

**REVIEWED:
EVERY GAME
RELEASED
THIS MONTH!**

**THE CINEMATIC
SOFTWARE SWINDLE**
Why are we still waiting to
play the film?



ISSUE 51
December 1991
£1.80



ACE

ADVANCED COMPUTER ENTERTAINMENT

RATED!

Six hot games tested to breaking
point with our merciless
reviews system!

4 Pages for each game,
including:

- MAPS
- STARTUP TIPS
- DETAILED RATINGS



Exclusive ROBOCOP 3

Ocean Breaks the Movie Conversion Mold



IN THE WORKS:

Wolf and Shadowrun: Exclusive
development picture guide

PREVIEWED:

Demo, Turbo Charge, Wolf Child,
Suspicious Cargo, Indy Heat,
Under Pressure and many, many
more!

FREE!

The Second Incredible Value 'n' Taster Supplement



REAA

*There can only be one ...
Just make sure it's yours.*



ALMS

*Love Thy Neighbor?
Or Put Him To The Sword?
The Choice is Yours.*

For the first time, you can take
COMPLETE control of your own destiny as
you attempt to dominate an entire world.



*The King is dead. Long live the King.
And the King is you...*

Endowed with the divine right
to rule, you inherit your father's Realm as his
death. But the fragile peace has been shattered
and war rages between the Realms. Now
your brief reign has become a fight
for survival.

The warring Realms
are growing in strength at your expense. Do
you build lines of supply to barter with them?
Or build armies to battle with them? Each
Realm vies to be the ultimate power.



*There can only be one.
Just make sure it's yours...*

Created by the award-winning
Graftgold development team, **ALMS**
combines the interactive playability of an arcade
game with the depth of strategy usually
only found in the most complex
simulations.



*The King is dead... and
you're the survivor!*



Enter the world of Realms and you'll find control:

- "Over 120,000 square miles of fractally-generated landscape"
 - "120 armies, each a thousand strong and with 40 double battle formations"
 - "Countries often build inhospitable lines and their own"
 - "So distinct historical races"
- The last word in arcade strategy.



A **GRAFTGOLD** production for **VIRGIN GAMES**

RELEASED ON AMIGA, ATARI ST, IBM PC AND COMPATIBLES

VIRGIN GAMES LTD 235A LADBROKE GROVE LONDON W10 2AN

ACE

No. 51 DEC 1991

What - as one is supposed to write in these leader-style things - a month it has been! With this month effectively being the last "boot" setting sail for the utopian land of the Christmas Number One, we've been fair swamped by software. Nevertheless, we've carefully pondered and weighed up the quality of this month's releases and selected six titles to which we have devoted special six-page attention (see opposite).

And in order to provide a breadth of information unavailable elsewhere in the computer press, every other game that has come under our inescapable gaze has been rated in the Reviews Directory beginning on page 99.

Oh, and there's an exclusive interview with the men behind the Terminator 2 coin-op.

Most satisfactory.



21 There's no need to wait for a top-notch CD magazine before you can play the film. It's all in the developer's approach, you see, and it may not be so far away as you think.

31 Tapes, the team behind last month's impressive *Playfair*, are taking a break from license conversions to work on their own original product, *Machinists*. A role playing game with innovative graphics, mechanics and a host of interesting puzzles, it threatens to steal Michael's thunder on its release later this year. *Time*.



There may well be no such thing as a free lunch, but there most definitely is such a thing as a free supplement. And unless you have been unfortunate enough to have chosen a related copy of this month's issue, you should have already enjoyed the secret, personal pleasure of having an especially elegant example of the free supplement game slip into your lap. And quite aside from the undeniable "freebies", it's got the added bonus of actually having some decent tips in there too. Do we spoil you or what?

ACE is published twice every year (issues 41-50 in 1990, issues 51-60 in 1991). Circulation is the highest of any computer magazine. ACE is published by Future Publishing Ltd, 100 Brook Hill Drive, West Nyack, New York 10994, USA. Telephone: (914) 339-2000. Fax: (914) 339-2001. ACE is published in the UK by Future Publishing Ltd, 100 Brook Hill Drive, West Nyack, New York 10994, USA. Telephone: (914) 339-2000. Fax: (914) 339-2001. ACE is published in the UK by Future Publishing Ltd, 100 Brook Hill Drive, West Nyack, New York 10994, USA. Telephone: (914) 339-2000. Fax: (914) 339-2001. ACE is published in the UK by Future Publishing Ltd, 100 Brook Hill Drive, West Nyack, New York 10994, USA. Telephone: (914) 339-2000. Fax: (914) 339-2001.

ACE is published twice every year (issues 41-50 in 1990, issues 51-60 in 1991). Circulation is the highest of any computer magazine. ACE is published by Future Publishing Ltd, 100 Brook Hill Drive, West Nyack, New York 10994, USA. Telephone: (914) 339-2000. Fax: (914) 339-2001.



36 Remember *Myst*? Well, now, finally, it's nearly finished. And you can't live on earth if it doesn't look really rather good, *hey?*

43 For the latest news, views, how to you do it's all, you can always turn to Gary Whitta's "Insider" preview section.



56 Monsters may not be able to spell, but they sure can design a game! *Clash Royale*, the latest from strategy game hit Mojang gets the strategic treatment.

87 Console owners have the reasons to be cheerful this month. And every one has a whole page!



contents

7 Games News - Anonymous sources and exclusive scoops. 10 Terminator 2 coin-op exclusive report. 15 Letters. 21 Special - Interactive Movies. 31 In the Works - Shadowlands from Darnell and Myke from System 3. 43 Previews. 87 Console Section - Newest releases for your entertainment system. 96 Next Month. 99 The AwesomeReviews Directory Returns for a second month!

R E V I E W S

30 Heimdall

From some of the team who were supposed to be bringing you *Lord of the Rings*, Heimdall delivers innovative gameplay and fantastic graphics, all set against a lovely Viking backdrop.

36 Civilization

No publisher release ever more numerous games, it's becoming clear that we're equally approving simulation games. Is it really possible to enjoy a game where you don't know where to begin?

62 Robocod

James Bond returns for more frenziedly punting antics, but this time he's discovered that an alien-occupied enemy gear into a grade A status. Can he do it now, please?

68 Willy Beamish

Master of *Amal Dynamix*, back from their success with *Flora of China* take a considerably more light-hearted approach in their latest. This time it's an interactive cartoon. Go on!

74 Robocop 3

Having revealed some fine (but glowing) reviews for their recent movie experiences, *Clash Royale* takes a completely new look for *Clash*, but only in the game-out before the film, but this time it's *Clash Royale*.

80 Smash TV

Probably the ultimate test of your shoot-'em-up, *Smash TV* is a dual-joystick carnival of destruction and madness. You'll need a hat to take it. Check out our in-depth review.

AMAZING
6-PAGE
REVIEWS!

FOOTBALL

CRAZY



3

OF SOCCER'S GREATEST HITS!

PLUS WORLD CUP '90'



KICK OFF 2

AMIGA FORMAT

200K

27 FEBRUARY

27 ACTION

The Ace

The Box

The Box

Best football game ever appeared

on any machine.

The Anniversary game was

When you get to Play (Steps

- The best game ever to appear on

27. Highest accolade 1 star plus

Written: Ben Ben Ben

Ultimate Soccer simulation

PLAYER

OF ACTION

The Box

Design: Norman

27 FEBRUARY

27 ACTION

4 star

4 star

A whole lot more games

including: Soccer simulation,

managing your football

club, including real statistics

Written: Ben Ben Ben

4 star

4 star

FINAL WHISTLE

DATA DISK FOR KICK OFF 2

ANCO

7 MILLAR INDUSTRIAL ESTATE, LAMBOROUGH,
SURREY, GU11 5AT 5HQ
TEL: 0222 2629 01-18 FAX: 0222 262911

AMIGA - £25.99

ATARI ST - £25.99

(DOUBLE SIDED DISK ONLY)

YES NEWS GAMES NEWS GAMES NEWS

ANT NO STOPPING 'EM

Top Japanese publisher Imaginext has snapped up the Super Nintendo rights to *StarAce*, the innovative electronic and online, before any copies of the computer game have even been released.

The latest creation from Macix, the company behind the phenomenally successful *StarDy* and *StarEarth*, *StarAce* puts you in command of an anti-robot unit to conquer a war-torn, war-torn planet. To reach the goal of taking over the backyard and ultimately driving the poor human out of his house, you must carefully manage the colony so that it grows and thrives.

In this epic campaign, you directly control one unit and supervise up to 1,500 black worker and soldier ants. These invisible little crew forces can be commanded to perform tasks like gathering food, digging new tunnels and caring for eggs. How you get what it takes to overcome the rival red ants, hungry spiders and other dangers that threaten your colony's survival?

To make the game both educational and entertaining, *StarAce* designers Bill Wright and Justin McCormick draw on a Pulitzer Prize winning book by Tom Harvard University

biologists. Additionally, the game incorporates several HyperCard-like interactive windows that provide playing hints and rewards.

StarAce is available

by only available on

the Apple

Macintosh, PC and Amiga

versions will follow later in the

year. No release date has



Maybe This Time...

Yeah, we've found it all before. A totally new form of interactive entertainment redefining the "state-of-the-art." These claims carry more expectation than Barry Norman reviews of God-awful roboted movies from the suburbs of Paris. Do they ever deliver the goods, though?

New *Virgin Games* is aiming to change this year's pioneering performance with a stunning new game called *Quest*. Currently under development in the States, this mystery adventure will initially be available on PC-CD-ROM format. A spokesman revealed that if *Virgin Games* ever released *Quest* as regular media it would fill a staggering gap: happy did!

The game itself reminded our reporter of *Castles* Quest, an equally weird software showcase where players are encouraged to touch everything on screen and see what happens. If you get bored pushing things around in the massive mansion of *Quest*, you might like to involve yourself with the tragic plot which centers around a mad toy maker and the ghosts of the children killed by his creations.

As you can see to those weak screenshots from the game, *Quest* is shaping up to be something special. ACE hopes to bring you a full report next month.



THOSE WERE THE DAYS™

Have you ever wondered what happened to those classic coin-ups of the past? You can know for their passion and interest in anything remotely historic, so they've decided to open a display of the most notable electronic amusements yet played.

The National Video Game and Coin-Op Museum is a 10,000 square foot, state-of-the-art facility including Pong, the simple but so hot ball game that started it all, as well as titles like *Space Invaders*, *Duress*, *Asteroids* and *Pacman*.

Pitfall machines also claim their place in the exhibition. Conquer, the first talking pinball machine, was introduced in 1975 by Williams.

It can't be long for a bit of video game history yourself, did you know Williams Bally Midway was founded by Harry Williams in 1941? Since it was war-time, he had difficulty obtaining materials to build new pinball machines. Williams therefore started to recondition old games using recycled materials. Seven years later, the Chicago-based company introduced *Pitfall*, a flipper designed with a new "tilt hold" feature. From then on, pinball games who



Be A Visionary!

Are you having difficulty seeing the steady operating spirit in your favorite stock-tron-ops? This pair of high-tech style Magnum® Glasses provide a hands-free magnifying system for people who want to look "cool" and with greater clarity. The adjustable optical lenses are controlled by dials on the side of the frame to give up to 25 magnification. "Designed by leading optometric research specialists," says the sales blurb, "they are ideal for watching sporting events, nature study, theater and opera."

This cool gadget costs twenty pounds and is one of the many on offer from Science Museum Bookends in Liverpool's Shopping Deck.

If you like the sound of the Magnum Glasses or their Specialty Umbrella, Bold Design Handkerchiefs, Micro Rice Pot, World Map Box The M.C. Fisher Paper Plane, Solar Powered Hat, Telephone Charge Checker, Ultrasonic Earings, Illuminated Pocket Microscope or Colonial Hat, call 0924 2061 2061 to place your order.

By the way, this company is just around the back of the Progress office. Will Shaker of the Street 1 cover handled this article.



Sonic The Hedgehog Goes Missing...

Sega has cancelled the second video game in the System 32 series which features some of the most impressive hardware processors ever introduced into the console. And that is, unsurprisingly, a developer named to the respected Red Media.

Really, although the excellent landscape graphics and intense gameplay remain, Sega has decided to drop the ongoing Sonic Rhapsody on the wilderness. At least players can choose from four "alternatives" now known incorporating speedy highways, affected natural phenomena like rain, fog, lightning and, of

A RED HOT ACE EXCLUSIVE!

While awaiting Super Mario Bros. Rhapsody Mod at the local McDonald's, our intrepid video-crazer at ACE/Towers managed to uncover some highly confidential information about the next Nintendo video game courtesy of a guy in charge of the files.

According to Mr X, Super Mario Bros 3 will be an enormous time-travelling extravaganza. As a bonus, the game should incorporate the previous three adventures completely intact!

He confirmed the talented Nintendo development team from Kyoto in Japan were extremely tired after shuffling up a lot of overtime putting the finishing touches to the new 3D-to-eight-angled-bit art for the Super Funtastic. Apparently, those poor fellows couldn't decide how to transfer their all important secret code. Should they go for a straight A, B, C, D or button configurations on the title screen or stack pixels with a highly innovative, but near-finally, system hidden in the second level behind the tree on the edge of the village?

Four times larger than previous games, 3D-bit will be reborn in time for Christmas. Mr X indicated Super Mario Bros 3 would arrive sometime later next year on the Super Funtastic with a Christmas edition likely to follow soon afterwards. It's just



Slipping Into Top Gear



The creator of arcade's best-selling Lotus race-tron-ops has been exceptionally busy over the last few months. Not only have they crafted a sequel for Rings and GT games, but they've also produced an adaptation of the game play for the Nintendo Super Funtastic.

Published this month by Kemco in Japan, Top Gear is a split-screen racer with eight stages set over various locations around the world including Tokyo, London, San Francisco and Sheffield. You have the choice of driving four different types of cars, each with their own performance and handling characteristics. The trick is to pick the car most suitable for the next type of track and environment. To keep things playable, you can drive with a set of power gears or go fully automatic.

"It's really weird! Something that you get straight into," confirms the programming team. "Getting speed out of the Super Funtastic is difficult because it's got a slow processor. We're really pleased with what we've managed to squeeze out of it."

Not only does the background scenery change during each race, but there's also eight driving, multiple highways, dirt tracks, hills, bridges and tunnels to master. If you're one of the slower racers like San Francisco, you could struggle with your car, stall your car and actually get backwards down a hill.

Like most games of the genre, Top Gear comes with video played against another human opponent. If Nintendo releases a version for connecting two Super Funtastic consoles together, friends may consider writing a sequel allowing four-player competition similar to the feature in Lotus B. Further enhancements could also include fog effects and variable car options.

TERMINATOR 2™

JUDGMENT DAY

IT'S NOTHING PERSONAL



IBM AMIGA - ATARI ST
AMSTRAD - IBM PC & COMPATIBLES

YOU ARE T-800

IN THE ACTION
PACKED GAME-PLAY
OF TERMINATOR 2,
THE YEAR'S HIT MOVIE,
AS IT EXPLODES
ON TO YOUR
COMPUTER SCREEN,
SPECTACULAR
GRAPHICS AND

FIERCE ANIMATION
THROW YOU
HEADLONG INTO
THE FURIOUS
STORYLINE OF
THE BOX OFFICE
SMASH...AND A
GAME YOU WILL
NEVER FORGET.



ocean

OCEAN SOFTWARE LIMITED
4 CENTRAL STREET
SUNNINGHILL, MD 208
TELEPHONE: (01) 832 0633
FAX: (01) 834 0652

Acclaim™

© 1991 OCEAN INTERNATIONAL & V
ALL RIGHTS RESERVED

REPRODUCTION WITHOUT THE WRITTEN
OR VERBAL PERMISSION OF
OCEAN INTERNATIONAL LIMITED IS
STRICTLY PROHIBITED

ENTER 10 ON CARD



NO PROBLEMO

Despite Batman and RoboCop dominating home computer game charts in recent years, the concept of releasing a game of the movie hasn't really been a tremendous success in the arcade market. High profile titles such as *The Empire Strikes Back*, *Indiana Jones* and *The Temple of Doom* and *Alien* were only modestly enjoyable in their coin-op form. Though in the case of *Tron*, the game was probably more popular than the film!

