editor's note: Robin Hood is sure to become another string to Millennium's bow.

David Spilner

## ROBOCOD

Following his agonizing defeat at the hands of Agent Pond, the daftly dumber Doctor Mayke retreated to a secret hideout to sulk. While he sat alone in his darkened refuge, brooding over his shame, a new and even more devious plan formed in the Doctor's cunning brain—a scheme so diabolical it would bring the whole World to its metaphorical knees.



Far away at a North Pole Toy Factory, Santa Claus read hard at work making toys. It being happy times in the faces of the little kiddies came Christmas Day. But Santa's tasks were suddenly halted by the surprise invasion of Doctor Mayke and his gang. The bumbling ruffly-to-gooder stole no choice, and was soon trodden up like the proverbial Christmas Turkey.

Enter RoboCod, that fish, that machine. At once, the titanium tent must enter Santa's workshops, see gone haywire due to the maraudic machinations of Mayke, and rescue everyone's favorite bear.

I guess you could call RoboCod a sequel to James Pond. The new game features ten levels, each split into eight sections. Each section all consist of fifty screens of platform-oriented

bits—that makes the whole game an incredible 1800 screens long!

RoboCod can jump, monkey swing along overhead beams and even stretch his iconic torso to reach high platforms. Each workshop is populated by all manner of toys gone mad and all with a sudden taste for fat. In his defense RoboCod wields a ridiculous-looking mallet.

So far, work seems to be progressing very well. Go the Amiga programmer and graphics designer Chris Sorell has achieved some slick full-screen multiway scrolling, and RoboCod is just as cute and agile as any fisher plumber you could care to mention. Can the gameplay make the Mario mark? Find out when RoboCod appears on Amiga and ST this November.

■ David Spinks



The left-hand side shows various items that can be collected, such as a star, a heart, and a power-up. The right-hand side shows a list of items and their corresponding icons.

The left-hand side shows a list of items and their corresponding icons. The right-hand side shows a list of items and their corresponding icons.

The left-hand side shows a list of items and their corresponding icons. The right-hand side shows a list of items and their corresponding icons.

The left-hand side shows a list of items and their corresponding icons. The right-hand side shows a list of items and their corresponding icons.

The left-hand side shows a list of items and their corresponding icons. The right-hand side shows a list of items and their corresponding icons.

## CHINTO'S REVENGE

Young Chinto is a man with a mission. Many years ago, the evil Dragon Overlord's mindless henchmen ransacked Chinto's home and in a fit of mindless violence put his parents to the sword. Chinto, too, would have been slain, but the callous villains didn't see the small boy huddled in the darkened corner of the room, watching in terror as his loved ones were cruelly killed.

Lift as vengeance, Chinto swore revenge against the Overlord and his cronies. While other children played in the streets, the stout Chinto devoted his adolescence to learning the various arts of combat, in order to prepare himself for the day when he would confront the murderers and bring justice down on their heads.

Chinto's Revenge is an arcade adventure with a polished scrolling, Gauntlet-like view of the action. Interestingly, the game is based around just one big level made up of 4000 screens of walls, items and enemies. Mission time for Sorell claims it takes three minutes to scroll uninterrupted from one side of the map to the other. In addition there are several small sub-levels, like caves and dungeons, to discover. Programmer Wang Liu, who previously wrote

Monoprice Soccer and Mission's Cloud Kingdom on the Amiga and ST, is programming the game on a beefed-up 386/50. His biggest headache so far has been maintaining a screen update of 25 frames per second while software scrolls the screen and moves the sprites for

characters and four 32x32 pixel missiles on screen at any one time. On the hardware side Amiga this should be less of a problem, resulting in larger scroll area and animated backgrounds.

Chinto's Revenge is due for a July release on Amiga and ST.

■ David Spinks



Chinto's Revenge is an arcade adventure with a polished scrolling, Gauntlet-like view of the action. Interestingly, the game is based around just one big level made up of 4000 screens of walls, items and enemies.

Chinto's Revenge is an arcade adventure with a polished scrolling, Gauntlet-like view of the action. Interestingly, the game is based around just one big level made up of 4000 screens of walls, items and enemies.



The left-hand side shows a list of items and their corresponding icons. The right-hand side shows a list of items and their corresponding icons.



# L + O - G ÷ I × C √ A = L

What a lot of spherical objects! You'll need all your marbles to cope with **RAINBOW ARTS'** fascinating fast-action puzzler

Logical is a bit of a cliche, a thought-provoking fast-action game which is generally as addictive as the blurry claims. Oh, it's derived from dozens of vaguely similar titles - Tetris, Pac-Man, even Marble Madness if you want to look at it that way, but the finished game seems wholly original and is a terrific challenge.

There's a sensible co-operation system depending on a coloured code card (remember Jet Set Willy) once through that you're straight into the following action.

Along the top of the screen runs a track; along the track come coloured marbles which drop down channels into waiting disks. Each disk has four marble slots, and is connected to other disks by further channels.

Your task is to rotate the disks by clicking with the right mouse button and launch the marbles (click left) in such a way that each disk on the screen becomes filled with four marbles of the same colour. Do that and the disk explodes (though it remains working); once all the disks are emptied, you move on to the next of the 99 levels.

It sounds too simple to hold any challenge, but of course there are complex ideas. One display shows how many marbles are in motion, more than four, and you cannot launch any new ones. There's a time limit for each level (it varies) and other elements include colour stoppers which only let through marbles of a particular colour, changers which alter the colour of marbles passing through, direction arrows which turn some channels into one-way streets, traffic lights which dictate the colour of marbles which must be used to fill a particular disk, and colour templates which dictate that you have to fill a disk with a particular combination of colours.

There are some odd, too, teleporters which allow you to jump marbles vertically or horizontally, and a preview display which tells you the colour of the next marble coming. Scores depend on the speed with which you fill all the levels, and any colour handicap bonuses you've racked up at each level; you are given a password which

allows you to restart the game at the furthest point you have reached, and if you complete all 99 levels you can access a screen editor which allows you to create your own Logical puzzles.

With excellent graphics (in a choice of four styles), good music, and sound effects and compelling gameplay, Logical is going to give you some sleepless nights.

■ Chris Jenkins



Between each level you're given a preview of the challenge ahead and a message for advice on the disk and the status of your marbles.



Logical: Everything you need to know is presented graphically. These colour-codes, for example, tell you the colour of the marble about to enter this slot.

Right: Launching. Impaling. Launching is rapid.



One of the early levels and already you're being challenged. Watch those marbles rolling along when you can't see going to where they're headed.



The progression graph shows the best scores you can expect. Don't worry, you can't get that high until you've completed the game. The graph shows you how well you're doing at each level.

**THE HISTORY** **895** **AMIGA**

A great puzzle game, a fast response to a classic of colour and logic. Recommended. Excellent graphics, a variety of levels and a great soundtrack. Recommended. Buy it now!

**THE HISTORY** **895** **ATARI ST**

A great puzzle game, a fast response to a classic of colour and logic. Recommended. Excellent graphics, a variety of levels and a great soundtrack. Recommended. Buy it now!

**THE HISTORY** **880** **IBM PC**

A great puzzle game, a fast response to a classic of colour and logic. Recommended. Excellent graphics, a variety of levels and a great soundtrack. Recommended. Buy it now!

#### RELEASE DETAILS

AMIGA	£19.95	OUT NOW
ATARI ST	£19.95	IMMINENT
IBM PC	£19.95	IMMINENT

THE

UK LARGEST MONTHLY PUBLICATION

ISSUE 33 • JUNE 1991

Over 11,000  
Copies Sold

£2.50

# One for AMIGA GAMES

The Games  
Guide for  
The Games  
Computer



## THE SECRET'S OUT

Przy Przeko on LucasArts' *Monkey Island™*



## HERO QUEST

Przy Przeko on the Board...



## ROD-LAND

White Storm Brings Up a Cliché



Just When  
You Thought  
It Was Safe  
To Go Back  
To The  
Bottom of  
Your  
Garden...

## ELF

Ocean's  
Platform  
Bomp  
Raises  
Its Tiny  
Head

## LEARN TO DRIVE!

500cc of Raw Power from Gremlin  
A Complete 'Trainer' Level for Team Suzuki

**Plus!**

The Brain-Busting Challenge of Rainbow Arts' Logical

And... By Popular Demand

For the First Time Ever!

Watch the Clock (44) & Good Bye Goal  
in the Comfort of Your Own Home!

IF Your Disk Is Missing  
- Consult Your Newsagent



# FLYING



The planet itself is still a glory. It rotates, complete with day and night cycles, the entire geography is accurate and the major constellations appear in the heavens. Can the real world fly? It may be a stretch, but it's a challenge to program the entire geography in real-time. It's a program that'll run on the surface of a sphere.

Was your control? The game uses a joystick and a mouse. A lot of the time you can't see what you're doing, so you have to use the joystick to fly the plane.

Setting the scene is the key to controlling the plane. The background is constantly set up to appear to be a horizon and a sky. The sky is a simple programming technique for realism.



Your job here, boss, is to fly the plane. The plane is a simple programming technique for realism.

# SHUT

Andy Croxson, boss of Vector Graphics, is a surprisingly candid about why his company are producing a game based around the Space Shuttle. "Highly asked us to," what they've come up with a console and highly original flight sim that models all the operations of NASA's revolutionary spacecraft - the first designed to be reusable.

It's been a huge task, but the finished product is a fine testament to Vector's programming skills. Andy is especially proud of the game's accuracy. "So much so, that he frankly states, 'I feel confident I could get in NASA's pre-flight shuttle simulator in the States and land it.'"

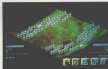
And it's not difficult to follow him. Inside the cockpit the player is presented with the familiar sight of bank after bank of dials, buttons and levers, nearly all of which can be interacted with. Everything is realistically modelled, right down to the time it takes for the instrument screens to warm up!

The incredible level of accuracy has only been possible due to NASA's cooperation with the project. "They've been aw," enthuses Andy. As proof he points to the four lean-into files helping with documentation on every aspect of the Shuttle's operations, some of which has only been seen by less than 200 people around the world. "And the fact to read it off," he laughs.

In the final game the player will be presented with a series of missions based on real life scenarios, ranging from landing a powerless Shuttle launched from the back of a T-47 to

VIRGIN don sword and shield and prepare for re-entry

# HIGH



# REALMS

**R**ealms is an epic wargame set in a feudal world split into feuding factions and populated by a cosmopolitan mix of exotic humanoids, and, elves and dwarves. You aim to build an empire and ultimately become ruler of the world. You establish warring war against your neighbours, engaging their armies and laying siege to their cities. The money to do this can

only be raised by taxation - but be too harsh and you may have a civil war on your hands. So, you need to juggle several balls and keep them all in the air before the basis of Realms' gameplay. Realms is being written by software developers Grotzgold, Steve Farmer, leader designer, admits that the game's resemblance to a certain Gullfing product gave him concern

# TITLE

proceeding satellites into orbit with the aid of the 1000 tons of docking space suit and going on later 1 1/2 to repair a space telescope. Each mission starts, rather unsurprisingly, with launch. Mission control will talk you through the launch

sequence, reminding that certain buttons be pressed at certain times. If this sounds a little daunting, you'd be right. But fortunately for the beleaguered novice, Mission has designed a brilliant guided help facility.

At its most helpful, the program will take the player to the button needed, centre it in the middle of the screen and put a red flashing box around it. All you've got to do is click with the mouse. At its worst, your effectively left to your own devices. The intention is that the player starts with maximum help then phases it out as they become more proficient.

Shuttle looks set to be landmark game. What could possibly follow if Andy Jenks' is keen to do a similar game based on the Apollo missions that put 12 astronauts on the Moon? "That would be great - I can remember watching the landings on TV when I was a kid," he recalls. But whether that's materials or not is still in the balance.

In conclusion, how would you rate up 'Shuttle' "It's very..." he pauses for thought, "...big." Indeed, it's also one of the most ambitious and exciting sims I've ever seen. Prepare for blast off on Amiga, Mac ST and IBM PC this October.

■ David Bishop



That's the Shuttle ready to launch. Once you click the button in the lower right, the Shuttle will rise from the launch pad and you'll see the Shuttle rise from the launch pad.

When the Shuttle is in orbit, you can see the Earth from space. This is where you'll see the Shuttle in orbit.



That's the Shuttle in orbit. You can see the Earth from space. This is where you'll see the Shuttle in orbit.

When the Shuttle is in orbit, you can see the Earth from space. This is where you'll see the Shuttle in orbit.

When the Shuttle is in orbit, you can see the Earth from space. This is where you'll see the Shuttle in orbit.

When the Shuttle is in orbit, you can see the Earth from space. This is where you'll see the Shuttle in orbit.



One game is to build on other, so you can see the city from space. This is where you'll see the city from space.



One game is to build on other, so you can see the city from space. This is where you'll see the city from space.



One game is to build on other, so you can see the city from space. This is where you'll see the city from space.



One game is to build on other, so you can see the city from space. This is where you'll see the city from space.

"What I use the first preview of Powermonger I did seem. Although working totally independently, it looked like both Craftgold and falling were going up the same path.

"When Powermonger came out, we were relieved to find that the two are very different. Powermonger deals with a few individuals and deals them right down to their name, job and even I think that sort of detail is irrelevant to a game. Realms is more about simulating a complete world of huge cities and populations. It's basically a question of scale."

It's also a question of speed. Steve notes, "I used to possess a strategy game with a realistic feel." While Powermonger's polygon

based world could tilt, rotate and zoom, this need for the landscaping routine to be jack-of-all trades meant that the game occasionally became very sluggish. Realms is less flexible, but the payoff is speed. The fast view means that the polygon-pusher can be optimised, so the game updates at ten frames per second.

Most of the information vital to play is available in a visual form. Steve notes, "I wanted to get away from lots of numbers and to show any relevant information graphically. When text is necessary it's joined together in proper sentences." Thus, for example, the money in your coffers is shown as coin piles; buy stuff and you'll see your money deplete by the amount

required to do this.

But easy to control that doesn't mean it's dull too. Steve has created a complex set of rules to govern the relationships between the various game elements. Leave the game alone for a while and events will start happening of their own accord - a city may start trading with another because its food stocks are low, or an army may desert due to lack of payment.

Craftgold seems to have an unending ability to write superb software. Remember Kingdom Islander Or Super Off Road? At classic, Realms looks set to continue the legend when it's released this September on Amiga, ST and PC.

■ David Bishop

ONE DAY AT A FRIEND'S HOUSE...



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



HOLD ON!  
THESE ARE COPIED  
DISCS!!

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



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

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



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



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



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

# £1000 REWARD

FOR INFORMATION  
LEADING TO A  
PROSECUTION  
& CONVICTION



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

TELEPHONE 071-497 8973







A graph of scores during the game, across several time slots, with scores ranging from 0 to 5. The graph shows a peak at the second point and a dip at the fourth point.

**780**

**AMIGA**

**RELEASE DETAILS**

AMIGA	CTSA	OUT NOW
ATARI ST	CTSA	OUT NOW
IBM PC	CTSA	OUT NOW

# STORMBALL

Cross basketball with tennis and put it on rollerskates. What do you get? MILLENNIUM's Stormball?

A novel twist on the future-sports theme, Stormball combines the super-slick skater physics of *Goalball* with some basic-yet-fun origin motives to produce a fast-action novelty with some reasonable staying power.

The premise is awfully simple. Two players are controlled by computer if you wish, skate around a set of increasingly complex, checkered arenas, throwing a steel ball into scoring areas. Each player has an "in" label with squares of a different hue in the bulk of the skin. When thrown by the opposing player, a ball leaving our side of these hot squares will cause scoring action.

Players can prevent the opponent from scoring simply by getting in the way of the ball. Since the ball's velocity is pretty high, most matches are lightning affairs with plenty of room for last-second scoring tapping the balance.

To players get around the course using an in-flower-pot. Yeah, it has to be said, are pretty subtle, although they need some getting used to.

Depending on the quality of your opponent, either to be a ranked computer-controlled diva or human, will determine the nature of the little bit of tactician or tennis. The key is to frequently keep the opponent running from one side of the pitch to the other, never giving them time to compose themselves.

Field-time limits can be set on the length of set quarters, and aside from simply making ball game more or less of an endurance test, doing the time limits will completely turn around the strategy of play.

In short games, by far the best policy is to shoot the ball almost the second you are in control of it, since you have a reasonable chance of scoring and, while the ball is heading away from you, there's no danger of an opponent scoring. Longer matches require more cunning,



In some phases, you can see the arena walls. Unfortunately, due to the window, the arena often is hidden. But certainly, enough to make the fun.

and smart players will adopt a campaign-the strategy, forcing their opponents to run around after the ball.

If the ball lingers in one ball for too long, the referee will call a timeout, and the game will resume from a ball launch in the center of the arena.

So, how does the whole thing hang together? Well, it's far from perfect; the ball is a similar color to the background and is sometimes hard to spot. Everything slows down a bit when two players are involved in furious circular spins. And you haven't got quite got the control over the ball that you might.

## HITTING THE HOT SPOT

There's a whole bunch of different ways which can be used to the benefit of your ball Stormball players. Here's a rundown:

- **SHOOTERS** - Cross the ball to become back. Occasionally used to force walls and gates.
- **RELEASEABLES** - Other scoring areas ranging from three to six points.
- **SHOOTABLES** - Multiple your current available score by two. A bit like a double word appears in Scrabble.
- **WALLS** - SHOOTERS - If the ball is in, you can over these squares, your score will be increased by one.

■ **SHOOTABLES** - Some areas on the arena are only with bonus points which can only be accessed by shooting through.

- **SHOOTERS** - A shooting hit sends up the ball, occasionally causing the ball to rebound at a particular angle.

Aside from all this, however, Stormball is a pretty solid game. The mixing of sprites and polygon backgrounds gives a whole lot better than you would expect. Flaring around after the ball, while occasionally frustrating, is actually quite exciting, and the spot-effects (knock-outs, spins & bings as scores are thrown up, etc) are excellent.

If far from an essential purchase, but a good trackball or left mouse-button, and an ideal testing ground for programming techniques. Roll on the sequel.

By Ian Douglas

# WARZONE

CORE DESIGN re-invent the *Rain* Warriors wheel



It's 1944. Mysterious and powerful enemy forces have invaded countries around the World. You have been chosen, as the World's fiercest hero, to lead an elite Counter Assault. But shrouded enemies, and at last you and an equal by tough friend are killed in a freak accident. The fate of the World lies in balance so, with the joystick freely set to auto fire, it's up to you two to kick the invaders' ugly butts back to oblivion.

As you send your wicked way to a face off with the hidden enemy boss at the end of the main and final vertically-scrolling level, you'll find plenty



of trophies to kill, hardware to blow up, weapons and power-ups to collect, and hostages to rescue for a hefty bonus (although the anomaly cadotic will get more pleasure from 'accidentally' shooting them).

The main aim ranges from weapons and angles to towers and enemies and plays a key part in the game, as in some areas you can fire from behind cover without getting hit yourself. It's worth mentioning that instead of dying each time you get hit and losing any weapons you may have collected (excepting in any games), a little energy bar begins to fade. Having taken these hits you lose the weapons or a power-up. Fortunately you can replenish your energy before this happens by collecting various medications scattered about in the underground.

The bulk of the enemy control of anti-air 'boom' armor with slow firing machine guns, though others are equipped with more lethal weapons such as 'rapid-firing 'blip' guns' and 'grenade launchers' (both which they can fire over walls without you being able to fire back).

The obligatory end-of-level enemies include tanks, submarines, helicopters and others from the pages of Ray's Own (Bumper Book of Armoured Vehicles). Although they all look suitably hard, some are far too easy to kill and aren't satisfy your masochist for needless destruction at all.

The more ardent reader will have already realised that *Warzone* bears more than a passing similarity to the aging classic *Rain Warriors*, albeit with updated visuals and a host of new features, such as: lockers who slowly forms in on you and rolling logs that have to be dodged. The



nearby arsenal of weapons is the most welcome addition, making the game more fun to play.

*Warzone*'s main strength is the ability to hit another player just in which makes for the development of new tactics as one player 'cover's the other's back'. Mind you, as any two-player game release will know, teamwork goes out of the window when it comes to collecting weapons and power-ups.

The game also no puns for originality, but as a straightforward blast-em core for the summer-time blues it's excellent.

■ **Stuart Bealton**



Warzone's top-down view is as good as any other, but it's a little blurry when you're looking at the action. They thought that, they thought.

Warzone's top-down view is as good as any other, but it's a little blurry when you're looking at the action. They thought that, they thought.

Warzone's top-down view is as good as any other, but it's a little blurry when you're looking at the action. They thought that, they thought.

**PICT**

5  
0

**ADVERTISING**

ADVERTISING

**RELEASE DETAILS**

AMIGA	£20.99	OUT NOW
ATARI ST	£20.99	OUT NOW





Warzone's close-up portraits are a nice touch, but the Mercs' best way for identifying enemies.



Early Mercs' combat moves appeared identical to the other titles, but you're finally getting a feeling better you earned in the bit.

Light Mercs have added a lot of variety combined with the new action moves, but the new Mercs' best way for identifying enemies.



It's OK. Mercs gives Warzone a good run for its money. Mercs is more intense than Warzone due to its higher level of action, but Warzone has the edge for two-handed action.

— Matt Kessler

# MERCS

US GOLD re-invent the... etc, etc

While on a peace mission in central Africa the President of the United States has been kidnapped by Juhua rebels. After tirelessly the US can't resist a much-needed rescue mission due to diplomatic reasons, and has chosen to use some elite mercenaries. This, of course, is where you, and a liquidating team come in. In war, the first rule is to be ready at any time for eight levels of frantic 4th-line action.

The biggest difference to Warzone is instantly noticeable on loading up—the play area, although narrow, scrolls horizontally as well as vertically and gives a greater feeling of movement and freedom. The action is also a lot more hectic, with soldiers plying in from all directions, each trying to get a promotion over your head.

Although largely identical in style to Warzone, Mercs does have a few features that give it a factor all of its own. The ability to blend away huge chunks of the varied terrain is excellent—there's nothing quite more satisfying than entering a screen-high gas tunnel to smother rabbits. Also great fun is the ability to commandeer life vehicles and run over any troops foolish enough to get in your way—although these blasting booms only last a limited amount of time.

Also, you don't really notice the narrow play area, but with two players it's better, because at the moment, an arena you both stick to the same area of the screen (which is contrary to usual advantages of two players) you end up too close to the edge of the screen, giving you less time to react and not enough room to manoeuvre.



Commander Consulting with the boss of the operations, the commando's about ready to start the long game.



US GOLD

US GOLD

RELEASE DETAILS  
ARCADIA £29.99 OUT NOW  
486 33 £29.99 OUT NOW

## LET BATTLE COMMENCE...

### WARZONE

No. of players: One or two.  
Best as two-player game.

No. of levels: Eight.

Weapons: Machine gun, First-way fist, Rocket launcher, Grenade launcher, Blowing machine, Flame thrower.

Power-up levels: Three for each weapon.

Guardians: Some far too easy to kill.

### MERCS

No. of players: One or two.  
Best as one-player game.

No. of levels: Eight.

Weapons: Machine gun, First-way fist, Rocket launcher, Grenade launcher, Blowing machine, Flame thrower.

Power-up levels: Two for each weapon.

Guardians: Some far too hard to kill.

# PC

ISSUE 7 MAY/JUNE 1991 £1.95

# Leisure

The complete guide to PC entertainment

## F29

### RETALIATOR INSIDE

EXCLUSIVE REVIEW

### OUTSIDE

FULLY PLAYABLE  
MISSION ON DISK  
UPSIDE DOWN  
TURNS THE IDEA OF FLIGHT  
SIMS ON ITS HEAD

OUT OF  
THIS WORLD



SPACE  
QUEST II

**OUT  
NOW**

**FREE FLYING LESSONS  
JET FIGHTER II COMES  
PUTS YOU IN THE HOT SEAT**

**EYE  
OF THE  
BEHOLDER**



**DUNGEON ADVENTURE  
RISE TO NEW DEPTHS**

**PLUS..**

On the  
Covers  
Covers  
New Games  
and the new  
background



Where's your cover disk?  
Ask the newsagent!

**P**...  
effect  
repetitive  
element  
technique  
Having  
the set of  
the skill in  
the race  
Present  
the view  
distance  
what the  
Even with  
the Paro  
against the  
is hardly  
Indeed,  
lose inter  
hand what  
The app  
over the  
race game  
and right  
Falcon's  
serving p  
and Hug  
They de  
handle yo  
fewer cat  
cannot w  
power on  
trouble.  
And th  
control  
crystal. O  
screen s.



# BONANZA

It's daylight robbery! SEGA blag itself a coin-op conversion

The Bonanza Bros have been doing no small trade in the arcades around the country, and while it boasts some of the technical gimmicks of recent coin-swallowers like *3D60* or *Mad Dog McFlow*, its peculiar graphics, style and innovative angle on the team-up theme have made a big hit with Joe Fiallo.

So it's a far from unappreciated discovery that Bonanza Bros is already available in import for the Megadrive.

The Bonanza Bros are two slapstick crooks who spend their lives comically burgling

increasingly complex and heavily guarded buildings throughout Anytown, USA. With a reward already on the brothers' heads, the police and guards throughout the game adopt a steadfast policy, making every turn, every doorway and every staircase a potential location for trouble.

The point, quite clearly, is to relieve as many buildings of their valuable contents as possible, avoiding leader death along the way.

Playing with a friend if you so desire, you enter the building and plan your route to the goodies. All talent features - your whereabouts, the loot and the valuables - are marked on a schematic of the building situated in the centre of the screen, instead a cheat, it's more fun with two, since each player can head off into different areas of the game (all keeping an-eye on the other's progress thanks to the split screens and coming to them at it necessary) to collect the goods before meeting up at the exit point.



Access the full range from a few well-rehearsed through a virtual control panel, giving an indication of what they should expect and the nature of the hardware the last page they visit.



Follow right to avoid being out there that the time, simply by hitting what is their available. However, there's nothing more knowing than what 'game' (conceptually) you're in to make to control their game.



Obtain the full set of features in a single screen, which is a common-sense point of view.



# LA BROS



Movement through the levels is restricted on a number of levels. Obstacles force the players to move through sections in a particular way, thus bottlenecking unwary villains into prime ambush territory. Police, guards and wild robotic dogs all attack the villains, forcing some entertaining shoot-out scenarios.

The speed of the bullets fired by both player and computer opponent is such that either combatant can dodge or jump over at least one incoming shot. Skilled players will learn to lure their victims out from behind the packing cases,

bring cubicles, built machines and parked cars which can be used as cover, and into an adjoining toilet.

Taking a shot from an opponent, whether it be a bullet or a blow from a nightstick, is bad news. Valuable time is lost, and all the booty carried by the wounded player is dropped onto the floor. Although the player is invincible after a brief period of immobility, the action can occasionally become so frenetic, with guards surrounding the downed villain, filling him with fresh blows the moment he has recovered, that a policy of running away may well be best. You can return at a later date to collect lost goods or, if you're making a campaign out of the game rather than attempting to get individual highscores, leave it for your acceptance to collect while you pass on.

Despite some serious action, downing a bunch of thugs in the police station is a fairly simple task. The game is a lot of fun, I'd say



clear of the term 'impressive', because to be honest, this kind of laddie style-but-actually-rather-attractive look only works effectively when you've got a fantastic graphics chip. On the Magnavox, the style simply looks a bit bland.

The levels don't make a hell of a lot of challenges, but you reach some figures that the longevity of the title is in question. However, on an average lead, it's well worth a look.

By Douglas

WANTED DEAD OR ALIVE



A strong character can be all that it takes to win, especially when you're playing with a computer opponent. It's a good idea to use your strength to your advantage.

The player can use the game's controls to the best advantage when the computer opponent is weak.

If you're a bit of a coward, you can use the game's controls to your advantage.

The player can jump into obstacles and use them to their advantage.

The player can use the game's controls to the best advantage when the computer opponent is weak.



When you're playing with a computer opponent, it's a good idea to use your strength to your advantage.

The player can use the game's controls to the best advantage when the computer opponent is weak.

The player can use the game's controls to the best advantage when the computer opponent is weak.



# SUBSCRIBE TO ACE

If you have enjoyed reading this issue of ACE, you are bound to be interested in our fantastic new subscriptions offer. The offer aims to give you value for money, an easy way to regularly receive your favourite magazine, and - thanks to our friends at IMAGE WORKS - a FREE software gift.