Terminator 2, the smash hit of the summer, is surely the most marketable movie property around at the moment, so it was perhaps inevitable that somebody would pick-up the electronic amusement rights. The surprise came when the contract didn't go to the likes of Atari Games, Konami or Data East. Strained by the lively water subculture of Chicago, Williams Bally Midway has released relatively low value games over the past decade. However, a cost-cutting display of quality and innovation has made the

Williams Bally Midway, the company behind such classics as *Defender* and *Robotron 2084*, has brought the blockbuster *Terminator 2* movie to the arcades. Rik Haynes flew to Chicago for an exclusive behind-the-scenes look at the making of the T2 coin-op...

relatively small company stand out from the crowd.

If you were to compile a top ten of your all-time favourite arcade hits, it's a fair bet this list would include at least one title from this arcade veteran such as *Defender*, *Starjet*, *Robotron 2084*, *Just*, *Smile*, *Blaster*, *Star Rider*, *How*, *Smash TV* or *Tron*.

With such an impressive track record, what better than to adapt the movie that contains some of the most lavishly special effects ever seen on the big screen? Not that the original motion picture has a

monopoly on the state-of-the-art, actual film footage, authentic location backdrops, digitized images of the star-studded cast and even sampled speech from the set and only Arnold Schwarzenegger have all been incorporated into a thrilling new-rip high-energy game.

"This is going to be the biggest hit of the year," confidently predicts the firm's Marketing Manager Nigel Sharpe. "The best way to ensure to have been there at the right time with the right kind of games. Arnold and James Cameron, the director of both



Water killers and massive war machines rolling over a ravaged terrain populated by a handful of survivors. You're helping the last remaining humans on earth in their battle against extinction. The evil machine empire has spent the last thirty years trying to rid the planet of its male and female inhabitants. These machines are controlled by a super-computer called Skynet. It's your mission, along with the rest of the gamma troops, to make your way to Skynet's location and destroy it. Taking orders from rebel leader John Connor, you must endeavor to protect your fellow soldiers and all other humans.

If you're successful in your attempt to save future world, you must see Skynet's Time Field Generator torned back to the present day. Before Skynet was captured, the only computer sent its arsenal weapons, the T-800, back in time to destroy the young John Connor before he could become a threat. Your new mission is to find John and protect him at all costs. This means destroying the T-800 any way you can. A tricky problem this, considering this hyper-advanced

machine is made from liquid metal and can quickly change its shape to foil any sort of attack. If you've seen the movie, you know what to expect.



John Connor, played by Edward Furlong, is the only human left on earth. He must lead the remaining humans and protect them from the Terminator army.

BASTA LA VISTA, BABY

Over a year in production, the Terminator 2 coin-op has cost an estimated three million dollars to develop.

With such a huge investment, it was fairly Williamally Midway had the full backing and support of James Cameron, who is apparently a fan of a video game fan.

"We showed Cameron what was done on Atari so he immediately knew this wasn't going to be a Nintendo-style of game using a more conventional approach," comments co-designer George Fetsis. "The really great thing about Cameron is that he respects the art form of video games. This guy doesn't treat it as some sort of merely show-stuff. He just wanted to tap his ideas and be so go with them. At the end of the initial brainstorming session, [he got up and said] 'give these guys everything they need.' The scene was really told from their on."



The Terminator 2 arcade cabinet game comes with Terminator 2: Judgment Day: The Movie (MCA Home Video, \$24.95), Terminator 2: Judgment Day: The Movie (MCA Home Video, \$24.95), Terminator 2: Judgment Day: The Movie (MCA Home Video, \$24.95), Terminator 2: Judgment Day: The Movie (MCA Home Video, \$24.95), Terminator 2: Judgment Day: The Movie (MCA Home Video, \$24.95).



Originally, Hanger and Fetsis flew to California and read the T2 script to decide whether they would make a game out of it. Their answer was a resounding "Yeah!"

"The concept of Terminator 2 was custom-made for a video game," remarks Hanger. "The action sequences in the film and the Terminator's real-

Terminator movies, are very pleased with what we have accomplished. They've given their approval throughout the whole cycle."

IT'S NOTHING PERSONAL

Taking the role of Arnie, a cyborg killing machine from the future, players are thrown into a roller-coaster ride through all the action scenes of the film. The creative group at Williams Italy follows through its arcade-video game with concepts of game stopped in the cabinet would be the best way to recreate Terminator 2 into a showcase of interactive entertainment. "In our game you get to be a Terminator," reveals co-designer Jack Hanger. "You're actually Arnold Schwarzenegger. You've got an auto-knife knife with a kick-ass recoil in your hand and you can shoot anything and anybody you want."

The concept of this arena stage-video game was obviously governed by the script of the movie. However, some has been taken in certain areas to produce a more playable game. This is therefore equally split between present day and a future world conflict. This means players the more important role in the video game because it offered excellent game design opportunities. The bleak landscape of the future world after nuclear Armageddon is filled with legions of omniscient metal Endoskeletons, flying

"We've got to make players part with their money every time they play the game, we don't have the luxury of a one-hit retail sale. We focus on doing the best possible products we can for arcade coin-ops rather than worrying about what comprises we'll have to do down the road for home adaptation. That's significant. None of the other companies out there can make the same statement. It's much easier for companies like Sega to out corners and come out with a game they know can be released in the home in six months time."



ly find themselves in the format. We replace the feature part of the movie in greater depth because it makes for really good battles. Although they never actually made it to the movie, these feature world segments were taken from the script. So they're the original ideas of the creators of Terminator 2 but they just never got a chance to show them."

Park adds: "We ended up doing a pin game where two players simultaneously participate in a sci-fi shooting gallery. With Terminator 2 we thought this was a pretty safe way to go. Nevertheless, this is the most interactive pin game ever. Human characters and even those known might say "Way to Go" or "I got Shot" or represent you if you're doing something wrong."

"Terminator 2 was almost a video game to start with. It deals with the same themes of universal destruction and amazing amounts of carnage. It's perfect. At the same time, we keep in mind that we're a creative force in our own right capable of producing our own worlds, characters and stories. If we relied solely on inspiration from Hollywood then we'd be dead."

Bob Fetter, co-designer of the T2 cabinet

Dave Hudson and Ed Hulse, creators of the lighting of Terminator 2 (left), filmed the video documentation for the graphic designers Tim Goron and Jim Vigil. These included the specific shots of characters and props needed to transform them into computer images.

Normally, Hanger personally went out to the set for a whole week covering the final production of the various sets and pieces needed for use in the game. Actor Robert Patrick, the rescuer who deli-

fully played the T-800 killing machine, spent a long grueling day walking on a treadmill while wearing all the heavy prosthetics that were used to help Industrial Light and Magic create the stunning computer-generated special effects in the movie.

"The major thing about our video games are they're not done all their fans," indicates Fetter. "It's got to be a real game before it's carried out of home. It's really a lot of hard work. As Williams we've taken a different direction. We're the pioneers of live action digitized graphics. These people often gaze around the set claiming they did it, but that's not true. This cutting-edge technology is the main thing that keeps players coming back to the room. We're getting it closer to real life. It's just like playing the movie now. If you actually get off watching action movies what could be better than actually doing it and not getting bored? We've come a long way since the days of Space Invaders."



JUDGMENT DAYS

Here is a brief timeline of the images, film, video tape, models and special effects needed during the production of each scene in the T2 cabinet...

September 27, 1986

- Physical model and detailed drawings of the plasma-pulse battle rifle used in the future world.
- Stop action models, from the original Terminator movie, of the Battle Chorus, Flying Hunter Killer and Ground Slurping TM.

October 2

- Specifications of movie opening scene.
- Details of the human soldiers outfit from the future.
- Destination video tape of future world battlefields.

October 26

- Model of two-legged Centurion.
- Any existing concept drawings of Skynet Soldiers.

December 2

- Use of future world John Connor character for video and character.

January 7, 1987

- Use of young John Connor for gameplay screen.
- Use of Sarah Connor character for gameplay screen.
- Destination video tape of Gallata video arena.

February 4

- Destination video tape of mental institution.
- Destination video tape of Cybernetic Systems.

March 4

- Use of Terminator T-800 character for gameplay screen.
- Concept or real footage of T-800 metamorphosis.
- Destination video tape of police blockade at Cybernetic Systems.

April 8

- Destination video tape of steel mill.
- Use of Arnie, John and Sarah characters for video-tape and special.



A video tape from the studio depicts an opening sequence of the cabinet. Williams Audio Division, San Jose, California, provided.





THE FIRST PC TO BREAK THE SOUND BARRIER.

We gave the Amstrad PC2086SM all the best features you need for serious business use and great games entertainment.

There we gave it features which were unheard of.

As you'd expect, it has state-of-the-art graphics with a 14" high quality VGA monitor which will display up to 256 colours from a palette of over a quarter of a million.

Wonder for business applications but all that colour in sensitive games if your sound system comes from the dark ages.

So we gave it a sound system that makes it unique.

The fully 3d-LSI compatible soundcard with its twin external speakers, brings you closer to the action bringing a whole new dimension to the PC.

BUILT FOR BUSINESS

We gave the PC2086SM a massive 1 Mb RAM, 40 Mb hard drive and 1.44 Mb-3.5" floppy disc drive.



LEADS



PC EXPERTS ONLINE



KNIGHTS OF PEARL

And when it comes to using all that storage capacity it has a fast 8000 chip running at 30 Mhz so you'll be able to get through the business of the day with enough time left to play around.

THE COMPLETE SYSTEM

If you don't own games the Amstrad PC2086SM game pack comes with two other great games. Together with fully featured keyboard, mouse, DOS 3.3 with user-friendly graphical interface and a joystick.

So at 2099 + Vat (£2099.00 Inc. Vat) it has to be a sound business proposition.

FOR FURTHER DETAILS CALL 0277 262326

AMSTRAD

AMSTRAD

I like the sound of the PC2086SM. Please tell me more.

Name

Address

Postcode

Complete information may be sent to a database. This may be accessible to your local authority. Your request should be sent to:

Head Office, Amstrad plc, 100 New Mills, Watlington Road, Banbury, Oxfordshire, OX9 2EJ, UK. Tel: 0277 262326. Fax: 0277 262327. Telex: 250000 AMSTRAD G. © 1990 Amstrad plc.

EPIC



EPIC - A LEGEND BEYOND TIME

A legend is born, a supremely advanced one-man starfighter of awesome power and destructive capabilities that, in the right hands will smash hordes amongst inter-galactic homeworlds - that legend is EPIC.



A 3D world that reaches a milestone in polygon technology in terms of speed, graphical detail and pure out-and-out playability. A multitude of missions, ranging from demolition to magic, take you deep into the heart of this sci-fi conquest of outer space. EPIC - a masterpiece of software engineering.

CBM AMIGA

OCEAN SOFTWARE LIMITED • 4 CENTRAL STREET • MANCHESTER • M2 5NS • TEL. 061 833 6633 • FAX 061 834 0650

Letters

SORT YOURSELVES OUT!

Okay, AOL! I don't get it! With great confusion I read issue 58 of your (excellent) magazine. Especially the letters draw my attention! There was a letter called "Blazing a Trail to Nowhere" about the constant crowding of AOL Trailblazers lately. AOL explains this by telling that the software score is so healthy lately. But when I look at the first page I read "Let's face it, you've had to put up with some nonsense, haven't you? Low quality games and even lower quality magazines."

What's going on? Are we getting good or bad games lately? I buy this magazine to know whether a game is worth buying or just plain garbage and what do I get! Condescending statements! Could you please tell me how all this REALLY is?

For the rest, I was quite disappointed with your revised formula of AOL Magazine. It's not that the reviews are bad, far from it, but it's the statistics. Just now I got used to the old PC and the other stuff, you get an idea and give the whole thing a different look! Now I have to look five times before I know how you think about a game.

Apart from these things, you still make the best magazine for home computers.

Loen van Steened
Amersfoort
Holland

Put put put, you really mustn't take things so literally. It's true, over the last few months

the game-buying public has had to put up with an awful amount of crap. If we give away, say on average, three or four Trailblazers a month, there are still countless products released the same month that fall way beyond the quality threshold. And that's the precisely the sort of "nonsense" we're talking about. It's true, there have been some right corking games recently, but that doesn't excuse all the crap that gets released. As a rough estimate, we'd say that 80% of all software released is of an unacceptable quality - or it's here to steer you away from the sub-standard majority and towards the good stuff. Simple as that. And as for the non-look PC game - we've had a few people write in to express the disappointment, so we've given it another little facelift this month to make it even easier to understand. Alright?

I AM VERY CLEVER

Dear Sirs, I'm an educated person - a professional (qualified) psychotherapist and member of Mensa whose main interest is playing computer games. I've a vast collection which I usually add to regularly. Usually twin-games - PowerManager, Wolfen, etc. These games require patience, skill, determination and confidence - as well as, in some cases, history, geography, politics and statistics. So why is it that computer games are looked down on as being easy and childish by those who choose to do other pastimes?

Ms Carmen Braker
Ifford
Essex

Why to go Doc? Here at AOL we wholeheartedly agree with your educated and intelligent opinions. There's nothing more annoying than seeing our beloved medium dismissed

by some poorly-witted TV presenter with a generally complex, unfortunately, the situation looks bleak and unlikely to change in the near future - unless of course Channel 4 gets its finger out and does something half-hearted with its forthcoming Gamecenter show. Here's hoping...

RAW DEAL?

Dear Editor, Although I never got round to sending off letters to magazines, I have decided to make an exception after the re-ramp of your issues.

In layout terms, very well done. It's much cleaner, more comfortable and therefore portrays a more visually interesting and growing-up image. The thing I'm afraid of though is that this may be at the expense of the content of your magazine. Firstly I've had to see that console games have been put back into their own section. I will have got rid of this and you have done the same over recent issues. Clipping console games as a different race of users altogether is, in my degrading, it may be just the issue in question (No 58) but I hope that major console releases get the same six page treatment as computer releases. In order to give the Magazine (as an example) such praise, and then to give it such poor coverage is hypocrisy. I am a Magazine lover (surprise, surprise!) but I'm sure if owners of other machines got this treatment, they would complain twice as much.

In other areas we seem to have lost Tech news, special articles such as "You Had to Handle", "Planet of the Gamers" and other important articles, international reports and new developments.

Other favorites that have gone are Sheep Watch, assessed and the format columns, which always provided a light-hearted alter-

HEIMDALL



Norse legend tells of a time when the Gods of Valhalla and Asgard created a race known as the Vikings. Now to represent his people at the battle of Ragnarok, Heimdall must first fight, solve puzzles and explore the Viking world to find the weapons of the Gods.



HEIMDALL
A VIKING ADVENTURE
FOR PC AND MAC

CORE
DESIGNERS

HEIMDALL
FOR PC AND MAC

native to the rest of the magazine. Glad to see you have kept the *Blitz* though...

To criticize at such an early time may seem premature, but I hope the issues are thought over as soon as possible.

Carl Beale
Ashford
Northamptonshire

Don't fret! We're not trying to give console users a raw deal. The only reason that a Megadrive game hasn't yet received a six-page review is that we've not yet seen a product to which the ACE mega-review would be applicable. That occurred, there will be Megadrive stripages in ACE in the future. In the meantime, we think that console users get a pretty fair deal within their own section - look at last month's two-page *Street of Rage* review. To call it degraded is pushing things a bit far, we think. As for your concern about ACE Features and special reports, you need not worry. We'll carry on doing them, starting with this month's interactive Movie pages. And there are plenty more to come. So keep 'em posted!

2 EASY 4 U?

Dear ACE, I felt I had to write to you to compliment you on your "new look" magazine. I love the six-page reviews as they are very detailed! But to get to the point of the letter, I would like to know why nearly all Megadrive games are so easy I recently purchased *Sonic* the nighting and within just under a week I managed to complete it. Also, are there any plans for *Sonic 2*, as I loved the aforementioned. Finally, when is G-LOC coming out in the Megadrive as I heard about it long ago, but I haven't heard anything since then! Once again, well done on an Ace (sorry) magazine.

Oliver Ramsey
East Lothian
Scotland

Well, we're not too sure about Megadrive games being too easy. Maybe you're just some fast games player and even the toughest arcade challenge can be completed with just the flick of your wrist. You're right about *Sonic* the Nighting - it is too easy. From the letters we've received, more people seem to have completed it in around one or two weeks.

STUPID BOXES!

Dear ACE, why is it that so many games come in outside boxes, as? It makes it very difficult for me to fit them on my soft-ware shelf. Back in 1984 my Grandad put some shelves up for me, and the games I had at the time (*The Hobbit*, *Trans-Am* and *Zoozoo*) fitted perfectly well at the time. Everything, in that way, was lovely jolly.

Now, however, everything has changed. Companies are putting their games out in giant boxes that are much, much bigger than they need to be. I now have games like *Microbotics*, *Labour Soft Larry* and *Ballroom Tycoon* which are far too big to fit onto my shelves. So I have to put them on the floor, on top of the record player, under the bed - wherever they will fit. And as you can imagine, it looks a right old two and eight!

Why do why do software publishers insist on this foolish policy of releasing their games in cumbersome, impractical boxes. And when are we going to have a standard for computer game packaging, like they have for CDs and soft-through videos? It's not as if it's much to ask, is it?

Glyn Emeryshaw
Pockton
London

There are two schools of thought on this highly controversial issue. One theory goes that the whole idea behind putting games in big boxes is just to make the product look more elaborate and desirable, even though the game itself may not live up to the promise of the flashy packaging. It's all about perceived value, you see. The other argument is that, with big, elaborate games like *Silver Sledge II*, *Willy Beardsley* and all the rest, the large packaging is necessary, not just to reflect the quality of the game, but also to contain all the documentation and peripherals. Games like the stereoscopic simulators have big, hefty manuals, maps, keyboard overlays and all sorts of other bits. It seems a bit silly to try and cram all that into a little box just because of shelf-stacking considerations. Computer games are not like videos or CDs where no special documentation is required; the industry is obviously unbalanced on this particular topic, as game boxes come in so many different shapes and sizes, from cheap little crystal cases to giant glossy extravaganzas. You're right, though, it is a bit of a pain in the behind trying to fit them all on the shelves. So come on, industry fat cats, get your act together!

As for *Sonic 2*, the success of the first game means that a sequel is an almost certain certainty. Just look at the *Mario* series - five games so far, although there's no information as yet. We've drawn a similar line with G-LOC. No doubt it'll appear eventually, but when it will be and what it will be like remains a mystery to us.

My local shop to purchase your usually excellent magazine, I started with my £1.66 and ran back to my house. Since home I read the mag and then formulated it to order my last. Please go back to the good old ways.

Douglas Hepburn
Dumfries Glasgow

You what? Here at ACE we don't mind a bit of criticism - in fact we positively welcome it - but if that's all you can manage, why bother to write to us at all? We can't make any changes if you don't tell us what the problem is! Let's have some more constructive criticism next time, huh?

FROM THE PEN OF A SHINING WIT

Dear ACE, what a load of twats! As you've probably guessed I'm referring to your magazine's new format. I faithfully ran round to

BONANZA BROS.



WHO THE HELL ARE THEY?

JUST WHO ARE THESE GUYS?

Mobo and Bobo (Mobo's the good looking one) are the coolest villains you'll ever meet. They rob banks, restaurants - and

independent computer gamers of their funds. They're on a mission and they're coming soon. And, that's why they wear dark glasses and they'll tell you, "Our future is as bright as your wallet!"

Available on Amibros, CDM 44/528 Cassette & Disk Spectrum Cassette, Amibros 57 & Amiga.

© 1988 SEGA LTD. All rights reserved. SEGA, SEGA GAMES and SEGA GAMES logo are trademarks of SEGA Enterprises Corp.

SEGA
ARCADE HITS
MARKETED BY

U.S. GOLD!

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210
Amibros 57 & Amiga 5000

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210
U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210
U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210

U.S. Gold Inc. 10000 Wilshire Blvd., Beverly Hills, CA 90210



CONAN

The Cimmerian

The greatest hero for the Hyborian Age was a fierce barbarian born of the harsh northlands.

CONAN THE CIMMERIAN

FEATURES:

- OVER 200 LOCATIONS THAT CAN BE VISITED - TAVENNY AND BOND, TAVENNY'S COVE, JACK-LENN, WINDY LAKE TOWER, LEVER, HORN, AND POOR HILLS.
- INTERACT WITH HUNDREDS OF CHARACTERS AND FOLK OF HYBORIA.
- TRADE YOUR PRODUCE ON THE MARKET, BOSS THEM INTO BUYING IN BULK, AND TUNNEL TO SAILS AND MAP OUT.
- GOLD™ AND SILVER™ SOUND BOARD SUPPORTED FOR BEST SOUND.

AVAILABLE ON P.C., AMIGA AND XT.



Virgin Games is a registered trademark of Virgin Games Ltd.
© 1989 Virgin Games Ltd. All rights reserved.
This software is a registered trademark of Virgin Games Ltd.
All other trademarks are the property of their respective owners.
Virgin Games Ltd. is a registered company in the United Kingdom.
Virgin Games Ltd. is a registered company in the United States of America.
Virgin Games Ltd. is a registered company in the United States of America.

STILL NOT SHOWING...

It's been over four years since we first heard of the interactive movie - so why are we still waiting to play the film? Is it time to call "cut" on the much-maligned genre? Maybe not...



The world's first interactive movie? It's like playing a film? Yeah, right. We've all heard the claims, and all been disappointed - but not altogether surprised - when the finished game almost inevitably fails to live up to the hype. Since the inception of the genre with Cannon Cinema's *Defender of the Crown* in 1985, "playing the film" has remained one of the hot industry buzzwords, with software companies (mostly American-based) going all out to support the idea - but with little to actually substantiate in the way of finished product.

But to be fair to the late, great Cannon Cinema, it's not their fault - in fact after the first few, unsuccessful experiments (*Defender*, *SD* and *Winged* to name but three), the stars went on to produce some of the most cinematic "interactive movies" ever seen - *Rockin' Range*, *Wings and a Gun* and *The Desert* all hit their target magnificently, building genuinely playable games around true cinematic presentation and atmosphere. The problem was that many of the companies that have tried to follow Cannon Cinema's lead didn't quite get hold of the right end of the stick, and most of the "playable films" that have so far emerged as a result have been disappointing to say the least.

Of course it's arguable that the whole idea of interactive movies, at least in their truest sense, is a load of old hokum. "Okay okay, so we're going to argue with the fact that it sounds great. The chance to really be Luke Skywalker and really fly an X-Wing down the Death Star trench and really cross swords with Vader is undeniably a pretty neat concept. But of course it's not going to happen without some kind of radical technological development, and even with that side of things seen to, the whole concept still seems flawed. No matter how "virtual" the experience is, the whole idea of the viewer's lead character (or you) being able to make spontaneous and free-willed decisions that affect the course of the plot completely goes against the principles that allow and ensure to work in the first place.

A smart screenwriter uses character and action to structure his story in an exciting way, with different



STILL NOT GROWING...

plot elements combining to create new situations which push the story forward. The film's decisions are carefully planned and made not just to reveal his character, but also to help the plot develop in an exciting manner. How could an interactive movie develop the story to reach a "real" way to the hero's decisions when they're being made spontaneously by the player? Even if the program was smart enough to allow the artificial character to respond rationally, half the time the actual result would be as dull as dishwater.

The only way to create a properly structured story which builds up to a suitably worthy climax is to force it onto the player by creating the plot to develop in a certain way with only minor changes, regardless of what player decisions are made - and that, of course, compromises the interactivity. This is the approach taken by most of today's cinema software, such as *Wing Commander II* and the likes of David Wolf's *Secret Agent* - and all it does is prove that the two concepts "interactive" and "novels" are as alike as chalk and cheese. An also excellent (and may-mistaken as a pipe dream, in practical terms it's a self-defeating exercise. As a I'd thought much was being made of CD-I, CD-ROM, CDTV and CDi what have you's "play the film" potential about a year ago, we've still seen nothing of note, save through these strange devices are readily available now. CD-I's Prodeo killer on the CDTV amounted to little more than an elaborate extended

dialogue with a decision to make every now and again. Though the logic-simples did their best at the time, the reality of CD-I's shortcomings have proved that there's little potential beyond making conventional games simply bigger in size. And that's like saying a three-foot film's better than a two-foot film. Never mind the quality, but the wadded!

But at least it's starting to sound very gloomy and depressing, isn't it? Don't fret! Don't, the video-makers, if you're interacting with characters and there being a lot more said about what reality may be a pretty far-fetched notion, but that's not to say that the novel should be thrown in altogether.



It's arguable that the whole idea of interactive movies, at least in their truest sense, is a load of old bollocks.

Commander has proved that the idea, at least in its most basic form, can work. Rather than trying to simulate the more complex and deeper elements of movie making - character, story structure and so on - games like *It Came From The Desert* and *Market Ranger* succeed by building the framework of a simple, playable game and dressing it with cinematic effects, music and atmosphere. Though the result isn't really the interactive movie it claims to



be, the experience is actually cinematic. Many of the techniques that we need to create atmosphere and tension in movies can - and do work equally well in games. *It Came From The Desert's* soundtrack, for example, is so perfectly scored to match like it is meant to be that music that, as far as you can be concerned at least, you might as well be at the pictures. A game doesn't need to play like a film to be cinematic - it just has to feel like one.

APCALYPSE NOW!

Strawberry Software's forthcoming shoot 'em up *Apocalypse* may not have the most cinematic gameplay in the world, but thanks to the talents of graphic artist Paul "Duke" Deckerly, what it does have is an intense experience that's storyboarded in almost exactly the same way as a legitimate movie scene, using many of the same tricks and techniques to create the on game ambience. Duke himself was nice enough to take us through it...

FRANK: This movie starts out in total darkness and the first thing we see is a flash reflecting on a single lightbulb.

FRANK: In the next split second we see a flashlight beam lit a start and pointed by two hands around, outside the beam is stopped over, but the entire picture continues up to the air. Notice the use of a very slow light, reflecting from slowly moving the main image.

FRANK: There's a striking flash across and for the first of the entire picture the background is black, which makes the light and the flash in the scene appear, there is little light and the flash is obscured.

FRANK: We cut back to the first shot, and the entire on the light focuses the flashlight's beam. There's a crash on the lower edge.

FRANK: The "camera" moves to close on the flashlight operator's face. Now the distance we can see that has a glowing flashlight beam and there's a close-up in a way that has been adapted for picture books.

FRANK: Another close-up, this time to the face of the leading photographer, who has moved to close to get a good view of his subject. At this in motion, and there the expression shows a few seconds, because at this subject show film.

FRANK: The entire production an extremely quick and under the business, which were constant to match close-up. The actual intercutting of shots is becoming faster film.

FRANK: The camera goes to better still on the hand to proceed to the leading photographer's hand. By the end of the scene we're looking at the lighting.

FRANK: Now we're in a close-up of the operator's face, which has been on the same screen, the expression is gone on.

FRANK: The camera goes to better still on the hand to proceed to the leading photographer's hand. By the end of the scene we're looking at the lighting.

BO: The camera goes into another cutaway on the face to point directly to the remaining teenager's forehead. And this...

FRANK: This is the second of our talking question, a flash, and we see a dramatic photographic composition of the last frame, probably taken just before the flashlight was shut and cut out to its message. Now there's a game for some film.

FRANK: All graphics are working normally in composition, as we see a reflection in the mirror of the scene.



A320

A·I·R·B·U·S

...is on final approach.



It's hard to tell Dick Tracy's a movie about a film about movies. Though the film had few credits devoted to cinema, it was the credits and cutscenes from award-winning filmmaker John Dahl that really made the film of the film. Dahl's credits are listed in the bottom right corner of the page.

although some of the more challenging moments can produce "oh's" and "ah's" that are very definitely reminiscent of Saturday night on the Silver.

The idea behind Delphine's usage of Cinematique adventure's games was always to simulate movie presentation to create a mood involved, atmospheric experience. Despite some impressive music, early attempts like *Palace Wars* and *Operation Stealth* were just very clean, playable adventures with little in the way of cinematic qualities. But like *Cinemaworld*, these early experiments have led to a better understanding of what works and what doesn't, so now with games like *Crisis For A Corpse* and the forthcoming *Another World*, Delphine is at last achieving its ideal.

The tricks used within the game's animation sequences are really little more than imitations of the cinema techniques used in conventional movie-making, and viewed like that it seems like a pretty cheap trick—but it works. Interacting between doors, focus-pulling and slow panning over panoramic scenes are all techniques that have been employed to great atmospheric effect. A current favorite of Delphine's, although one that obviously is not to have been included for its own sake is the shot where a character walks right up to camera, completely obscuring it, then the screen quickly cuts and the same character is seen walking away down the rest of the landscape, as if he has walked right through the lens. Actually, it looks a bit crap—but then so does the original camera shot which hardly ever gets used these days on which it was based. After all, they used it in the Professionals opening credits sequence every week, so it's a bit much when by now.

Of course, if any kind of software is obliged to be cinematic in style, it's that most hated and downgraded sub-genre, the film license. Because its inspiration is from commercially successful titles from a movie, the potential for emulation is far



Many of the audiovisual techniques

that are used to create atmosphere and tension in movies can and do work equally well in games. A game doesn't need to play like a film in order to be cinematic - it just has to feel like one.

IN 1979 THIS WAS THE PHENOMENON THAT SHOOK THE WORLD... SPACE INVADERS PROBABLY THE MOST FAMOUS COMPUTER GAME OF ALL TIME...

BUT, THAT WAS THEN...

MiG-29M

SUPERFULCRUM



**FLY THE
WORLD'S MOST DEADLY
FIGHTER IN A
HIGHLY REALISTIC WAR
THEATRE. AN EXPERIENCE
NEVER TO BE FORGOTTEN**

The MiG-29M Fulcrum™ is the Soviet Union's most advanced fighter aircraft. Mikoyan Design Bureau, formerly a state-owned enterprise, has developed the fighter even further. The result is the mighty MiG-29M SUPERFULCRUM.

A brand new quadruplex digital fly-by-wire control system, superior aerodynamics and enhanced engine power give you a higher degree of manoeuvrability. Combined with a modern transparent cockpit design and CRT radar, you really do fly the most SUPERFULCRUM advanced dog fighting machine.

Drafted in as part of an international force to help rid an alien nation of hostile Russian forces, you will need all your wits and skill to overcome the enemy on the ground and in the air. Constant and rigorous debates take the way you tackle various operations in a large scale war campaign.

DOMARK

Available on IBM PC, Amiga, Atari ST.

Supercircuits
Approved Packaging is the highest quality
components from Supercircuits. Free Home
Office Sales Catalogue \$10.00.
Call 1-800-333-3333 for more info.