ISSUE 119



ISSUE 2



ISSUE 118

Subscribing to ACE for only £21.60 has so many benefits for the self respecting enthusiast of computer entertainment. Here are a few points to consider whilst pondering this small but worthwhile investment:

- Get 12 issues of ACE, the best computer entertainment magazine in the world, delivered direct to your door and we'll pay the postage! This means never having to traipse down to your local newsagents for your copy again.
- Ensure you never miss out on all the vital information which only ACE gives you and impress your friends with it!
- Choose from some red hot Image Works games - which can be yours absolutely FREE!

Saving yourself between £5 and £15

If you  
(only  
follow

Wings  
Falcom  
Falcom  
Falcom  
Bartons  
Back To

Cedaver  
Dungoon

If you  
can do  
two g

Xenon 2  
Interphase  
Speedies  
Gravity  
Flip It &  
Final Gal  
Bloody  
Blaster

Hardware  
All the  
magazines

RAM  
ADD  
POST

PLEASE  
MY G  
MY M

PLEASE  
CARD  
EXPIR

SIGN



# AND GET FREE SOFTWARE!!

If you take out a subscription for 12 issues (only £21.00) you can choose one of the following Image Works games free!

Wings	Amiga only
Sabon	Amiga, ST, PC
Space Mission Disk 1	Amiga, ST
Space Mission Disk 2	Amiga, ST
Battlemaster	Amiga, ST
Back To The Future 2	Amiga, ST, PC, Spec, C64, Amstr, CPC
Cadaver	Amiga, ST
Dungeon Master	Amiga, 3 Mag ST



WINGS



FALCON

If you subscribe for 24 issues (£43.00) you can choose one game from the above list OR two games from those offered below:

Simon 2	Amiga, ST, PC
Hangman	Amiga, ST, PC
Speedball	Amiga, ST, PC
Crash	Amiga, ST, PC
To It & Magnoon	Amiga, ST, PC
Final Battle	Amiga, ST, PC
Boobyditch	C64, Spec
Ballistics	ST, Spec

\*Games for these games are only available with a 24 issue subscription.

† If the software offer is available in 24 issues only, the software choice will be limited to those in your local magazine, please allow 28 days for delivery.

## SUBS RATES SUMMARY

12 issues (UK Residents only)	£21.00
12 issues (Air Europe)	£28.50
12 issues (Rest Of The World)	£51.00
24 issues (UK Residents only)	£43.00
24 issues (Air Europe)	£79.50
24 issues (Rest Of The World)	£100.00

We accept first class orders only by International Money Order.

Place your order by completing the coupon, or send your details on a postcard, or ring our Special 24 Hour Orderline Service on 0858 400 008.

Sales Restrictions: If you don't normally qualify with your subscription, you may cancel it at any time and receive a personal refund for all unexpired issues.

TO: ACE SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER, LE99 0AA

NAME: .....

ADDRESS: .....

POSTCODE: .....

I WOULD LIKE A SUBSCRIPTION TO ACE FOR **12 ISSUES**  please tick box

I WOULD LIKE A SUBSCRIPTION TO ACE FOR **24 ISSUES**  please tick box

PLEASE START MY SUBSCRIPTION FROM THE ..... (enter month) ISSUE OF ACE

MY GAME(S) CHOICE IS: .....

MY MACHINE IS: .....

I ENCLOSE A CHEQUE/ POSTAL ORDER MADE PAYABLE TO **EMAP IMAGES**  
FOR £.....

PLEASE CHARGE £..... TO MY ACCESS/VISA/OTHERS CLUB/AMERICAN EXPRESS ACCOUNT

CARD NUMBER: .....

EXPIRY DATE: .....

SIGNATURE: .....



Interest in movies, aren't they just sick of 'em? They don't move, they hardly even interact, and they're for those people who used to type GO NORTH, HIT THROAT, and that sort of thing, Y'know.

In the face of this sort of irrational bias, most software companies have stuck to the straight and narrow path of arcade, RPG, and simulation software. It's food for thought, however, when America's largest software house (Sierra) subverts almost entirely on animated graphic adventures (AGAs) for short, OGS, a fact that Lucasfilm must have learned over a few years back before spilling out their own string of AGAs, beginning with *Indiana Jones and the Temple of Doom*, *Indiana Jones and the Last Crusade*. These games, and in case you've never heard of them, add to the alphabet.

The latest in the Lucasfilm series, *The Secret of Monkey Island*, can't be doing too badly either. Recently released for ST and Amiga, as well as in a new 256-color VGA PC version, the game's a powerful pointer to the education made in AGAs, both since Sierra's *Kings Quest* first perked across a CGA screen. If you're already a fan of this genre, you won't need an introduction, but if you're a stranger to the world of AGAs, what's going on?

First, these games are getting much, much bigger. In the old days, you'd struggle around maybe twenty or thirty screens, collecting objects using a very tedious "open-jar-and-use the objects in the appropriate location and the required manner. Nowadays, as 16-bit owners have been painfully forced to pay more for our software, while at the same time the higher-capacity disk formats now available mean that between £25 and £30 can



The amount of dialogue the characters offer may be limited, but the quality is far superior.

buy us a whole heap of graphics and sound data. *The Secret of Monkey Island* is NOT the stuff of a morning's entertainment. Even a dedicated gamer is going to take more than a weekend's pain in the ass off, and most average players will be at it for many, many sessions (average playing time, says the stats, of 30 hours).

# M I THE SECRET OF MONKEY ISLAND

LUCASFILMUS GOLD's pirate fantasy won Best Game Play at the Computer Game Developers Conference in San José. Find out why as the company release new versions and announce a sequel...



Down East...  
 Push...  
 Mark...  
 about...  
 level...  
 seeking...  
 obtain...  
 Gopher...  
 is to be...  
 become...  
 with ch...  
 As one...  
 Peta...  
 resolve...  
 also...  
 of right...  
 have...  
 in...  
 moment...  
 progress...  
 ed with...  
 with...  
 Mont...  
 artist...  
 through...  
 trying...  
 than...  
 the...  
 a long...  
 Monkey...  
 really...  
 music...  
 found...  
 that...  
 trying...  
 there...  
 a graphic...  
 together...  
 Great...  
 Loom...  
 Yang...  
 with...  
 approx...  
 continu...  
 animat...



Boardgames don't seem much simpler than *Spot*. Starting with one counter on a board of seven squares board, players take it in turns to either "expand" by placing another counter adjacent to one of theirs already on the board, or "jump" a counter two squares in any direction. Any neighboring enemy counters are then changed to the player's color. Play continues until one player remains on the board is completely covered, in which case the player with the most counters wins.

Of course, you may think, another Othello variant. And yes, you're completely correct, but *Spot* does have a couple of novel features that fit it about the ordinary. Two to four players can take part, with all, some or none of them controlled by computer. Apart from the basic board there are

many other more elaborate designs, featuring blank squares that pieces can't land on, adding more strategic problems to play.

More important, from the get-go/in/this/starts point of view, is *Spot* itself. The character-to-beakers awaiting date is the character used by Matsuda to advertise the 7-Up soft drink, and acts as the *Spot* MC for the proceedings. The amusing and superbly animated antics of *Spot* and his accomplices add a whole new dimension of cuteness to the game.

While *Spot* is never going to set the gaming world alight, it's a useful addition to a collection of strategy games. Having *Spot* before the eyes has never been so much fun.

by David Gibson



Break out the Biactol!  
Will you find VIRGIN's boardgame catching?

# SPOT

## TOP SPOTS



### REASONING

Matsuda's beauty made her probably have photographed more than any other performer in history. And sitting in four-screen position on the *Beauty Line* is her. You think of the character it could tell, eh?

### KEYWORD NUMBER

How big? How big you just don't see it in a *Beauty Line* success. This isn't a word you put forward in the right position? Take up now.



### SPOTS' IDEAS

Matsuda's star of *Spot* is "The Boardgame" Agency (http://www.spotgame.com) representing the computer game they now make. And you? Perhaps that explains the board's look (you may be used to read?)

### ABOUT THE BOARD GAME

Where do they get "top spots"? Well, all those producers (http://www.spotgame.com) have more experience than Matsuda. Perhaps they all eat grassy food and chocolate so that they can "get in character"? How that's destination is worth reading for you.

### IN THE COMMENTS

How it can be told? This reason? Oh, the *Spot* website (http://www.spotgame.com) had nothing to do with a screen for *Beauty Line*. They will simply confirm of *Spot*'s regular competition. And more.



Below: The *Spot* board game design team's simple idea of a board game for the computer. But the game's success surprised even the design team, and Matsuda's success in the game already in the computer world is well beyond the *Spot* board game's success.

Below: The computer game's success in the computer world is well beyond the *Spot* board game's success. The game's success in the computer world is well beyond the *Spot* board game's success.



### 800

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

800-800-8000

# ACE MERCHANDISE OFFER



There can surely be nothing more sexy and fashionable than the ACE t-shirt. This latest item in the Ace Clothing Collection is what every self-respecting computing genius will be wearing this season. The eye-catching ensemble has been exclusively designed by ACE's own art editor, Jim "Scoutie" Willis, for the lover of fine things and the reader with good taste. The t-shirt is available in sizes small, medium and extra large and can be purchased at the ridiculously low price of £5.99!



There is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £5.99.

Order without delay, to avoid gross disappointment. Simply complete the form below (enclosing your postal order or cheque, made payable to **EMAP IMAGES MERCHANDISE**) and send it to the following address:



♣ ACE Binder A

♣ ACE Binder B

Please remember, these top quality items must be handled with the utmost care by our distributors. Merchandise allows 28 days for your order to be fulfilled. Rest assured you have chosen well.

PC WISE, UNIT 3, MERTHYR INDUSTRIAL PARK, PENTREBACH, MERTHYR TYDFIL, MID-GLAMORGAN, WALES CF48

I want to be an ACE Adonis, so please send me:

ACE 7 - 6/84 £5.99    SMALL     MEDIUM     EXTRA LARGE

# ACE

ACE Binder A £5.99

ACE Binder B £5.99

# ACE

I enclose a cheque/postal order for £..... made payable to **EMAP IMAGES**

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

POST CODE: \_\_\_\_\_

All prices include postage, packing and VAT.  
Please send your orders to:

**ACE MERCHANDISE OFFER**  
PC WISE UNIT 3, MERTHYR INDUSTRIAL PARK,  
PENTREBACH, MERTHYR TYDFIL, MID-GLAMORGAN CF48 4BB

**A**ny game which is supplied on eight disks should be pretty special, unfortunately with *Quest for Glory II: Trial by Fire*, the intended fan base (roleplaying gamers) you get the feeling that the whole thing could have been squeezed onto two disks without much loss.

For a start, the graphics and over 700 impressive, laser-aided colours with the subtlety of a four-year-old's fingerpainting, they don't do much to draw you into the exotic world of the mysterious East. The music, too, grates, but possibly the worst aspect of the game is the sense of humour. Arabian market stallholders given grotesque Marxian depictions? A character called Stefan von Spelweck? Only the Americans could find it funny.



# TRIAL by Fire

If, though, you enjoyed the prequel, *So You Want to Be a Hero*, presumably you'll be ready for all this, and will be eager to continue the adventures of the hero you originally created. The intro screens for *Trial by Fire* allow you to select a class, fighter or wizard as your hero, allocate skill points to characteristics such as strength, intelligence, luck, honour and vitality, and enter the game, or you can load character data from the previous game.

The aim is to explore the land of Shaper and save its sister land Raven from an evil spirit. To give you some background, the package includes a game manual, guide to adventuring, and a colourful map of the land of Shaper.

The game screen consists of a main graphic area with pull-down menus, allowing selection of options such as game save/resume, sound on/off, animation speed, and character commands like Cast Spell, Fight, Buy, and Talk and Inventory. Selecting a command brings up a dialogue box in the middle of the screen, and the mouse and numeric keypad are used to move your character, or in the combat sections to select fighting moves, such as thrust, low parry or dodge left.

It's also possible to type in text commands, although the vocabulary recognised is fairly limited.

After getting stuck in the obligatory boring maze I lost interest, if you enjoy this sort of thing you may want to look out for *Quest for Glory II: Trial by Fire*, but also old man he says, other line of adventures games written by Howard and wife teams called Lodi and Clary.

■ Eric Jenkins



**600** **AND 6**

Over 600 titles are available on the new generation of 32-bit computers. The new generation of 32-bit computers is now available. The new generation of 32-bit computers is now available. The new generation of 32-bit computers is now available.

**RELEASE DETAILS**

VERSION	PRICE	STATUS
WIN95	£14.95	OUT NOW
WIN98	£14.95	IMMINENT

*the other versions planned*

**Adventuring through the Arabian Nights in the sequel to *So You Want to Be a Hero***

*Quest for Glory II: Trial by Fire* is available on CD-ROM and PC.

©1990 Sierra Entertainment, Inc. All rights reserved.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Sierra Entertainment, Inc. is a registered trademark of Sierra Entertainment, Inc.

Right: The Starling System's impressive graphics are seen from the flight simulator (Screenshot)

Dimension's *Stellar 7* is an arcade epic which makes you feel like the stars of a great arcade action film. It truly gives you that "I made it, you haven't seen *Starflight*, or *Comet Command*, or any of the several excellent old-*80* arcade games already in the arena."

But if you take the overblown claims on the packaging with a pinch of salt, you'll find that *Stellar 7* is pretty impressive on sheer scale alone; supplied on three disks, it requires 1 megabyte of RAM. To avoid a lot of disk-swapping, it is worth transferring the game to hard disk if possible.

The intro screens feature suitable reform music and some excellent graphics of iron-fisted interplanetary space dictator Gir Draxon launching his spacefighters. As usual, the alien fiend has his lovely eyes set on Earth, and only you, armed with the powerful River assault craft, can hope to penetrate his defenses and destroy him and his henchmen. Pretty familiar stuff.

The range of enemy craft you have to face is wide, to say the least. Enemies such as the Landlord, Laser Tank, Hovercraft, Probe, Assault Tank, the Invisible Stealer, Laser Battery, Atomic Passer, winged Scimitar, all line up to do battle. Also identified are the Whopnik which you're forced to feed in order to transport to the next level, the Fattail you have to feed to replenish your strength, and the giant humanoid Guardian which is the last barrier between you and the Whopnik. You can rotate and zoom the screen to get a better view, before moving to the preferences menu.

When you choose mouse or joystick control, keyboard control is always active, which is one of the controlling points, and set and mouse or sound effects. The music is fine, but too repetitive, and you'll want to switch it off to concentrate on the heat of battle. You can also adjust a graphics detail slider; set it at maximum and the vehicles and backgrounds will be highly detailed, but there will be a significant reduction in animation speed.



Right: How the graphics are complete, including the terrain in the world. But they're not unrealistic.



## Take on space dictator Gir Draxon in what SIERRA claims to be the state-of-the-art in arcade action

The main game display shows an out-of-cockpit view with some beautifully detailed planetary backgrounds, and screens of enemy ships surrounding you in your radar display. Your task is simply to destroy everything that moves, until the Guardian appears from a giant mothership, dispatch him, find the Whopnik and move to the next of the seven systems.

Weapon systems include shields, which take under enemy attack, cannon which can fire two shots in each volley before a short pause to reload; super cannon with higher rate of fire; radar with a zoom option; short-term invisibility generator "see shield" which allows you to run enemy vehicles; emergency thruster, jump-thruster, mines, visual detector and so on. Some of these features can only be gained by destroying enemy craft and collecting their power modules.

There's some good sampled speech, particularly chilling when you get blown up and Gir Draxon announces "Earth is mine! Everything is mine! How to punish the Earthlings for their foolish resistance?"

*Stellar 7* may be little more than a *Starflight* derivative, but it's well put together and warrants your own inspection.

© Chris Smith

# STELLAR 7

**PIC**

5

0

1000000

780

**AMIBA**

RELEASE DETAILS

MS-DOS 2.0/3.0 12/89 10/11/89

MS-DOS 2.0/3.0 12/89 10/11/89

No other versions planned

Quaid: "Get off! The robots are invading!"

Commander: "Good, I've known that for a long time!"

—TERRY O'NEILL/AMIGA

And you can't beat a good job... but you can certainly flag an old one to death.

For in the future, scientists have developed the ultimate metamorphosis disks. So, leaving the robots to do all their boring jobs (putting up notices, reading The Daily Telegraph, watching The Late Show - that sort of thing), hunkered settled down to a non-stop party of sex, sea, beer and sex.

Naturally the put-upon colours began to get a bit fed-up (or Michael Gifford's pettiness). Led by the mighty Lord 7, the metallic monoids rose against the entitled hedonistic humans who were finally caught with their trousers down.

A screenshot of the Amiga software interface for 'Metal Mutants'. It features a line graph with a red line on a yellow background, showing a peak and then a decline. Below the graph is a table with the following data:

MESSAGE DETAILS		
AMIGA	125.99	OUT NOW
ATARI ST	125.99	OUT NOW
MS-DOS	125.99	OUT NOW

Other elements include a '699' price tag, a 'Hold' button, and a 'MUTANTS' title.



**1015**

Speed: Medium.  
 Gameplay: Powerful idea. Characterizer in game and cut. Slightly loose from type.  
 Special: Multiple golden 'metamorph' characters can help enemies.

**7000**

Speed: Slow.  
 Gameplay: Multi-directional right firing gun. Good musical high impact sounds.  
 Special: None.

# METAL MUTANTS

Luckily, one small band of scientists had resisted the decisions of their fellows. They created the Metal Mutant, a shape shifting machine capable of metamorphosing into three 'forms', each with distinct combat capabilities. You must take control of this ultimate battle 'beast' as it hunkers its way through the swamps and cities of Kowloon in a quest to find Lord 7 and destroy it.

Metal Mutant has the unfortunate look of a 30-let game released about three years ago. The dull, flickering backgrounds are distinctly reminiscent of regions void of colour, while the Metal Mutant, although boasting an impressive range of de-emphasized moves, seems to be constantly battling his way through various beasts. Thank goodness for the good use of sampled sounds, which add much needed punch to the proceedings.

Gameplay has a similarly dated feel, and bears strong similarities to Newsoft's 500t classic Custer. Each screen contains some obstacles,

either combat or puzzle-oriented, to overcome before the player can continue. Power-up cartridges may be found which add extra combat moves to one of the 'beast's three forms.

The various combat moves are all accessed from the joystick, and to be honest it's far too fiddly. For example, while poking up may make the 'beast punch, pushing up and left may cause it to fire a grappling hook into the air. In combat, this need for precise joystick control can spell the difference between life and death.

The basic concept of Metal Mutant is appealing. Having to switch between the three 'beasts' depending on the task in hand provides a neat twist on a rather hackneyed theme. But overall the post-it-yellow-date gameplay, dull graphics and frustrating control conspire to deny the player much fun as either the shock or long term.

—David Spilner

The times they are a-changing - and so are the 'droids - in SILMARILS/PALACE's metamorphic monster masher



**CYBER**

Speed: Fast.  
 Gameplay: Able to shift your strings. Able to spend money on buying new skills.  
 Special: Magnetic grappling hook. Able to use. Can exchange body energy from local power points.





# ATTENTION SEGA ADDICTS!

THE FIRST COMPLETE GUIDE TO THE SEGA IS HERE

The definitive complete games guide with every title individually reviewed and rated.

- ▶ Loads of incredible reviews, tips, news, etc...
- ▶ Amazing exclusive Sega preview games list

Everything you ever wanted to know about the Master System, the Megadrive PLUS a superb game gear profile

**All 100% SEGA**  
**All this for**  
**only £2.95!**

Available in all good newsagents now!!

But if you only live near bad newsagents, you can order one direct from us by filling out the coupon below and sending it to:

Computer & Video Games, Priority Court, 50-52 Farnborough Lane, London, EC1P 3AA.

DOOH! QUICK! Send me a copy of the complete guide to SEGA because I'm really desperate! I enclose a cheque/postal order for £3.45 (£2.95 + 50p post and packing) made payable to Computer & Video Games. Overseas orders send £5.00 cash (UK Sterling only)

Name .....

Address .....

A MUST FOR  
ANY SERIOUS SEGA  
OWNER!



# TNN

## Tricks 'n' Tactics

A huge playing guide to Supercars 2, mini-cheats for Chuck Rock and ESWAT, PC tips by the bucket-full, a bumper console corner PLUS the chance for fame and fortune as we begin the search for our official ACE Tricks 'n' Tactics compiler!

## Supercars 2

**N**o sooner is the game on the shelves than it's a hot, hot mix 'n' match of what's floors of available toys. You've got the need for speed, so it's with great pleasure that we present these playing tips, brought from the home's - or should that be Gamer's - realm...

### COURSE FEATURES

**JUMP** - Take off as straight as possible to make sure of clearing the gap but occasionally - when at a corner, for example - a slight angle of attack can stop you from hitting the wall on the other side. If you're stuck in a jam you'd be better to wait and take a ramp-up after the cars have passed.

### CROSS OVERS

- Sorry! You are not allowed to cheat - you'll be docked a whole lap - so time from right going in and coming out. If you are knocked off course you must go back, even if it means letting all the other cars pass.

### OPENING GATES

- Sometimes it's worth halting and waiting for them to open, but when they do open and close regularly you can usually anticipate the right time to make your move. Remember that you can still squeeze through a closing gate.

### TUNNELS

- If you get stuck inside, keep turning until the screen starts to scroll the right way. Super missiles are useful here.



### IN THE SHOP

Right, here's a little inside information. The weapons, power-ups have a maximum price, and each visit the prices are randomly set somewhere between that and 1/4 maximum. Trade-in prices are 1/4 of the sale price, so with a little insider knowledge you can make quite a killing...

### IN THE GARAGE

This is fairly simple once you know the secret. Each repair has a maximum price, and the best as the quoted cost is to that price the most good it will do. If a quote is almost maximum, then that repair type will often do most of the whole job. The maximum prices are:

### WEAPON/POWER-UP

Front missile

400 - 400

75 - 300

### NOTES

Only really useful in exceptional circumstances. Best used to 'play the market' by sniping 'em up cheap and selling them later at a profit so you can buy the bigger weapons.

Rear missile  
Homing missile

150 - 600  
375 - 1500

110 - 400  
280 - 1125

Same as the front missile. Universally useful, especially on the road sections where they can be used to clear a path and on fast courses where you can't catch the other cars.

Super missile

250 - 1000

185 - 750

Best used in tunnels where you can't see the other cars and at gated courses where there's the possibility you might witness most cars coming the opposite way.

Mine

300 - 800

150 - 600

Great for keeping other cars off your tail - and especially good fun in two-player mode!

Turbo jump

125 - 500

90 - 175

Use to 'jump the queue' when coming off the starting grid. Otherwise only use them when standing still or when you've got to jump a trap - you'll need about three cars length run-up to clear it or pay through the nose for it. Get all these grades on hand first.

Ram

250 - 1800

180 - 750

Okay, but you'll incur a lot of damage if you use this instead of get and repairing cars!

Engine

1250 - 3000

625 - 3750

The higher top speeds are vital on the higher levels, but be sure to cock 'em up cheap as they can be real dock-ers.

## REPAIR

## MAX. COST

Spark plugs	1400
Exhaust	1800
Clair fins	1600
Brakes	1400
Paint/body	11000
Tires	4000
Steering	4800
Suspension	11000

Just buying Spark Plug repairs at 1390 will do much more good than Bodywork at 1500.

It often pays to just do three repairs that will decrease your damage by a fair bit and are fairly cheap. It's hardly ever worth repairing everything, except on some of the higher levels where the damage incurred is proportionally lighter.

## COMMUNICATIONS SCREENS

These can be turned off, but since you know the answers they can provide an extra cash and points boost every game!

Generally, on the Dept of Transport screen the answers are the straight forward correct ones, and on the other screens it pays to be self confident - but not cheeky!

There are exceptions, however, basically the formula goes like this:

- One answer is always 'Right'.
- One answer is always 'Wrong'.
- The remaining answer has a random equal chance of being 'Right' or 'Wrong'. So you may think you know the answer and need time it will be wrong - or vice versa.

## GENERAL POINTS

## HANDSLAKE TURNS

Steer on light corners. Just take your foot off the accelerator and turn the car. When you're steered half way towards your desired direction, re-apply the accelerator... It can help a lot - forced.

## OVERTAKING

There are two main methods - well, three if you count mislead!

- Simply passing cars on the straight. (This is known as 'taking the bleeding obvious'.)
- Knocking out cars on corners. Just take the outer line and crash into the offending vehicle. They'll take a little while to get their bearings, by which time you'll be long gone.

Don't take under cuts - it's just not worth it. If you crash into a car, you will both end up slowing down, so if you can't get past, it's probably best to take your time and wait for a better chance.

## THE BABY TRACKS

1. No problems here - well, there shouldn't be. Use your mirrors and avoid collisions.

2. Try to master the turn at the corner (labelled 'T') to save valuable time. Make sure you're clear of the car at the jump.

3. Again, avoid collisions and try to nudge cars



not on corners to get past. Hitting obstacles are useful here.

4. This track features lots of tunnels. Remember the earlier tip - if you get stuck in one rotate the car and the scroll kicks in. Super missiles are very handy. Beware, some of the enemy cars are armed with mines!

5. This track offers the driver a choice of routes. It is usually the best unless circumstances force you otherwise, i.e. a missile bearing down on you.

6. Lots of tight corners, but the real problem is the jump. Make sure you're clear of the other cars and approach the ramp at full speed in the center of the road. Turn at the right time and you should take off straight. Easyish.

7. As with track 3, timing missiles are useful. Save time by going through the shortcuts but be careful not to get squashed. Spend all remaining cash.

Next month look out for maps and guides to the Medium and Hard track!



## Chuck Rock

Much like the policemen seem to be getting younger and younger, the hackers seem to be getting quicker and quicker. Also, 'Les' Barker and 'Mikewin' 'Sudger' Millman provide those codes which, once typed in on the title screen, give of 'Chuck a whole range of super-advanced powers—

**EXTENDED MEMBER**  
**TURBO FRASE**  
**FAST AND 'THE WORD**  
**UNOLE (GAM)**  
**LIFE IS MY DREAM**  
**SHE LOVES CLEARING WINDOWS**  
**ITS FAIRY BOWWLE**

-Pressing left: SHFT makes Chuck fly.  
 -Press F1 to F5 to select zone.  
 -Press number keys to select level.  
 -white energy  
 -white energy  
 -white energy  
 -white energy  
 -white energy



## Turrican II

It is a pleasant surprise when a sequel turns out to be even better than the original, and this superb shoot-'em-up is one of those wonderful treats. For infinite lives on the Amiga installation simply enter the magic menu and select the first option. Select it again and then press numbers 4 and 1. Tap the ESCAPE key twice to get into game and off you go...

# Console Corner

MEGA DRIVE

## Cyberball

The conversion of the Tengen release isn't half bad, but it's not a patch on John Madden's Football '88, here's a tip to get you straight into the Superball game which, if you win, will let you watch the whole game unopposed. Simply enter the code: 0208 008 0000. Play ball!



## Populous

This is a true software classic. But if you're finding the going a bit tough and fancy trying out some of the later worlds rely not by this neat tip. Select a new level, and when asked for the password keep the D button pressed down and you'll be able to enter numbers as opposed to letters. Experiment with a variety of codes to see where you end up! Your fate is in the lap of the Gods!



## Strider

Not only is this one of the best video game versions we've ever seen, it is also very, very, very tough! If you fancy the ability of being able to continuously restart the game with full energy at the point you died, follow these guidelines: at the start of the game when the Master is laughing, push Down on the joystick and then tap buttons A, C, B, C, A, Start or...

## Ghouls 'N' Ghosts

Can Ghouls do no wrong with their coin-up conversions? Like Strider, this is right on track... except for its difficulty setting. Hence read, here's a cheat to let you jump levels. On the title screen, push the joystick Up, Down, Left and Right - you should hear a bell to check you're done if correctly. Now hold down the joystick as follows and press START.

- 2 Up.
- 2 Down.
- 4 Left.
- 5 Right.
- Left Down & Right.



CANBOY

## Burai Fighter

This great midrange fighting shoot-'em-up was released last issue. Fancy the scores? Codes to all five ACE levels? Of course you do. Here goes...

- 1. Just tap 'end'
- 2. CABC
- 3. MHCE
- 4. COMN
- 5. KOPM

Feeling the 10th level reveals a totally new difficulty setting, ULTIMATE. But we'll leave you to battle your way through these strange new worlds...

## Nemesis

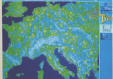
Surprisingly enough, this is arguably the best conversion of this ageing comic booker. If you want all the mega-weapons tossed or right from the word go, simply push Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and then you have it!

## Railroad Tycoon

Johnbourne makes again but he warned that the cheat to generate more starting cash requires a little ingenuity with the PC-TOS/2.5 utility. Here goes...