LIZI G MILLANREY

They say that Hellgate is the closest form of Hellfire - and in the case of the Foundation Media Software team was following behind. In order to provide the up-and-coming Japanese game with an instant response from retail shelves, the team started the leader's right-hand opening credits. When the game later arrives that spot the word 'HELLGATE' will just read after to the designers, and remained it exactly for the game. The credits themselves have been changed to copy to the programming and design team, but other than that everything is identical - right down to the way that the new team cover the screen from their own computer desk. The opening plot is the same, which is a remarkable state of affairs if you think about their work. At times it's a struggle, but also wasn't their job to do anything that it was better, getting the plot to split from the way that writing the game that afterwards spiritual situation.



game than with original 'interactive movies', which are basically just a bunch-ports of techniques/borrowed from films in the relevant genre.

Where there's just a single, identified source, as in the case with a film licence, the designers have almost unlimited scope with which to produce something that really does look, sound and/or feel like the movie it's based on, because the basis is that much more obvious. Unfortunately for the most part all we get are assembly-line disasters like *Duke and Gidget* and *Nightlord* - but that's more the fault of sloppy design than fundamental flaws in the concept of licensed software.

More often than not it's the whole licence 'thing' that has to carry the can when a poor film fails to be rewarded by the magazines, runs through with the critics of films, the software potential has been far higher than the intellectual rubbish that normally turns up. *Die Hard* is a fine example - what could have been a bore of a platform-based shoot-'em-up film was, after all, set in a multi-story skyscraper eventually

appeared as a small part in the graphics trade adventure that, in terms of *Die Hard* would have been more suited to *Tyres of Endurance* than John McTiernan's action rollercoaster.

For a film licence to succeed as a film licence, it has to transfer the elements that people remember from the movie so that it will cover those moments - if a film is 'fast', like *Die Hard* or *Predator*, the game should match that speed. Atmosphere is not to mention through lighting, point of view and other most important, music and sound, so that the player experiences, if only in a filtered form, some of the same tension and excitement that lingers when watching the movie. Because the two mediums are so far apart technically, it's difficult to imagine a game having an atmosphere equivalent to that of the film - but it can and does work. Games like LucasArts' interpretation of *Indiana Jones and the Last Crusade* and, to a greater extent, the original UK-produced version of *Alien* prove it. **BB**

THIS IS NOW!! SUPER SPACE INVADERS



"TOTALLY BRILLIANT AND ORIGINAL - A MUST FOR ANY GAMES PLAYER... SUPERB!"

J. HARD

"THIS GAME IS SO SEXY!"



THE 'SEQUEL' WITH NO-EQUAL



These two images from the movie that inspired the *Super Space Invaders* show the alien invaders attacking the city of London. The game is set in a similar environment, with the alien invaders attacking the city of London. The game is set in a similar environment, with the alien invaders attacking the city of London.



VENGEANCE OF Excalibur



Shadowmaster - Lord of Demons has stolen the Sacred Excalibur and the newly recovered Holy grail, plunging Britain into a time of darkness and death. Your quest is to pursue the demonlord to Spain and recover the sacred relics. The Shadowmaster must be stopped!

Features

- Hand rendered art
- Improved user interface
- No keyboard necessary! Point and click to perform all game functions.
- Overview map of Spain

Available on PC, Amiga and ST



Developed by Virgin Games
Published by Virgin Games
© 1995 Virgin Games Ltd.
All rights reserved.
Virgin Games Ltd. is a registered company in England and Wales.
Registered office: Virgin Games Ltd., 100, Old Street, London, EC1A 3DF, UK.



The whole point of creating cinema-masters can be taken further - people who get shot on the big screen don't miraculously flake away as they hit the ground, so why should it be any different in the software incarnation? And why, for example, in Total Recall, do the bullets only travel fractionally faster than the characters themselves? Computers like these only dilute the player's sense of involvement. It's not as if the software has to be grotesquely and graphically violent in order to keep up with the movie's violence, but some effort should at least be made to accurately reflect that side of the film.

In a film like The Terminator, where everything hangs on the intensity of the violence, there's really no other way to do the game if the feel of the film is going to be captured. Probe Software, who are producing the forthcoming Megabyte version for Virgin Games, deserve a slap on the back for recognizing, albeit in a slightly muted-down way, that violent feel, which in turn helps to provide a sense of 'pew'.

Most of the time though, such an approach has to be hedged if not only to ensure that it doesn't cause trouble with the various distributors and retailers, but because of pressure put on by the business. Games based on films where the violence is all the more 'soft', such as The Untouchables and The Confessor, have often had to be toned down because the film-makers don't approve. But why? What are they so worried about?

Probe Software are producing the forthcoming Megabyte version for Virgin Games. The Terminator, where everything hangs on the intensity of the violence, there's really no other way to do the game if the feel of the film is going to be captured. Probe Software, who are producing the forthcoming Megabyte version for Virgin Games, deserve a slap on the back for recognizing, albeit in a slightly muted-down way, that violent feel, which in turn helps to provide a sense of 'pew'.

Curious to what the critics may believe, the two mediums are getting closer, in terms of how they're received, how they're perceived and - most importantly - how they thrill and maintain their audience. Though there's still no concrete proof on any of the game-to-film transitions that have been flying about over the last few months (remember Dustin Hoffman as intense Salt Lary and Danny DeVito as Marco),

given the ever-rising worldwide popularity of Nintendo and the members in general, the first game-inspired movie can't be too far away. And if that ball ever gets rolling it should bring the world of cinema and software closer still. And then we'll finally see some action. And cinema. And lights...

By Gary White



WHAT DO YOU THINK?

Here at ACE we respect your opinion. It's easy enough for the likes of us, who don't have to pay for software and get to go to all the good industry do's, to get up on our little soapbox and sound off, laying down the law and telling everybody what's what. Which is why we do it, really. But we could well be talking a load of dingo's kidneys, and the only way to find out if we're right or not is to ask the people who know best. And that's you. Yes, YOU!

We've set up a special phone line in order to give you lot the chance to tell us what you think about this whole "interactive movie" business. Do you agree with what we've waffled on about? OR are we talking out our arses? There's only one way to make your opinions known. Call us! Not only do you get to stand up for your beliefs, but by voting you also get

the chance to win a thoroughly excellent prize! One lucky caller will be receiving an incredible £200 worth of top-quality software for his or her machine! Now that can't be half bad!

So go on, pick up the phone. You know you want to. And remember - it's you we answer to.

CALL 0839 500 808

if you think we're right, that these flashy and elaborate interactive movies are the wrong way to go about things, or

CALL 0839 500 809

if you think we're wrong, and that games like Wing Commander and CD-ROM technology is the way forward for cinematic software.

END MESSAGE PLEASE

This offer ends on 31st March 1992. We are unable to share. Remember to only use correct coins on the phone-in competition line, or Winner's Choice will be taking no responsibility. Information will be in the Winner's Choice in the next issue of Action!

ACTION PACK



Action
SIXTEEN

© 1991 BENTLEY INFORMATION SYSTEMS

PIRATES
BY: GUYARD
BY: 1 YEAR AGO

ON SAFARI
BY: 1 YEAR AGO



FASTLANE
BY: 1 YEAR AGO

HOSTAGES
BY: 1 YEAR AGO

ROTOR
BY: 1 YEAR AGO

ELIMINATOR
BY: 1 YEAR AGO

SHERMAN
BY: 1 YEAR AGO

TORCHER
BY: 1 YEAR AGO

MSA
BY: 1 YEAR AGO

ATARI ST & AMIGA
£26.99

COLORADO
BY: 1 YEAR AGO

AVAILABLE FROM
LEADING RETAIL MERCHANTS

SENSATIONAL ACTION - SENSATIONAL PRICE

IN CASE OF DIFFICULTY
PHONE: 0275 567707

DIGITAL INFORMATION LTD., WATFORD TRADE CENTRE, WATFORD ROAD, CHALMERS, SURREY GU15 3AJ

SHADOWLANDS

Just what is the secret of a good isometric-3D role-playing game? Teague London, developers of *Shadowlands* for Domark, think they know. ACE travelled into the heart of the East End to shed a little light on the work so far...

It seems like the World and his with us tonight get their fingers into the "user-friendly" RPG pit, especially those with an isometric-3D twist. In the last couple of months alone we've seen Core's *Wizard* and Millennium's *Robin Hood*, and it won't that long ago that Imagework's *Gateway* and SA's *Isometric* were doing the highly successful rounds.

But all these games suffer from one major flaw - there's only one central character. Of course, in any "social" game this is par for the course, but in an RPG game it's tantamount to *Marathon*. Ask one RPG aficionado and they'll tell you that it's the fact that players are members of a party of two or more characters that make the games so special. Admittedly *Wizard* has a "theoretical" party of three wandering about, but since only one member is ever seen on-screen at any time that party just isn't there.

However, this point certainly hasn't been lost on Teague London, software developer for Domark (among others). Down in the heart of the East End, the team are tinkering and refining a stunning new isometric-3D RPG system that could provide a welcome shot in the arm for a genre that's become a little stagnant.

The team are quite open to their admiration for *Dungeons & Dragons*, and there are various aspects of *Shadowlands* that smack of PTL's classic. From the plot, about a dimensional spirit energy guiding a party of four characters through a series of dungeons in an attempt to recover its body, some strangely familiar. Dean Lister, Teague's MD, explains "We'll love *Dungeons & Dragons* but I don't think any of us had actually sat down and read the scenario properly. It was only after we'd come up with our plot that the similarities were pointed out to us." Whatever, the ever-loving spirit idea does at least



From shadowlands emerges a new way to explore the ultimate challenge in single player role-playing games - in a world of isometric 3D graphics that's made in a style of a different kind from other RPGs.

give a logical path in the fantasy world context explanation for the first-eye view of the action.

Visually *Shadowlands* has a selling point in what Teague is calling, alone, *Photo-eye*. It's a unique light-rendering system whereby every illuminated object throws out its own pool of light. As any objects or creatures outside the light are shown as mysterious silhouettes, it's a incredibly effective way of generating intense mood and atmosphere. Just what is that shuffling towards you? Only one way to find out.

And as the party's two best clerics hove down to gathering flames, the pool of light slowly draws in around them until they are left standing over each other in the semi-darkness.

But the important thing about *Photo-eye* is that it isn't just a superficial graphics trick. These moments are lit in an entirely differing way by the presence or absence of light, and light sources in the walls may open or close (up) or have a myriad of other effects.

READY

STEADY

GO!

Got a hand held?

Grab your free edition of with C&VG



GAMBOY

GAME
GEAR

LYNX

PC
ENGINE
GT

GAMBOY

GAME
GEAR

LYNX

PC
ENGINE
GT

GAMBOY

GAME
GEAR

LYNX

PC
ENGINE
GT



More hand-held action than you can stuff down your trousers!



Gameboy, Game Gear, Lynx and PC Engine GT - we take them all to pieces and tell you which is the best!



check a book full of the latest reviews - and previews on the greatest hand-held games in the world!



Latest and greatest, it's BRITAIN'S ONLY HAND-HELD CONSOLE MAG - and it's free with C&VG!



GO! Grab it quick - it's going fast!





Small text block in the top right corner, likely a credit or description of the artwork.

You know the scene in the System File when Harry Finbar is being intimidated by enemy agents? They're trying to break down his resistance to their own way of thinking by using plenty usual torture techniques. Talking to System 3 Executive Adrian Cole is a surprisingly similar experience. In Myth's case, Cole's dogmatically-determined promotion of his product at last has a solid foundation, since it's shaping up to be one of the best 16-bit to 26-bit conversions to date.

In its Spectrum and C64 incarnations, Myth was the story of an innocent youth transported back through a mystical vortex to a wondrously mythical times. In order to return to his everyday existence, our hero had to complete a number of tasks - killing Medusa, Stylian, etc. - while progressing through a maze of different time zones and locations. The game was fantastically well received by both press and public, and 16-bit versions were underway before you could spit.

However, Myth has been a long time in development, and with a brace of similarly heroic games ahead the considerably clear release date. None of Veri Systems must surely be nervous about releasing what is essentially an updated version of a game that is two years old!

Not so, according to Adrian Cole. "Yes, the game has been in development for a long time and this, in a way, has helped us by allowing our designers to invest more and more valuable man hours into creating a product which should appeal to the new market, two years on from the first version.

"The game has long since surpassed the label of a 'conversion' and has gone on to be developed more and more for the specific 16-bit market, so as to become a major stand alone product in it's own right. The game's features have been greatly enhanced and more and more has been added to really to and

MYTH

Since being awarded a Golden Joystick back in 1989 as Best 8-Bit Game of the Year, Myth has been under continual change and revision as System 3 endeavours to turn its novelty hit into a full blown 16-bit epic. Now the work is nearing completion...

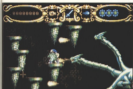
paths the Ariga to reach the river way the C64 version profited that machine.

"With astonishing flight moves and full on-line FPS, the games surely had to stand out. There are situations within this game the likes of which we have never seen before, and a place where these music as crisp as you are likely to hear on the Ariga. The sheer scale of Myth with its heroic monsters and dramatic set pieces really puts it in a class of its own. Games such as First Samurai use very different techniques and more regulated sprite sizes."

Quite. System 3's determination to turn Myth into a high profile mass market, plenty of best and points of sale creation has even gone so far as involving a complete change of the central character. Our good boy now does with his T-shirt and jeans, and in



comes a huge low defined backdrop with the most peculiar muscle groups you've ever seen. Why? "All the while in the development we hesitated about this latest Mega Drive game, so we want to give the guy with an Ariga a game about which he can say, 'Yeah, but have you seen this?'" explains Adrian.



"With that in mind, the change of control character into a rapid, hand-to-hand with an array of extremely violent fighting moves seemed a natural progression and an obvious enhancement when attempting this as a console-style game."

Further changes have been made to the graphic style of the game, switching from a Low-poly style of up to a more conventional style size. Even though the tiny graphics were partly responsible for the speed of the first game, the team remains adamant that this new direction is correct. *Continues Adrian:*

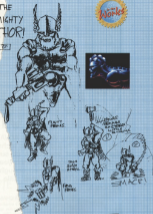
"The 3D-bit graphics are a great improvement on the original version. The major battles have been enlarged while the human characters remain small and vulnerable. The scale of the game remains epic, and the sinister atmosphere greatly enhanced. The demons that reside in the Hell level takes up half the screen, as do the Hydra and Demonic apes."

Isolating the depth of puzzles in the game, versus Cain, will help increase the longevity of the play without slowing down the arcade action list. Most of the puzzles in myth are based around legends and some general knowledge as to the weaknesses of mythical creatures is a definite player advantage. There are also some graphical clues dotted around the levels which will point out for the more astute players in the right direction. In effort has been made to ensure the puzzles are progressive in nature and that the player doesn't get bogged down simply by being unaware of his own objectives.

Adrian elaborates: "There are different styles of arcade adventures. A game with a sprawling maze explorational feel would fall into our third and best of last Ninja series of games. This tends to put the game's emphasis on strategy and exploration with bucket loads of hacking and slaying. It's a case of

THE MIGHTY THOR!

by



"That the bit when you're programming more power into an engine is a lot more fun."

Adrian elaborates: "There are different styles of arcade adventures. A game with a sprawling maze explorational feel would fall into our third and best of last Ninja series of games. This tends to put the game's emphasis on strategy and exploration with bucket loads of hacking and slaying. It's a case of



These screenshots show the various scenes and characters in the game. The screenshots are arranged in a grid, showing the game's progression and the player's journey through the levels.



A D V A N T A G E T E N N I S



Monday, 3rd of November 1991 THE NEWSPAPER OF CHAMPION GAMES. ★ 1st year N# 000

SIMPLY UNBEATABLE

Another crushing victory for **ADVANTAGE TENNIS** over its rivals. Its indisputable technical superiority was proved last season on all surfaces. Like us, Tennis World is wondering if this year, there will be a player who is well trained enough to succeed in taking **ADVANTAGE TENNIS'** title and becoming Number 1.