1 Select any saved file in the 980,940 through 984,940. 2 Search for the "1800" hexadecimal string. It is also in PC-TOS/2.5; press Y, press F1, type "1800" and then press ENTER. 3 Replace "1800" with "44 07". 4 Save the file, exit TOS/2.5 and when you boot up the saved game you should have more than 50 million dollars in cash! Heh! But for starting Capital!

Note that the best thing to do is to top off your treasury stock (initially 10,000), since it becomes extremely valuable, then sell all your bonds and start building. When another railroad starts, buy it!



## ESWAT

This first of our own special coverage version for the Amiga and Atari ST is just another on-line and Gadgets list of cracked games. For 39 credits just type in "GUS RIND" ANCELS OF HEAVEN when the game's paused.



## F19 Stealth Fighter

Yep, another cheat to type into your PC. This time around you can - as if by magic - bring any terminals downed pilots back from the afterlife by running this routine:

```
20 OPEN "F", 1, "ROSTER.FIL"
30 FILED 1, 1 AS FILE1, FN AS FILE2
30 FOR I=1 TO 10
40 LEFT FILE1(5)=CHR(0)
50 PUT 1, 1
60 NEXT I
70 CLOSE 1
80 END
```

Note that your ROSTER.FIL will swell somewhat, but rest assured that this doesn't harm the game. Thanks to Johnbourne of Abscond, Ireland, for this.



## Prince Of Persia

Here's a particularly neat - and very useful - PC fix for this super-Cy animated sword 'n' sorcery action adventure from Brøderbund/Simonart. When in DOS, type PRINCE.WGAM1 to load the game. Then, simply pressing the letter 'N' on the keyboard will instantly make any guards encountered collapse down flat!

## WANTED!

### BRITAIN'S TOP TIPSTER

ACE is looking for a very special person. The sort of person who had Tarzoon at least with a need of release. The sort of person who's found every level of Super Mario World. The sort of person who finds level 9-3 of Gauntlet Extra as easy as falling off a log. The sort of person who wants to pass on that valuable knowledge to others. In other words, the perfect person to write and edit ACE's Tricks n' Tactics!

The tips we're looking for will suit the challenge of making TNT the World's best tips section. You'll be required to write deft five playing guides and complete solutions, and compile extensive lists of cheats, bugs and hacks, and ideally you should own - or at least have access to - all of the machines ACE covers (though we realize that's a pretty tall order).

In return we offer the chance to see your name in print, and rewards beyond the dreams of avarice! So apply now on the coupon below, enclosing a sample of your writing, style to level playing guide or solution of tips, for example - 400 words should be enough and any other information you feel relevant.

We know you're out there! Come on in! SEND TO: TNT EDITOR JOB, ACE, FREDDY COURT, 30-32 MARSHGTON LANE, LONDON EC2R 3AL.

NAME: \_\_\_\_\_  
 ADDRESS: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 POST CODE: \_\_\_\_\_  
 ACE: \_\_\_\_\_

I own the following machines:

- AMIGA  
 ATARI ST  
 IBM PC  
 SOGA REGGARRN  
 SNINTENDO SUPER FAMBOM  
 ATARI LIND  
 SOGA GAMBOLAN  
 SNINTENDO GAMBOOY

I have access to the following machines:

- AMIGA  
 ATARI ST  
 IBM PC  
 SOGA REGGARRN  
 SNINTENDO SUPER FAMBOM  
 ATARI LIND  
 SOGA GAMBOLAN  
 SNINTENDO GAMBOOY

• Don't forget to enclose the work samples! •

wailing sirens, blue  
 gum, baseball, firearms,  
 "sir" stormin' non-

# NEXT TIME ROUND...

clubs, yellow

It's not usual for us to devote hard-fought-for magazine space to a preview of our own next issue, but we felt obliged to let you in on our plans.

a nice day, rollers

In case you hadn't guessed, certain members of the Editorial team are heading off to the States next month to report from the 1991 Summer Consumer Electronics Show in Chicago. Quite apart from the work, work, work, ethos of the event, we'll be having a ball talking to people like Dynamic, Sans, Minicomp, EA, Nintendo, Sega, NEC, Atari, Origin, Commodore and Lucasfilm Games and we've devoted 58 pages of the August issue to give you all the information we can get.

cheques, train

The information we'll bring you covers all aspects of gaming, from the hot new title of next week, to the new coin-up and multi-player network systems of the future.

tongues, nix

man's salad d

And, of course, an Exclusive round-up of all the News of the show before any other mag gets near it.

sinatra's spa

robert de niro

But our Stateside frenzy doesn't mean we'll be taking our eye off the ball here in Britain. No way. There will be a new and improved Tricks'n'Tactics department, a revamped preview section, a brand new section covering hot games' development and, of course, all the major software releases of the month reviewed in detail by our expert team of software examiners.

So, if you're unkeen on the idea of missing out on a detailed breakdown of every single important event to occur at the US show, or the idea of missing out on the finest software reviews, you'll be wise to assure your own copy of the issue. And try, what a coincidence...

the land of the free, the

RE  
 M  
 ●  
 ve  
 pa  
 ●  
 St  
 Si  
 th  
 ●  
 ho  
 gi  
 ●  
 An  
 m  
 ●  
 fu  
 wi  
 Oh  
 I fo  
 I fo  
 I w  
 I w  
 (w  
 Me  
 Ad  
 Ad  
 Ad

**REMEMBER, ACE IS THE ONLY MAG THAT WILL DELIVER:**

- **EXCLUSIVE** interviews with the very top people from the very top companies.
- **EXCLUSIVE** details from Stateside programming gurus like Sid "Railroad Tycoon" Meyer on their new projects.
- **EXCLUSIVE** previews on the hottest Stateside coin-ops, gadgets gizmos and toys.
- **EXCLUSIVE** reviews of the latest American software for your machine.
- **EXCLUSIVE** information on the future of computer games - you will be amazed!

Oh, Mr. Messager,

I long to possess the August issue of ACE magazine, on sale July 1988. I know it will be stuffed with features, reviews and news, and realize I would be foolish to miss out. So, please

- Deliver a copy to me
- Reserve a copy for me

(Please cut where appropriate)

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

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



AMIGA MEGADRIVE ST SPECTRUM SUPER FAMICOM  
SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST

JULY '91 ISSUE 116

# COMPUTER + VIDEO GAMES

£1.35

10.00 DM 4500L  
360 Ptas 558.10



## MONSTER SPECIAL

**OUT  
NOW**

**FREE!!**

GLOW-IN-  
THE-DARK  
STICKERS!

**WIN A  
SUPER FAMICOM!**

**WRESTLE WAR!  
GREATEST GRAPPLE?**



**CHECK OUT CHUCK!  
ULTIMATE AIR COMBAT THRILLER?**



## ALLENSTOR EXCLUSIVE

92

96

117

101

103

111

119

121

118

122





Can you do better than to pick up on the design? The featured art design on all the advertisements and the reader inserts and the 100 featured pages on paper for the entertainment.

# CONTENTS

## 92 ACE Charts

A new look for the industry's most authoritative, controversial charts-- from now on we'll be printing both the ACE and Gallup charts side by side--so you can see not only which games have got the top review marks in ALL 101 magazines, but also which games are getting the biggest sales. All that AND the chance to win a prize by predicting next month's results. Yes!

## 96 Hardware Buyer's Guide

Our definitive tech ratings and buyer's guide. This month: 16-bit computers... Check out the power, the programs, and the potential of each machine.

## 117 The ACE Prize Crossword

Can you read/heard (A) And will you win a prize by cracking this tough computer game wordplay puzzle?

## 101 Bookwatch

Fancy a quiet corner, a comfy chair, and a good book? Sandra Vogel highlights a batch of titles that might appeal to the savvy gamer...

## 103 Direct Line

Let's get intimate, stranger: Let's talk about YOUR machine. Amiga, PC, SE, MegaDrive, Game Boy and Lynx owners get the latest treatment of the ACE Machine-specific chat columns.

## 111 Hot off the Shelf

Our definitive listing of games that have received top ratings in ACE over the last few months and which should still be available on the shelves.

## 119 Public Domain

Pat Whistler takes over Mark Embley's regular monthly PD slot and highlights some of the latest bargain basement games software to be found in the public domain...

## 121 The ACE Diary

Our monthly guide to what's on where and what's out there

## 118 ACE Readers Pages

Your chance to contact thousands of readers around the world.

## 122 The Blitter End

The world's most expensive phonebook? And how to use it, please.

in the

U  
E  
E  
E  
A



ACE has brought you over 100 issues. All packed with info on games, tech, charts... If you're reading any issue now... well, we have about 1000 more containing coverage of all the hot new issues and systems... wherever you want to start by contacting your local dealer.

# ACE CHARTS

Here they are - the new look, new data ACE charts, now better than ever. Our charts have always been the most useful for readers, because they're based on the actual review marks that games get and not on sales figures. That way, you can actually see which games you SHOULD be buying - not just which games everyone else is getting. The ACE charts help you follow the stars, not the crowd!

Each month, we collect all the available UK games magazines and check out the review marks for every game. Then we simply work out the average mark that every game receives - the figure in the right hand-column (out of 100). The higher mark, the better the reviews. And you can win a prize every month - see the opposite page.

## IBM PC

Sea Earth	Ocean	95.5
Space Quest IV	Sierra	91
Top of the Tower	ESRB Gold	91.5
King's Quest II	Sierra	91.5
Life and Death I	Midway	79.99

Sea Earth takes the top slot and is doing well in the sales charts too. Otherwise it's business as usual for the PC specialists.



The ACE Charts are DIFFERENT! They rate games not according to sales, but according to the review marks they got in ALL British games mags...

## AMIGA

Solo	Sierra	93.75
F-10 Strike Eagle II	Mindscape	93.67
Gold	Strong Brothers	93.33
Armour-Geddon	Pygmalion	93.33
PGA Tour Golf	Electronic Arts	93.14

Only two scores over 90%. As you can see from the Gallup charts below, both Armour-Geddon and PGA are selling well.

## ATARI ST

Lemmings	Pygmalion	93.34
Secret of Monkey Island	ESR Gold	92
Gold	Strong Brothers	91.76
1011 Kastle Plus	ESR Speed	90.5
Merid Madness	Falco	88

Gold is awarded by Lemmings and Monkey Island. Neither Monkey Island nor Gold are in the sales charts yet, however.

# GALLUP CHARTS

...and here's how they sold! ACE will be publishing sales charts AND reviews charts every month from now on...

The Gallup charts are new to ACE, but we'll be featuring them every month from now on. Unlike our own ACE charts, they're based exclusively on SALES. So if a game hits the high spots here, it's because numerous punters are beating a path to the shops to get hold of it.

What's interesting is that now you can compare the sales of a top game with the review mark it's been getting. However, you should remember that reviews often come out before a game is actually in the shops, so you may have to wait a while until you see the title appearing in the sales charts. You'll notice some pretty wild prices in the charts at the moment, thanks to so-thanked-to-be 17.5% VAT rate.

## IBM PC

Colossus Chess II	ESR	£34.99
Sea Earth	Ocean	£34.99
ElectroCop	US Gold	£29.97
Kick Off 2	AMG	£29.99
Battle of Britain	US Gold	£29.99



## AMIGA

Armour-Geddon	Psygnosis	£25.99
Gold	Renaissance	£25.50
Chuck Rock	Core Design	£25.50
PGA TOUR GOLF	Electronic Arts	£25.99
Lemmings	Psygnosis	£24.97

## ATARI ST

Lemmings	Psygnosis	£25.99
Final Whistle	AMG	£12.99
Killing Cloud	Mindscape	£29.97
Hard Quest	Gremlin	£29.99
Chuck Rock	Core Design	£25.50

## THE STOCKMARKET

In addition to our games charts, we also have a bit of fun with the figures each month when we produce the **MSR Stockmarket**: this is the list of the companies whose games we getting the highest review marks at this moment. Any software houses that get to the top of this list will however be a right to work upon a bonus of \$100,000.

Each month, we calculate the average mark that each publisher received for every one of its games on each month. This is the rating that you see in the **MSR column**. This month, the figure includes 1841 games, but from last month it will be 1644 **MSR's** in present, because 1941 games are taken into account, so, for example, if the company in grand of recording 10000 MSRs gets just 10000 up the MSR column, that will pull down the average mark, even if you can see one of the titles heading up the ratings. If or PC device categories, if all the games are classified, or if the company has left one last game program doing the rounds at the moment, it will consequently have a high rating.

Although we give only the top 20 our games each month, we keep tabs on all of those. Occasionally a new company will enter the ratings, or which ones we want will be highlighted with an asterisk.

Please, we don't want companies which have only recorded a single solitary review to start off the figure below as the result of several reviews by several magazines, each with different opinions.

## How 1987 scores last month's games!

You can find out how your publisher's games score by checking the figure below. Rated the following table, it shows the average mark that MSRs gave you throughout last month. Last month's game review's side on page 104/105.

Software Index: 74.95

PUBLISHER	SCORE	Game	MSR
Digital Arts	93.17	Pottery	82.74
System 3	82.8	Sigma	82.42
Bearn	81.5	Shuffle	82.26
Megawatt	80.99	20 Miles	82.21
Strategic Brothers	78.21	Mirror Image	78.84
Acadepic	67.75	Code Masters	78.84
Infocom/Mastertronic	87.5	Harvest	78.5
Pygopus	84.86	Electronic Arts	77.88
Ocean	84.44	Kidzale	77.87
Hi-Tec	84	Playground Premier	77.25
Core Design	83.86	MSR US Gold	77.96
Mastertronic	81	US Gold	77.87

## WIN A PRIZE!

If you can predict the winner in next month's MSR charts (MSR is the **MSR** column), you can win a five game prize for your publisher. Here's how:

## STEP ONE

This is a game - it will be your entry on the basis of its score. Enter your name and address in a separate envelope number if you have one. The deadline you need, your title and the board number on the list below.

## STEP TWO

Complete the month's charts. Then, using your knowledge of the game charts, try to predict which games will come top of the MSR charts next month. Finally, enter on your card:

- The top game for the MSR 92
- The top game for the long
- The top game for the 97

YOU DON'T WANT TO ENTER A SPOON-THIN FISH BONEY  
**WARNING!** Be reminded that your chances of winning may decrease if you do.

## STEP THREE

The publisher to be predicted which company will be at the top of next month's Stockmarket listing has the right to draw on the card.  
 The first publisher will be named if completed.

## STEP FOUR

That's the end! MSRs in complete!

To receive our letter box the closing date for the next month send:

MSR Stockmarket  
 20/20 Farnborough Lane  
 London

## EYES SAU

For the latest computer news for each month send out all the full news a price. Please get more than one copy, you'll be entered a better chance to win prizes. This winning prize (checklist of winning a prize) will come to you by return of the month's letter.

## THE RULES

- All prizes will be awarded by the end of the month.
- No correspondence will be published in this publication.
- MSRs will be published in the month of the month.
- This prize will be awarded to the publisher of the game.
- The publisher will be notified by return of the month's letter.
- The publisher will be notified by return of the month's letter.

## THIS IS ROUND 20

We have no space limitation but monthly winners will be announced in the next issue.

## Strategic Plus Software

Gathering  
EYE OF THE BEHOLDER

FRANK  
 COSMIC  
 FORGE

in Advanced  
 Dungeons & Dragons  
 FORGOTTEN REALMS  
 Adventures

For the IBM & Amiga

#2 "North Atlantic Convoys"

#3 "The MED Conflict"

Harpoon Scenario editor

ALL on the IBM + Amiga

Right Simulations - Sports Simulations  
 Strategy - Role Playing - Wargames  
 Adventures - Sci-Fi Adventures

IBM and COMPATIBLES - AMIGA - ADAM 37 - C64

IMPORT the LATEST U.S.A. RELEASES

VISIT our SHOP in Hampton Hill  
 or send £2.50 for our Executive CATALOGUE.

Mail Order and Overseas Inquiries welcome

Phone 081 977 8088 Fax 081 977 4822

100 The Courtyard, High Street, Hampton Hill, Middx. TW12 1PD.



## ATTACK SADDAM

GET THROUGH HIS DEFENCES AND DEFEAT HIS BODYGUARDS NOW..

0898 31 35 46

Access 24 hours a day, 7 days a week, 365 days a year.

## DIAL-A-TIP CHEAT-LINE



for cheats, tips, guides and secrets on all computer and console games, ring now on

0898-10-1234

Updated weekly.

Live Computer Helpline:

0898-338-933

PRIZES FOR BEST CHEATS, TIPS, ETC.  
 Send to PO Box 54, Southwest Manchester M15 4LF  
 Population: Incomplete Wins!

Please not participate if the person who pays the bill, including the tip per use/cheap rate/40p per min of 24 other lines.

# MIGROSMART MAIL ORDER

THE NATIONS TOP  
PERIPHERAL SUPPLIER

## JOYSTICKS

Quickjoy Junior  
\$5.99

Quickshot 2 Turbo  
\$8.99

Comp Pro 5000 Goal  
\$8.99

Comp Pro 5000 Extra  
\$13.99

Star Probe  
\$10.99

Quickjoy Jetlighter  
\$18.99

Topstar  
\$18.99

## RADICAL RAM

12 MB5 UPGRADE

The best on the Market

With clock...\$24.99

Without clock...\$21.99

**MICROSMART MEGA DEALS**  
All the upgrades and more

Save for  
MicroSmart 256  
Kbytes RAM  
Upgrades  
\$18.99

MicroSmart 512  
Kbytes RAM  
Upgrades  
\$24.99

MicroSmart  
1MB RAM  
Upgrades  
\$29.99

## MICE

**MAKSHA MOUSE**  
PLAST Operation Sleuth  
(Amiga & ST)  
\$22.99

### Mega PC Mouse Pack

Or Make An Package 4-25 Converter,  
Fast Index, Super Quality + More at  
\$29.99

## MUSIC



Turn your Amiga into a Mega Sound Blasting System \$6 ONLY!

Why Speakers Power Supply cables, Headphone - as & Full Instructions ONLY \$49.99

Mini Interface... \$19.99

Personal Stereo Rewind, Fast Forward & Mega Data Switch... ONLY \$14.99



Tiger Cub ST & AMIGA ONLY \$34.99

Mini 2 \$39.99  
Master Sound Board 2 \$39.99  
Turbo Master \$39.99  
Sound Blaster \$39.99  
Amiga Board \$14.99  
Sound Blaster \$19.99  
Deluxe Master Control \$24.99  
Amiga - MSX - Digital \$39.99  
Quartet ST & Amiga \$34.99  
Power Sound \$39.99  
Audio Engineer \$49.99

## ACCESSORIES

### DISK BOXES

3.5 40 Cap... \$5.99

80 Cap... \$8.99

5.25 50 Cap... \$8.99

100 Cap... \$9.99



### REMEMBER DUST KILLS

1000 3.5 Disk Labels... \$3.99

Disk Cleaning Kit... \$2.50

Mouse Pad... \$3.99

Mouse Holder... \$3.99

4 Player Adaptor... \$7.99

Screen Filter... \$9.99

Printer Lead... \$9.99

ST Turbo Blitz Lead... \$19.99

## HARDWARE



**GAMEBOY PACK**  
\$59.99

16 MB Mega Drive & M Mouse  
\$189.99

Sega Master System  
\$74.99



Power ring for cheap & comprehensive list of all console & hand held games & cables

### Amiga 5000 Screen Game Pack \$379.99

Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...  
Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...  
Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...

### Amiga 5000 Screen Game Pack Extra \$399.99

Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...  
Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...  
Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...

## PRINTERS

Star LC24 24 Colour including ST/Amiga... \$279.99

Star LC200 24 Colour including ST/Amiga... \$279.99

Star LC200 24 Colour including software... \$279.99

LC200 24 Colour... \$279.99

Amiga Power Ready... \$34.99

Amiga 1.5T Second Drive \$69.99

Amiga has Delivery Charge... \$29.99

### AMIGA 5000 CLASS OF THE 1990s BUSINESS & EDUCATIONAL PACK \$499.00

Amiga 5000 TV Monitor... \$149.99

Amiga 5000 TV Monitor... \$149.99

Amiga 5000 TV Monitor... \$149.99

Amiga 5000 TV Monitor... \$149.99

Amiga 5000 TV Monitor... \$149.99

Amiga 5000 TV Monitor... \$149.99

### Amiga 5000 Sound & Video Pack

Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...  
Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...  
Amiga 5000 5000 complete system built on a May Day 4000 & Free TV Monitor worth \$24.99 offering you the best Amiga with a monitor TV & keyboard...

### MIGROSMARTS NEW BRANCH IS NOW AT:

UNIT 3  
CROSS KEYS  
SHOPPING MALL  
ST. NEOTS  
CAMBRIDGESHIRE  
PE19 2AU



# HARD SELL

and sell it through either a telemarketing firm or the aid of the growing number of working into-a-lagger, more-comprehensive guide to both computer and console specifications. (During this, if you will, subtly acknowledge the less-popular machines have had to be left out for the moment; in compensation, the Gamagaga makes it debut, a big round of applause, please.)

## COMPUTERS

### ATARI STE

**Models:** Atari 1300TE, 1400TE, Mega ST.  
**Package:** 120 and 1400 have top board with built-in disk drive; Mega versions have separate keyboard. Keep eyes peeled for current software bundles.  
**Memory:** 128KB (1300, 1400TE only); Mega ST 1, 2 or 4MB; all machines can be expanded internally to 4MB.  
**Graphics:** 8-bit; Motorola 68000.  
**Recommended Retail Price:** 120TE clone (1400TE clone)  
**Contact:** Atari PR (875) 8330

#### IN BRIEF

Hard days for the machine that arguably started the avalanche to 16-bit computers. The STE boasts capabilities almost on par with its arch-rival the Amiga, but the Commodore machine seems to be the one most people want these days. Its share because this is still a great general purpose home machine for games, small business and productivity, and thanks to its wide port is still the number one choice for MIDI musicians.

#### GRAPHICS

**Resolution:** Low-res 320 x 200 medium-res (400 x 200) high-res (640 x 400)  
**Palette:** 4-bit  
**Colors:** Black and white in high-res; 4 colors in medium-res; 16 in low-res.  
**TV:** Yes.  
**Monitor Output:** 4bit.  
**Monitor Supplied:** No.  
**Monitor Options:** Atari monitors (1400 high-res; many 1400 1400) need no add-on.

#### SOFTWARE

**Special:** None.  
**Price:** Fair.  
**16-bit expansion chips:** It only available on monochrome monitors; medium- and low-res chips only available on color monitors or Plus.

#### SOUND

**Speaker Quality:** Depends on monitor.  
**MIDI:** Yes.  
**Music Output:** Yes.

**Performance:** Three-bit PCM stereo sound channels.

#### HARDWARE

**Disk Format(s):** 5.25-in., 5 1/4-in.  
**Disk Price:** Around \$1.50.  
**Disk Performance:** Fast, reliable.  
**Keyboard:** 94 keys included; 18 function keys. Has a cheap feel which can be improved with third party spring kits.  
**Mouse/Mouse:** Two joystick ports are standard; two-button mouse is supplied with machine.

#### SOFTWARE

**Software Performance:** Excellent. The budget market provides a nice variety; cheap way of building up an impressive collection of software library.

**Current Releases:** None of the major software houses ignore the ST so it is well-served with plenty of good software.

**Games:** Acts the board.  
**Graphics:** Good with some custom hardware or manipulated fonts.  
**Music:** Excellent. Plenty of sound samples; Atari's audio/MIDI software makes this the musician's choice.

**Prospects:** Very good, but the Amiga is currently the favorite with software houses in the UK and the chance of a software boom of interest in the ST hardware look very dim.

**Software Loading:** No problems at all. The STE's load is fast and thank to its TV set. It is worried that some companies will release games on two or more single sided discs (a hang over from the old days) when the ST had single sided discs which can mean unnecessary and annoying loads of tape swapping.

#### BUYLINES

**Best Buy Price:** At 4000.  
**Best Deal Availability:** Very common and quite cheap. Beating very old single sided ST machines.  
**Maintenance:** One year's guarantee. Return to dealer if faulty.

## COMMODORE AMIGA

**Models:** Amiga 4000, 41500, A2000, A3000.  
**Package:** A2000 has keyboard and

built-in drive with separate FDD. A1500 and A3000 have separate key-board with built-in (see article). Plus, A3000 is a very powerful machine indeed.

**Memory:** 4096 512K, A1500 & A2000 1MB; A3000 2MB.  
**Processor:** 500T 500T000.  
**Memory-Memory:** A2000 4MB, 15 or 32MB.

**Recommended Retail Price:** A500 (2bit) from 800 (200.00), Flight of Fantasy Pack (200.00), Disc Of The 9th year (209.99) (all prices in £500); A1500 from 1190; A2000 from 1790; A3000 from 2190; A4000 from 2990; A5000 from 3190; A6000 from 4190; A6000 hard disk (all prices in £90).  
**Contact:** Commodore (0628) 710000

#### IN BRIEF

A-winning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most elegant of games players and video professionals, after an initially shaky start the machine continues to sell extremely well and has established the ST in the UK, though the other machines still has a slightly larger installed base. The A1500 is near identical key rate to the A2000, but cheaper. The A3000 is a top end workstation substitute; includes disk/disk II, featuring enhanced fonts, file handling, and security features plus Amiga Vision, a multimedia programming tool. A2000 also comes in three configurations, ranging from a 10MB/40MB hard disk to a 25MB/100MB disk.

#### GRAPHICS

**Resolution:** From 320 x 200 to 640 x 400 (even possible in software).  
**Palette:** 4096.  
**Colors:** 2, 4, 8, 16, 32, 64 or 4096, the video-modulator.

**Monitor Output:** 16-bit (a complete video in mono/colour).

**Monitor Supplied:** No.  
**Monitor Options:** £700 (200.00).  
**Software:** 16-bit hardware + unlimited ROMs from software houses.

**Speed:** Very fast with good software.

#### SOUND

**Speaker Quality:** Depends on monitor.  
**MIDI:** No, third party interface available.

**Music Output:** 3 phone connectors.

**Performance:** Among the best around. Custom hardware requires 8 streams of 8-bit digital sound into the four channels.

#### HARDWARE

**Disk Format(s):** 5.25-in., 5 1/4-in., A3000 also includes hard disk formatted.  
**Disk Price:** Around £1.50.  
**Disk Performance:** None and sluggish. Third party software is available to improve matters.  
**Keyboard:** 94 keys; 18 function keys and separate numeric (code) keys/disk/Mouse. Two-button mouse supplied as standard.

**Interfaces:** Two logical/physical; stereo audio, external disk (drive), MIDI (serial), external parallel printer, SCART RGB/RGB, composite monochrome video expansion box (internal on A1500 & A2000, 12-bit on A3000) stock/memory expansion on A3000; internal PC expansion on A1500, A2000 and A3000.

#### SOFTWARE

**Existing Software Base:** Tremendous to date.  
**Current Releases:** Everyone's doing them.

**Games:** Something for everyone.  
**Graphics:** Quality and range is unsurpassed.

**Music:** Needs better support for MIDI; internal sound software is well supported thanks to ST standards.

**Prospects:** Excellent.  
**Software Loading:** None but use only reliable. Pleased by users.

#### BUYLINES

**Best Buy Price:** Disc Amiga 1000 can be picked up cheaply around but these lack the extra graphics modes of later models. Try to find a good value pack.

**Best Deal Availability:** Increasing common. Best buys are 1000 (cheap) with Kickstart 1.2. **Maintenance:** One year guarantee. Return faulty machines to dealer.

## IBM PC

**Model:** IBM's PC was the first PC to be accepted in large quantities from the first PC and remains the standard by which all others are judged. There are hundreds of clones and variants including offerings from Amstrad, Atari and Commodore. In general, with PC you pay for speed and better graphics standards. The extra money is worth it if you can afford it.

**Package:** Depends on the manufacturer although most are supplied with monitors. They can even be bought in kit form as an extra saving.  
**Memory:** Usually 64K or 128K. Can be anything from 64K to 640K. Always go for a 640K model.

**Processor:** Intel 8088/86 or later machine is sometimes replaced with the faster NEC V3020. More expensive machines are based on Intel's multi-bus 286, 386/3, 386 and even the latest 486.

**Recommended Retail Price:** Can be picked up for as little as £200 for a "no frills" machine, with top-of-the-range 486 based clones - and the official IBM versions - the sky's the limit. Look for a good ISA or VGA model for between £1,000 and £1,500.

#### IN BRIEF

Superb value if you want the ultimate all rounder, the PC will keep its business image almost every major software house now put their eggs in the PC but these remain limited by the constraints of the basic

good common machines - which means they tend to be limited in sound and graphics. Definitely NOT fast (does it entertain? Is your preferred use for computers, or is it your second effort, the better VGA or VGA models (which are really meant for good games playing).