WIN YOUR BADGE "N# 1 IN THE WORLD"

Play! You have not given up. Your technical and mental qualities have made you N# 1 in the world ranking. Every one deserves a medal. So if you're among first 100 to send us a screen shot representing the first page of your book proving that you have defeated **ADVANTAGE TENNIS**, you will get the **ADVANTAGE TENNIS' PLAYER NUMBER**.

A CHAMPION'S PORTRAIT

- 1 or 2 simultaneous players.
- Numerous spectacular shots: Backhand smash, Drop...
- Slow motion replay of the last rally.
- 3 game types: training, season or exhibition.
- ATP point and ranking management by program.
- Different view angles.



Marvellous high smash on the grass of Wimbledon.



Terrible between-the-legs-serve on the synthetic surface of Tokyo.



Excellent backhand smash at the net on a Redland Courts.



INFOGRADES LTD - 15 OLD TOWN - CLAPHAM - LONDON SW4 0LB - ENGLAND - TEL: 071 738 81



PC & COMPATIBLES
ATARI ST & STE - AMIGA

What will you choose?



Silent Service II

A state-of-the-art simulation of submarines in World War II.

- The original Silent Service won "Simulation of the Year" honors in six nations on its release in 1985.
- The sequel updates the classic with the latest advances in sound,

graphics, and game design through original music and digitized speech, photo-realistic graphics and new campaign options.



Railroad Tycoon

By business. Tough decisions. Giving ambition.

- Make a fortune with your own Railroad enterprise, influencing the development of towns and dictating the fate of entire industries.

• Manage stock, search for new cargo and see off the competition in a world of opportunity, prestige and pain.



Flames of Freedom

The ultimate real life role playing challenge.

- Undertake dangerous secret missions as an undercover agent inciting rebellion amongst enslaved islands.
- Interact with 4000 characters,

each with their own physique, psychology and looks, across a 3-D world of half a million square miles.



F-15 Strike Eagle II

Take control of the USAF's premier dogfighting and strike jet.

- The best looking 3-D, constant action and easy to learn controls make it the best flight sim for beginners and experts alike.
- Realistic voice excitement, hundreds

of missions which allow each time you fly to expand all the high-tech gadgetry of air-to-air combat will have you flying again and again.



MicroProse Simulation Software - You

Change into tonight?



MicroProse Designer Software.

From a wardrobe brimming with classics it can be difficult to make a choice. You can slip into something different every night.

Produced to the highest quality with rigorous attention to detail, the MicroProse software collection gives you experience after experience, time after time.

Become a naval commander, a millionaire tycoon, an international freedom fighter, and a Top Gun pilot. Worlds of opportunity, adventure and excitement.

Get into MicroProse software tonight and bring your computer to life.

For details of your local dealer or a free brochure visit to
MicroProse, Ltd. 1, Hargrave Road/Industria Estate, Telford, Shropshire,
GL9 8LD, Tel: 0991 543431

MICRO PROSE™
SIMULATION • SOFTWARE

You're not properly dressed without it.

~~LEGAL~~
~~DECENT~~
~~HONEST~~
TRUTHFUL?

FLOOR 13

Murder... Torture... Corruption...
The Power behind the Democracy



Gary Whitta's

previews.....

Alright? Alright? Alright at the back? I'm alright! U Alright?

Actually, I'll tell you what is "alright", and that's all the classy product that will soon be winging its way towards a software shop near you. There's bugger all up the pictures, and the telly's a load of crap, especially on Wednesdays, so it's a good thing that the software scene is looking seasonally healthy as the run up to Christmas enters its second lap. So, prepare to be amazed as we say "Two adults, please" to the scruffy gypsy in the booth at the entrance of the Software Funfare!

DUNE Virgin Games

Though David Lynch's cinematic interpretation of Frank Herbert's best-selling science-fiction novel was an unmitigated disaster - although how anybody could expect a film about a big desert and lots of stupid women to be a success is beyond me - whatever the official licensed game is at least with us, courtesy of Virgin and French developer Cyp. It takes the form of an animated graphical adventure, set a million miles away from the soft turned out by LucasArts and Delphine, but with an innovative strategy element built-in too. It's certainly very pretty, and boasts a stunning cinema-style soundtrack. ST, Amiga and PC versions are due out next Easter - and keep an eye out for King, who makes a cameo appearance as he did in the movie.



WOLFCHILD Core Design

Simon Phipps is generally regarded as the King of console-style platform action games. The now belted DeathMatch and the awesome Rick Dangerous series must be doing something right, after all, how the genius with the multi-limbed hairstyle is finally lowering his sights to be his masterpiece to date. In a nutshell, WolfChild is an old action arcade adventure that's best described as a cross between Rick Dangerous and Tetris, encompassing many of the Japanese influences and touches that are Phipps' trademark. Technically it's astounding - 64 on-screen colours, six degrees-of-tilt planes, parallel scrolling and more of the latest, smoothest movement ever seen on a computer screen. The game's name derives from the fact the hero's ability to transform into a man-eating creature to help him deal with his adversaries as he battles through the game's five levels and zone screens. WolfChild will be released in time for Christmas on ST and Amiga - a further number one, perhaps!



SUSPICIOUS CARGO Corel

What with the success of *Star Trek: Voyager*, Monkey Island and Sierra's wares of late, the adventure game is flat cutting back into major - and Corel's forthcoming addition to the genre promises to be one of the tastiest examples of the genre so far. It's space-based, turn-driven and allegedly comes with a sense of humour, provided by the game's main characters, free-wheeling space pilot Josh Haze. The pilot has you, as Haze, attempting to smuggle a very dodgy, dodgy consignment of genetic experiments across the cosmos while avoiding the attention of the various galactic authorities. Similar in style and presentation to

Corel's earlier space adventure *RAE* (Jane Seymour), *Suspicious Cargo* combines elements of *Dangerous Waters* style RPG adventuring with a nice discolor, non-input adventure games and even a couple of snake and puzzle-based sub-games. It's out at the end of November.



TURBO CHARGE System 3

After a long period of relative inaction, System 3 is starting to get its act back together again, and one of the Power-based firm's more promising coming attractions is this rather nice car-race-sim. Originally titled *Thunder*

Gary Whitta's previews.....

and set in the world of international drug dealing. The player takes the role of some top secret agent or something, who must drive his souped-up Lamborghini Countach, Chase HQ style, over a series of deadly highways in pursuit of the periodic pushing permits. There are lots of hidden weapons to collect and bad guys appear to run them on, so action of some kind is guaranteed. Remember the world *Fire and Forge*? What we've promised here is a decent version of that in proper speed, decent explosions and all the attendant nice little touches. Get yourself under stress before for its release at the start of the new year.



CORPORATION Virgin Games

It's not hard to wonder who on the Amiga and pc desk publishers Core Design up there with the software big boys when it was released last year - and now

Megaline owners can sample the delights of Kevin Bullard's brilliant arcade adventure Corporation courtesy of Virgin. It's been created by Core themselves, so you can be sure of a good job, and for the most part everything remains the same - although the old hardware line has come up with some slightly better graphics and the CD update is likely to be a bit spicier. Quite how Corporation's involved gameplay and sinister atmosphere will go down with action-oriented Megaline gamers remains to be seen, but if my guess is right they should snap up the opportunity to do something a bit more interesting than business away on the few buttons for a change. The release date's been set for the early part of 1994.



UNDER PRESSURE Electronic Arts

Even though The Cat, creator of the excellent futuristic sports simulation Persepolis, returns to the software big boys with Under Pressure - a very strange game indeed, it's the player is cast as the pilot of a giant (and I mean giant, take a look at the pilot 300-odd type robot walker thing, who must blast his way through a series of alien worlds to rescue his kidnapped girlfriend. Admittedly it's pretty simplistic stuff, but some elements, such as a variety of vicious hit-or-worry and the occasional puzzle promise to make it all the more compelling. And though the gameplay may not be all that innovative, the graphics certainly are as Under Pressure boasts some of the largest sprites



ever seen in a computer game. With a bit of luck, it'll be out by the end of the year, so you CD-headers keep an eye out, please!

INDY HEAT Sierra

Fans of the very excellent Super Offroad Race will be more than chuffed to hear that there's another top-down arcade racer on the way, once again converted from a beloved coin-op - they did the original Offroad machine as well, you see. But there's no more messing around on dirt tracks here - Indy Heat is set in the rather more glamorous world of grand prix racing,

with four cars battling it out over an increasingly tortuous single-screen track. There are lots of neat touches, such as the ability to customize cars and working pit-crews, plus there's a juicy three-judged profitability even for player strategists (a nice spin, so you can get together with your mates for a real demolition derby). Co-created by the same big names that did *Rolland* and *SWIN*, Indy Heat goes on the grid in January next year.



ACE is the most authoritative and creative magazine covering the Amiga, ST, PC, Megadrive, Lynx, Super Famicom and Game Gear.

Only ACE gives you the hottest computer entertainment news of today and the games technology of tomorrow.

For a mere £21.66, you can subscribe to ACE for 12 issues and ensure you catch all the very latest

games reviews, the window-on-the-industry features, exclusive news stories from around the globe and the Pink Page hardware and software digest section (unavailable in any other magazine).

Your subscription will also entitle you to a FREE SOFTWARE GIFT, courtesy of our wonderful friends at UBI SOFT.

SUBSCRIBE TO **ACE** AND GET FREE SOFTWARE



- 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 UBI SOFT games - which can be yours absolutely FREE!

If you take out a subscription for 12 issues (only £21.66) or 24 issues (only £41.66) you can choose one of the following UBI SOFT games FREE!

MORTVILLE MANOR	(ST, Amiga)
FULL BLAST	(ST, Amiga, PC)
IRON LORD	(ST, Amiga)
PRO TENNIS TOUR 1	(ST, Amiga, PC)
PRO TENNIS TOUR 2	(ST, Amiga)
JUPITER'S MASTERDRIVE	(ST, Amiga)
UNREAL	(Amiga)
BAT	(Amiga)



Exciting Super Offroad is a another top-down arcad wheel ride-up they did the

best to do it but to an immense it looking like these

Pro Tennis Tour



UBI: The free software offer is available to UK RESIDENTS only.

Your software choice will be mailed separately to your first magazine, please allow 28 days for delivery.



SUBS RATES SUMMARY

12 Issues (UK residents ONLY)	£21.50
12 Issues (Air Europe)	£39.50
12 Issues (Rest of the World)	£53.00
24 Issues (UK residents ONLY)	£43.50
24 Issues (Air Europe)	£79.00
24 Issues (Rest of the World)	£106.00

We expect the subscription rate of a magazine to rise over time.

Please pay orders by completing the coupon, or send your details on a payment, or cheque or postal order (without duplicate service on 0800 430 989).

Our publisher, I am not responsible for any subscription rate increases or for postal or air rate adjustments without prior notice.

TO ACE SUBSCRIPTIONS DEPARTMENT, PO BOX 560, LEICESTER LE99 5AA

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 (your next) issue of ACE

I would like the following **FREE** gifts please tick box - only one, maximum

Marvelle Manor (ST)	FREE	<input type="checkbox"/>	Pro Tennis Tour 1 (Amiga)	FREE	<input type="checkbox"/>
Marvelle Manor (Amiga)	FREE	<input type="checkbox"/>	Pro Tennis Tour 1 (PC)	FREE	<input type="checkbox"/>
Full Blast (ST)	FREE	<input type="checkbox"/>	Pro Tennis Tour 2 (ST)	FREE	<input type="checkbox"/>
Full Blast (Amiga)	FREE	<input type="checkbox"/>	Pro Tennis Tour 2 (Amiga)	FREE	<input type="checkbox"/>
Full Blast (PC)	FREE	<input type="checkbox"/>	Jupiter's Masterpiece (ST)	FREE	<input type="checkbox"/>
Iron Lord (ST)	FREE	<input type="checkbox"/>	Jupiter's Masterpiece (Amiga)	FREE	<input type="checkbox"/>
Iron Lord (Amiga)	FREE	<input type="checkbox"/>	Unreal (Amiga)	FREE	<input type="checkbox"/>
Pro Tennis Tour 1 (ST)	FREE	<input type="checkbox"/>	BM7 (Amiga)	FREE	<input type="checkbox"/>

I enclose a cheque/postal order made payable to DMF IMAGES for : £

Please charge £ to my Access/VISA/Debit Card/MEX (please tick in appropriate)

Card number :

Expiry date :

Signature :

Some restrictions may apply to certain offers. Please refer to the relevant offer details for full terms and conditions.

SCREENTEST



W

elcome! Welcome one and all to a thoroughly awesome reading experience. You are about to enter the ACE ScreenTest section, the most detailed and trustworthy reviewing system in the universe!

Every word of the review is intended to help you decide whether the game is for you or not. The body text is combined with a plethora of handy icons to offer at-a-glance information.

Each game is **compared and contrasted** to another title as an easy frame of reference. Most commonly, it will be compared to the best its particular genre.

The **Thumbs up and Down** box details particular elements which may or may not appeal - the toughness of the bad guys, number of levels, long-term appeal etc.

The **ACE Rating** - a score out of 1,000 - is the most instant gauge of the quality of the game.

An **ACE Trailblazer** award goes to games scoring over 900. These are recommended without hesitation. They are "must buys".

Titles which excel in a particular area also stand the chance of being awarded a **Sound, Graphics or Idea award** (for innovation).

There's even beginners' **hints** to get you through the early stages should you buy the game that month and can't wait for our detailed tips the following issue.

Finally, the **PC save** details our feelings as to the longevity of the game.



BMW (BMW)

The follow-up to *Silverton* succeeds through a combination of thematic depth, polished presentation and sheer, unabated action. Turn and burn it! The frequent and strategic use of screens is of great aid for avoiding anything other than a *Top Gun* ride-up with no real

BMW (Mongoose)

While it may be argued that it's not as intricately sophisticated as the likes of *Risk Dungeons* or *Prince of Persia*, the *BMW* (Mongoose) platform opens doors often enough fully-rendered arcade action to make it the outright winner in this category. Classy and delectable.

EYE OF THE BEHOLDER (US Gold/MS)

By the mighty word of King! *Eye of the Beholder* and *Dungeons* game takes the best bits of *Dungeons Master*, adds a few more items, also real, and the result is the best yet: the game puts the whole fantasy genre. Will you rule the RPG land forever?

LOOK OFF 2 (Atari)

What can we say? It's pretty painful trying to explain to the initiated what makes *Look Off 2* a no-doubt playable, but the primary reasons are extraordinary ball control mode and remarkable speed which combine to make it as exciting as the real game!

RAILROAD TYCOON (Micropos)

Building a railroad empire may sound like hard work, but for those who like their strategy to run deep, *Rail Master*'s simulation of that very pursuit is FUN FUN FUN! Plenty of final manipulations and tons of other currency power looking for budding industrialists.

THE SECRET OF MONKEY ISLAND (US Gold/Activision)

Partly due to the new refined version of the SCUMM adventure system and partly due to the excellent, and very funny script, this is the most enjoyable and entertaining adventure game for years. But will *Monkey Island* take a bite to come?

FORMULA ONE GRAND PRIX (Micropos)

A new *Formula 1* So perfect it's almost impossible to find any fault in this awesome game from *Comi* Games. Included with helpful pointers for novices and lots of detail for the experienced racer, it will keep you driving for years.

ACE BENCHMARKS

The games listed here are the very best of their particular genre. The benefits of your being fully acquainted with our Benchmarks are twofold.

The Benchmarks provide a solid reference point when it comes to games lagging time. By glancing at our description of the benchmark, you'll be able to decide if particular differences in the new game's design would make the new title more or less appealing for you.

Also, no software collection is complete unless it contains all the games listed here. If you're missing any of these titles, go and remedy the situation immediately.