#### GRAPHICS

The first PCs weren't fitted with graphics as standard but most chose to incorporate the necessary hardware and came with a monitor. There are three main standards: CGA - a nasty but all in common colour display, EGA above the lowest colour display worth considering, VGA - an amazing (seeing display) and survives mostly today. EGA or VGA which are usually only fitted as standard to more expensive machines. (Amstrad/PC288 to see exception). Resolution: CGA 320 x 200, EGA 640 x 384, VGA 640 x 480, Hercules 720 x 384, VGA 800 x 600.

Palette: CGA 4 (or less) fixed sets, 64K 64, VGA 256.

Colours: CGA 4, EGA 16, VGA 64, Hercules 2

Monitor Output: VT, RGB/CGA

CGA analogue RGB/RGB/AM

Monitor Options: Yes. Many monitors are dedicated to just one or two modes - some have analog, some or white monochrome display - check before buying.

#### RAM

Speed: From very slow - 800K - to very fast - 6600K.

#### SOUND

Speaker Quality: Built-in sound is very poor. Third party add on sound boards such as Sound 288 and AdLib (128K) - which is fast becoming a standard - provide excellent quality sound through an amplifier. MIDI: Third party interfaces available.

Stereo Output: With boards, yes.

Performance: Not the ideal machine for the musically bent - an Atari 385 offers more for MIDI, the Amiga has the software sound ports.

#### HARDWARE

Disk Format: 1.2M - 10000000  
1.44M, 1.2M, 120K/444K  
Disk Price: 60p - 13.00

#### Disk Performance: Average

Most PC owners also buy hard disks. A large amount of PC applications software relies on such disks (you have a hard disk).

Expenses: Almost as many variations as there are clones. Prefer the AT or extended AT layout to the AT layout since it's easier to use.

Keyboard/Mouse: Neither supplied as standard. The better clones include a mouse or at least a mouse port, especially since Atari's SMP system (Interleaf) has become more popular.

#### SOFTWARE

Existing Software Base: Most current software will major software houses now produce something for the PC, with many now supporting the superior DOS3.86 model.

Games: Most of the best Amiga AT titles appear on the PC, especially graphics. Given the right graphics adapter the PC has nice graphics and the software is usually excellent. On a standard CGA PC the graphics tend to suffer how good the software is.

Music: Independent PC's synthetic resources, add on boards offer some of the best sound you'll hear on a home computer.

Prospect: The PC is the central computer - as often fall by the wayside if you're not getting faster and better all the time. This is aided by Intel constantly improving the machine's processor and the rest you like demanding better equipment.

Software Loading: Fast and reliable, very fast from hard disk.

#### BUYLINES

Best Buy Price: Watch out for package deals from large chains and mail order companies. If you don't know as much about PCs as for a second hand one.

Second Hand Availability: Common but be careful you do not get a flopped out monitor/key-board.

Maintenance: Usually, only one year's warranty - but competition has forced the price of maintenance contracts down to an affordable level. This often means they're in the red.

#### Monitor Output: No

Monitor Supported: Yes - 3.5" built in colour CG

#### Monitor Options: None

Speakers: Special graphics hardware efficiently feeds ALL screen objects at optimal

#### Speed: Fast

#### SOUND

Speaker Quality: Very good

#### MIDI: No

Stereo Output: No

Performance: Four channel, full stereo (stereo sound has to be heard to be believed)

#### HARDWARE

Keyboard: Eight-way (digital)

Mouse: Controller port, multi-player port, miniature stereo headphone jack.

#### SOFTWARE

Price: 120-15

Keyboard/Mouse: Very small.

Current Releases: California Games is a great 'hooker'.

Prospect: Uncertain but several new titles in the pipeline.

#### BUYLINES

Best Buy Price: As for PC

Second Hand Availability: Very low

Maintenance: One year's guarantee.

#### YEAR RANKING

Graphics: + + + + +

Price: + + + + +

Expansion: + + + + +

Overall: + + + + +

#### SOUND

Speaker Quality: Depends on headphones.

Stereo Output: No

Performance: Plays a lot better than it looks.

#### HARDWARE

Keyboard: Built-in 8-way digital

Mouse: Headphone controlled mouse interface.

#### SOFTWARE

Price: 120-15

Keyboard/Mouse: 68K

Existing Software Base: The best for any handheld.

Current Releases: Increasingly impressive

#### BUYLINES

Best Buy Price: As for PC

Second Hand Availability: Some companies (e.g. Canada Game) do it well.

Maintenance: One year's warranty.

#### YEAR RANKING

Graphics: + + + + +

Price: + + + + +

Expansion: + + + + +

Overall: + + + + +

## NINTENDO SUPER FANICOM!

Package: Console unit, controller unit and Super Mario input processor - £88 (plus £20 P.S.).  
Console Memory: 64K  
Recommended Retail Price: £64  
Upper price: £780  
Contact: Local Dealer

#### IN BRIEF

With the weight of all-powerful Nintendo behind it, the Famicom can hardly fail. Although not hugely superior to the Sega Megadrive (technically it's the games that impress - notably the bundled Mario which itself will no doubt help sales to sell and F200). That said, there are some real snafus among the game chip fan, anyone it, but it's still early days for The Super Famicom's enormous game potential has barely been scratched.

#### GRAPHICS

Resolution: 320 x 224.

Palette: 32,768

Colours: 256

TV: No

Monitor Output: No

Monitor Supported: No

Monitor Options: RGB, SCRT

Speakers: 128

Speed: Remarkable

#### SOUND

Speaker Quality: Depends on TV/monitor

MIDI: No

Stereo Output: No

Performance: 8 Channel system 16 bit PCM/Digital.

#### HARDWARE

Keyboard: Supported.

## CONSOLES

### ATARI LYNX

Package: Lynx. Pay extra for peripherals and include California Games.  
Resolution: 160 lines 160  
Console Memory: 64K

Recommended Retail Price: £79.99 (£79.99 with peripherals)  
£124.99 with peripherals and game.  
Contact: Atari PR 021-1880 9871

#### IN BRIEF

Designed by the man behind the

Amiga, the Lynx is an amazing hand held. After a shaky start, the Lynx is doing fine and - if the rumours are to be believed - is starting to take off in the States. Its most obvious competitor the Gamegear, takes the Lynx's title, but makes-up for it with smaller unit size and TV adaptor.

#### GRAPHICS

Resolution: 160 x 160

Palette: 4096

Colours: 14

TV: No

parts. One big expansion port.

#### SOFTWARE

Price: £10-10.

**Cartridge Memory: 16 Kb.**  
**Existing Software Base:** Small cartridge releases only, and plenty more planned.  
**Prospects:** How can a half-bak wordy word in the millions beford it can be found.

#### BUYING

**Best Buy Price:** Only import.  
**Second Hand Availability:** None in UK.  
**Maintenance:** Take care - only imports are rarely under warranty.

#### STAR RATINGS

Graphics: \*\*\*\*\*  
 Sound: \*\*\*\*\*  
 Expansion: \*\*\*\*\*  
 Overall: \*\*\*\*\*

### SEGA GAMEGEAR

**Package:** Cartridge unit.  
**Processor:** 2.56-MHz 6800A.  
**Cartridge Memory:** 32-320K/128.  
**Video:** 500.  
**Recommended Retail Price:** £29.99.  
**Connect:** Sega (071-720) 8000.

#### IN BRIEF

Optical used to be that the Gamegear was going to be the hardware answer in the bundle of

the colour handheld. But then - and more importantly price - have changed. The Lynx, a technically superior machine with some first games available for it, has had its price slashed and - if US sources are correct - is enjoying a sudden upswing in support from American consumers. In the Gamegear's favour are the clear of mighty legs and the potential to run the 400,000 a portable PC via a cheap adaptor (around £20 is current estimate). But at the moment, it's anybody's game.

#### GRAPHICS

**Resolution:** 160 x 144.  
**Palette:** 4096.  
**Colours:** 16.  
**TV:** No.  
**Monitor Output:** No.  
**Monitor Support:** Yes - 8.2" back to colour LCD.

**Monitor Options:** None.  
**Expans. Port:** None.  
**Special:** Only.  
**SOUND**  
**Speaker Quality:** Good.  
**ADC:** No.  
 **stereo Output:** Yes.  
**Performance:** Three-channel FM sound channels + noise channel.

#### HARDWARE

**Available:** Eight-way joystick.  
**Ports:** Cartridge port, multi-player port, miniature stereo headphone jack, TV tuner port.

#### SOFTWARE

**Price:** Around £28-29.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Small.  
**Current Releases:** None in UK, but lots in the pipeline.  
**Prospects:** Very good.

#### BUYING

**Best Buy Price:** No MP.  
**Second Hand Availability:** None in UK.  
**Maintenance:** One year's guarantee.

#### STAR RATINGS

Graphics: \*\*\*\*\*  
 Sound: \*\*\*\*\*  
 Expansion: \*\*\*\*\*  
 Overall: \*\*\*\*\*

### SEGA MEGADRIVE

**Package:** Console unit, controller, and Activity Mouse or Mouseball game.  
**Processor:** 6-MHz 68000 + 2806.  
**Cartridge Memory:** 128 bits, 64K video.  
**Recommended Retail Price:** £149.99.  
**Contact:** High Mastertronics (071) 770 8000.

#### IN BRIEF

Excellent example of the new 16-bit, 68000 technology. The first device to use 68000 to receive with full support in the UK.

#### GRAPHICS

**Resolution:** 320 x 224.  
**Palette:** 113.  
**Colours:** 64.  
**TV:** Yes.  
**Monitor:** No.  
**Monitor Support:** No.  
**Speaker:** Very loud.  
**SOUND**  
**Speaker Quality:** Very good.  
**ADC:** No.  
 **stereo Output:** Yes.  
**Performance:** 11 channel FM sound is produced by a custom FM chip and sounds fantastic.

#### HARDWARE

**Available:** Dedicated controller expansion.

#### SOFTWARE

**Price:** £29-30 typically £29.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Good.  
**Current Releases:** Lots.  
**Prospects:** Very good.

#### BUYING

**Best Buy Price:** No MP.  
**Second Hand Availability:** 100K-200K+ (e.g. Console Game) £40-50.  
**Maintenance:** One year or 10K machines.

#### STAR RATINGS

Graphics: \*\*\*\*\*  
 Sound: \*\*\*\*\*  
 Expansion: \*\*\*  
 Overall: \*\*\*\*\*

0495  
**CWM COMPUTERS** 371523  
 TRADE IN OFFER  
 (EXCHG YOUR OLD COMPUTER AND BUY AN)  
**AMIGA 500 FOR ONLY £329.99**

AMIGA 500  
 "SCREEN GEMS"  
 PACK  
 £269.99

AMIGA 1500  
 PACK  
 WITH 2ND DISKDRIVE  
 MONITOR & SOFTWARE  
 PACK  
 £579.99

#### MONITORS

Philips CM8855-11 £279.99  
 Commodore 10845 £269.99

Joystick from ..... £5  
 Disk Boxes from ..... £5

#### DISK DRIVES

5 1/4" Drive ..... £89.99  
 5 1/4" Drive ..... £89.99

#### INTERNAL UPGRADES

Without clock ..... £34.99  
 With clock ..... £44.99

**SONY 3 1/2" DISKS 39p each**

AMIGA SOFTWARE AT DISCOUNT PRICES

SEND CHEQUE/P.O. TO  
**CWM COMPUTERS,**  
 37 MARINE STREET,  
 CWM, ERDF VILLE,  
 GWENT, NP4 6SS

We also sell Atari ST, Lynx, Megadrive, etc.

We buy/sell/part exchange computers etc.

Send S.A.E. for price list.

## GUNFIGHTER



USE YOUR VOICE  
 TO OUTDRAW  
 THE GUNFIGHTER  
**CASH PRIZES**

**0898 31 35 90**

0800A, 0800B, 0800C, 0800D, 0800E, 0800F, 0800G, 0800H, 0800I, 0800J, 0800K, 0800L, 0800M, 0800N, 0800O, 0800P, 0800Q, 0800R, 0800S, 0800T, 0800U, 0800V, 0800W, 0800X, 0800Y, 0800Z



## ALIENS

Can You Kill  
 The ALIENS  
 For  
**CASH PRIZES**

**0898 313 573**

0800A, 0800B, 0800C, 0800D, 0800E, 0800F, 0800G, 0800H, 0800I, 0800J, 0800K, 0800L, 0800M, 0800N, 0800O, 0800P, 0800Q, 0800R, 0800S, 0800T, 0800U, 0800V, 0800W, 0800X, 0800Y, 0800Z



# FUTURESOFT

## THE COMPUTER CLUB !

FOR ATARI ST & AMIGA

14-15 Yarmouth Business Park  
Suffolk Road  
Great Yarmouth  
Norfolk NR31 0ER

Tel : 0403 440005 / 0403 441104  
( 10 Lines )

ARE YOU TIRED  
OF WAITING  
FOR GAMES YOU HAVE  
ALREADY PAID  
FOR

THEN WAIT NO  
LONGER!  
FUTURESOFT THE  
ALL NEW &  
EXCITING  
COMPUTER CLUB!

HAVE YOUR  
GAME FIRST  
PAY US LATER!

WE WAIT FOR  
YOU  
YOU DON'T WAIT  
FOR US

SEE SPECIAL  
INTRODUCTORY  
PRICES BELOW  
FREE CATALOGUE  
SENT TO EVERY  
ORDER

3D Construction EA	£24.99	Death Trap	£11.99	Hard Drive! 2	£11.99	Power Manager	£14.99
3D Boxing	£11.99	Defenders of the Crown	£2.99	Hero Quest	£11.99	Prince of Persia	£11.99
3D Tank Killer	£15.99	Defenders of the Earth	£2.99	Horror Zombies	£11.99	Railroad Tycoon	£14.99
3D	£11.99	Demolition	£11.99	Innocent	£11.99	Raiders	£11.99
3D	£11.99	Delirium	£11.99	July 200	£11.99	Rick Dangerous 2	£11.99
3D	£11.99	Double Dragon 2	£7.99	Intelligence	£11.99	Robo Zone	£11.99
3D	£11.99	Dragon Breed	£11.99	Iron Man	£11.99	Roadmap 2	£11.99
3D	£11.99	Dragon Strike	£14.99	Islander	£11.99	Rockin Range	£3.99
3D	£11.99	Dragon Breath	£14.99	James Bond	£11.99	R-Type 2	£11.99
3D	£11.99	Dragon Flight	£14.99	Judge Dredd	£11.99	Sacred of Monkey Island	£14.99
3D	£11.99	Dragon Fighter	£11.99	Kick Off 2	£11.99	Shadow of the Beast 2	£11.99
3D	£14.99	Dragon Lair 1	£19.99	Killing Cloud	£11.99	Shadow Dancer	£11.99
3D	£11.99	Drakler	£14.99	Killing Game Show	£11.99	Shadow Warriors	£11.99
3D	£11.99	Duck Tales	£11.99	Larry 2 or 3	£19.99	Shall & Cross Bones	£11.99
3D	£15.99	Dungeons Master	£11.99	Loonatics	£11.99	Simons	£11.99
3D	£11.99	Dungeons Master Ed	£2.99	Lost Patrol	£11.99	My Spy	£11.99
3D	£14.99	Dynasty Wars	£11.99	Lotus Turbo	£11.99	Spirit of Ecstacy	£11.99
3D	£14.99	E.F.P.I.L.A.M	£7.99	Mt Tank Platform	£14.99	Speedball 2	£11.99
3D	£11.99	Eagle Rider	£11.99	Magic Fly	£11.99	Super Cars 2	£11.99
3D	£14.99	Evaders	£7.99	Master Mountain	£11.99	Super Monaco	£11.99
3D	£11.99	Elfers	£14.99	Mega - In - Mania	£11.99	Supremacy	£14.99
3D	£11.99	Enigma Jigsaw for	£11.99	Metal Mutant	£11.99	Swashbuckle	£11.99
3D	£4.99	Eyes	£11.99	Mexes	£11.99	Swix	£11.99
3D	£11.99	Exterminator	£11.99	Mind Movers	£11.99	Team Yankee	£14.99
3D	£11.99	F15 1	£14.99	Midnight Resistance	£11.99	Tom Drive 2	£11.99
3D	£14.99	F16 Combat Pilot	£11.99	Midwinter	£14.99	TOMT	£11.99
3D	£14.99	F18 Stealth Fighter	£14.99	Midwinter 2	£14.99	Tek	£11.99
3D	£14.99	F2R Resistance	£11.99	Mig 29	£16.99	Total Recall	£11.99
3D	£11.99	Falcon	£11.99	Minotaur	11.99	Turicon	£11.99
3D	£14.99	Fleets	£11.99	Misty Python	£11.99	Turicon 2	£11.99
3D	£11.99	Ford Saver	£11.99	NAM	£14.99	Ultimate Kite	£11.99
3D	£14.99	Fists of Fury	£11.99	Navy	£11.99	UNES 2	£11.99
3D	£11.99	Fluck Dragon	£11.99	Navy Police	£11.99	Vix	£11.99
3D	£11.99	Flights of Gargator	£14.99	Navy Seals	£11.99	Wanted Nightmar	£11.99
3D	£11.99	Flood	£4.99	Night Shift	£11.99	War Zone	£11.99
3D	£11.99	Football Sim	£11.99	Ninja 2	£11.99	Waterk	£11.99
3D	£11.99	Ghaghin Khan	£14.99	Nines	£11.99	Wings	£14.99
3D	£14.99	Goals	£11.99	Patrol Kick Boxing	£11.99	Wall Pack	£14.99
3D	£11.99	Gold of the Amazons	£7.99	Prodence 2	£11.99	Wash of the Doves	£14.99
3D	£11.99	Golden Age	£11.99	Populous	£11.99	Z Car	£11.99

The above prices are available to members only  
Membership Annual = £6.00  
P&P £1 per item.

A small charge will be made if paying  
by credit card.

To become a member simply fill in  
the slip opposite.

Special introductory rates subject  
to 1 per member

Some titles may not be released  
at time of going to press

I wish to become a Club Member and  
enclose a Cheque P.O payable to  
Futuresoft for £6.00

Mr / Ms : .....

Address : .....

Signed : .....

If under 18 Signature of Parent /

Guardian : .....

# WIZ

## TRADE

### COMPANY LIMITED

Priority House, Charles Ave.  
Millings Park, Burgess Hill,  
West Sussex BN15 7PG

Office Telephone:  
0444 245935

#### BLDC PUBLISHING

Form Test Gold	£24.99
Form Filer 2	£24.99
Data Master	£29.99
Form Rite	£24.99
Corporate Ledger	£24.99
Page-Builder	£24.99

#### PERIPHERALS

Mouse Mate	£29.99
Mouse Pad	£24.99
Key (optional) KC30/31	£24.99
Thunderbolt	£24.99
Programmable Game Card	£24.99
Keyboard	£24.99
MSX version available - call for details	
Art-Lite Music Card	£24.99
Coordinate	£149.99
Robot LAMP 1	£249.99
Mouse-Mouse DCK	£24.99

#### UTILITIES

Learn up Windows and save your screen with Screen Works for Windows 3	£27.50
Word for Word version 4.1	£184.95
Word for Word version 4.2 for Windows	£184.95
Word for Word Microsoft version	£274.95
Toolsworks Backup Pro	£249.95
Toolsworks Office Manager	£249.95
Toolsworks Languages	£249.95
Every one who uses computers has to learn to type, why not learn with Minis Beason?	
Minis Beason for PC, Amiga, Atari, ST, MacC	£27.50
CDROMs are coming - already available	
WordIndex	£99.95
Toolsworks 05. Atlas	£99.95
Toolsworks Reference Library	£99.95
Toolsworks Game Post	£84.95

Call for full details and availability on Amiga, Mac, ST and C64D

Our prices are now 'WYSIWYP'  
What you see is what you pay!  
No hidden extras, No membership,  
No V.A.T. or delivery to add.

<b>Title</b>			
40 Sports Boxing Dual	£200.99	1-Soiled Larry 1 Dual	£12.99
40 Sports Tennis Dual (boxed)	£200.99	1-Soiled Larry 2 Dual	£24.99
40 Sports Cricket Dual	£200.99	1-Soiled Larry 3 Dual	£29.99
488 Attack Sub- 3.25 & 3.50	£19.99	Triple Peak 1, 2 & 3 Dual	£29.99
A3F 3.25 & 3.50	£29.99	All Top Rotation 3.25 & 3.50	£29.99
Balance of Power 1990 3.25 & 3.50		AMG 29 Dual	£27.99
Five Angels 3.25 & 3.50	£21.99	Monopoly (25 Versions) 3.25 & 3.50	£24.99
Blue-Mist Dual	£24.99	Woodrow Dual	£29.99
Cardinal of the Kremlin 3.25	£24.99	Pipe Dream Dual	£21.99
Carman Scatology 3.25 & 3.50		Storage Remaps 3.25HD & 3.50HD	£24.99
Where in the World	£24.99	Search for the Stars 3.50	£19.99
Where in Time	£24.99	Start Service 3.25 & 3.50	£25.99
Where in the USA	£24.99	Stimuly Dual	£19.99
Where in Europe	£24.99	See Earth Dual	£29.99
DA3-Best Dual	£24.99	Spain Begins 3.25 & 3.50	£9.99
Days of Thunder 3.25 & 3.50	£14.99	Tangled Tales 3.25 & 3.50	£9.99
Discovery Discovery (3-Band) Dual	£21.99	Test Drive II 3.25 & 3.50	£19.99
F-16-CombatFlier 3.25 & 3.50	£21.99	Tramway (25) 3.25 & 3.50	
Flight Simulator 4 3.25 & 3.50	£24.99	AmigaCon	£9.99
Football Ground Dual	£24.99	California Challenge	£9.99
Global Distance (Kites or Balloons) Dual	£21.99	Super-Con	£9.99
Handball II 3.25 & 3.50	£21.99	The Colony Dual	£9.99
Hard Driving 2 Dual	£29.99	Their Finest Hour Dual	£29.99
Hint for Real Outdoor Dual	£21.99	Treason II Dual	£24.99
Jack Middleton Greater Golf 3.25 & 3.50	£14.99	Ultima Settings 3.25	£19.99
Champ Courses of '89	£9.99	Ultima IV 3.25	£19.99
Golf Vacation	£9.99	Ultima V 3.25 & 3.50	£19.99
Jack Middleton Unlimited Golf 3.25 & 3.50	£21.99	Ultima VI 3.25 & 3.50	£17.99
John Madden (US) Football 3.25 & 3.50	£19.99	Ultima books available - call us!	
Knights of Legend 3.25 & 3.50	£25.99	Ultima II 3.25 & 3.50	£17.99
Lakers vs Celtics (Basketball) 3.25 & 3.50	£24.99	Visions of the Alchemists 3.25	£14.99
Life & Death Dual	£27.99	Willow 3.25	£9.99
Life & Death II 3.25 & 3.50	£21.99	Woodwulf 3.25 & 3.50	£14.99
Links 3.25 & 3.50	£29.99	Wing Commander 3.25HD & 3.50HD	£24.99
(Course Disk Copying Mode)		Secret Mission 1	£10.99
Living Legends 3.25 & 3.50	£21.99	Secret Mission 2	£10.99
		Wonderland 3.25 & 3.50	£22.99
		Zeland Dual	£17.99

NB: Release dates for some items may well be changed by publication date - we apologise to authors if authors are unable to change release dates. All products are offered subject to availability. Companies pay us between 6.67 & 17.5% but must add 24.8% to cover V.A.T. Others will be priced L & G+V.A.T.

Order direct for: **Wintecore Co. Ltd., Priority House, Millings Park, Burgess Hill, West Sussex, BN15 7PG**

Please send me the products listed below.

Item pricing for them by cheque  Access  Visa

Card No.

Expiry date  Signed

Products required

Name

Address

Postcode

Tel. No.

Select your disk size: 3.25  3.50



**RING TELESales ON (0444) 239999 or FAX (0444) 248996**

# BOOK SHOP

Sim City fans, King's Quest freaks, technical ignorami (yes, that IS the plural of ignoramus), deep space tourists, and fantasy artists, there's a book here for YOU. Sandra Vogel checks out some of the latest releases to hit the shelves...

## THE GUIDE TO FANTASY ART TECHNIQUES

Marilyn Dean  
Marty Tiger (32-95)  
Art and graphics

If you have an inkling to scribble down with pen and paper and produce a picture that is stunning, attention grabbing, and unique, chances are that you will have gone up. Fantasy art is one of the most challenging categories as you need to avoid all the old clichés and yet remain true to the genre. This new book gives an insight into how some of the greats of fantasy art go about their work: Jim Barnes, Ian Miller, Patrick Woodroffe, Philip Collins, Ted Neead, Chris Foss, Martin Bonas, and Boris Vallejo all give away some of their secrets. The book is illustrated with examples of the work of each of the artists included, in many cases temporary sketches are placed alongside the finished piece.

**GENERAL COMMENT**  
Whatever your artistic competence, you'll learn something from this one.

**IG FACTOR** 3  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 7  
**OVERALL** 7

## YOUR SPACE FLIGHT MANUAL

Daniel Ashford and Patricia Collins  
Headline Books (£10.95)  
Technical

According to Ashford and Collins, you could be a tourist in space within the next twenty years, and their lavishly illustrated book takes you through the logical steps which

need to be taken before space tourism becomes a reality. Development of the market, the design of the spacecraft and spacecraft, and the testing and maintenance of safety standards are all covered.

The authors also take note of the military impetus that has directed much of the development of space technology this far. As long ago as the 1950s, training grounds were floating plans for non-military space vehicles, but were shelved, however, in favour of military developments and this appears to have set the pattern ever since.

**GENERAL COMMENT**  
I'm really impressed with a mixture of photographs and drawings, and full of information about the current situation and projected future developments.

**IG FACTOR** 7  
**DRIFT LIFE** 5  
**VALUE FOR MONEY** 5  
**OVERALL** 7

## THE SIM CITY PLANNING COMMISSION HANDBOOK

John L. Wilson  
McGraw Hill (\$14.95)  
Gaming help

They reckon that something like 400,000 copies of Sim City have been sold worldwide and while author John Wilson has named us to Sim City, there are still many computer novices spending countless happy hours trying to decipher the obscure messages. This book is intended as a companion for those who might developers and should appeal to Sim City experts and novices alike. It includes a lot of

strategic information for playing the game and clearly integrates this with information about real city planning both contemporary and historical. Topics covered include town planning, transport and population bases, ecological and environmental considerations, fiscal (ie, economical and financial) matters, and much more.

The book offers many examples of various famous attempts at structured city planning and, to the credit of the author, these examples are discussed in such a way as to be of genuine help to using Sim City rather than simply taking a dry, academic approach. Most of the chapters in the book integrate factual information and examples from the game in an imaginative manner. This helps to regain the realistic feel of Sim City itself and illustrates the power of the simulation as it is very comfortably near to real life examples.

**GENERAL COMMENT**  
Every user of Sim City should get something out of this well produced book.

**IG FACTOR** 6  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 5  
**OVERALL** 7

## THE KING'S QUEST COMPANION

Peter Speer  
McGraw Hill (\$14.95)  
Gaming help

Chances are, most of us have spent some time over at least one of the King's Quest games, now in its fifth incarnation following its conception way back in 1984 as Quest for the Crown, when the former looked very ground with its animated-control character.

This book takes you through the first four King's Quest games through King, King's Island and King's Quest information to help you complete each one. Note that this is not a hard book, however - we're talking total solutions here, but solutions with a difference. The info is presented in the form of a story and you can read as much or as little as

you like before returning to the game.

In addition to these 'reference' books, you'll find a chapter called The Easy Way Out, which takes a more step-by-step approach to some of the tougher problems. There's also a section entitled The Final Score which lets every player in each of the four games for which points are awarded. Although the Encyclopedia of Computing, this little number will tell you all you need to know to crack SimCity's codes.

**GENERAL COMMENT**  
If you feel the need for a helping hand in EQ 1 to 4, reach out for this one.

**IG FACTOR** 5  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 7  
**OVERALL** 7

## THE OXFORD REFERENCE DICTIONARY OF COMPUTING

Oxford University Press (32-99)  
Technical

If you don't know your VGA from our ISA, VGA, or SVGA and have never cared about any of them, stop here. On the other hand, if you have a forthcoming-to-comprehend obscure acronym and obscure technology, you could do a lot more than this tiny book, now in its third edition and recently published in paperback. Not only that, you get 600 pages of definitions relating to 4000 technical terms plus a reasonable plattering of illustrative items.

The range of entries is wide, from AIW to DMA, from FREEZE to Morse Code Methods (apparently not a method of item control).

**GENERAL COMMENT**  
Everyone needs some sort of technical dictionary on their shelf, and this fits the bill nicely.

**IG FACTOR** 5  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 5  
**OVERALL** 5

**DEAL DIRECT DEAL DIRECT****AT LAST!!****A PREMIER TRADE SUPPLIER COMES DIRECT TO YOU - THE PUBLIC!****SAME DAY DISPATCH****ALL PRICES INC VAT****3 1/2" DISKS**

Single or small orders - we have the prices for you!

10/1000s  
250 1000s  
500 1000s  
1000 1000s  
500 500s  
1000 500s  
1000 1000s

£ 19.95  
£ 26.45  
£ 33.00  
£ 39.50  
£ 26.45  
£ 33.00  
£ 39.50

**1000 1 1/4 1/4 1/4 1/4 1/4**

500 400  
500 500  
1000 500  
1000 1000  
1000 1000

£ 26.45  
£ 33.00  
£ 39.50  
£ 46.00  
£ 52.50

All disks include 5-year warranty and come with 100% quality guarantee. Includes 3-year warranty.

**3 1/2" DISKS FROM 30p inc VAT****STORAGE BOXES**

- 3 1/2" 25 capacity box - "Simple" £3.00 each
- 3 1/2" 25 capacity box - "Vanguard" "Vanguard" £3.00 each
- 3 1/2" 40 capacity box - "Simple" £3.00 each
- 3 1/2" 40 capacity box - "Vanguard" £3.00 each
- 3 1/2" 100 capacity box - "Simple" £3.00 each
- 3 1/2" 100 capacity box - "Vanguard" £3.00 each
- 3 1/2" 200 capacity box - "Simple" £3.00 each
- 3 1/2" 200 capacity box - "Vanguard" £3.00 each
- 3 1/2" 400 capacity box - "Simple" £3.00 each
- 3 1/2" 400 capacity box - "Vanguard" £3.00 each
- 3 1/2" 800 capacity box - "Simple" £3.00 each
- 3 1/2" 800 capacity box - "Vanguard" £3.00 each
- 3 1/2" 1600 capacity box - "Simple" £3.00 each
- 3 1/2" 1600 capacity box - "Vanguard" £3.00 each

All disks include 5-year warranty and come with 100% quality guarantee. Includes 3-year warranty.

**ACCESSORIES**

- Printer Stand (80x100) £5.00
- Printer Stand (with top) £9.00
- 18" 1/2 turn monitor stand £9.00
- Monitor Arms (fully adjustable with keyboard support) £7.50
- Desk holders (2 types) £4.50
- All Desk Top Mates £7.00
- Massachusetts (wood) £25.00
- Massachusetts (metal) £25.00
- Massachusetts (plastic) £25.00
- Massachusetts (wood) £25.00
- Massachusetts (metal) £25.00
- Massachusetts (plastic) £25.00
- Massachusetts (wood) £25.00
- Massachusetts (metal) £25.00
- Massachusetts (plastic) £25.00
- Massachusetts (wood) £25.00
- Massachusetts (metal) £25.00
- Massachusetts (plastic) £25.00

**PRINTER RIBBONS**

	QTY1	QTY5	QTY10
EPSON 100000000	100.00	450.00	900.00
EPSON 100000001	100.00	450.00	900.00
EPSON 100000002	100.00	450.00	900.00
EPSON 100000003	100.00	450.00	900.00
EPSON 100000004	100.00	450.00	900.00
EPSON 100000005	100.00	450.00	900.00
EPSON 100000006	100.00	450.00	900.00
EPSON 100000007	100.00	450.00	900.00
EPSON 100000008	100.00	450.00	900.00
EPSON 100000009	100.00	450.00	900.00
EPSON 100000010	100.00	450.00	900.00
EPSON 100000011	100.00	450.00	900.00
EPSON 100000012	100.00	450.00	900.00
EPSON 100000013	100.00	450.00	900.00
EPSON 100000014	100.00	450.00	900.00
EPSON 100000015	100.00	450.00	900.00
EPSON 100000016	100.00	450.00	900.00
EPSON 100000017	100.00	450.00	900.00
EPSON 100000018	100.00	450.00	900.00
EPSON 100000019	100.00	450.00	900.00
EPSON 100000020	100.00	450.00	900.00

Please note that this list is only a guide to the types of ribbons we stock. For a complete list of ribbons, please contact us.

**RAM EXPANSIONS**

- 1/2 meg upgrade (without clock) £29.95
  - 1/2 meg upgrade (with clock) £39.95
- Features include: ONOFF memory option, advanced battery backed clock, 4 line power features, 32 and 64K expansion options.

**AMIGA 1 MEG SCREEN CARDS**

- Amiga Basic inc. Monitor and Modulator £199.00
  - Screen Cards £299.00
  - Amiga Starter Pack £299.00
- Phone for details.

**POWER SUPPLY**

Fully compatible replacement Power Supply for Amiga 1000. **ONLY £39.95**

**CONSOLES**

- Controller for Atari £25.00
- Controller for Amiga £25.00
- Controller for Commodore £25.00
- Controller for Intellivision £25.00
- Controller for Philips £25.00
- Controller for Sega £25.00
- Controller for Sinclair £25.00
- Controller for Spectrum £25.00
- Controller for Tandy £25.00
- Controller for Zenith £25.00

**SPECIALS**

- EPSON 100000000 £199.00
- EPSON 100000001 £199.00
- EPSON 100000002 £199.00
- EPSON 100000003 £199.00
- EPSON 100000004 £199.00
- EPSON 100000005 £199.00
- EPSON 100000006 £199.00
- EPSON 100000007 £199.00
- EPSON 100000008 £199.00
- EPSON 100000009 £199.00
- EPSON 100000010 £199.00
- EPSON 100000011 £199.00
- EPSON 100000012 £199.00
- EPSON 100000013 £199.00
- EPSON 100000014 £199.00
- EPSON 100000015 £199.00
- EPSON 100000016 £199.00
- EPSON 100000017 £199.00
- EPSON 100000018 £199.00
- EPSON 100000019 £199.00
- EPSON 100000020 £199.00

**DISK DRIVES**

3 1/2" External disk drive for Amiga/Atari, (optional 3 1/2" floppy disk drive) throughput comparable with 5 1/4" floppy disks. **ONLY £55.95**

**MICE**

- Amiga mouse, two button fully compatible replacement £17.95
- Atari 57 mouse, two button fully compatible replacement £17.95
- Atari Mouse inc 2 year Warranty, Mouse mat and Mouse bracket £24.95
- IBM Mouse (56 - 1488) DR + 1 year warranty... £28.95

**JOYSTICKS**

- QTY100 Amiga joystick with 2 year warranty £29.95
- QTY100 Atari joystick with 2 year warranty £29.95
- QTY100 Amiga joystick with 2 year warranty £29.95
- QTY100 Atari joystick with 2 year warranty £29.95
- QTY100 Amiga joystick with 2 year warranty £29.95
- QTY100 Atari joystick with 2 year warranty £29.95
- QTY100 Amiga joystick with 2 year warranty £29.95
- QTY100 Atari joystick with 2 year warranty £29.95
- QTY100 Amiga joystick with 2 year warranty £29.95
- QTY100 Atari joystick with 2 year warranty £29.95
- QTY100 Amiga joystick with 2 year warranty £29.95
- QTY100 Atari joystick with 2 year warranty £29.95
- QTY100 Amiga joystick with 2 year warranty £29.95
- QTY100 Atari joystick with 2 year warranty £29.95

**SOUND MASTER**

Two channel amplified speaker system for Amiga, Atari, STE, Archimedes or Sega Mega Drive. Built in Phono ready-to-use input. **ONLY £29.95**

**TO ORDER**

CHECKS AND PAYABLE TO: CMC LTD AND SEND TO: ADDRESS BELOW

CREDIT CHECKS: SUPPLY TELEPHONE YOUR ORDER ON (0454 45999) OR SEND TO: FAX ON (0454 45999) FOR OUR ADDRESS AND TERMS

Folder £4.95, Envelope £2.50

**THE ORIGINAL MEDIA COMPANY LTD**  
**DEPT ACE, MEDIA HOUSE, UNIT 14, ASHBY ROAD,**  
**COALVILLE, LEICS LE6 2LA**  
**TEL 0530 813591/0860 922 436 FAX 0530 813595**

Trade &amp;/or welcome. All prices include VAT (17.5%). Corporate, education orders welcome. PERSONAL CALLERS WELCOME TO OUR SHOP AT THE SAME ADDRESS

**DEAL DIRECT DEAL DIRECT**

## MEGADRIVE



**H**as we laughed? Here at ACE, we don't try to look at games from a machine-owner's point-of-view, rather than adopting that jaded-back approach favoured by some of our letter-submitters.

So we were not a little excited when a new batch of official Megadrive releases rolled into the office from Sega. It was like to much more from Megadrive heaven.

Oh! *Travis*, *Shadow Blaster*, *Crackdown* and *Gain Ground* all lay next to our *Drive* for a brief time, looking so good. Its unlikely, so ready-to-go, how wrong we were.

Although we'd waded in and on about the perils of purchasing imported Megadrives, warning users about the incompatibility problems which may emerge once a batch of home-duplicated games were on the market, we'd never actually encountered the problems ourselves. Until now. Imagine our surprise to discover that our imported Megadrives couldn't even turn on with the British cartridges plugged in.

## IBM PC



I I accused to us that we hadn't made too much of PC tips recently. Hugs and cheers for PC games usually aren't the stuff visually-athletic papers are made of. Lots of adventure and strategy information, useful as it may be, does little to let us up the pages. So, having talked to the owners that be at ACE Towers, we had the go-ahead for a serious batch of tips this month. And so, without further ado...

## ROCK DANGEROUS

More people than usual have contacted us requesting help with the exploits of the pitiful metal adventure. To be honest, we can't keep away from Rock ourselves, always involving a couple of really good whenever we get the chance. If you're having difficulties in the early stages, you may find some help in the following.

## Level One

Copy on turning away from the ladder which follows you. Fall to the right on the final fall to miss the ladder and the combie little *Soko*. Hit

Now, our gripe is not really with this system. Sega have always maintained that people should wait for the official machine, and now their warnings have been true!

However, there are a number of points which make the situation far from satisfactory.

For a start, the computer market thrives on innovation, technological breakthroughs—in short, the next Big Thing. With a machine as exciting as the Megadrive, trying to force the publisher's excitement is a hopeless task. It is inevitable that whenever you supply the reward products someone will get the L.A.M.S.

With only minor screwdriver activity, uncomprehending owners can adapt their imported consoles to run official software anyway. The result? Owners who were loyal to the Megadrive brand find themselves by Sega for trying to load the Megadrive hardware only, and irritated by having to cut corners and perform experiments on their machines in order to run official software.

So, how do things lie now? Iritated import owners, Sega losing software sales to a general age of those owners who don't fancy the same driver model. And those people who waited for the official UK Megadrive to appear still not able to play the several releases. A far from happy situation.

The only way to beat the grey importers at their own game, if that is indeed what Sega wish to do, is to officially release all the new titles now, ensuring any possible incentive for people to buy unofficial Megadrives or games.

—Mick Hudson

the next book by sliding him and then collect the mask from the first also.

Round the third book by leaving the ladder when he moves past you on the left. Run away from him and climb down the ladder.

When you enter the screen with the moving rock, let yourself fall down and hit the wooden pole at the bottom of the screen. You'll then have to dodge left to avoid the rock.

The rock will stop in the middle of the screen. Jump on top of it and then jump again to reach the wooden platform. Jump up again to the left and touch the pole. Now jump up onto the stone platform on the right hand side and fall onto the moving rock to leave the room.

Still having problems? Why not use the cheat which the guys at Microzone so kindly supplied. Once you've got to the second level, enter 000000 into the high-score and you will continue the game from the level you last reached.

## KINGS QUEST 4

The legend is a long line of Epic games from Sierra; King's Quest 4 is far from an easy title to get to grips with.

## The Haunted House

Enter the parlor on the left of the house, examine the books on the shelf and take the Shakespeare volume. Look at the picture and then examine the wall, revealing the secret door. Open the door by flipping the latch and take the sword.

## The Minister

## DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the six most popular machines, written from a personal viewpoint by other users...

Give the minister the book. He will repay the compliment by giving you his tale. When you reach Fair, you must first play the lute and then make a present of it to him.

## The Dean's House

Enter the house of the seven deacons and clean up their room. When they appear, they will be pleased with your cleanliness and will invite you for a meal.

Take the pouch when they leave and give it back to the head dwarf whom you discover in the mine. In return, he gives you a lantern and allows you to keep the pouch.

## The Pier

Go to the edge of the pier and wait till the fisherman enters his house. Follow him and offer him the pouch and, again, in return he will give you the pole.

Feed the worm and catch it. Once you have got it, use it on the end of the pole as bait.

## The Frog on the Pond

Take the Golden Staff from under the bridge and drop it in the pond. You'll get it back from the frog. Catch the frog and dump him in it.

Since the frog has turned into a handsome prince, you'll be given his crown.

## The Waterfall

Walk to the waterfall and put the crown on your head. You'll turn into a small frog who can hop into the waterfall. Take the sword, enter the cave and then take the bone. It's important that you don't dither around.

Happy Gaming!

—Mickey Taylor



**ATARI LYNX**

BY PAUL BANCOSKIE\*

When I don't know what I want to do in the after-work world or on the park, 308, I've had to find the answer, and what to do first. Any other things amount to a good idea. Now you can get an all-around in-line. You've been given the most caring for from them before at all.

It's grand. I've been playing it for a good week now, and I've got a few points, but I want more.

You're here in the hospital bed, in the hospital, and I can see the doctor, almost as if he were unbridled. I've got a "judge" in the intensity of the whole scene, and I'll be back in it, I mean, when the doctor would keep a player of my caliber, but for more than a couple years.

And you, the doctor, are pretty good, with some nice expressive (and a little) in all. The best way to see them is to see the things of the world, on the black and white screen.

Then you'll see, at all, the look of



the Lynx doesn't bother me a whole lot. It's a bit better of the better as out as well. Mind you, I can imagine loads of slightly weaker (and a little) in the way of the

Personally I'd like to see that the doctor's name is "do" for test.

Did you spell my doctor?

**THAT'S ENOUGH GAZZA - ED** This, or, thank you, for the Lynx are very... interesting. It's enough of it.

Some patients/lynx buyers may be getting a bit confused about what they get for their money (and the recent price cuts and bundle changes). We'll get to that by starting to compare our Lynx cost by clarifying things.

■ For the very reasonable price of \$79.99 you get the most basic system. That's got the handheld unit on its own, and add batteries and your own!

■ For \$89.99 you get the handheld and plus of the hardware packages, including an AC adapter so you can play the Lynx from the mains (which you'll save find very handy) and a multi-player linkage cable.

■ For \$129.99 you get the lot of the above plus a game, which is currently the superb California Games.

There you go. You pay your money and you take your choice.

**PANTHER, PANTHER, BURNING BRIGHT..**

Starts off with amazing light-speed about the hardware configuration of

its laser-launched Super Panther Magazine testing console. One thing's for sure - it's unlikely that it'll be compatible with the Lynx, mainly because the Panther is probably 68000-based (like the ST), whereas the Lynx is 6502-based (or 6501-deriv). I am keen to be proved wrong, though.

The Panther hardware is apparently finished, with several software developers hard at work trying to get 15-20 titles ready for the machine's anticipated launch this winter. Let's hope they get it right.

**COMING SOON..**

Lynx owners can look forward to some exciting releases in the next few months. Titles due for a September release include *Hard Drive*, *STUN Runner* and *World Class Soccer*. STUN Runner should concern pretty well to the Lynx - certainly the ready-to-play format should prove no problem for the machine's specialized hardware. Whether the line gameplay of the original can be sufficiently copied up is another matter.

■ Richard Stone

\*I have been told Bancoskie is a 49 percent share (approximately) of the Atari Group. He is a shareholder in Atari Group Ltd. He is not a director of Atari Group Ltd. He is not a director of Atari Group Ltd. He is not a director of Atari Group Ltd. He is not a director of Atari Group Ltd.

ACCESS/VISA  
3-0690 MEGAMIX  
0733 381330

**MEGA MIX**

ALL ITEMS  
SENT BY FIRST  
CLASS POST

**PRICE PROMOTE!**

**EXCHANGE SERVICE**  
WE BUY AND SELL YOUR  
OLD GAMES AND  
CONSOLES FOR CASH  
OR CREDIT!  
FREE QUOTE SERVICE  
CALL TODAY!

**NINTENDO GAMEBOY**  
Nintendo Game Boy £24.95  
ALL NINTENDO GAMEBOY GAMES  
SAVE £18.00 OFF USUAL RRP  
POWER BRICKS £29.95  
**FROM ONLY £19.99 EACH**

**SUPER FAMCOM**  
SUPER FAMCOM SYSTEM £29.95  
SUPER FAMCOM POWER BRICK £29.95  
SUPER FAMCOM GAMES £19.99  
ALL SUPER FAMCOM GAMES £19.99

**NEGATIVE SPECIAL OFFER!**  
BATTERY POWERED  
FLUORESCENT  
LAMP  
NOW ONLY £19.99

**ATARI LYNX**  
ATARI LYNX £74.99  
ATARI LYNX POWER BRICK £24.99  
ATARI LYNX GAMES £19.99  
ATARI LYNX GAMES £19.99

WE WILL BEAT ANY PRICE IN THE MARKET THAT IS CHEAPER THAN OURS BY 1%

**SEGA MegaDrive**  
PLUS ANY GAME UP TO £37.00  
**NOW ONLY £134.05**

**SEGA MegaDrive**  
PLUS ANY GAME UP TO £50.00  
**NOW ONLY £149.05**

**MEGA MegaDrive Offer**  
SEGA MegaDrive + COM2 + SEGA MegaDrive + SEGA MegaDrive  
**NOW ONLY £189.00**

**SEGA MegaDrive Games**

Altered Beast	£19.99	Blade	£19.99	Blade	£19.99
Beats of Rage	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99

**PRICE PROMOTE!**

**MEGA MIX SERVICE**  
WE BUY AND SELL YOUR  
OLD GAMES AND  
CONSOLES FOR CASH  
OR CREDIT!  
FREE QUOTE SERVICE  
CALL TODAY!

**SEGA MegaDrive**  
PLUS ANY GAME UP TO £50.00  
**NOW ONLY £149.05**

**MEGA MegaDrive Offer**  
SEGA MegaDrive + COM2 + SEGA MegaDrive + SEGA MegaDrive  
**NOW ONLY £189.00**

**SEGA MegaDrive Games**

Altered Beast	£19.99	Blade	£19.99	Blade	£19.99
Beats of Rage	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99
Blade	£19.99	Blade	£19.99	Blade	£19.99

TO ORDER, PLEASE STATE ITEMS YOU REQUIRE, TOGETHER WITH PAYMENT (PLEASE PAY BY CHEQUE OR POSTAL ORDER ONLY). ALL ITEMS SENT BY FIRST CLASS POST. POSTAGE AND PACKING IN ADDITION. PLEASE ALLOW 10-14 DAYS FOR DELIVERY. ALL ITEMS ARE SENT BY FIRST CLASS POST.

## AMIGA



**A**lthough there are plenty of digital sound sampling packages for the Amiga, this doesn't seem to stop new computers trying for a slice of the market. Whether you are interested in adding sound effects to games you write yourself, producing music and graphics demos or composing using the Amiga and/or MIDI gear, the right sound sampling system can make all the difference.

But new products have to offer something really new not to compete with established packages like the venerable Omega Project, Sound Trap II, SCS 100, sophisticated packages like the newish A4000 MIDI sampling system at £295.00, or even the state-of-the-art Audio Engineer package, combining of AudioMaster II software and Digilab's Audio-Image hardware, at £230.

Two new products which seem to have something really new offer SuperDisk's InterSound, which costs £70, and new Dimensional Technosound, which is £24.99 for the software or £24.99 including the hardware analog-to-digital converter

### cartridges.

InterSound is a software-only package; theoretically it will work with any of the established hardware sampling units, but you may be advised to check with yours before you buy.

The software has the main window which is always open, and which allows you to display notes, edit, insert or remove sample waveforms. Control movement, sample selectors and editing tools appear below the window.

With a sampling rate of up to 44,000, you get eight samples with around 20 bit/line on a 1 meg Amiga. You have a good range of recording, editing, mixing, reverbising, looping, insert, fade-out and copy functions; you can also add effects such as echo, reverb, flanging, vibrato and compression.

The eight samples can be selected using the 8000-0 pointers, and played at a chosen pitch, or you can also take them from the Amiga's QWERTY keyboard. There are, though, no MIDI facilities.

InterSound's most unusual functions are the FM and AM modulation routines. These allow you define one sample to a modulator which changes the pitch or volume of the other. This is the technique used by Yamaha's DX7 series synthesizers, and can create very complex sounds. But it's a very tricky business, and it's unlikely to be enough incentive for you to choose InterSound if that.

Samples can be saved in RT or raw data format, so this could be used with practically any other sampling

system software which sets up its memory size of 255. The software uses so little memory that you cannot a sequence such as Notator, Cubase or Virtual in at the same time, running your MIDI sequencer while simultaneously recording audio tracks such as vocals or guitar parts to the hard disc in stereo at 44.1 or 48KHz. Recording time of course depends on the capacity of your hard disk.

The A4000 software includes editing, copying and paste, copy functions, and an optional DSP card allows the system to be used as a digital Audio Tape (DAT) editing setup. At only £200, A4000 is the first truly affordable digital-to-analog recording system.

Another affordable 255-based system is MODulation, a MIDI-based non-sampling system. This takes the hard work out of producing a final mix from a multitrack recording, using information stored in a popular sequencer package like the Cubase or Notator. The MODulation hardware controls mixer channel levels in real-time. The system, distributed by 2000, costs just at around £450 per mixer channel. The A4000, it's not exactly cheap, but it is a fraction of the price of previous systems, and multiple hardware units can be connected to control larger mixes.

Another new 255 product, this time from InterSound II, Soft of this, was Sample Tools. This program is essentially a software editor for owners of 255-based digital sound samplers like the SCS. Because it allows the 255 to read 255-based sample disks directly, Sample Tools doesn't require you to do a time-consuming 255 sample dump into the 255 before editing and saving samples. There's also a real-time sample editing routine with an extensive range of graphic editing functions.

InterSound are hoping to do a 255 distribution, then produce a Sample Tools package for that sampler.

### system.

There will have to come to terms with the fact found that what is a pretty obvious, but this is apparently being rewritten for the US market.

Apert 1000 (being to hardware provided). InterSound offers almost all the facilities you need for recording and editing samples.

Technosound, though, is a much better option; not only is it cheaper, it seems complete with hardware, and incorporates a few novel features which make it more than just a sampler.

Operating in true stereo, the Technosound cartridge plugs into the printer port and has two phone socket inputs. The software is provided with a library of fifty sample sounds including speech, synthesizer tones and game sound-effects, and though it can be loaded in very colourful and detailed, a sliding scale system makes it easy to find your way around.

Apert from all the usual record, trim, cut/paste, paste, insert and loop functions, Technosound allows you to add to your samples a wide range of effects such as echo, reverb, phasing and vibrato.

These effects can also be added to incoming sounds in real-time - in other words, Technosound can turn your Amiga into a digital effects unit with endless uses in home recording.

Apert. These effects let you distort your voice until you sound like anything from a shark to a Golem - or even a Grand Duke. You can use preset effects or define your own, although whether the digital features are all they were are then entertaining yourself at parties is open to debate.

### Which Amiga

## ATARI ST



**T**he Commodore Show at Harrogate on 21st November at the end of April confirmed that the ST is still the computer of choice for serious musicians. Around 8000 visitors attended the Show over the three days, to see over 60 exhibitors - showing the latest MIDI instruments, music software, sound patches, recording systems, and accessories.

The surprise feature of the Atari Mega (ST) is emphasized the importance of the music market as you will probably have read elsewhere; there are three new machines - the Mega ST1, with no hardware at £299.95; ST2, with 40MB hard disk drive and 2Mb RAM at £399.95; and Mega ST4, with 4 Mb RAM and hard-disk at £299.95.

New markets for the ST? The music automation and disk-based data recording, recently dominated by the Apple Macintosh, now also has Atari; Plethora's MIDI system was launched at the Harrogate Show. For, but the MIDIMan. This says it's first UK commercial. The system includes a hardware unit which connects between the ST and a hard-disk drive, and

MIDI Man. Showed the latest version of PG Music's Band-in-a-Box V2.0, the impression auto-composes most songs for the ST, PC and Mac, which now includes more music styles as well as custom programmable styles. Celebrity guest Keith Emerson, former keyboard virtuoso of Emerson Lake & Palmer, learned improvisation.

Notably absent from the Show were two major alternatives, MODOR and Dora. However, both had major new ST bundles in the pipeline. MOD has Omega, an integrated desktop MIDI system from £671. The package contains: MIDI 4-Channel Computer Connected dependent, a MIDI-to-program with 128 sequences, and up to 10.

MIDI elements and SMPTE sync using extra hardware and Plethora software, SCS V1.2, a graphic editor and song editor, and Quantum, a music transcription and printing program compatible with dot matrix and laser printers. Individual programs require 1 meg memory, and using MP3 (Multi-Program Environment), the whole system can be integrated, though this requires 2 meg memory. The package comes with extensive manuals and a keyboard control template.

Zone Distribution has announced a large selection of new products. Band-in-a-Box V1.2, an enhanced earlier Plethora, a more sophisticated ST machine on single soft-line drives, bars, piano, brass and guitar, ST general style plus customizable styles, intelligent chord input recognition by MIDI, standard MIDI for format compatibility and a MIDI Wave Utility.

Cost is £249, and there's an upgrade offer to £449 users.