III+ (System 3)

An upgraded and enhanced version of the original *System 3*, *System 3+* is still unchanged in its field after three years. Its most noticeable update is the addition of a third, computer controlled fighter. Incredible speed and outgaming.

STUNT CAR BAZOOKA (Micropos)

Stunt Car Bazooka packs polygon-popping power and arcade-speed thrills into a novel formula. Drive around obstacles, weaving, crashing and crashing your opponent into oblivion. Growing audio and a weird look add novelty value to this class title.

WHEELER WHEELER (Virgin)

Another *Macross* does it again, and has to go down in the history books as having produced the first ever multi-tilt shooter game. Tremendous 3D realism with authentic play and more options than ever before possible. An awesomely good game.

CHUCK YEAGER'S AIR COMBAT (Electronic Arts)

The third game to be modeled by the heroic-looking General takes place in a less-than-ideal combat arena. You get to fly every plane you've ever dreamt of and you get to fight every plane you ever thought of too. And all in super speed or polygon graphics!

MEGA IN MEGA (Image Works)

Image Software's first attempt at strategy is a surprisingly successful one. At first glance, it may seem similar to *Papalusa*, but further inspection reveals it to be a genuinely original strategy epic. But will *Papalusa* or the next month, and *Mega*'s brief reign.

STEVEN (Micropos)

There are more official versions of this classic than can be counted on the top of a milkshake. But it's *Micropos* version that is undoubtedly the best. Line up blocks in frantic black & white action. May sound dull but it's actually fantastic.

SUPER MARIO WORLD (Nintendo)

The master they claim the Nintendo new have the better, so that will give more chance to experience the amazing fourth installment in the saga. These perfection fans start to end of its masterpiece level!



Class Trade Advisor
 Publisher: Core Design
 Designer: The Eighth Day
 Price: £20.00

HEIMDALL

Though the merry Norsemen's unofficial European tour may have been somewhat less than subtle, there can be little doubt that they stamped their axe-shaped mark on history with remarkable style. Diplomacy? **Fah.** When you've got an axe and a sword in one hand, a flaming torch in

the other and a beard that looks like it's capable of withstanding all on its own, people just seem to follow themselves to accommodate you. And if they don't follow, you can always give them a hand by chopping their legs off. And burning their houses down. And killing their family.

It was probably on a cold and windy day somewhere in Norway sometime during the dark ages that somebody probably called something like *Fab* was hit by the Viking hammers. Subsequently anyone who could swing a sword and hold their aboriginal their names in things like Thorstein Thingstone and the Viking Emperor was born. Well, not so much as Vikings, more a sort of well organized/loosely kept legends. But while *Conan* (and, arguably more elaborate - effort Heimdall paints a much more positive picture of the Nordic boggiens than history would have us believe, it's still a pretty straightforward effort.

Those who have a passing familiarity with Viking lore should have no trouble realising Heimdall's alternative life-and-death scenario. The contrast still war that rages between the eternal forces of good and evil and is destined to decide the fate of mankind takes an unexpected turn for the worse when those of God's most powerful weapons of war are stolen by the evil Loki, brother of Thor the Thunder God, Odin's second, Frey's spouse and Thor's legendary hammer have been spirited away into the natural world - where the Gods cannot tread. Without their weapons, the forces of Good are powerless against

Loki and his cronies, so they devise a plan to retrieve them by physical means - that they create an infant human, Heimdall, and send him to Earth to be raised by the Vikings. When he reaches adulthood he will set sail across the Norse islands to recover the weapons of the Gods and realize his divine destiny.

At least that's the theory. The Gods can only influence the physical world so much, and so the fate of the Universe rests almost solely in Heimdall's hands - in, years. Throughout his childhood, Heimdall has little to worry about, apart from participating in a trio of traditional Viking leisure-pastimes which will have bearing on the main game later - one 'The Trials of Lull' (oh, once adulthood is reached however, the real adventure begins, with the God's Gift to Vikings setting sail in search of the three weapons. Each one is hidden somewhere within a giant archipelago of islands, and thorough exploration is required to locate and acquire them. In theory Heimdall needs only playing elements with no crude adventure theme and themes in a little arcade-style action to provide, if you will, a fully rounded gaming experience. In practice it's probably best described as 'The Inevitable with Vikings' in it.

Locating the weapons is a complex affair - in the initial stages Heimdall and his additional crewmen take to the water in their longboats for the use of the islands, as chosen from the initial parchment-style map-of-the-archipelago. Practical restrictions - food being the most important - dictate that Heimdall can only sail within a certain range, so only a hand-



Heimdall's quest for the three weapons is a long and arduous one, and the game's graphics are superb.

Heimdall's quest for the three weapons is a long and arduous one, and the game's graphics are superb.



The three weapons are hidden in the archipelago of islands, and the game's graphics are superb.

lot of islands are accessible at the outset, reaching the more remote ones is achieved by moving in small steps. From island to island, picking up food for the next voyage during the player's adventures there. Hailing is handled automatically - just select an in-range destination and progress is charted on the map by means of an balloon, free-style sailing red line. The player may have to apply some navigational skills in order to avoid pirate raids on a whelped island; can measure the depth if it gets too close) and a multicolor sea monster.

Once landed on an island, be it an open air village or indoor castle-type situation, the real start/ing begins. Each of the islands is presented as an enormous maze-like network of roads, caverns and chambers-comprising a mix of scrolling areas and single Camera-style fixed screens. Of the six men on the landed boat, the player can select up to three men to follow as "way team" to do the actual searching - each character comes complete with his or her own RPG-style status, strengths and characteristics, and in this real *Wizard's World* world it's always best to have a member of the landing party - although his strong character makes him a good choice for lead man in most situations.

The path through each island is anything but easy, as the emphasis is not made over an alternate than words. To make things simpler, the three-man party is viewed as one screen as a single person who's been selected as the current active character - it's possible to toggle through all three to make use of their particular objects or abilities by means of a non-conventional RPG-style status screen. The side-playing elements, though still, aren't used very regularly during the normal course of exploration, except when a particular team member is called upon to perform an act or use an object that is unique to him (such as opening a door with a key or casting the magical spell), and for the most part the game calls more on conventional adventuring skills than anything else.

Many of the screens contain some device trap-or puzzle that needs to be selective negotiated in order to reach the next, acquire a particular object or whatever. The elaborate and flexible nature of *Wizard's World*'s graphics allow for a variety of clever puzzles and effects - switches which must be stepped on in the correct order to unlock an otherwise impassable door, and pull-blocking mechanisms and switches require that only react to the right type of spell.

Contact with other characters brings into play more familiar RPG gameplay in such instances almost inevitably lead to a combat sequence. The stoppage switches to a multi-player icon-driven display similar to that employed by *The Bard's Tale* to allow access to all three characters in the party - simply clicking between them allows the player direct control and access to their abilities. There's a much more steady beat to *Wizard's World*'s battle screen than the linear way in which stand-alone RPG games handle combat.

Instead of working through a series of "rounds" where characters stand in turn with hit points updated accordingly, fighting in *Wizard's World* is more like

P-14



Electronic Arts' *The Immortal* is generally held to be the top exponent of the isometric

adventure genre, and *Wizard's World* is easily as good - if not far quite the same reason. Though *The Immortal* offers more levels, *Wizard's World*'s quests are larger, meaning that there's at least as much for the player to see and do. *Wizard's World*, however, scores extra points in this department due to its non-linear construction, which allows the player to explore at will, rather than passing through a set sequence of events. Although it's a tough point, I'd say that *The Immortal* just gives *Wizard's World* the graphical point, as though the visuals aren't quite so clearly defined, the remarkable animation gives the game much more character and atmosphere. So there you go, it's all a question of horses for courses really - although for my dock, I'd go for *The Immortal* most days of the week.



ALL SCREENS
SHOWN
HERE ARE
FROM
WIZARD'S
WORLD

NAME	CLASS	LEVEL	HP	MP	EXP	WEIGHT	ITEMS	STATUS
Player	Wizard	1	100	100	0	100	None	Normal
Way Team 1	Wizard	1	100	100	0	100	None	Normal
Way Team 2	Wizard	1	100	100	0	100	None	Normal
Way Team 3	Wizard	1	100	100	0	100	None	Normal
Way Team 4	Wizard	1	100	100	0	100	None	Normal
Way Team 5	Wizard	1	100	100	0	100	None	Normal
Way Team 6	Wizard	1	100	100	0	100	None	Normal
Way Team 7	Wizard	1	100	100	0	100	None	Normal
Way Team 8	Wizard	1	100	100	0	100	None	Normal
Way Team 9	Wizard	1	100	100	0	100	None	Normal
Way Team 10	Wizard	1	100	100	0	100	None	Normal

HEIMDALL

to an outside-the-pub punch-up, with everybody pitching into the bloody fray for all when and how they see fit. As well as the standard sword and axe ranges, characters can attack with whatever magic spells they have available as well as defiled (incoming) blows and an occasion pray for a helping hand from the Gods themselves.

And though control of the combat is handled at a distance, so to speak, with the player simply handing out orders to his characters via the icons, there is an element of arcade skill - the graphic windows portraying the current enemy to fully animated, and the success or failure of an attack move depends on the position of the opponent when it's executed. Large when the enemy's shield is raised and the blow will be blocked, but if an attack goes in while the creature is vulnerable (such as when it is about to attack itself), it should hit dead-on and cause maximum damage. Accordingly, the defiled option should be selected in synchronisation with the enemy's attacks. If energy is low, or the odds look a bit dodgy, the party can flee to avoid any complications, but doing so forfeits the chance of getting any objects of interest an enemy may be guarding, if it's a doorway to a later part of the level, fighting may be the only way to progress.

Interaction with friendly characters is possible, if a little limited. Sometimes Heimdall's party will meet with villagers or walking shopkeep-folkies who may offer clues, advice or items of interest when questioned. In larger villages, shops provide a place to exchange gold for provisions and weaponry. Other characters, while not exactly hostile to the party's interests, can lay a major pain, often blocking the way forward and refusing to budge until they've been given a particular item - which may need to be sought out independently on a completely different island, opening up yet another challenge.

Such Heimdall groups as are Heimdall's trademark, with traps and traps scattered around in concealing abundance. Like Cadaver, the (occasional) the classic Ultimate genre, such as Knight Law which inspired the whole isometric adventure genre to the



Amiga Heimdall screenshot showing the character standing in front of a large, thatched-roof hut in a forest setting.



Amiga version

Expertly defined and coloured characters and backgrounds paint a very pretty picture indeed, and the glossy music helps to tie

on the atmosphere. But however there's a price for all this technical wizardry, and it's a 1MB machine, preferably with an external drive as Heimdall comes on a whopping PCMCIA-disk. For those who've got the technical muscle to run it though, Heimdall packs a hefty punch.

first place, Heimdall calls on a wide range of the player's resources. Skill and judgement are required to size out the variety of pitfalls and make good efficient use of the wide-ranging spells and objects to be found in the many treasure chests. As one for strategy wouldn't go amiss either - not the Chess/Populous kind, but at least an expanded plan of how the islands are to be tackled.

The most important quality, however, is patience. Heimdall is a giant game and the multitude of puzzles combined with the way in which the quests have been designed across the islands means that real thought and effort is required if anything is to be gotten out of the game. It's a very thorough game, which scores highly over similar product like Cadaver

as while it's involving, it doesn't get overly complicated or busy too far into the RPG side of things. At least it's just a very enjoyable arcade adventure with some pleasing extra layers that serve to involve the player more and draw him deeper into the game.

Heimdall, however, is no casual picnic, although the problems are less to do with what's wrong with the game's mixing elements and more to do with what's missing. The role of preliminary 'trial' sequences are a bit of a pain and work well where they are, but more could have been made of the idea of having arcade interfaces, perhaps by switching similar sub-sections around within the main game. If nothing else, they would provide the player with some light relief from his heavy-duty quest every now and again.



Heimdall does a fine job of blending together elements of role-playing, strategy, arcade and adventure into a single well-formed and playable game.



Heimdall's world would be a much more complex and challenging world than any other RPG game, but it's still a very enjoyable game to play. The Amiga version of Heimdall is a very thorough game, which scores highly over similar product like Cadaver

THE TRIALS OF LIFE

Before the quest can begin, Helmsdal must try his hand at three arcade-style trials. Although these games are simplistic affairs (and perhaps a little out of odds with the virtues of the rest of the game), the player shouldn't be fooled into thinking that success in them is a trivial matter. If Helmsdal performs poorly then the possible candidates that he can choose between to join him on his quest is certainly reduced from the maximum of thirty. And not being able to choose a powerful cleric or tough berserker may have serious consequences later on. The RPG purist will be relieved to hear that they can skip these sequences, at the serious penalty of having the crew shorter, not shorter to fifteen.

The First Trial

In the local tavern a beer-soaked Helmsdal must try to free a young girl from the clutches by lobbing large axes at the eight tethered birds holding her trapped. The player guides Helmsdal's aim with the joystick, but a serious case of jitteriness, and even more serious limit on the number of axes makes this a much harder task than it sounds.

The Second Trial

In a muddy field Helmsdal must chase and try to catch a greased warthog. The player guides his on-screen Helmsdal either on as he runs ahead, and well-timed use of the FIRE button is required to make Helmsdal successfully leap onto the pig.

The Third Trial

Helmsdal, rapidly approaching maturity, has to face off against a legion of barabars on board a rocking logboat. While trying to "maneuver" his face into the water, Helmsdal also has to avoid becoming a crapper by falling overboard himself.



Along the water stretches the first trial of Helmsdal.

Along with Helmsdal's reputation for good looks, he can also boast a reputation for being a top-notch warrior. He has a reputation for being a top-notch warrior. He has a reputation for being a top-notch warrior.

Along with Helmsdal's reputation for good looks, he can also boast a reputation for being a top-notch warrior. He has a reputation for being a top-notch warrior. He has a reputation for being a top-notch warrior.



Though the RPG-style battle sequences are more arcade-style than most, because they rely on hand-eye coordination as well as good decision making, they're not different enough to make them really interesting. The more role-playing characteristics could have been applied with equal effect to a side-on first-person type affair. In instances where more is made of the visual aspect, as they are they quickly become more a matter of routine than anything else.

Another very shiny bit of contention is Helmsdal's graphic presentation. One look at the screenshots should leave you with little doubt that they're technically excellent - so would be expected.



There are a few things to note - but there are doubts as to how suitable these cartoon, arcade-style visuals are to a game and subject matter as hefty as Helmsdal's. Their simplicity, while somehow belies the serious nature of the game itself, and doesn't go too well with the mighty blood-and-thunder epics that most of us have when we hear the word "Viking."

It's possible to push this point further and say that the whole game represents something of a wasted opportunity in terms of how it sees the Viking theme as a basis for its scenario - it's an idea we've not seen used since the ancient Valhalla, and though it's very interesting to see how it's used, it's not really a good idea. If it had been made better, a bit of stage setting, music and pilage, perhaps in those aforementioned grand sub-sections, would have done a lot to make better use of the neglected subject matter.

Ultimately though, Helmsdal does a fine job of blending together elements of role playing, strategy arcade and adventure into a single well-timed and playable game. The various gameplay styles interact well without stepping on each other's toes and the result is enough to earn it an unreserved recommendation. Even quite the ultimate accolade of an ACE Trailblazer. Despite its minor flaws, Helmsdal offers enough to earn it a joint ranking with the Elemental as the most impressive example of isometric, entertaining yet, and fun of the genre should be double-awarded.

— Gary White

RATING



Recommended	Age Rating
Very Good	Very Good
Good	Good
Large Rating	Large Rating

895

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

The program under inspection provides a lot of things that the player expects the what's in the game. The program under inspection provides a lot of things that the player expects the what's in the game. The program under inspection provides a lot of things that the player expects the what's in the game.