### BOOKS







# EAGLE SOFTWARE

118a Palmers Road  
New Southgate  
LONDON N11 1SL  
Tel: 081-361 1933



### BUDGET TITLES UNDER £10

Art House	07 00	07 00	Art House 1	07 00	07 00
Arithmetic	07 00	07 00	Arithmetic 2	07 00	07 00
Arithmetic Tutor	07 00	07 00	Arithmetic Tutor 2	07 00	07 00
Art House 2	07 00	07 00	Art House 3	07 00	07 00
Arithmetic 2	07 00	07 00	Arithmetic 3	07 00	07 00
Arithmetic Tutor 2	07 00	07 00	Arithmetic Tutor 3	07 00	07 00
Arithmetic Tutor 3	07 00	07 00	Arithmetic Tutor 4	07 00	07 00
Arithmetic Tutor 4	07 00	07 00	Arithmetic Tutor 5	07 00	07 00
Arithmetic Tutor 5	07 00	07 00	Arithmetic Tutor 6	07 00	07 00
Arithmetic Tutor 6	07 00	07 00	Arithmetic Tutor 7	07 00	07 00
Arithmetic Tutor 7	07 00	07 00	Arithmetic Tutor 8	07 00	07 00
Arithmetic Tutor 8	07 00	07 00	Arithmetic Tutor 9	07 00	07 00
Arithmetic Tutor 9	07 00	07 00	Arithmetic Tutor 10	07 00	07 00
Arithmetic Tutor 10	07 00	07 00	Arithmetic Tutor 11	07 00	07 00
Arithmetic Tutor 11	07 00	07 00	Arithmetic Tutor 12	07 00	07 00
Arithmetic Tutor 12	07 00	07 00	Arithmetic Tutor 13	07 00	07 00
Arithmetic Tutor 13	07 00	07 00	Arithmetic Tutor 14	07 00	07 00
Arithmetic Tutor 14	07 00	07 00	Arithmetic Tutor 15	07 00	07 00
Arithmetic Tutor 15	07 00	07 00	Arithmetic Tutor 16	07 00	07 00
Arithmetic Tutor 16	07 00	07 00	Arithmetic Tutor 17	07 00	07 00
Arithmetic Tutor 17	07 00	07 00	Arithmetic Tutor 18	07 00	07 00
Arithmetic Tutor 18	07 00	07 00	Arithmetic Tutor 19	07 00	07 00
Arithmetic Tutor 19	07 00	07 00	Arithmetic Tutor 20	07 00	07 00

TOP TITLES	07	0800	TOP TITLES	07	0800	TOP TITLES	07	0800	TOP TITLES	07	0800
1 Day 21 Days	07 00	07 00	Calendar	07 00	07 00	Calendar	07 00	07 00	Calendar	07 00	07 00
1 Day 21 Days 2	07 00	07 00	Calendar 2	07 00	07 00	Calendar 2	07 00	07 00	Calendar 2	07 00	07 00
1 Day 21 Days 3	07 00	07 00	Calendar 3	07 00	07 00	Calendar 3	07 00	07 00	Calendar 3	07 00	07 00
1 Day 21 Days 4	07 00	07 00	Calendar 4	07 00	07 00	Calendar 4	07 00	07 00	Calendar 4	07 00	07 00
1 Day 21 Days 5	07 00	07 00	Calendar 5	07 00	07 00	Calendar 5	07 00	07 00	Calendar 5	07 00	07 00
1 Day 21 Days 6	07 00	07 00	Calendar 6	07 00	07 00	Calendar 6	07 00	07 00	Calendar 6	07 00	07 00
1 Day 21 Days 7	07 00	07 00	Calendar 7	07 00	07 00	Calendar 7	07 00	07 00	Calendar 7	07 00	07 00
1 Day 21 Days 8	07 00	07 00	Calendar 8	07 00	07 00	Calendar 8	07 00	07 00	Calendar 8	07 00	07 00
1 Day 21 Days 9	07 00	07 00	Calendar 9	07 00	07 00	Calendar 9	07 00	07 00	Calendar 9	07 00	07 00
1 Day 21 Days 10	07 00	07 00	Calendar 10	07 00	07 00	Calendar 10	07 00	07 00	Calendar 10	07 00	07 00
1 Day 21 Days 11	07 00	07 00	Calendar 11	07 00	07 00	Calendar 11	07 00	07 00	Calendar 11	07 00	07 00
1 Day 21 Days 12	07 00	07 00	Calendar 12	07 00	07 00	Calendar 12	07 00	07 00	Calendar 12	07 00	07 00
1 Day 21 Days 13	07 00	07 00	Calendar 13	07 00	07 00	Calendar 13	07 00	07 00	Calendar 13	07 00	07 00
1 Day 21 Days 14	07 00	07 00	Calendar 14	07 00	07 00	Calendar 14	07 00	07 00	Calendar 14	07 00	07 00
1 Day 21 Days 15	07 00	07 00	Calendar 15	07 00	07 00	Calendar 15	07 00	07 00	Calendar 15	07 00	07 00
1 Day 21 Days 16	07 00	07 00	Calendar 16	07 00	07 00	Calendar 16	07 00	07 00	Calendar 16	07 00	07 00
1 Day 21 Days 17	07 00	07 00	Calendar 17	07 00	07 00	Calendar 17	07 00	07 00	Calendar 17	07 00	07 00
1 Day 21 Days 18	07 00	07 00	Calendar 18	07 00	07 00	Calendar 18	07 00	07 00	Calendar 18	07 00	07 00
1 Day 21 Days 19	07 00	07 00	Calendar 19	07 00	07 00	Calendar 19	07 00	07 00	Calendar 19	07 00	07 00
1 Day 21 Days 20	07 00	07 00	Calendar 20	07 00	07 00	Calendar 20	07 00	07 00	Calendar 20	07 00	07 00
1 Day 21 Days 21	07 00	07 00	Calendar 21	07 00	07 00	Calendar 21	07 00	07 00	Calendar 21	07 00	07 00
1 Day 21 Days 22	07 00	07 00	Calendar 22	07 00	07 00	Calendar 22	07 00	07 00	Calendar 22	07 00	07 00
1 Day 21 Days 23	07 00	07 00	Calendar 23	07 00	07 00	Calendar 23	07 00	07 00	Calendar 23	07 00	07 00
1 Day 21 Days 24	07 00	07 00	Calendar 24	07 00	07 00	Calendar 24	07 00	07 00	Calendar 24	07 00	07 00
1 Day 21 Days 25	07 00	07 00	Calendar 25	07 00	07 00	Calendar 25	07 00	07 00	Calendar 25	07 00	07 00
1 Day 21 Days 26	07 00	07 00	Calendar 26	07 00	07 00	Calendar 26	07 00	07 00	Calendar 26	07 00	07 00
1 Day 21 Days 27	07 00	07 00	Calendar 27	07 00	07 00	Calendar 27	07 00	07 00	Calendar 27	07 00	07 00
1 Day 21 Days 28	07 00	07 00	Calendar 28	07 00	07 00	Calendar 28	07 00	07 00	Calendar 28	07 00	07 00
1 Day 21 Days 29	07 00	07 00	Calendar 29	07 00	07 00	Calendar 29	07 00	07 00	Calendar 29	07 00	07 00
1 Day 21 Days 30	07 00	07 00	Calendar 30	07 00	07 00	Calendar 30	07 00	07 00	Calendar 30	07 00	07 00
1 Day 21 Days 31	07 00	07 00	Calendar 31	07 00	07 00	Calendar 31	07 00	07 00	Calendar 31	07 00	07 00

POWER PLUS All 12 titles available. Available only on order. All 12 titles £12.00 FOR ONLY £12.00	EXTRA 1000 Extra 1000 titles. Available only on order. All 1000 titles £12.00 FOR ONLY £12.00	EXTRA 2000 Extra 2000 titles. Available only on order. All 2000 titles £12.00 FOR ONLY £12.00	EXTRA 3000 Extra 3000 titles. Available only on order. All 3000 titles £12.00 FOR ONLY £12.00	EXTRA 4000 Extra 4000 titles. Available only on order. All 4000 titles £12.00 FOR ONLY £12.00	EXTRA 5000 Extra 5000 titles. Available only on order. All 5000 titles £12.00 FOR ONLY £12.00	EXTRA 6000 Extra 6000 titles. Available only on order. All 6000 titles £12.00 FOR ONLY £12.00	EXTRA 7000 Extra 7000 titles. Available only on order. All 7000 titles £12.00 FOR ONLY £12.00	EXTRA 8000 Extra 8000 titles. Available only on order. All 8000 titles £12.00 FOR ONLY £12.00	EXTRA 9000 Extra 9000 titles. Available only on order. All 9000 titles £12.00 FOR ONLY £12.00	EXTRA 10000 Extra 10000 titles. Available only on order. All 10000 titles £12.00 FOR ONLY £12.00	EXTRA 11000 Extra 11000 titles. Available only on order. All 11000 titles £12.00 FOR ONLY £12.00
---	---	---	---	---	---	---	---	---	---	--	--

Please make cheques and P.O.s payable to Eagle Software. P.O.s included in the UK. Orders under £3 please add 5% P.P.P. per item. Europe please add 11 per cent. Dispatchers add 1.50 per item.

Computer	Title	Price	Price	Price	Price	Price	Price	Total	Name:	Address:	Postcode:	Tel:	Card No:
									Amex	Visa	Card No		
									Card No				
									Card No				
									Card No				
									Card No				
									Card No				
									Card No				
									Card No				
									Card No				

## GAMEBOY



Nintendo certainly isn't pulling any punches in the Green Flag. It's not talking about the conflict that erupted the World from 1914 to 1918, it's talking about that other Great War, the War of the Handhelds.

Nintendo are determined to win the war for their side, and - as they well know - a major part of any war effort is Propaganda. Hence the recent appearance of nick-fancy adverts on prime-time kids' TV, trying to persuade the public that the Gameboy is the handheld every creative child should be seen to be playing (and, as we all know, has right they are).

The four-week long TV campaign is costing Nintendo a whopping £750,000 and will run until the end of June. As anyone who's seen the ad will realise Nintendo are keen to push the fact that the World's most famous Italian plumber appears on the console, a fact illustrated by game-looking icons. It has to be said each screen shows from Super Mario Land/being whizzed around the screen while a deep baritone voice matters on about the superior qualities of the Nintendo Game Boy.

The thirty-second ad will be seen on six channels throughout the country including LWT, Central, ITV, Yorkshire and Five-Seven. To follow up the impact isn't increase in hand-held sales, Nintendo apparently intend to bring out twenty new Game Paks over the next few months.

Outside the Gameboy account to go from strength to strength. Apparently it's generated an amazing \$1.1 billion in sales during 1991 which, when translated, means sales of 15 million Gameboys and 25 million Game Paks is total. Isn't that incredible, eh?

But what of the Gameboy's rival, the Atari Lynx, and the just-launched Sega Gamegear? How much of a

threat are they?

First, the Atari Lynx. This handheld has undergone some savage price-cutting in the last few months, and has dropped from £179.99 to just £79.99 - although that price is for the console alone, without any built-up extras. KC adapters or games. With its fast colour graphics, hefty sprite technology (which can enlarge and shrink sprites of any size) and impressive sound, it's a very strong competitor to the anti-handheld Gameboy.

It must be said, the Lynx is technically a better machine than the Gameboy, but where it falls down badly is, like all colour handhelds, its battery life. It seems that no sooner have you started playing than the batteries pack out. Another, but no serious problem is the game itself. I haven't played one game on the Lynx that has kept me as entertained as, say, Tetris or Super Mario Land on the Gameboy.

It appears this situation is analogous to the early '90s, when the Sega and C&A fought it out for market supremacy. Although the Sega was less able than the C&A, the game's were generally much better - the game designers were forced to rely on good gameplay to make sales rather than fancy graphics and sound.

But as game designers get to know the Lynx, things will improve, and I don't think it'll be long before we see some really cracking stuff coming out on Atari's machine.

And what of the Gamegear? This is basically a cut-down Master System, and its coin and coin are pretty much the same as the Lynx's low-battery life and uninspiring games. Of the fast-colour machines, the Lynx is the better, but Sega's higher profile with the gaming-loving public is bound to result in rapid volume sales.

### THE VERDICT

The total run-down may make it seem as if the Gameboy's prospects are a bit gloomy. Not at all. Having extensively played all of the three machines, I know which one I prefer - for sheer long-lasting portability for the Gameboy wins hands down every time.

And if all else fails, there's always the possibility of further price cuts, to keep safe high. Which is good news for you, the consumer.

'You want to?' I know how you feel so do it first one letter appeared but must be a typo. I'm very disappointed in you, Gameboyers. If you don't need 'em, I can't print 'em!

— David Upchurch

## VOYAGER SOFTWARE

Tel: 0767 312547

50 Home Court Ave  
Biggleswade

Beds.  
SG18 8PE

Opening hours

Mon - Sat 9am - 6pm

What does a good range of entertainment titles include?	1991	1992	1993	1994	1995	1996	1997	1998
<b>Adventure</b>	10	15	15	15	15	15	15	15
<b>Action</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (2D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (3D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (4D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (5D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (6D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (7D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (8D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (9D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (10D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (11D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (12D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (13D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (14D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (15D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (16D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (17D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (18D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (19D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (20D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (21D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (22D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (23D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (24D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (25D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (26D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (27D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (28D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (29D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (30D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (31D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (32D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (33D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (34D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (35D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (36D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (37D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (38D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (39D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (40D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (41D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (42D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (43D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (44D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (45D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (46D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (47D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (48D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (49D)</b>	10	15	15	15	15	15	15	15
<b>Adventure &amp; Action (50D)</b>	10	15	15	15	15	15	15	15

Please note: prices are for UK only. Prices are for UK only. Prices are for UK only. Prices are for UK only. Prices are for UK only.

## NDO NINTENDO NINTENDO NINTENDO N

OWNERS

Do You Know  
 That there are over 250 titles available throughout your NES?  
 That we will grant you a complete acceptance this to only 1993?  
 That you get a free 3 month warranty and most units are returned within 14 days?

If you don't, then find out more about our special offers  
 by dropping us a line. NOW

Nintendo Games  
 Repairs  
 Accessories for sale  
 (Power games are available)

ROGUE  
 REPAIR CENTRE LTD  
 Phones 0430-701-455

write to  
 ROGUE RESEARCH  
 P.O. BOX 291  
 QUAXOR,  
 G2 9Y

1992  
 £1.00  
 and a CD

NAUGHTY  
 TRIVIA QUIZ  
 0839 03 03 26

ROCK  
 TRIVIA QUIZ  
 0839 03 03 26

FOOTBALL TRIVIA QUIZ  
 0839 03 03 27

© 1992 ROGUE RESEARCH LTD. All rights reserved. No part of this publication may be reproduced without prior permission from the publisher.



# Legend Software



10 Linden Gardens, Chiswick, London W4 2EG

Fax: 081-995 1325

Telephone: 081-747 4757/081-742 1831

TOP TITLES		TOP TITLES		COMPLETION	
#	PRICE	#	PRICE	#	PRICE
1	£19.95	101	£19.95	201	£19.95
2	£19.95	102	£19.95	202	£19.95
3	£19.95	103	£19.95	203	£19.95
4	£19.95	104	£19.95	204	£19.95
5	£19.95	105	£19.95	205	£19.95
6	£19.95	106	£19.95	206	£19.95
7	£19.95	107	£19.95	207	£19.95
8	£19.95	108	£19.95	208	£19.95
9	£19.95	109	£19.95	209	£19.95
10	£19.95	110	£19.95	210	£19.95
11	£19.95	111	£19.95	211	£19.95
12	£19.95	112	£19.95	212	£19.95
13	£19.95	113	£19.95	213	£19.95
14	£19.95	114	£19.95	214	£19.95
15	£19.95	115	£19.95	215	£19.95
16	£19.95	116	£19.95	216	£19.95
17	£19.95	117	£19.95	217	£19.95
18	£19.95	118	£19.95	218	£19.95
19	£19.95	119	£19.95	219	£19.95
20	£19.95	120	£19.95	220	£19.95
21	£19.95	121	£19.95	221	£19.95
22	£19.95	122	£19.95	222	£19.95
23	£19.95	123	£19.95	223	£19.95
24	£19.95	124	£19.95	224	£19.95
25	£19.95	125	£19.95	225	£19.95
26	£19.95	126	£19.95	226	£19.95
27	£19.95	127	£19.95	227	£19.95
28	£19.95	128	£19.95	228	£19.95
29	£19.95	129	£19.95	229	£19.95
30	£19.95	130	£19.95	230	£19.95
31	£19.95	131	£19.95	231	£19.95
32	£19.95	132	£19.95	232	£19.95
33	£19.95	133	£19.95	233	£19.95
34	£19.95	134	£19.95	234	£19.95
35	£19.95	135	£19.95	235	£19.95
36	£19.95	136	£19.95	236	£19.95
37	£19.95	137	£19.95	237	£19.95
38	£19.95	138	£19.95	238	£19.95
39	£19.95	139	£19.95	239	£19.95
40	£19.95	140	£19.95	240	£19.95
41	£19.95	141	£19.95	241	£19.95
42	£19.95	142	£19.95	242	£19.95
43	£19.95	143	£19.95	243	£19.95
44	£19.95	144	£19.95	244	£19.95
45	£19.95	145	£19.95	245	£19.95
46	£19.95	146	£19.95	246	£19.95
47	£19.95	147	£19.95	247	£19.95
48	£19.95	148	£19.95	248	£19.95
49	£19.95	149	£19.95	249	£19.95
50	£19.95	150	£19.95	250	£19.95
51	£19.95	151	£19.95	251	£19.95
52	£19.95	152	£19.95	252	£19.95
53	£19.95	153	£19.95	253	£19.95
54	£19.95	154	£19.95	254	£19.95
55	£19.95	155	£19.95	255	£19.95
56	£19.95	156	£19.95	256	£19.95
57	£19.95	157	£19.95	257	£19.95
58	£19.95	158	£19.95	258	£19.95
59	£19.95	159	£19.95	259	£19.95
60	£19.95	160	£19.95	260	£19.95
61	£19.95	161	£19.95	261	£19.95
62	£19.95	162	£19.95	262	£19.95
63	£19.95	163	£19.95	263	£19.95
64	£19.95	164	£19.95	264	£19.95
65	£19.95	165	£19.95	265	£19.95
66	£19.95	166	£19.95	266	£19.95
67	£19.95	167	£19.95	267	£19.95
68	£19.95	168	£19.95	268	£19.95
69	£19.95	169	£19.95	269	£19.95
70	£19.95	170	£19.95	270	£19.95
71	£19.95	171	£19.95	271	£19.95
72	£19.95	172	£19.95	272	£19.95
73	£19.95	173	£19.95	273	£19.95
74	£19.95	174	£19.95	274	£19.95
75	£19.95	175	£19.95	275	£19.95
76	£19.95	176	£19.95	276	£19.95
77	£19.95	177	£19.95	277	£19.95
78	£19.95	178	£19.95	278	£19.95
79	£19.95	179	£19.95	279	£19.95
80	£19.95	180	£19.95	280	£19.95
81	£19.95	181	£19.95	281	£19.95
82	£19.95	182	£19.95	282	£19.95
83	£19.95	183	£19.95	283	£19.95
84	£19.95	184	£19.95	284	£19.95
85	£19.95	185	£19.95	285	£19.95
86	£19.95	186	£19.95	286	£19.95
87	£19.95	187	£19.95	287	£19.95
88	£19.95	188	£19.95	288	£19.95
89	£19.95	189	£19.95	289	£19.95
90	£19.95	190	£19.95	290	£19.95
91	£19.95	191	£19.95	291	£19.95
92	£19.95	192	£19.95	292	£19.95
93	£19.95	193	£19.95	293	£19.95
94	£19.95	194	£19.95	294	£19.95
95	£19.95	195	£19.95	295	£19.95
96	£19.95	196	£19.95	296	£19.95
97	£19.95	197	£19.95	297	£19.95
98	£19.95	198	£19.95	298	£19.95
99	£19.95	199	£19.95	299	£19.95
100	£19.95	200	£19.95	300	£19.95

## 0800 2434226 24 HOUR CREDIT CARD LINE

Please make Cheques and P.O.s payable to Legend Software

Computer	Access	Visa	Opening Hours
Title _____	<input type="checkbox"/>	<input type="checkbox"/>	10am - 8pm Mon - Sat
Price _____	Date _____	Name _____	
Title _____	Address _____	Address _____	
Price _____	Postcode _____	Telephone _____	

# HOT OFF THE SHELF

The worst thing about June is that it's just starting to get sunny and warm when - Dal Dal Dal - the dreaded exams pounce! No time to get a tan. Got to revise.

Now I know the last thing you need is to be reminded of Exam Hell. The only reason I bring it up is because the perfect break from revision is a quick half-hour with a top new game. And how do you find out what's hot and what's not? Need I go on...?

#### BATTLE CHESS II

Electronic Arts ■ Amiga £24.95 ■ Atari ST £24.95 ■ PC £29.99  
 Sequel-to spreads from Hollywood to the computer industry! The time round the

rules are based on the Chinese variant of Chess, which introduces some new moves, has a timer blocking the board (which some pieces can't cross) and limits the King's movement to an 'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-animated ways. While a bit slow and starting running from floppy due to all of the snaggery, it has the show like game to be far faster and more lethal than normal Chess. A game that should keep even the most jaded Chess fan happy, and provide a pleasant change for the more casual Chess player.

■ AGE RATING: E10-ON IBM PC

#### BOULDERDASH

Vector Musical Industries ■ Gamelley (TM) ■ Import!  
 Yet another steal from the aging CD-i catalogue of great games. Hey kids, remember this? Guide cute and wobbly Boulderford around (perhaps that's punno-speak for more than can be contained on one hand) maze of boulders and maniacs in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An amiable puns on your head is the most addictive kind and yet another game ideally suited to Nintendo's (B&B) handheld wonder.

■ AGE RATING: E10-ON GAMBRY

#### BRAT

Mageworks ■ Amiga £24.95 ■ Atari ST £24.95 ■ IBM PC £24.95  
 Where Lemmings lead the way, others now follow - and why not as long as the games are as good as Brat? Little Nathan, the World's mightiest nappy-wearing nipper, wanders around various vertically-scrolling levels. Unfortunately he's a little stupid, and will happily walk off the edge of cliffs and into traps and monsters - unless you guide him otherwise by placing direction-changing items in his path. These who are dull with the mouse can guide Nathan into the rains and traps listening the landscape for bonus points. A magic mix of cuteness and cut-throat. Brat will have you playing into the small hours.

■ AGE RATING: E10-ON AMIGA

#### CHUCK ROCK

Core Design ■ Atari ST £24.95 ■ Amiga £24.95  
 Ungo-louped! Poor Chuck Rock's groove has been kidnapped by the Spanish-Gary Brits and is now held prisoner at the end of five massive levels of platform-pouncing, rock-throwing, belly-buttling ponderosity. Tragically, Chuck is a real treat, with some hilariously animated dinosaurs and very slick 11-colour amiable quality graphics scrolling. Although, when all is said and done, a fairly basic platform game, the varied backdrops, rapid pace, novel attack

modes and humorous setting ensures that boredom won't set in.

■ AGE RATING: E10-ON AMIGA

#### CONQUEST

Impressions ■ Amiga £29.95 ■ Atari ST £24.95 ■ PC £29.95  
 Wargames tend to fall between two stools, being too simple to satisfy the ardent fan and too tough to attract the uninitiated. Conquest, happily, manages to be all things to all people. The strategic and tactical sides of the game are rigorously realistic, yet the less driven made of interaction make it instantly accessible. Add some superb visuals and atmospheric sound FX (thundering hooves, clashing swords, screams of the dying, etc) and you have a fine game that will keep any would-be Caesar happy for months.

■ AGE RATING: E10-ON AMIGA

#### FLAMES OF FREEDOM

MONSTER 2  
 Microprose ■ Atari ST £24.95 ■ Amiga £24.95 ■ IBM PC £24.95  
 Now this is a challenge: how do you turn up a huge game like Puff the Big Dog but get in, and Midwinter is now Aggro, the Island HQ of the Atlantic Federation. You play one of their crack agents with the task of stopping an impending attack by the evil Saharan Empire. The majority of the game takes place in a massive world-ED world, with your spy able to use any mode of transportation he/she may come across, everything from on-foot to helicopter (but this is no shoot-'em-up). There's more than enough strategy and subtlety for to keep any non-arcade fan happy. A major contender for game of the year - already!

■ AGE RATING: E10-ON AMIGA ST

#### JO SPORTS BOXING

Microprose ■ Amiga £24.95 ■ Atari ST £24.95 ■ PC £24.95  
 This violent clash between two solid polygons generated pugilists is the best realisation of the 'mobile art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that decisive upper-cut again and again. Highly realistic, with a huge range of moves and a lot

# G.P.S.

(Computing) Ltd.

Tel : (0288) 782949

All items include postage  
and are sent by Class  
Insured post. Please add  
£8 for 5/3 day courier  
for hardware.

## ATARI

Lynx Machine	14.95	Lynx Communications Cable	4.95
Lynx Machine + PSU	39.95	Lynx Software Library	19.95
Lynx Machine + PSU + Car Battery	59.95	ATARI/SONIC/PAK "Classic Pack"	249.95
Lynx Car Charger Power Ad	3.95	ATARI/SONIC/PAK "Jungle Pack"	319.95
Lynx X1 Car	14.95	ATARI/SONIC/PAK "Family Car Pack"	259.95
Lynx Gaming Pouch	4.95	ROYAL 16180 Second Set	54.95
Lynx Sun Hat	4.95	Disc + PSU	64.95
Lynx Power Supply Unit	4.95		

## COMMODORE

Commodore 1001 "Standard Pack"	359.95
Amiga 500 "Screen Game Pack"	399.95
Amiga 500 "Screen Game Pack + AM51"	399.95
Amiga AT500 + 4138403 Memory	629.95
PC/ET 16180 Second Amiga Drive	94.95
Philips CM8333 Mod Colour Monitor	179.95
Latest Amiga Software Titles Available	C.R.L.

## ACCESSORIES

Mouse Mat	3.95
Mouse Filter	3.95
Power Lead PC/ST/AmiGA	4.95
Cable Lead to Colour Printer + Starter Kit	219.95
IBM GABBER	2441

### NEW BUILT UP BIKES

15"	129.95
20"	139.95
24"	149.95
26"	159.95

### OFFICE BIKES

15"	159.95 + gear
20"	179.95 + gear
24"	189.95 + gear
26"	199.95 + gear

Please make cheque and postal orders payable to G.P.S.

PO Box 176

Brayfield, Essex. SS9 5NE

CREDIT CARD PAYABLE TO: 0288 782949

Prices subject to availability



# REBELS MEDIA SUPPLIES

DIRECT TO THE PUBLIC TRADE PRICES!!

### 5 1/2 DISKS

10.....	£5.00
25.....	£11.00
50.....	£20.50
100.....	£39.50

### 5 1/2 DISK BOXES

20 Cap.....	£1.20
40 Cap.....	£3.99
50 Cap.....	£4.99
80 Cap.....	£6.99

### 3 1/2 HIGH DENSITY

10.....	£5.00
25.....	£15.00
50.....	£29.00
100.....	£57.00

### Screen Mats

£5.95	
Atari / Amiga Desk Covers	£4.50
Atari Amiga Printer Leads	£5.50

Extended (thick) Drives  
Amiga and Atari £85.50  
Logitech Amiga  
83 Mouse £29.95  
1/2 Mag Amiga Operates  
with stick  
£29.50

ALL DISKS 100% MONEY  
GUARANTEE  
CARRIAGE £1.00 !!

ALL DISKS ARE DISPATCHED SAME DAY BY SPECIAL  
MAIL PARCEL POSTAGE. ALL PRICES INCLUDE VAT  
BEND CROOKER / PO TO :

"REBELS" (DEPT ACE)

52B Long St.

Devizes

Wiltshire

TEL / FAX 0380 727419



of work to be put in if you're to become World Champ!

• **AGE RATING 000 ON IBM PC**

### QUICK

Renegade • Amiga £29.95 •

Atari ST £29.95 • PC/TBA

Renegade crash onto the game's scene with this, their first release - and what a cooker it is! Set in Ancient Greece, the player controls a hunky warrior who must be guided through four levels of platforms, monsters and puzzles to a face-off with something Very Ready in the Underworld. Okay, so Renegade ain't no prize for the written-by-computer plot but the implementation is something else - superb graphics, intelligent aliens (and they are smart, too!) and bags of clever surprises and secret bonuses to discover. It seems that the Bionnigs can do no wrong. Roll on Magic Pockets.  
• **AGE RATING 000 ON AMIGA**

### JOHN MADDEN'S FOOTBALL

Electronic Arts • Magazines

£39.95

What a game! The definitive US football game yet available on any home system. The graphics are superbly realistic - as is the gameplay - and the excitement is non-stop. The sampled grunts and groans add to the action. If you're a Magpie fan, better than you'd be a mag to miss this. Get out for your software shop-right now!  
• **AGE RATING 000 ON IBM PC**

### RELIANT CLOUD

Bigmouth • Atari ST £24.95 •

Amiga £24.95 • PC £24.95

San Francisco, 1991. [By the way, have you noticed how many games are set in 1991? Why the hell reputation?] The city has been enveloped by a thick poisonous smog, causing untold chaos and leaving the populace at the mercy of psychotic criminal cats. As one of the last surviving officers in the SFPD, it's your job to try and restore law and order. The game takes the form of missions, where you must try and fly your hover-bike into the city (badly protected, of course) and try to arrest criminals and so forth. Baiting street-level action depicted in smooth 3D and a highly atmospheric plot combine in a superb game that should please any would-be

gang buster.

• **AGE RATING 010 ON AMIGA**

### LEMMINGS

Prognosis • Atari ST £24.95 •

Amiga £24.95 • PC £24.95

In an age of ever-fatter vector graphics and smoother parallax scrolls, Prognosis was the last company expected to release a simple-looking game based on the suicidal tendencies of some crotch little rodents. The object of the game is beautifully straightforward - you must guide a certain number of randomly-managing lemmings to safety from one end of a per-stream level to the other. You can indeed choose lemmings with a range of special abilities, such as climb or dig, with which you can get them past traps and obstacles. Incredibly playable and addictive, it's a game that will hopefully encourage programmers to spend as much time on a game's gameplay as its graphics.  
• **AGE RATING 010 ON AMIGA**

### PIPE DREAM

Blueacorn • Gameboy £21

(Import)

Most readers will probably be more familiar with the game under its original title of Pipemania. All the action takes place on a 10 x 7 grid. You use a cursor you have to drop varying sections of piping onto the grid, with the aim of making a pipeline for 'flow' to flow down. Should the flow leak before it has passed through a set number of pipe sections then it's game over. Later levels introduce directional pipes: the flow MUST flow a certain way and obstacles. Infinitely addictive - it's the sort of game the Gameboy was designed for.  
• **AGE RATING 010 ON GAMEBOY**

### POWERMONGER

Electronic Arts • Amiga £24.95

• Atari ST £29.95

A new computer classic, with the highest AGI rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen as you enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is here

polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

• **AGE RATING: 9/10 ON AMIGA**

**PRICE OF PERISA**  
Brokenland/Damark • Amiga  
£34.95 • Atari ST £24.95 • IBM  
PC £24.95

A game that could so easily go unnoticed and enjoyed by the shell-scouring horde looking for the latest horren. The graphics, when basic, are fairly unimpressive (although they do get better as the later levels), but when they move... The animation as you guide a young Price through complex levels of platform, pits, spikes and teleportation is quite excellent and life-like. And the gameplay, although it may seem unimpressive, is as good as the graphics. Some of the action has a real Indy-style cliff-hanger aspect to it. Miss this and you'll be crying into your beer for weeks!

• **AGE RATING: 9/10 ON AMIGA**

**W-FIVE**  
RUSH • Gameboy £24.99 (import)

In one fell swoop, this combination of the classic coin-up machines, the crown of Top Gameboy Moon-til-Up from Nintendo. All your old favourites are here: The Punks, beam weapon power-up, Giger-esque and-of-level aliens, frantic actions, swasty palm excitement. How do the programmers manage to pack so much into such a small package? Only IBM have the answer! If there's one niggling fault it's the wailing soundtrack, which cuts out annoyingly everytime a sound effect is played.

• **AGE RATING: 9/10 ON GAMEBOY**

**SAVAGE EMPIRE**  
Origin/Mindscape • PC £34.95

• Amiga £TBA

using the Ultima interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dimension called Lost World. A good yarn well told and - hard to

believe I know - actually better than Ultima II!

• **AGE RATING: 9/10 ON IBM PC**

**SPEEDBALL 2**  
MicroSoft • Amiga £24.95 • Atari ST £24.95 • PC £TBA

The sequel to the Striped Ball violent '80 hit. Basically more of the same but with improved graphics, a bigger multi-directional scrolling pitch (dedicated with bumpers and ball emergence), extra power-ups and armour to pick up or buy between games, smoother control and a depth-enhancing player-manager element. Highly playable, and the power-ups do have a noticeable effect on the game. The Amiga version, in particular, is superbly atmospheric, mainly thanks to the temple-bell sound effects. More fun than leaving up your old brother. Better, play this with your brother then least fun up!

• **AGE RATING: 9/10 ON AMIGA**

**STRIDER**  
Taga/Origin • Megadrive £29.95

This coin-up conversion was reviewed some time ago on some computer. Thankfully, the Megadrive incarnation is

apparently superior - if you didn't know better you'd swear you were playing the arcade machine. Strider II may be to jump and tumble through levels of awfully-perfect action. Bounding for its graphics, sound and gameplay, Strider is a must-buy for any Megadrive owner.

• **AGE RATING: 9/10 ON SEGA MD**

**SUPER MARIO BROS**  
Nintendo • Super Famicom (no. with grey-import console)

Could this be the best platform game available? The game follows the seemingly never-ending adventures of Mario, as he jumps and jay-walks his way through 30 main levels of platform action. What makes the game so special - apart from its superlative graphics, stunning sound FX (the echo in the caves has to be heard to be believed) and super-enjoying control - is the never-ending variety in the gameplay; it's not all just running and jumping. Complete this and you can consider yourself a real games expert. The best level, so far, only I reason for splashing out on the Super Famicom is here.

• **AGE RATING: 9/10 ON FAMICOM**

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE BEST PRICE LINES AROUND ARE HERE!!

**SUPER FAMICOM LINE - RING 0898 - 555533**

ring ring ring!! these things cost an arm and a leg in the shops  
so why not win one for the cost of a phone call (or two)

**SEGA MEGADRIVE LINE - RING 0898 - 555536**

but you wish you had one of these fantastic consoles  
so get dialling and you soon could have!

**GAMEBOY LINE - RING 0898 - 555571**

get on the blower fast!! one gameboy along with wideboy  
lightboy and a couple of awesome games is the prize here

**SOFTWARE STONKER - RING 0898 - 555579**

win a huge amount of software, anything you want  
with £150 worth up for grabs you can get loads

ALL YOU HAVE TO DO IS ANSWER 4 (not 5 like some cheap) QUESTIONS  
AND YOU CAN ENTER EACH ONE SQUILLIONS OF TIMES  
all calls last approx. 4 mins. one prize per competition  
calls are charged at 34p per min. cheap rate and 43p per min. all other times  
if you are under 18 please get permission to use the telephone  
PLAY TO WIN, 158 STRATHMORE AVENUE, LUTON, LU1 3GR

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN!  
WIN!  
WIN!  
WIN!  
WIN!

WIN!  
WIN!  
WIN!  
WIN!  
WIN!

**SUPER MONACO GP**

US Gold ■ Atari ST (24.95) ■ Amiga (24.95) ■ PC (24.95). A Super-commission of the car-tycoon - what else could you expect from the original but oh-so-talented G2K. The man behind such technically-drumming games as Super Hang-On and Roadblock. Everything you want from a racing game is there: a sense of speed (with some huge roadable features whisking by), a throaty roar from the engine, good control response, tricky courses and intelligently-driving opponents. The only place it falls down is comparison to its boss, Grand Prix, in its lack of courses. But as the review said, DWGP is well up with the leaders.

★ ACE RATING: 5/5 ON AMIGA

**SPACE QUEST IV**

Gemini On-Line ■ Atari ST (24.95) ■ Amiga (24.95) ■ IBM PC (24.95). Top-Quality goofball space adventure with lots of humour and minimal differing sound. Gemini have managed to combine excellent graphics and a bizarre-yet-comprehensible time-travelling story line. Guide

Roger Wilco through a roller-coaster adventure involving absolutely no typing and some excellent puzzle design. Every location contains a surprise! Not too good if you own a slow PC, and is obviously unsuitable from floppy. Otherwise, a pretty essential purchase if you can put up with the constant crashes.

★ ACE RATING: 5/5 ON IBM PC

**SWITCHBLADE 2**

Gemini ■ Atari ST (24.95) ■ Amiga (24.95)

At last, a game to make the 16-bit console owners realise that they haven't got the monopoly on slick graphics and superb gameplay. Although a sequel, the game bears few similarities to its predecessor. The inspirations from the earlier 007-00 are obvious, guide Hero through level after level of tricky-lava mazes, collect-ting cards and wonderfully-devised power-ups to help in the quest. Admittedly, there's very little here that you haven't seen before, but simply has it been done so slickly.

★ ACE RATING: 5/5 ON AMIGA

**TURNICAN 2**

Sabotage Am ■ Atari ST (24.95) ■ Amiga (24.95)

There are some games that you're got to have, the original Turnican was one of them. It proved that, given the right programmers, the Amiga could do anything an arcade machine could do and better. The sequel, though still an excellent game, is perhaps a little too similar - it's almost everything - to its predecessor to become a classic in its own right. However, anyone looking to relive that old magic, or has yet to discover it, simply can do so without forking out £25 for this. The Atari ST version (rated at 5/5) is especially worthy of mention for its superb graphics, which are nearly on par with the Amiga's.

★ ACE RATING: 5/5 ON AMIGA

**VIDEO COMMANDEER**

Cipher/Microcept ■ Amiga (24.95) ■ PC (24.95)

Another 3D space combat game, but tactically one of stunning keyboard and digitised graphics for the spaceings. They rotate, shrink and grow with amazing speed and fluid-

ly. Animated scenes purchase the action and present the first true cinematic experience on a home computer. The multitude of missions, each the best a game of surface play. Sadly only on PC at the moment, and then (and appreciated on the high speed mode).

★ ACE RATING: 5/5 ON IBM PC

**WONDERLAND**

Magnetic Scrolls ■ Amiga (29.95) ■ Atari ST (29.95) ■ PC (24.95)

The Scrollz, having stunned the world with the Moor's may-bark in 1982, return with a new classic. An adventure game based on the famous novel Alice in Wonderland, the plot follows the book enough to retain its weird flavour but not so slavishly as to make it solvable by simply knowing the story. The rich text, teeming with hundreds of rough (but logical) puzzles, is accompanied by a number of stunning animated graphic scenes. All adventure fans get down on your knees and pray - the future of adventure games is here. An essential buy.

★ ACE RATING: 5/5 ON IBM PC

# ★★ SHEKHANA CONSOLES Est. since 1978 ★★

★★ ACCESS ★ CREDIT CARDS LINE - 061-340-0565 VISA ★★

**★ ★ PC ENGINE ★ ★**

3D Engine (one track)	29.95
3D Engine (two track)	29.95
3D Engine (three track)	29.95
3D Engine (four track)	29.95
3D Engine (five track)	29.95

SOFTWARE CREDIT CARD

**★ ★ NINTENDO GAME BOY ★ ★**

100% Perfect Game Boy	29.95
100% Perfect Game Boy 2	29.95
100% Perfect Game Boy 3	29.95
100% Perfect Game Boy 4	29.95
100% Perfect Game Boy 5	29.95
100% Perfect Game Boy 6	29.95
100% Perfect Game Boy 7	29.95
100% Perfect Game Boy 8	29.95
100% Perfect Game Boy 9	29.95
100% Perfect Game Boy 10	29.95

100% Perfect Game Boy 11 - 29.95  
100% Perfect Game Boy 12 - 29.95  
100% Perfect Game Boy 13 - 29.95  
100% Perfect Game Boy 14 - 29.95  
100% Perfect Game Boy 15 - 29.95  
100% Perfect Game Boy 16 - 29.95  
100% Perfect Game Boy 17 - 29.95  
100% Perfect Game Boy 18 - 29.95  
100% Perfect Game Boy 19 - 29.95  
100% Perfect Game Boy 20 - 29.95

**★ ★ ATARI LINDA ★ ★**

100% Perfect Atari Linda	29.95
100% Perfect Atari Linda 2	29.95
100% Perfect Atari Linda 3	29.95
100% Perfect Atari Linda 4	29.95
100% Perfect Atari Linda 5	29.95
100% Perfect Atari Linda 6	29.95
100% Perfect Atari Linda 7	29.95
100% Perfect Atari Linda 8	29.95
100% Perfect Atari Linda 9	29.95
100% Perfect Atari Linda 10	29.95

**★ ★ SEGA MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95
100% Perfect Sega Megadrive 6	29.95
100% Perfect Sega Megadrive 7	29.95
100% Perfect Sega Megadrive 8	29.95
100% Perfect Sega Megadrive 9	29.95
100% Perfect Sega Megadrive 10	29.95

**★ ★ ATARI LINDA ★ ★**

100% Perfect Atari Linda	29.95
100% Perfect Atari Linda 2	29.95
100% Perfect Atari Linda 3	29.95
100% Perfect Atari Linda 4	29.95
100% Perfect Atari Linda 5	29.95
100% Perfect Atari Linda 6	29.95
100% Perfect Atari Linda 7	29.95
100% Perfect Atari Linda 8	29.95
100% Perfect Atari Linda 9	29.95
100% Perfect Atari Linda 10	29.95

**★ ★ SEGA 8-BIT ★ ★**

8-Bit Engine (one track)	29.95
8-Bit Engine (two track)	29.95
8-Bit Engine (three track)	29.95
8-Bit Engine (four track)	29.95
8-Bit Engine (five track)	29.95

8-Bit Engine (six track) - 29.95  
8-Bit Engine (seven track) - 29.95  
8-Bit Engine (eight track) - 29.95  
8-Bit Engine (nine track) - 29.95  
8-Bit Engine (ten track) - 29.95  
8-Bit Engine (eleven track) - 29.95  
8-Bit Engine (twelve track) - 29.95  
8-Bit Engine (thirteen track) - 29.95  
8-Bit Engine (fourteen track) - 29.95  
8-Bit Engine (fifteen track) - 29.95

**★ ★ ATARI LINDA ★ ★**

100% Perfect Atari Linda	29.95
100% Perfect Atari Linda 2	29.95
100% Perfect Atari Linda 3	29.95
100% Perfect Atari Linda 4	29.95
100% Perfect Atari Linda 5	29.95
100% Perfect Atari Linda 6	29.95
100% Perfect Atari Linda 7	29.95
100% Perfect Atari Linda 8	29.95
100% Perfect Atari Linda 9	29.95
100% Perfect Atari Linda 10	29.95

**★ ★ SEGA MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95
100% Perfect Sega Megadrive 6	29.95
100% Perfect Sega Megadrive 7	29.95
100% Perfect Sega Megadrive 8	29.95
100% Perfect Sega Megadrive 9	29.95
100% Perfect Sega Megadrive 10	29.95

**★ ★ ATARI LINDA ★ ★**

100% Perfect Atari Linda	29.95
100% Perfect Atari Linda 2	29.95
100% Perfect Atari Linda 3	29.95
100% Perfect Atari Linda 4	29.95
100% Perfect Atari Linda 5	29.95
100% Perfect Atari Linda 6	29.95
100% Perfect Atari Linda 7	29.95
100% Perfect Atari Linda 8	29.95
100% Perfect Atari Linda 9	29.95
100% Perfect Atari Linda 10	29.95

**★ ★ SEGA MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95
100% Perfect Sega Megadrive 6	29.95
100% Perfect Sega Megadrive 7	29.95
100% Perfect Sega Megadrive 8	29.95
100% Perfect Sega Megadrive 9	29.95
100% Perfect Sega Megadrive 10	29.95

**★ ★ SEGA MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95
100% Perfect Sega Megadrive 6	29.95
100% Perfect Sega Megadrive 7	29.95
100% Perfect Sega Megadrive 8	29.95
100% Perfect Sega Megadrive 9	29.95
100% Perfect Sega Megadrive 10	29.95

**★ ★ ATARI LINDA ★ ★**

100% Perfect Atari Linda	29.95
100% Perfect Atari Linda 2	29.95
100% Perfect Atari Linda 3	29.95
100% Perfect Atari Linda 4	29.95
100% Perfect Atari Linda 5	29.95
100% Perfect Atari Linda 6	29.95
100% Perfect Atari Linda 7	29.95
100% Perfect Atari Linda 8	29.95
100% Perfect Atari Linda 9	29.95
100% Perfect Atari Linda 10	29.95

**★ ★ SEGA MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95
100% Perfect Sega Megadrive 6	29.95
100% Perfect Sega Megadrive 7	29.95
100% Perfect Sega Megadrive 8	29.95
100% Perfect Sega Megadrive 9	29.95
100% Perfect Sega Megadrive 10	29.95

**★ ★ OTHER PC ★ ★****★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ OTHER PC ★ ★**

100% Perfect Other PC	29.95
100% Perfect Other PC 2	29.95
100% Perfect Other PC 3	29.95
100% Perfect Other PC 4	29.95
100% Perfect Other PC 5	29.95

**★ ★ MEGADRIVE TITLES ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95
100% Perfect Sega Megadrive 6	29.95
100% Perfect Sega Megadrive 7	29.95
100% Perfect Sega Megadrive 8	29.95
100% Perfect Sega Megadrive 9	29.95
100% Perfect Sega Megadrive 10	29.95
100% Perfect Sega Megadrive 11	29.95
100% Perfect Sega Megadrive 12	29.95
100% Perfect Sega Megadrive 13	29.95
100% Perfect Sega Megadrive 14	29.95
100% Perfect Sega Megadrive 15	29.95
100% Perfect Sega Megadrive 16	29.95
100% Perfect Sega Megadrive 17	29.95
100% Perfect Sega Megadrive 18	29.95
100% Perfect Sega Megadrive 19	29.95
100% Perfect Sega Megadrive 20	29.95

**★ ★ MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95

**★ ★ MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95

**★ ★ MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95

**★ ★ MEGADRIVE ★ ★**

100% Perfect Sega Megadrive	29.95
100% Perfect Sega Megadrive 2	29.95
100% Perfect Sega Megadrive 3	29.95
100% Perfect Sega Megadrive 4	29.95
100% Perfect Sega Megadrive 5	29.95



# COMPUTER GAMES

309 Goldhawk Rd

Shepherds Bush, London, W12 8EZ

Opening hours 10am - 8pm Mon to Sat

HOTLINE : 081-741-9050

## UNDELETABLE OFFERS!

**AMIGA CLAMPONSHIP**  
WRESTLING (1989)  
ONLY  
£13.99

### BT AND AMIGA

Shadow Warrior ..... 13.99  
Clash HQ 2 ..... 13.99  
Reflexing 2 ..... 13.99  
Total Retail ..... 13.99

**POWER UP**  
ALTERED BEAST  
BURNING BEAST  
3-DIT  
CRASH HQ, TURKISH  
£16.99

European Space Shuttle ..... 13.99  
Last Ninja ..... 7.99  
Between The Devil and the Deep Blue Sea ..... 7.99  
FBI Retriever ..... 13.99

**ROBIN OF SHREWSBURY,  
INDIANA JONES, BATMAN THE  
MOVIE**  
SPECIAL OFFER  
£16.99

Woodward ..... 30.00  
Trix (single only) ..... 35.00  
ELF ..... 35.00  
Baby Face Kid ..... 35.00

**MANY MORE NOW  
BT AND AMIGA  
TITLES AVAILABLE  
AT OUR SHOP AT  
DISCOUNTED  
PRICES**

## SPECIAL OFFERS NOW!

**QUICKJOY JETFLIGHT\***  
BT AMIGA OR AMSTRUC. FIRE BUTTONS.  
AUTOMATIC FIRE PAUSE/PAUSE MODE AND  
JUMPERS  
ONLY 29.99

**QUICKJOY SUPERBOARD**  
WITH 8 STORAGE AND FIRE BUTTONS  
ALTIMETER AND 12 RECORD CHECKS  
CONTROLS  
ONLY £13.99

**FOUR**  
THE ULTIMATE FLIGHT SIMULATOR  
JOURNALS FOR  
ONLY £29.99

**50 FIGHTER**  
FOR VGA AND VGA MEGADRIVE ONLY &  
MICRODRIVES AND AUTODISK  
ONLY £10.99

**DINKY BOXES**  
PROFESSIONAL CASSETTE STORAGE BOX  
FOR HOLDING UP TO 50 CASSETTES EACH  
WITH STORAGE FOR 5  
ONLY £4.99

**MEGADRIVES!  
MEGADRIVES!  
MEGADRIVES!**

**U.K. OR IMPORT MEGADRIVE**  
AND AUTODISK  
ONLY £124.99

**U.K. OR IMPORT MEGADRIVE**  
+ JOURNAL + ALTERED BEAST  
ONLY £139.99  
(INC VAT & P&P)

**U.K. OR IMPORT MEGADRIVE**  
+ JOURNAL + ANY MEGADRIVE TITLE OF  
YOUR CHOICE  
ONLY £149.99

## NEW MEGADRIVE TITLES ON SPECIAL OFFERS!

Alford Street ..... 29.99  
Naked Cop/Police 99 ..... 29.99  
Thea Hawks ..... 24.99  
Cyberball ..... 24.99  
Honey Comb ..... 24.99

## NEW MEGADRIVE TITLES AT DISCOUNT PRICES!

Forgotten Worlds ..... 29.99  
Last Ninja ..... 29.99  
Blade Runner ..... 29.99  
Ninja 2 ..... 29.99  
Arnold Palmer ..... 29.99  
Tennis, Golf ..... 29.99

**WE ALSO STOCK THE BIGGEST RANGE OF  
GAMMUT AND MICRODISK GAMES.  
PLEASE CALL FOR DETAILS.**

## NEW VGA TITLES ON SPECIAL OFFERS!

Alan Smithee ..... 29.99  
Aussie Adventure ..... 29.99  
Pit and Fingers 2 ..... 24.99  
Cartoons ..... 29.99

## WATCH ON OUR CARDS TO COLLECT!

Impossible Mission ..... 24.99  
Jet Mountain ..... 24.99  
Lord of the Isles ..... 24.99

## VIDEO GAMES AT DISCOUNT PRICES!

World Soccer ..... 24.99  
John Gower ..... 24.99  
Master Trigon ..... 24.99  
Chase HQ ..... 24.99  
Cannon Fire ..... 21.99  
Golfers ..... 24.99  
Operator Mail ..... 24.99  
Hazard ..... 24.99  
Ninja 2 ..... 24.99  
Ninja 3 ..... 24.99

**WE ALSO STOCK THE  
LARGEST RANGE OF  
VIDEO GAMES ON MARKET**

**WE ALSO BUY YOUR  
OLD GAMES!  
FOR CASH  
ABSOLUTELY NONE  
REFUSED!**

**VISIT OUR SHOPS FOR ALL THE LATEST TITLES AT MOST  
COMPETITIVE PRICES**

**WEST LONDON  
COMPUTER GAMES**  
406 GOLDHAWK RD.,  
LONDON W12 8EZ  
OPEN 10AM - 8PM  
MON - SAT  
(Please call  
Shepherds Bush)

**BOSFORD**  
UNIT 2/31 BOSFORD  
SHOPPING MALL, MARKET  
PLACE, BOSFORD, BRACE  
OPENING TIMES 10AM -  
8PM MON - SAT  
1/2 DAY TENDERS  
TEL: 0756 744000

**ERICK**  
UNIT 212 RAYLEIGH  
BUILDING, LAKEMORE  
SHOPPING CENTRE,  
WEST THURROCK,  
GRAYS, ERICK OPEN 10AM -  
8PM MON - SAT  
TEL: 0706 000000

**NORTH LONDON**  
SHERWOOD WORLD 200  
BUSH STREET,  
WILLSHAWTON, LONDON  
N17  
OPEN 10AM - 8PM  
MON - SAT  
TEL: 081 900 5880

**305 ST MARTS  
LANE**  
OPPOSITE GUYMARS  
SUPERMARKET  
EPPINGWORTH, BRACE  
OPEN 10AM - 8PM  
MON - SAT  
TEL: 0756 840000

Type of Computer \_\_\_\_\_ ACE NAME : \_\_\_\_\_  
TITLE \_\_\_\_\_ PRICE \_\_\_\_\_ ADDRESS : \_\_\_\_\_  
\_\_\_\_\_ \_\_\_\_\_  
\_\_\_\_\_ \_\_\_\_\_  
TEL : \_\_\_\_\_

**Please make cheques payable to COMPUTER GAMES.**

# PREMIER MAIL ORDER

We are now listed No. 124 at the 16 1/2" Computer Store Tables number 2 are not yet available and will be sent on day of release.  
Please send cheque/PIM/Access/Visa/Am. and expiry date to -

**Dept ACCT, Trybridge Ltd., 8 Backsons Sq., Haver Hills, Basildon, Essex, SS13 1RJ.**

Please state make and model of computer when ordering. PIM/Visa/Am. on orders over £3.00. Cash from £3.00 and charge with £2.00 per item. Allowance please add £2.00 per item for Armed. These offers are available March order only. Telephone orders, none PIM/VISA/Am. Saturday 10am-4pm. Fax orders: 0206 589626. Tel Orders: 0206 589626

NAME	ST	AMOUNT	NAME	ST	AMOUNT	NAME	ST	AMOUNT
3D Plot	1.00	1.00	3000 of Fax 2	15.00	15.00	White Guard 2	15.00	15.00
3D Craydoodle Kit	24.00	24.00	Print and Highlight 2	13.00	13.00	White Guard 4	15.00	15.00
3D File Upgrade	—	20.00	Print of the Month 2	11.00	11.00	White Guard 8	15.00	15.00
3D File Upgrade with disk	—	30.00	Print of the Month 3	11.00	11.00	White Guard 16	15.00	15.00
A - 11 Desk Kiosk 1 Bag	5.00	5.00	Print of the Month 4	11.00	11.00	White Guard 32	15.00	15.00
ACB	5.00	5.00	Print of the Month 5	11.00	11.00	White Guard 64	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 6	11.00	11.00	White Guard 128	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 7	11.00	11.00	White Guard 256	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 8	11.00	11.00	White Guard 512	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 9	11.00	11.00	White Guard 1024	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 10	11.00	11.00	White Guard 2048	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 11	11.00	11.00	White Guard 4096	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 12	11.00	11.00	White Guard 8192	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 13	11.00	11.00	White Guard 16384	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 14	11.00	11.00	White Guard 32768	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 15	11.00	11.00	White Guard 65536	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 16	11.00	11.00	White Guard 131072	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 17	11.00	11.00	White Guard 262144	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 18	11.00	11.00	White Guard 524288	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 19	11.00	11.00	White Guard 1048576	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 20	11.00	11.00	White Guard 2097152	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 21	11.00	11.00	White Guard 4194304	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 22	11.00	11.00	White Guard 8388608	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 23	11.00	11.00	White Guard 16777216	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 24	11.00	11.00	White Guard 33554432	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 25	11.00	11.00	White Guard 67108864	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 26	11.00	11.00	White Guard 134217728	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 27	11.00	11.00	White Guard 268435456	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 28	11.00	11.00	White Guard 536870912	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 29	11.00	11.00	White Guard 1073741824	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 30	11.00	11.00	White Guard 2147483648	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 31	11.00	11.00	White Guard 4294967296	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 32	11.00	11.00	White Guard 8589934592	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 33	11.00	11.00	White Guard 17179869184	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 34	11.00	11.00	White Guard 34359738368	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 35	11.00	11.00	White Guard 68719476736	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 36	11.00	11.00	White Guard 137438953472	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 37	11.00	11.00	White Guard 274877906944	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 38	11.00	11.00	White Guard 549755813888	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 39	11.00	11.00	White Guard 1099511627776	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 40	11.00	11.00	White Guard 2199023255552	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 41	11.00	11.00	White Guard 4398046511104	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 42	11.00	11.00	White Guard 8796093022208	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 43	11.00	11.00	White Guard 17592186444416	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 44	11.00	11.00	White Guard 35184372888832	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 45	11.00	11.00	White Guard 70368745777664	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 46	11.00	11.00	White Guard 140737491553280	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 47	11.00	11.00	White Guard 281474983106560	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 48	11.00	11.00	White Guard 562949966213120	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 49	11.00	11.00	White Guard 1125899932426240	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 50	11.00	11.00	White Guard 2251799864852480	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 51	11.00	11.00	White Guard 4503599729704960	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 52	11.00	11.00	White Guard 9007199459409920	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 53	11.00	11.00	White Guard 18014398908819840	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 54	11.00	11.00	White Guard 36028797817639680	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 55	11.00	11.00	White Guard 72057595635279360	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 56	11.00	11.00	White Guard 144115191270558720	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 57	11.00	11.00	White Guard 288230382541117440	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 58	11.00	11.00	White Guard 576460765082234880	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 59	11.00	11.00	White Guard 1152921530164469760	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 60	11.00	11.00	White Guard 2305843060328939520	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 61	11.00	11.00	White Guard 4611686120657879040	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 62	11.00	11.00	White Guard 9223372241315758080	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 63	11.00	11.00	White Guard 18446744482631516800	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 64	11.00	11.00	White Guard 36893488965263033600	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 65	11.00	11.00	White Guard 73786977930526067200	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 66	11.00	11.00	White Guard 147573957861052134400	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 67	11.00	11.00	White Guard 295147915722104268800	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 68	11.00	11.00	White Guard 590295831444208537600	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 69	11.00	11.00	White Guard 1180591662888417075200	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 70	11.00	11.00	White Guard 2361183325776834150400	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 71	11.00	11.00	White Guard 4722366651553668300800	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 72	11.00	11.00	White Guard 9444733303107336601600	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 73	11.00	11.00	White Guard 18889466602214673203200	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 74	11.00	11.00	White Guard 37778933204429346406400	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 75	11.00	11.00	White Guard 75557866408858692812800	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 76	11.00	11.00	White Guard 151115732817717385625600	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 77	11.00	11.00	White Guard 302231465635434771251200	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 78	11.00	11.00	White Guard 604462931270869542502400	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 79	11.00	11.00	White Guard 120892586254173905004800	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 80	11.00	11.00	White Guard 241785172508347810009600	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 81	11.00	11.00	White Guard 483570345016695620019200	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 82	11.00	11.00	White Guard 967140690033391240038400	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 83	11.00	11.00	White Guard 1934281380066782480076800	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 84	11.00	11.00	White Guard 3868562760133564960153600	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 85	11.00	11.00	White Guard 7737125520267129920307200	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 86	11.00	11.00	White Guard 15474251040534259840614400	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 87	11.00	11.00	White Guard 309485020810685196801228800	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 88	11.00	11.00	White Guard 618970041621370393602457600	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 89	11.00	11.00	White Guard 1237940083242740787204915200	15.00	15.00
ACB - 1/4" x 1/4" x 1/4"	5.00	5.00	Print of the Month 90	11.00</				

# ACE + WORD

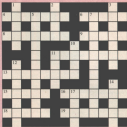
Our monthly  
prize word  
puzzler, set by  
the inimitable  
MIPS

## PUZZLE PRIZES

If you're the holder of the first correct answered edition out of the field, you'll get a free game for your machine. We repeat that we cannot simply award prizes, but we'll do our utmost to ensure that the prizes get your attention promptly. Don't forget to specify your machine format!

## CLUES ACROSS

- 4 Rule 'em broke in game by Glyn Williams (3,4)
- 6 Short cars in US Gold game (5)
- 8 Dave is trapped in car game from Imageworks (7)
- 9 Before the heartless animal doctor gets the game (5)
- 11 First game aint allowed from US Gold (8)
- 13 Terrible risk Lisa takes forming software house (8)
- 15 No ACE review of software house (5)
- 16 Ioli takes an age about Elite game (7)
- 18 Labor becomes wide awake (3)
- 19 Cooking Goose in Spielberg production (7)



## HOW TO ENTER

Every month we offer a free game worth up to £25 for your machine if you're the holder of the first correct answered edition out of the field. We advise to send your solution to the ACE editor at Crossword, Pink Pages, 200 St Martin Lane, London, EC1A 4BE.