RECOMMENDED





Game Design
 Publisher: Microprose
 Developer: Sid Meier
 Price: \$29.95

CIVILIZATION

Just how much is it possible to squeeze into one game? It's a question that American games design guru Sid Meier seems to be increasingly fond of. The veteran programmer's products just keep on getting bigger and bigger. And bigger. From the claustrophobic military

simulation of *Star Trek: Enterprise* and *Star Trek: Voyager* to the success of the excellent - and very elaborate - *Railway Tycoon*, Sid's been getting more and more ambitious of late.

With his latest project, however, some might argue that he may have got a bit carried away with himself, as he's not so much pushed the strategy concept as driven over it with an articulated lorry. Yes, *Civilization* is a game in which the world HQ could only really start to apply if it was written in hand-drawn high banking, some capital letters and attached to the top of the World Trade Center. Quite how deep the game is isn't easy to summarize, but suffice to say that during the process of the review, I'd say that we only scratched the surface of what it has to offer. *Civilization* is the sort of game that is possible to play in a regular coffee session, but only really pays off when the player invests the level of time and patience that is almost unobtainable level of strategy requires.

Civilization's objectives are deceptively simple, putting the player in charge of a new tribe of primitive people way back in the early BCs and charging him to guide them through the ages, expanding, learning and developing along the way and ultimately creating a modern-day world-wide empire. But of course it's not even remotely as easy as it sounds, because as the bully maximalist likes to point out,

creating a civilization is one thing - creating a civilization that lasts is quite another. History's a great teacher, and if there's one thing it's taught us over the last thousand years or so, it only takes one cock-up to bring even the mightiest empire to its knees.

Alexander the Great, Napoleon and Genghis Khan all learned the hard way, and building a survivable empire without the same old pitfalls is the challenge presented by *Civilization*. Though only primitive players are likely to get anywhere, it only takes a century back around the game to get an idea of its amazing depth and scope. War, medicine, industrialization, cities, taxation, population control, civil unrest, trade, science, travel, agriculture and the environment are all factors to be considered and master if a tribe is to achieve a proper civilized existence. As he often the case with these more elaborate and sprawling strategy games, winning and losing are both rather ambiguous concepts, although anybody who manages to wipe out every rival civilization on the planet is become advanced enough to send ships into space can safely retire with a strong grip on their fate. Needless to say, neither is particularly easy.

Civilization presents itself to be such the same way as Meier's *Railroad Tycoon* - so much so that at first glance it could be mistaken for the same game. Here, though, things aren't restricted just to the United States - this operation is on a planetary scale, staged



Though *Civilization* is played from the perspective of a primitive tribe, there are a few nice details that help ground the player into an otherwise abstract historical time. The example is illustrated by the placement of all the different buildings. The primary structure is the city's temple, which has a lot of influence over the game. The surrounding buildings are the barracks, palace, market and other structures which are added to the game as the player progresses. The game also features a variety of other buildings, such as the library, the university, the observatory, the hospital, and the stadium.

THE SEVEN WONDERS OF THE WORLD

No, this isn't a cynical and barely-relevant space-filler. In fact the Seven Wonders of the World play a very important part in Civilization. An empire must invest huge amounts of time, money and effort to build these mighty landmarks, but it's well worth it as each one has an important positive effect. Did I hear you ask "like what?"...

THE PYRAMIDS

Egypt's greatest wonder, said to have been the capital (Giza) the great pyramids were built as great tombs for dead pharaohs. Today they're regarded as one of the greatest architectural achievements of all time. THE EFFECT: The empire may change the face of government without opposition.

THE COLOSSEUM

An immense Roman stadium in the heart of Rome, which straddles the mouth of the harbor of Ostia. Built in 70 AD.

THE EFFECT: Increases trade.

THE ORACLE AT DELPHI

Another important in Greece, this time in the form of a shrine, situated on the slopes of Mount Parnassus in Greece.

THE EFFECT: Increases the religious influence of an empire.

THE HANGING GARDENS OF BABYLON

Makes two gardens look like a window box. Another beautiful feat of engineering, reportedly including great underground canals which brought water to the gardens. Not built for 5000BC.

THE EFFECT: It makes the people happy!

THE GREAT WALL OF CHINA

Would you believe that the wall is so huge, it casts a shadow that's wider than the ocean? It took 2,000 years to build, was the 20th tallest in the world (at 10000 feet) and stands 20 feet high.

THE PALACE OF ALEXANDRIA

A noble water tower and light house, built on the island of Pharos, used to navigate into the nearby harbor of Alexandria.

THE EFFECT: Increases shipping efficiency.

THE GREAT LIBRARY OF ALEXANDRIA

Perhaps the most well known of the great buildings built on the island of Pharos, 200,000 volumes!

THE EFFECT: Increases the rate of technological advancement.

When building a facility requires a construction project with many "to do" items, it's best to create a checklist. To help you manage your project, we've created a checklist for you. It's a great way to keep track of your progress and make sure you don't miss anything. You can find this checklist in the "Checklist" section of the game.



When building a facility requires a construction project with many "to do" items, it's best to create a checklist. To help you manage your project, we've created a checklist for you. It's a great way to keep track of your progress and make sure you don't miss anything. You can find this checklist in the "Checklist" section of the game.

with splendor. Within each civilization is a group of wise men, responsible for researching and discovering new theories and inventions. Initially only a few basic sciences of research are available - the alphabet, the wheel, pottery and other rudimentary skills. But once these are discovered, the accumulated knowledge allows the researchers to look for more advanced matters. As more skills and information are acquired, so the people become better equipped to take on even more sophisticated research and projects.

For example, one of the biggest steps a civilization can take is to travel across the sea to discover and populate new continents. But boats can't be built until navigation and map-making skills are acquired - and these can't be learned until knowledge of astronomy and the alphabet is available.

All knowledge and advancements, from basic philosophy, religion and democratic principles right up to space flight and nuclear power, is learned in this step-by-step fashion. A giant in-game reference manual, the *Civlopedia*, contains comprehensive data on just about everything it's possible for the player to research or build, and the player can use this information to direct his people's growth. By means of government and rules, the player can create an aggressive, militaristic nation or a peaceful empire of explorers. Whatever the player's outlook, however, technological growth is of paramount importance, if only in order to keep up with the leaders and ensure the empire doesn't fall foul of other civilizations.

As a civilization's technology progresses, the factors and equations that govern the game become more and more complex. Industrialized cities require much more thoughtful landscaping if they are to function efficiently, and there are even environmental considerations, as factories, traffic and nuclear



Even on a city with the empire's resources and a citizen army, progress is slow. Here, the *Civ* player has discovered agriculture and has 200 citizens. From *Civ* - what happens in the academy's halls, contained in *Civ* II's *Civlopedia*, can be learned by clicking on the *Civlopedia* icon in the top right. The game provides constant help and technical tips via pop-up windows, and everything is clear



PC Version

For the most part, *Civilization* looks nothing special, although there are occasional all-graphic interludes which give the eyes something more interesting to do for a short

while. All the major sound cards are supported, though it has to be said that the music side of things doesn't exactly enhance the strategy.



as power all have negative, polluting effects on the planet that need to be controlled. Further, war-making skills are required to keep the populace happy - it's said that society is only ever two meals away from revolution, and if a city is neglected or mis-managed, civil disorder inevitably follows and the town collapses.

Though winning and losing are pretty subjective concepts to *Civilization*, the program lets play continue even after the game has been officially won if the player desires, constant - and very strict - scores and tables are keptating this way to give an idea of how well the respective empires are doing, as well as an overall *Civilization* leader table and graphs appear on a regular basis, showing the most powerful and successful empires. It's partly a numerical reference however, as *Civilization* doesn't encourage the player to be led to success and objectives, preferring instead to allow him to go off on any fortunate tangent and explore the possibilities. It's a very free range game, but as a world model it's realistic enough to penalize players who are a little too proud with their thinking.

Civilization's got its own game hi-categories. If only because of its class size, it won't fit into any one pigeonhole, no matter how hard it's pushed. The variety and scope of its gameplay means it recognizes a number of genres - at heart it's a strategy game, but playing *Sim City* on a global scale, but it works equally well as a planetary and ecological simulator. On yet another, more simplistic level it's an absorbing war game.

It's only when all these come together during play and *Civilization* is viewed as a whole that its real beauty becomes apparent. A flick through the help manual is a enlightening experience, and rightly so, as *Civilization* is probably the most involved and deeply strategic game ever devised. That aspect in itself is likely to put a lot of people off - this certainly isn't a product for lightweights or people who like to play in and out of a game.

The rewards are only there for those willing to commit themselves, but it's well worth the effort. Though *Civilization* looks bland, being devoid of the graphical rickshaws that are fast becoming synonymous with PC product, it's been expertly presented. The game provides constant help and technical tips via pop-up windows, and everything is clear



Orderly empire and its 400 to 500000. They often have been built, and will be able to play the game's music that they're able to hear and control the game's music. Further knowledge of all technology and more to be able to build a civilization, making them a civilization to build a civilization.



Genre: Platform
 Publisher: Millennium
 Developer: The Funset
 Price: \$19.95

ROBOBOB

It's been a bit of a lean time recently for console-less platform game fans. With the likes of *Mario IV* on the Super Famicom and *Sonic* on the Megadrive grabbing both the headlines and the playsets, there's been little for the computer owner to do but look on with envious eyes.

Well, now there's a new platform game here to tempt—and this time let's go for the longie.

To say that *RoboBob* is a Mario clone is something of an understatement. It's akin to saying that Coke tastes like Pepsi—hey there are many similar ingredients that they're bound to be alike. In designing this sequel to the published but fanned James Bond, Millennium has taken ideas from Mario and—in a lesser extent—Sonic and “improved” them (it changed them enough to avoid whatever copyright infringement accusations *RoboBob*, which, it should be stressed, is not that serious criticism). After all, there are only so many games ideas floating around and if you're going to borrow from something you might as well borrow from the best. And as long as the ideas are adapted well, who's really to complain?

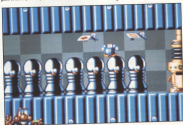
RoboBob's plot picks up where James Bond's left off, with the madman Dr. Mapple fleeing northwards to lick his wounds. While trekking through the icy wastes of the North Pole the laid Doctor stumbles across a mysterious Toy Factory, the proprietor a one Mr. S. Chase. So, seeing the perfect opportunity to exact his bitter revenge on the world, Mapple takes exploding propogins in the various toy warehouses. And, to prevent exposure (coupled with his many depots), Mapple has now the factory's mechanical toys and turns them into lethal robotic guardians. Fortunately most of this bad plot leaks out and it's the job of James Bond, now known as RoboBob

because of his shiny new suit of robo-armor, to save the day by dismantling all the lethal propogins and ensuring that all the little kiddies get their Xmas presents (sweet enough for you?)

The game opens with RoboBob standing at the gates of the Toy Factory, and this is where the play-

er catches his first sight of the over-the-top graphics. The scenery sprays and bursts backdrops are all-there and colored well and are full of life and movement, and the obvious care and attention to detail that's gone into designing them creates consistently high throughout the game. The platform backgrounds are superb, with fine use made of color handling to give an impression of depth. The smooth multi-way scrolls are amazing and almost make Sonic's velocity at times (though it does have a tendency to jolt slightly at those high speeds). The tones are of an equally high standard (special moments should be made of the happy bleeps these emit on the title page), even if they are a little more in place.

Outside the Toy Factory there are no hidden/boom-up areas, so it provides a good opportunity for the player to become familiar with the excellent well-designed joystick control. As any platform game knows, one of the most important aspects of game design is control over the player's on-screen char-





to say that RoboCop is a Mario clone is something of an understatement. It's akin to saying that new Coke tastes like Pepsi - they share so many similar ingredients that they're bound to be alike.

er. It's all very well having "mega" graphics and "big" sound, but if the controls are slow or clumsy then the game will probably be consigned to the dusty bin shelf even before the disc drive has stopped whirring. A recent culprit of this is a certain game by a popular art of "brothers". I think you know who I'm talking about.

Fortunately, there are no such problems here. RoboCop's programmers have obviously spent a lot of time looking at the game controls on other platform games and have implemented the best ideas here. As a result RoboCop can be made to perform a variety of moves from a single joystick without control ever becoming clumsy or unresponsive.

For example, to mid-jump the full aerial jacked state can be made to rotate and turn, allowing the player to engage in lots of ingenious platform-jumping antics like Mario, but of the enjoyment of the game comes from being able to weave RoboCop in and out of a variety of obstacles and roll over with one hit on a tiny little ledge, thus allowing subtle edge games of observation from any friends who happen to be watching at the time. Another Mario nod is RoboCop's body-builder look. By jumping on top of the enemies RoboCop can give them a belly whack, although it may well take more than one clock to send them to lay low.

Another idea, and one of the cleverest, is RoboCop's crouch. When RoboCop's standing on a platform he can take his all too vulnerable torso inside his voluminous and bunched-down, ducking him out of the way of flying bullets or bullets. Nothing too surprising there. But the really clever thing is that the screen scrolls down too, allowing the player to get a glimpse of any dangers lurking below.

In addition, when RoboCop's in three full the results turn the play into a more living breathing entity. Knocking enemies helps out of anything he hits. Not only is it a good way of leveling off the facilities (it's far more powerful than the standard step-on the head), it also makes RoboCop pretty much invulnerable. Thus



RoboCop, Mario IV and RoboCop.

Well, there's certainly plenty to compare. As mentioned in the main review, RoboCop shares many similarities to Nintendo's plumber-cum-bean (and it's unlikely that this is done to chance, both in the flexibility of control over the main character and the sheer range of opponents and game tasks. Indeed, RoboCop comes very close to achieving Mario's benchmark status, but a few things keep it from such lofty greatness.

There are times in situations where RoboCop has to unconsciously risk life and limb by jumping into dangerous-looking voids - the player can always get an idea of the dangers below and act accordingly. Just as handy is RoboCop's super-stretchy stomach. Hitting FEAR makes RoboCop's top-half extend downwards until it hits something solid, whereas RoboCop clings on for dear life and his bottom-half snags up to join him. RoboCop can then waddling along along the underside of the platform until he finds a nice safe place to drop off onto. Exploratory use of this ability is also useful for spying out where secret rooms and bonuses are hidden. Being super-

Mario's multi-layered parallel, clever graphics and amazing sound effects. For me, get it a notch above RoboCop, but these are partly due to the relative qualities of the host machines rather than any intrinsic design faults so it's a little unfair to say so about these differences. What really sets Mario apart is it's sheer longevity. It's a far larger game than RoboCop (which is saying something), with far more to discover, and this size is backed up by a clever SAVE facility. Some may argue that this is inevitable given the huge memory reserves of cartridges, but unlike the graphics and sound this advantage does have a significant effect on the gameplay.

But to put this criticism into perspective, RoboCop is the nearest to a truly Mario-style game yet seen on the computer or systems, and has enough original features to make it much more than an imitator clone and an essential buy for any platform game fan.

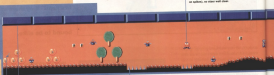




Each RoboCod character has its own unique abilities.

Robocod has taken all the best elements of every platform game from Manic Miner to Mario Bros and skillfully blended them together to form a hugely enjoyable and incredibly playable original.

There's not even the slightest suggestion that RoboCod is a wannabe. In fact, it's a game that's so much more than the sum of its parts, it's a game that's a game in itself.



The RoboCod character selection screen is a real treat. It's a place where you can see all the characters and their abilities. It's a real treat to see all the characters and their abilities. It's a real treat to see all the characters and their abilities.

RoboCod is a game that's so much more than the sum of its parts. It's a game that's a game in itself. It's a game that's a game in itself.



RoboCod is a game that's so much more than the sum of its parts. It's a game that's a game in itself. It's a game that's a game in itself.

RoboCod is a game that's so much more than the sum of its parts. It's a game that's a game in itself. It's a game that's a game in itself.