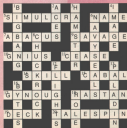
NOTE that the closing date for each puzzle is always Wednesday, 31st July for the 1993 day of the month mentioned in the clue - in this case July 31st 1993.

## CLUES DOWN

- 1 Article bird's written on first computer game (5)
- 2 Brother excited about present (4)
- 3 Spread out, rest act strangely (7)
- 5 Adoring Linn's new game from Empire (3,4)
- 7 Cor! Election rigged by games producer! (11)
- 10 For starters Mum's unhappy - Dad's stolen Rainbow Arts game (4)
- 11 Club game (4)
- 12 Count figures in game from Ubi Soft (7)
- 14 Fashion maker's first modulator-demodulator (5)
- 17 Screen symbol of flipping coin (4)

## JUNE '93 RESULT

The holder of the June 1993 ACE will be announced next month. The solutions below.



# READERS' PAGES

## FOR SALE

**AMIGA 500 20MHz** Model 2000  
year 2 1/2 working proper. In  
100 software disk 1/2 new  
condition all disks. 1.7 hours  
\$450 Tel: 011-44-1605

**AMIGA 500 20MHz** 1 Meg  
Drive, megabyte and  
software make \$280 sell for  
\$350 Tel: 011-44-1605

**ACE 1** in 45 Amiga and  
Amstrad games. Contact  
Andrew Wang, 18 Canton,  
Tyson, Guyana, LL38 9CB  
Tel: 0904 710142

**NEC/PC** Basic games prices  
£1.99 to £4.99. Games with  
effort get into their Colour,  
colour, sounds. Details 0585-  
252666

**Video Camera B&W Hiachi**,  
\$200 Lines, with lens, 30,  
\$200mm, immovable picture  
050-061-788 (424)

## OTHER

Make lots of LEGAL money  
using our mice. For info  
Send \$25 to Vincent Lantz,  
Bally Health International Co.,  
Limerick, Ireland

## USER GROUPS

**GAMEBOY** Cartridge Hire 40  
used games. Send a \$40 to  
C. Bridge 108 Bonning Heath  
Rd, Coulsdon, Brent, BR7-  
4AN

## HELPLINE

**URGENTLY** Seeking expert  
for Nintendo Gameboy who  
can help. Any broken  
machines which will have a  
screen please contact  
Bernard Hill, 243 Chipping

**Overseas 2000**, South Africa  
or Tel South Africa 0334-  
01999 please

Can anyone help me with  
Eungson Master. I can help  
with Super Quest 2. Good  
Ruler, Masterpiece  
Battleships, Heroes of the  
Lands and War in 40000  
Earth Wars in Plus from T&H  
Windsor Ave, Oshawa,  
Ontario, Canada M2C 2S8

Please help me I need a Atari  
2600/76 (with 1Mk disk drive  
working) For that I will  
give you my Atari 512 (perfect  
condition) single sided disk,  
all floppy (on tape and 1000  
K) disk (or choose if you  
agree with) Games: 4,  
Saggers, Transmogrifier, 2, 3600  
S&C/PC, Norway in a Hat 47-  
91-7576-90 10.25  
instructions

**HELP needed** Leather of  
Needles, Interlocks  
southern Wisconsin Area  
desired by 2000 Home  
Stores

Each engine needed for the  
8000 (with 10) disks if you  
get lost in the world? 7  
Play By, New York, Ontario,  
Canada M4B 1R2

**PLEASE HELP** Help and  
Tape for Amiga on South Sea  
1 and 2 Contact Simon 0489-  
07603 8 (Hawaii)

070 484 (users) HELP I am  
looking for 8 of 8K Type hard  
disks possible. Can  
anyone help me with my  
problems with tape & cheats  
etc. I can help anyone with  
problems on - Babylon, Mig  
35, General Fighter 3, Jaws,  
General Fighter, Army Moves,  
Super Hit Kings, Pedestrian  
Evaders, Hades, Operation,  
Green Beret & levels 1-7 of 14  
Type & nearly completed map  
of Barmar (original version  
and ROM) for Amstrad CGA,  
Peaches, Express,  
Machinists, Planet 3700  
MSL

Build this game? Write to  
David Pearce (E-Power)

**Dream Homeborn**  
Southampton SO4 4HP 1  
should be able to help.

Somebody please help I've  
run with Hobbiton Guide to  
the letters on the Amiga I  
downloaded out of the front door  
of someone's house-but got  
lost by the entrance. A complete  
edition would greatly  
appreciated please email to  
A. Fineman, 18 Barnwood Rd,  
Kingswood, Wilt, BT2 9DU.

**HELP** I have 10k worth over  
\$2000 worth for Amiga 500  
Tel: 021-427 1642

Disappointedly need a Master  
Write to: The Simpsons  
Cottage, Bandon, County Cork,  
Ireland. Amiga owners not  
wanted in Ireland 023-42111

**HELP** Proselet Company  
disk on/ticker of the Best 2  
on the Amiga. Any tips,  
cheats, maps or stuff like that  
would be greatly appreciated.  
Will send cash back if you  
can give me a game complete  
to go - infinite energy or at  
least

Also need needed on the  
following games also on  
Amiga: Night on the Beach,  
Planet and Robinson 3. Write  
to: Ryan Humphries (address  
above)

Anyone please write to me,  
I would like help on all  
aspects and would like to  
swap sound samples,  
modules etc. Write to: Mike, PO  
Box 166, Leighton, New  
South Wales, 2801, Australia  
or call - 011-61-05-256655

**BRUSH** valley, King Knight,  
Sword of Angkor, Ami Heads,  
Carnivale, Shadow Masters,  
Tactics, Shadow of Storm 2,  
Cannon Blast, Time  
Machine, Superquest 2,  
Corporation, Lions F18  
Death Fighter, Superball 2,  
Catcher, The Gods, Dragon  
Wars, Phoenix, Demolition,  
Castle Master, Last King 2,  
Horus, Marathon Power  
Wenger, Nightshift. If you  
need help I have complete  
guides to them. Send a \$40

to Mr. Bajan, 21 Southwell  
Way, Luton and a  
cheque/Postal Order for £1.00  
for Covering printing costs.

**HELP** wanted on level 2 of  
TBM7 for the IBM PC also  
send a disk to a free game,  
will supply help for Palace  
Quest 1 and 2 and Space  
Quest. Help wanted on  
Computer of Canada. When  
at destination what do you do  
first? Send all mail to: Top  
Lutz, "Wynona" Berkeley Road,  
Dunlopville 2710-5009  
Australia

**HELP** I need help on King  
Quest 5 (Amiga Quest 2 PC  
version) if any one has hints  
I will gladly send 1. Peter  
Lloyd, electronic Supplies Co,  
PO Box 111733, Las Vegas,  
Nevada 89111 (USA)

Has anyone out there got a  
Commodore Amiga 500 with  
good games they want to  
swap for a brand new CD4  
with some good games. If so  
contact: James Clewley/The  
Library, Commercial Rd,  
Newport, Newport, Devon, Tel:  
0693-227145 any time  
between weekdays

**INFO CYBERT** Get online  
New Cyber Pantheology  
needs copy writers/editors.  
Contact: John S. Rector, Jay,  
Oakdale, Leeds, LS20 8EL

**HELP FOR ANYONE** wanting  
to beat their Commodore  
Thumper. Latest model Turbo  
and Battle Tech. Help wanted  
in developing the Russian  
Destroyers in Moscow, PLUS  
any other relating to exchange  
with the IBM's or what  
will be best. Peter, PO Box  
180, Newmarket, N.S.W., Western  
Australia 6001

**CHUCK STEWART** needs  
if any one is having trouble  
with Chess Master. Back then  
there is a update file. Go to the  
Commodore Clubpage on the  
disk and run straight forward  
into the disk. Now go up the  
stairs go round corner left  
the Book Monster go to door use  
Gold Key go down passage  
down stairs down wall

Fight the King for a 100 then  
the book the door that has  
opened Run down passage  
turn right to face wall go  
always steady. Press button  
Go down the stairs that are  
covered in dragons. Do not  
let any dragons come of these  
secret walls. Get the power  
level. Place one eye on wall  
Go through the passage that  
opens but not go to the top  
of. The stairs where you will  
see the courtyard. Stand on  
the pressure pad and look  
down on the ground and grab the  
coin. Now go back up the  
stairs in the pad you just  
opened. Now step off the pad  
into the open pit (courtyard) if  
the pit is not at the top you  
are opening - glowing star  
forward when you then step  
back and there is another  
passage of courtyards. If the pit is  
just open - step down go  
courtyard to get courtyard.  
Doing this means you don't  
have to use the interlaid key in  
the same chamber get the  
book monster on the  
pressure pad and look round  
for another passage!  
Southern, 8 Lillington House,  
Newmarket, N.S.W., Sydney  
New South Wales, 1500  
Sydney, 1500 NSW

Help wanted on Commodore  
get the girls write to Margaret  
18 Cassa (Canada 4440)  
Reno, France

**NEED**  
Voluntarily, due to group  
changes using the French version  
ACE have been forced to  
discontinue this part of the  
Readers Page. We apologise to  
any readers who are  
inconvenienced.

Any correspondence will be  
forwarded to the production of  
this feature who will take notes  
against future

**NEEDS**  
DEVELOPMENT TO BE  
IN THE READERS  
PAGE!

**BEST**  
THEN FILE IN THE  
ENTRY FORM AND  
STICK IT IN THE  
POST!

TELEGAME'S Accepts Largest Stock of Video Games & Cartridges For -

TELEGAME'S  
NINTENDO GAMEBOY  
COLECO VISION  
LYNX  
PC SUPER GRAPH  
SEGA  
MEDIAS DRIVE  
The leading video game specialists. Complete video game range of games



# FREEBIES

**Enter Pat Winstanley with her first Public Domain column and some words of advice for anyone who wants to become a millionaire by selling PD software...**

**I**n the past few months Mark Smith has been doing sterling service on this page bringing news of the best PD around - now it's my turn to lose my footing on a mountain of disks.

First a quick update from last month - the Official STOS PD collection is now being handled by Goodman PD, address below. NOT Sandoz Software in Wigan. If you don't want to wait ages while your order is 'typed' round the country a couple of times, send it direct to Mike at Goodman. Apparently Sandoz is still receiving quite a few orders which makes for difficulties all round.

## READ AND BURN

New to the PD scene, but well known for their educational software such as Puzzle Book (under the name Soft Stuff), is Fine Time, which takes its name from the firm's shop in Tonbridge. Fine Time is an instance of practicing the spirit of PD: all disks are sold for just 75p over the cost which merely covers the cost of disk, label and duplication. Well done! Fine Time are currently setting up for mail order and have hundreds of disks available in various categories.

## DRAGONS POWER

**ST £2.95  
Goodman PD.**

A few months ago I think looked at this platform game and concluded it was just too hard. Fear not, I have a cheat for you!

If you missed the original review, you may

also enjoy collecting keys from inaccessible places. (Are you a little more than a little purple guard who don't exactly chase you, but simply get in the way, fighting is out, just taunting against one of these guards will their caution and they drain your energy.

Graphics are superb and music control fairly precise. In fact the only thing that lets it down is the slow speed and quantity of the battles.

However try this for a cheat and you'll be well on your way to a hysterical romp - Press F to pause. Then (HELP), then type in LE DAW DO - hey presto, all your energy back. Mind you, you have to be pretty quick to press F sometimes.

## PLAY IT SAFE

**Amiga (3 Meg) £3.50  
Amiga PD.**

This Lycenware title is really for the kids but parents might feel their consciences pricked while watching.

Taking in around half a dozen rooms in a house (open park and garden each screen shows an area with hazards such as axons, training boxes, polythene bags etc.). These have been left behind by a troop of soldiers who have visited the house.

The child's task for the adult's for that matter is to identify each hazard in the room by clicking on it with the mouse. Find of the hazards and the nasty who vandalised that room is departed.

Each time the game is run, different hazards appear due to a random factor, and each hazard found either gives a comment or query as to why it is dangerous. Highly recommended.

## STARTING YOUR OWN LIBRARY

How do you go about setting up your own PD operation? What should you bear in mind to keep within both the letter and the spirit of the law, and hopefully cover the cost of your time?

Before doing anything else you must realise that running a library takes a tremendous amount of time, energy and commitment - demands total honesty in your dealings with both programmers and customers. Don't begin that starting any business - PD distribution included - involves certain legal obligations, not just in the way you carry on your business, but also in the way you prepare for it (eg. registration with the Inland Revenue, liability and so forth). For this rea-

## EXAMPLES PLEASE!

Software supplied by the following:

**ST Goodman PD, 20 Canal Drive, West Hill  
Oxley, Leighton, Shrewsbury, Telford, ST1 1SR  
01948 616161 Fax 01948 22 0000-00 Home  
Tonbridge, Kent  
Address: 2000 PD, 20 Park Road, Wigan**

son, I should at this point remind readers that this article - as with any piece about starting up a business - is no substitute for your seeking expert professional advice before setting out.

Back to PD, there are three methods of distribution in the PD and shareware scene and you should be aware of the differences.

PD consists of programs on which the author has retained copyright but gives permission for free distribution as long as the material is not altered in any way. Distributors are not allowed to sell the software of all but they may cover their costs (such as disks, advertising, and so on) by asking a fee.

Shareware PD may be used freely by the recipient for as long as wished, shareware is distributed (sometimes in a cut down form) as an incentive to become a paid-up 'registered' user. If you like and use the program you are expected to send the author a donation. This method falls down where the user is very honest, since most shareware versions are either complete or near-complete. The donated user is the loser in this situation as sending the required donation often brings a software upgrade, a printed manual and plenty of help.

Lycenware is similar to shareware in that the author wants some money but is willing for a slightly higher price than PD with the distributor paying the extra income directly to the author by way of regular royalties. Lycenware is closer to commercial software than PD and is not freely available. In fact, passing a copy of Lycenware to a friend is PROCB just as much as passing a copy of the latest chartbook.

If the very necessary, very hard work doesn't get you off, think also of how you can sell your service in an overcrowded market. Some libraries use PD as a loss leader with which to build up a customer base for the sale of other products, perhaps even commercial software. Others concentrate on a single topic such as AMOS, adventures, or education. Work hard, deal honestly, and be different - and keep your fingers crossed!

## ACQ PREBIES WORKS!

ACQ allows this column actually results to more sales for participating libraries - as I have seen how fast to be received from under the deluge of extra mail. So why are readers, do we have to put so much effort into locating suitable software if you're running a library and want to boost your business, please Steve Coole on 011 271 4432 for information about editorial coverage in this section.

# ADVERTISERS INDEX

Anco.....6	Premier mail Order 116
Computer Games...115	Readers Page.....118
CWM.....98	Rebels Media Supplies 112
Eagle Software.....108	Rock Trivia.....109
ECES.....30/31	Rogue Research...109
Futuresoft.....99	Shekhana.....114
GPS.....112	Software Corner 28,29
Guiding Light.....93	Speedysoft.....107
Instamec.....93/98	Strategy Plus.....93
Jokeline.....107	Telegames.....118
Legend Software...110	Universal Software107
Megahire.....107	US Gold.....38
Megamix.....106	Virgin.....48
Microprose.....	Viz Trade.....100
.....14,45,53,IPC	Voyager.....109
Microsmart.....94/95	Waxride.....104
Ocean....IBC,13,OBC	
Original Media.....102	
Play to Win.....113	

**DO YOU DEAL IN CONSOLES?  
DO YOU DEAL IN AMIGAS?  
DO YOU DEAL IN ST's?  
DO YOU DEAL IN PC's?**

**IF YOUR ANSWER IS YES,  
THEN MAKE YOUR AD MAKE  
MONEY BY ADVERTISING IN  
ACE'S  
PINK PAGES.....NOW!**

**CALL OUR NEW  
SALES EXEC -  
TINA ZANELLI ON 071-  
251-6222 EXT 2483**

**BOOK YOUR AD TODAY AND  
MAKE LOADS A MONEY!!!**

## 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 £6.00 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 available issue
- Entries which could be interpreted as encouraging software piracy will not be accepted

### ENTRY FORM

Write your advertisement here, one word per box. Include your name, address and phone number if you want them printed.

POST TO:

ACE READERS PAGES  
Stamp Images, Priority Court,  
28-32 Farringham Lane,  
London EC2R 8AU

CATEGORY OF ENTRY:

- Helpline       For Sale  
 Wanted       User Groups  
 Other

Please place my ad in the next available issue of ACE.

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

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

Method of payment

- Cheque     P.O.

Please make cheques and postal orders payable to ACE Magazine


# ACE DIARY

## APRIL 1991

### 1-10 APRIL SOFTWARE RELEASES

**Virgin's The Simpsons**, £14.99 tape, £19.99 disk. Race game played for laughs between characters from cartoon comic. **Image Works' Champion of the Day III**, Amiga, PC £24.99. This one Image's clipping; follow the course of the British Jay to India.

**Spacewar! SoloByte's Flight of the Intruder** (SI), Amiga, £24.99.

**Image Works' Champion of the Day III**, Amiga, PC £24.99. This one Image's clipping; follow the course of the British Jay to India.

**Millennium Server** (Jumbis) from the Dept (PC), £29.99. Security package in 80000-bit code.

**US Gold**. Links - additional courses (PC) £19.95. More courses in 320-colour VGA. More the same ones which brought you Gauntlet.

**Monday 7**  
**Monday 8**

Get Confused become major of Central California, or the Day's 1988.

**Tuesday 9**  
**Wednesday 10**

**Thursday 11**  
1000 Cars were banned in Glasgow after the being "too dangerous".

**Friday 12**  
Newspaper became the first man to fly in space on the Day of 1961.  
**Saturday 13**

### 14-20 APRIL SOFTWARE RELEASES

**Virgin's Spirit of Excellence** (SI), Amiga £29.99, PC £24.99. Service against the Nazis in medieval take set in Post-WorldWar Britain. **Influencer's Dark 2** (SI), Amiga, PC £2.99. Complete Influencer's classic trilogy.

**Empire: Mega Traveller 1** (SI)

**Amiga £29.99, PC £24.99**. Strategy and trading game based on Games Designer Workshop's Mega Traveller.

**Ubi Soft's Dark 2** (SI) disk £24.99, PC £29.99. Trading, arcade, exploration. **Pro Strands Star 2** (SI) £24.99, PC £29.99. Sequel to last year's enjoyable strands tale.

**Monday 14**

**14 Day** (SoloByte) Arsenal vs Tottenham Hotspur at Wembley. 22,000. **Woto Forest vs West Ham** 3,000. **European Computer Trade Show** opens at Brighton Business Design Centre. While this event is not open to the general public, and assumed you'll have plenty about it. This is where many summer titles are presented, but get release date over it, and get the game yourself.

**Monday 15**

Anniversary of the worldwide disaster of the sinking of the Titanic in 1912.

**Tuesday 16**

**Wednesday 17**

**Thursday 18**

**Friday 19**

**Saturday 20**

**Electronic's Embassy World Professional** (Championship) opens at the Crucible Theatre, Sheffield.

### 21-27 APRIL SOFTWARE RELEASES

**Virgin's Starcom** (SI), £14.99, SI, Amiga, PC £29.99. Puzzle game.

**Microsoft's Railroad System** (SI), Amiga £24.99. Build up your own empire and get rich quick in the days of the great railway boom.

**Electronic's Ark: World of Mayday** (SI) £29.99. First time on PC for this intense sports graphic adventures.

**Ubi Soft's BrainBusters** (SI) tape £9.99, SI, Amiga, PC £24.99. Trading puzzle game.

**Monday 21**

**All Forces' Computer For National Maritime Museum**, Birmingham. At 1st, a show for 1000 outside London. Lots of software bargains, lots of our great and SO Macs.

Displaying their wares (contact number 0201 868 000).

**Monday 22**

**SI/CSI/Comdex** exhibition opens in Paris. Big Cars event for everything from games to business.

**Monday 23**

**SI's Computer Day** (a of inaugurating form. Public seat not only of England, but also of soldiers and law courts.

**Wednesday 24**

**SI/AC City in Australia and New Zealand.**

**Friday 26**

**MSI Music Show** opens at the Festival, Harrogate, London 90. Products, demos and seminars for computer music clubs (contact number for organisers: 081 501 3344).

**Saturday 27**

**National Day**. **SI's Live** Independence Day. Top. **MSI Music Show** (see above).

### 28 APRIL - 6 MAY SOFTWARE RELEASES

**Virgin's Magically Sorcery Collection** Vol 1 (SI), Amiga, PC, Archimedes £24.99.

**Revised release date** for classic levels within Vok, Exorcism and Guild of Thieves: same games, new user interface.

**Electronic's Antiphotography** (SI) on **Spying** (PC) £24.99. Not a game but a typing tutor which asks to have you touch typing on Oberly. **Arty or French** (Arty).

**Ubi Soft's Battle** (SI), Amiga, PC £24.99. Arcade style game much typed in French press.

**Image Works' Star** (SI), Amiga £24.99. Cute bit business managing monster at night in arcade-style configuration.

**Frederic J'Epiphanon's 1000, 1000 (SI) (SI) tape, £14.99 disk, SI, Amiga, PC £24.99. Purchase the cartridge of 1000 drug wars from the mouth of the same name.**

**Monday 28**

**MSI Music Show** (see above).

**Monday 29**

**National Day**. **SI's Empire's 1st** (SI).

**Tuesday 30**

**National Day**. **Netherlands Official Birthday of Queen Beatrix**. Reports of a fire at a reactor in the nuclear power station at Chernobyl were broadcast on the day in 1986.

## MAY

**Wednesday 1**

**European Football Championship**. Turkey vs England in Turkey; Scotland vs Scotland, Ireland vs Poland in Dublin; N Ireland vs France (held in Belfast).

**Thursday 2**

**Friday 3**

**Saturday 4**

### 5 - 10 MAY SOFTWARE RELEASES

**Empire: Birth of the Nation** (SI) (PC) £24.99. Empire's 1st to be first with Enhanced 32-bit graphics, graphically rich quest and exploration game.

**Microsoft's Chess** (SI) (PC) £24.99. Casual and update to the highly regarded Chess.

**Ubi Soft's Magic World** (SI), Amiga, PC £19.95. Magic world simulation package (SI) and (PC) versions come complete with the MS-DOS second cartridge, as used in USA Soft's MS (see above).

**Monday 5**

**Monday 6**

**Sat. Friday (SI)**. 1988 the first sub-100-minute film was set by Nigel Hamilton at the May Boatrace in Oxford.

**Tuesday 7**

**Wednesday 8**

**Scottish**. 1000 Cup final, first leg.

**Thursday 9**

**National Day**. Czechoslovakia

**Friday 10**

**Spring Computer Show** (see above) at Alexandra Palace, London N15. New products, old ones at bargain prices and lots of discounted computer accessories (contact number 021 868 4466).

**Saturday 11**

**National Day**. Last Spring Computer Show (see above).

# THE W R I E R E N D

## TETRIS TOOBIN'

**P**laying Tetris on the Game Boy can be bad for your image. I discovered the other day. Having developed a habit of checking off a few games on the tube journey into work, I found myself recently on a crowded tube and, to my horror, approaching my at-time-high score as the train approached my destination.

As anyone who's played Tetris will know, a number of biological changes begin to take effect when the high score threshold is reached. The neck muscles begin to bulge over so slightly, the veins on the forehead begin to pulsate, sweat runs down the forehead (hence, there are acceleration-receptor sensors as you attempt to slip the little blocks into the appropriate positions, every two and three, when you make a particularly stupid move), the forehead sub-conscious forces a loud groan of despair through the packed, sweating lips.

On this particular occasion, these changes were manifesting themselves on a train truly to a quite unprecedented degree. This was no mean high score threshold - this was the two hundred thousand mark I'd been struggling for days to pass. And, on this occasion, I knew it completely at around 10:50.

At this point I inadvertently let out a yelp of anguish and, simultaneously, became aware of two things. First, my fellow passengers had all taken back about three feet and were looking at me with - well, frankly, terror is the only word I can think of. Terror blended with total contempt and revulsion. If ever a tactic had proved beyond doubt that games were evil and that gamblers were not only one degree removed from violent, brainless combat, it - this was written clearly on their faces - was that tactic.

At the same time I noticed that the train was not only in my station, but that the doors were about to close. Yes, there was only one thing to do. Having committed the unpardonable sin of letting myself go completely to pieces in public, I was now going to have to commit an even worse sin - I was going to have to Leave The Tube In An Uncontrolled And Impassive Manner, which I did - including, people out of the way as I charged violent by through to the platform. If you, I fancy, an old lady that I noticed out of the corner of my eye, shoving backwards into the carriage, her head coming into sharp contact with one of the upright poles. Ah well...

I now travel to work by bus. And I only play Tetris in private. Let this be a lesson to all of you.

used by normal, sensible people.

Now, however, my modern SMV has me around £150 a year and impresses the quality of my life. In the spirit of course, to BT's scandalous practice of charging people 40p for the privilege of telling them how to spend more money with BT - the Directory Enquiries service, in other words.

However, with my modem and my new (password available without charge from BT) I can now get an extra number on 1 week, whereas I used, for around 13p per number at peak rates and only 6p per number at cheap rate. Compare that with 22.5p - the maximum charge per number using DL, which assures that you get two numbers every time you phone, whereas you'll be paying 40p per number.

Phone users can splash out £2000 for a CD-ROM, which includes every number in the country EXCEPT those in Hull. Which is a pity, because there are a lot of nice people in Hull - and they must be pretty intelligent too, because they've had an independent phone network there since the year dot.

Unfortunately I can't tell you how to get either of these services because I've lost the bit of paper on which I jotted down the contact details of the relevant most responsible. I look me a day to find those out and I simply can't face the anguish of doing it all over again. And it doesn't appear to be on the database. **END**

### IN NEXT MONTH'S ISSUE

The next issue of ACE hits the streets on July 8th - and just look at what you'll get!

- A report from the latest ACE Conference at Wigan, and a chance to join us on the next one...
- Exhilarating reports from Chicago CES, featuring the latest, hottest games technology
- Coverage of Britain's first ever Virtual Reality conference in London
- All the latest games titles tested, ranked, and reviewed!
- A list of competition winners - find out if you've struck lucky with ACE...
- An all-new Tetris and Tetris sections, bringing you closer than ever to mastering the world's toughest games...and much more

#### Dear Viewagent,

Allow me to introduce myself as a potential customer of your fine publications. I am a sophisticated connoisseur of digital entertainment - a medium that will change all our lives. Please include me a copy ACE magazine - the most authoritative coverage of the future of games technology.

PS ACE is out on the 8th of every month.

Name \_\_\_\_\_  
Address \_\_\_\_\_

#### NO CHECK, MATE

If you have outside the box with the Game Boy version of The Chessmaster. This why title has insisted same rules of its own, meaning that even the staunchest grand-master is misled of its hours. Judging by the occasional hints of our copy, match include:

- When in danger of checkmate, issue the game
  - Do not allow your opponent to castle if he needs to
  - Invent illegal moves when necessary
- Let us know if you've had similar problems...

I am delighted to announce that I have found a use for my modem. You know - those things that every computer enthusiast buys of some time or another, tempted by the prospect of exciting multi-user games and enlightening on-line communications with female gamblers in the Philippines. Indeed, what you get is a straightforward phone call and the privilege of rewording an initial computer break status. The advantages of UNO over anything

THE  
ACE  
WIKI  
THE  
HEAD  
SNA  
PCL  
SNO



# BILLY

# The KID

"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF, OR HIS BEST FRIEND, BRANSH SHOOTING, LAW AND ORDER PILLAR OF THE COMMUNITY, SHERIFF FRED GARNETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY IN A NAIL BITING CLIMATIC FIGHT, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS

SHOWDOWN - BUT THAT'S JUST THE

WAY OF THE WEST.

1.8M (AMERICAN) R.

AT&T ST.

C&M, AMERICA

ocean



THEY DESTROYED EVERYTHING HE HAD  
ALL THAT HE LOVED  
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY  
AND JUSTICE HAS A BRAND NEW FACE



FROM



TM & © 1990 UNIVERSAL  
CITY STUDIOS, INC.  
ALL RIGHTS RESERVED.  
LICENSED BY MDC KANISHAW  
CORPORATION OF AMERICA, INC.

OCEAN SOFTWARE LIMITED, 4 CENTRAL STREET, MANCHESTER M2 5NS, TEL: 061 832 6633, FAX: 061 834 0650