RoboCod is a game that's so much more than the sum of its parts. It's a game that's a game in itself. It's a game that's a game in itself.

RoboCod is a game that's so much more than the sum of its parts. It's a game that's a game in itself. It's a game that's a game in itself.

Just as Boboed's alien foe has their energy gauge, you can't last forever. But by this point in earlier stages, those yellow stars saved Boboed's life many a time in an earlier effort. They're a great way to save lives.



There's a good reason when it's so difficult to get a red-lined crate of enemy shells. What's so hot to get that if it's that simple, Boboed can be in jump on his first stage energy and this makes the enemy's main step in the bottom of the screen. They're not a particularly a problem of tactical complexity, but this is one of the leading levels after all. Later enemies will use a lot of tricks like the one getting the TV under the screen's ground and while they change.

There's, of course, what's going on in the game. Boboed's not here on purpose or in reality. It's not to be anything other than making Boboed being in the video.

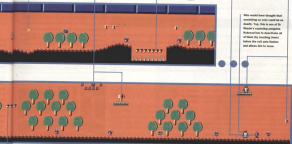
Now, how does Boboed work that program? You can't jump that high, and even the enemy's primary weapon is to use in the character's main focus is something to avoid with the screen for a few more yellow stars. There's a trick when the enemy and when Boboed has a star. There's a trick when the enemy and when Boboed has a star. There's a trick when the enemy and when Boboed has a star.

It's a bit of a trick, what Boboed can do on and on to be up in the game.

And in the end it was. This Boboed's path to the end you'll have to be on a stage that's not so hard to.

Who would have thought that something so simple could be so hard. This, this is one of the Boboed's biggest problems. Boboed's not a character at all that's the best thing before the end you'll have to be on a stage that's not so hard to.

Level 1 Stage 2



No more Mr Nice Guys

For a video game the super bad guy are a pretty terrifying beast, but how would it fare when, as here's the full form down on what they do.

BOB BOB

Big bad is very preferable. He flies around at the top of the screen, then drops down in an attempt to crush Boboed. But because he passes before each crash there's plenty of time for 'Coil' to get out of harm's way.

COIL BOB

The giant car bounces left and right around the screen, then flies, spins its beams and unleashes a couple of speedy



homing missiles at 'Coil. Not nice at all.

THE GREEN OF BEASTS

The biggest problem with this family lady is her speed. Like some overgrown Space Invader she comes left and right, raining playing cards down on Boboed's head.



A BOUNTY AT THE GALLEY

Fighting the giant batteries can get very confusing. The screen is narrowed down the middle, so there are two batteries and two 'Coil on-screen. As the batteries furiously pirouette around, it's easy to lose track of which's real and which is fake.



SNOW BUSINESS

The final buddy. If you're big and hard enough to get this for then you should be able to work out how to beat him for yourself. And in there a surprise lurking under all that snow? Oh... Maybe.



Amiga version



Woowey nice! You know you're in for something a bit special as soon as the hilariously bouncy RoboCod theme music kicks in on the title page. Indeed, the tunes and SFX are wonderful throughout. Graphics are of an equally high standard, with well-drawn, frameless sprites gliding smoothly and quickly over pixelated sandy colour backgrounds. Given the game's variety inevitably there's frequent disc access between levels, but it's very short and sweet and doesn't seriously break the flow of play. A treat all round.

RoboCod will work on the Amiga 500 and 600 versions. It will also run on the Amiga 2000 and 3000. It will not run on the Amiga 1000.

Amiga 500 requires 128K of RAM. Amiga 600 requires 256K of RAM. Amiga 2000 and 3000 require 512K of RAM. Amiga 1000 requires 128K of RAM. Amiga 4000 requires 1MB of RAM. Amiga 486 requires 1MB of RAM. Amiga 504 requires 128K of RAM. Amiga 504 requires 128K of RAM. Amiga 504 requires 128K of RAM.



all makes RoboCod's big snag, so it's fortunate that the builders (AT) do him any damage while he's slung. Any collisions with the bodies simply make him stop back to normal size.

The Toy Factory is split into fourteen levels, each accessed via gate and door. There are further secret hidden levels for the player to discover, but they're not vital to completion in the game. Each door is marked with a graphical clue to the set of actions which he'll make, such as a brain scanner on the door to the sports level, or a teddy bear on the door to the fully-ups level. Some special doors are marked with minicore-looking question marks, and these levels contain massive pseudo-end-of-level hidden to be defused.

The levels have been arranged to satisfy both players who like to rack up 50 scores, and those who like to make progress through the game to see the end sequence. In the start of the game RoboCod can go through the door to one of two levels, but the gate is locked. It is only necessary for the player to complete the header of the two levels to progress on to the end-of-level hidden room (which, when completed, leads to two more levels). Thus the 'puzzle' player can try to do both levels and pick up as many bonuses and collect as many bonuses as possible to get the high scores, while the impatient 'progress' player can just complete the level he has to and move on. Unfortunately it isn't possible to see game positions, but because the player can shoot can fairly

quickly to where he left off the old problems of how does he know to replay the early sections is reduced.

Each level is split down into a series of sections, with the player's aim being to locate the floating COOT job. If it's found but it isn't floating then that means that somewhere in the section there are still some of RoboCod's exploding programs active. It is only once RoboCod must find and deactivate them by touching them before he can leave. But due to intelligent level map design, the player is generally lead through all the major areas in a section and there-

game you can remember (Mario, Sonic et al) have been blended together to form a very tasty and in many ways unique mix. There are slow bits, there are fast bits, there are puzzle bits, there are against-the-clock bits - in short, something to suit everybody. Even on a console, with the huge amounts of memory they can access, RoboCod would be remarkable feat of programming (but on a console GLE Amiga 500's little short of incredible).

It would be a shame to give too much away - after all, half the fun of playing the game is discovering a section with an all new set of problems to solve and things to try out. But to give an idea of some of the treats that await, the player can expect to discover giant aliens and temples that force RoboCod to overcome heights, giant cars, planes and even helicopters that RoboCod can hop into and take for a spin (see the 'Come Fly With Me...' box for more on those bizarre modes of transport), a screen that shows RoboCod with out-of-reach platforms, stay-on wings that fly RoboCod above the screen, and space-down levels where the player's controls are inverted (very confusing at first). There are even underwater levels that play like a tribute to James Bond.

RoboCod is the sort of game that computer owners have been waiting a long time for, a game that is a more than worthy contender for the Atari throne. Part of the reason for this may well be in the fact that Millennium simultaneously developed RoboCod on the 48-bit and the Megapixel.



RoboCod is the sort of

game that computer owners have been waiting a long time for, a game that is a more than worthy contender for the Mario throne.

less there's ready to hand the annoying and highly tedious back-tracking, a problem that seriously marred the player's enjoyment of the otherwise great project, James Bond. Usually the problem isn't so much finding the program, it's how to reach them.

The amount of variety in shooting, not just in terms of graphics and sound but also in terms of the 2D falling tables that the player is called upon to perform, elements of just about every good platform



COME FLY WITH ME...

There are times when RoboCop's standard-issue top, skip and jump just won't do. By head-butting special question-mark blocks RoboCop may discover a whole host of fun-made vehicles to commandeer. But take care! Some blocks are loosely trapped and contain a high-speed nasty.

PLANES...

RoboCop Air has an unrivaled reputation for safe, comfortable travel. From the big question-mark block, we can take you to anywhere in the game world. And our in-flight service is second to none. RoboCop Air - you're a great way to fly.

...BANKHEAT...

What could be better at the end of a hard day than a nice, long soak? Using Head RoboCop's economy scheme you can have gallons of piping-hot water on tap at any time of the day or night. And our special bath suits allow you to fly around the screen in features unavailable from any competitor.

...AND AUTOMOBILES

The RoboCop Road Scooter is the Ultimate Driving Experience. It's nippy in built-up areas. And it's unique bouncing ability (fitted as standard) gives the driver uncollected freedom to crush parking garages. (See Berlin's "Take My Breath Away" and lots of cars flying exploding into flames.)

With the right accessories, you can actually use your RoboCop as a car. It's a great idea, and we're excited to see you use it. We'll be right there with you.

RoboCop is a registered trademark of the RoboCop franchise. RoboCop is a registered trademark of the RoboCop franchise. RoboCop is a registered trademark of the RoboCop franchise. RoboCop is a registered trademark of the RoboCop franchise.

Now, the quality of platform games on the Megadrive and the Super Famicom is incredibly high, say some controller fan to be at least as good as the best PC to read any possible diatribe of yours. And it would appear that the hard work going into the Megadrive version has had a knock-on effect on the PC version, raising them far above the usual standard of platform games on the home computer.

What's so amazing about RoboCop is the fact that the majority of the project - design, programming and graphics - was the responsibility of one man, Chris Sorell. When you consider that you have here a game comparable to *Mega 2* (which was designed by a team of over twenty Japanese coders) you begin to realize quite what an achievement this is, and just how talented Mr Sorell must be. Doing it made you sick? Not so much! I agree Richard Joseph, the man in charge of the music and sound, who is also deserving of special mention. Without his jaunty (and amusing) effects RoboCop wouldn't be a tenth of the game it is.

After all this praise and hype (and I think you must be getting the idea by now, so I'll state it bluntly) RoboCop is a completely excellent game. Packed, pleasurable and - thank God, Jim, it's like a sweet tooth of fresh air in three days of relaxed bliss, fun, fun, fun! It's a clean, fun thing and few platform games were so well-written distance of *Mega's* (block-mark-letting) body brights. But the best platform game on computer? Without the faintest shadow of



RoboCop can fly, or even swim! RoboCop is a true platform game with a wide range of items and special abilities.

RoboCop can also swim, or even fly! RoboCop is a true platform game with a wide range of items and special abilities.

RoboCop can also swim, or even fly! RoboCop is a true platform game with a wide range of items and special abilities.

RoboCop can also swim, or even fly! RoboCop is a true platform game with a wide range of items and special abilities.



a doubt, goes down to your nearest software shop and give RoboCop a prime time place in your software collection now.

© David Upchurch

R A T I N G S



Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value



934

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value

Overall
Gameplay
Graphics
Sound
Value



Game Advisor
 Publisher's Note
 Developer's Comments
 Price List

WILLY BEAMISH

Remember Roger Rabbit? Disney's multi-million dollar cartoon/live action epic that tried to both capture the imagination of today's youth and recreate the old Saturday afternoon matinee feelings lying dormant in all those offbeat adults? There was something for every

one. For the kids there was the cheeky bang animation and for the grown-ups there was a bit of wacky cartooning of iconic Rabbit and some outrageous tangling from Bob Hoskins. Despite its adequate performance at the box office, the movie was deemed to be in a few-studio situation, containing turn-of-events for both audiences. Grown-ups weren't really keen on buying an R to see a cartoon and we kids didn't understand half the jokes.

Willy Beamish adopts an amazingly similar policy. It's unclear exactly which end of the market there are pitching at. The evidence on one hand - the machine's success, the DVD packaging and the cast would suggest that the title fits into Sierra's typically wacky-but-profitable portfolio. The nature of the graphic style and the storyline, however, would seem more akin to a kids' game.

But hey, hey, hey! This ain't no comic strip for kids. It's an interactive cartoon, doncha know? Dynamic wanted to create something kinda new to completely new, create the pot-went all these way ideas and god-bless if this ain't what we ended up with. 'Yup, boss if the gee-willikers with-eyed-puffy-

ness of Dynamic's highlight may stick in one's craw, you've got to admire their (probably just not daily) entrepreneurial spirit. Don't be fooled, though Willy Beamish is a fun, primary, non-cynthetic cerebral ringer, with varying degrees of discussion around a tried and tested adventure formula.

Beamish and his companions in top-cold (Hawaii) live in Vancouver, USA, Sierra's newly-set for the summer and all Willy dreams of is winning the National Winter Gaming Championships which will be held during his summer break. The player's most basic aim is to keep Willy out of trouble during his spare time and keep in his gaming ability to National standard by regular Winter practice. A plethora of sub-plots culminate from this central theme. The key to Willy's Winter system gets confiscated, so he can't practice, he doesn't have the necessary entrance fee to the tournament etc. Disappointing Willy's parents will lead to a run in the studio of the Willy's Trouble-the-momster. Too high a reading and Willy will be punished...

Presented in flawless Dynamic's wack-a-tick-and-animation, the plot opens with Beamish, all-gangly-boy



WILLY BEAMISH: THE GAME BY DYNAMIC GAMES. © 1995. ALL RIGHTS RESERVED. WILLY BEAMISH: THE GAME BY DYNAMIC GAMES. © 1995. ALL RIGHTS RESERVED. WILLY BEAMISH: THE GAME BY DYNAMIC GAMES. © 1995. ALL RIGHTS RESERVED.

and quell, sitting in the town's final assembly viewing his way through a particularly nuptial ritual "wedding" speech by Principal Frick.

It's a nice role that in Willy's case leads personality has a lower volume tolerance level than the pupils and parents in Frick, causing much pandemonium as we stalk the slip-slapped Principal's eye-gate way, feet from all round and a detour for Willy.

On during the Detention scene while Willy (despite of Winton Lane and a duty old episode) drags out a somewhat equipment that, finally, the player comes into the game. The camera changes from the waiting match view to an arena, indicating that there's some interaction to be had.

As expected, the introductory sequence is interesting enough and can be skipped through or completely bypassed should the player desire.

Once into the game itself, the familiar Dynamic interactive format is adopted, albeit in its latest stage of polish. First it abandons static character conversations over the fairer one has backgrounds while in conversation. The smart camera floats over the play area changing between an impressive digital arena and a smaller "action" arena indicating that there's an ability to be taken or manipulated or a task to perform. This are denoted by a large green, flat sign



It was like of the dragon (an ACE Evergreen, in fact) that first made UK software buyers sit up and pay attention to Dynamis games. The story of a futuristic detective

endeavouring to solve a complex narrative related murder gripped both public and reviewers alike for all of a fortnight. The problem with the game, you see, was that it simply ended too quickly. Partially a symptom of its own success, Star's short-term appeal resulted from a) being fascinatingly addictive and b) never allowing the player to languish in boring dead ends. The game moves along at such a pace that players putting in a lot of effort would finish it rather too quickly.

Dynamis suffers from similar problems, although to a less serious degree, there's enough freedom of exploration and sheer distance to cover to show down the plot sufficiently - an indication of the frankly unbelievable learning curve of game development of which *Dynamis* a surely coming to the end.



and possible sources of conversation are indicated when the camera turns into a specific locale.

The player can examine objects by clicking with the right mouse button and turning his arrow into a magnifying glass. To save clicking over "dead" screen areas, the glass will auto-align as the camera moves over objects for which there is no description, becoming clear when something of interest is in sight. A neat touch.

Clicking on the left mouse button will raise an "action". If an object is near the camera, it will be picked up. If Willy is near his Winton, he'll begin to play and score. If Willy is currently over an exit, a message will remind the player exactly where that route leads. When you consider that the disk is scored virtually every time Willy leaves a room it's vital that so many it's needed to bring and bring between erroneously selected locations.

A great deal of thought and care has gone into Willy Beamish's presentation. Graphically it's a dream. The hand-painted super-detailed backgrounds will be the most familiar point of reference for *Dynamis* fans. In 2D video VGA, they are quite superb, and work superbly well with the cartoon nature of the rest of the game. Distinct from that of the dragon, the central character controlled by the player (Willy Beamish) is visible on screen nearly all the time. When he interacts with objects and people, he'll position himself in an appropriate place to do so.

This is a most important point that it may seem at first. *Dynamis* has gone to a lot of trouble to ensure that Willy's character comes through in the game, and having him on the screen moving around is by far the most dramatic way to keep him at the forefront of the player's mind. The whole point is that the player is supposed to believe as Willy would, not as themselves. Having Willy sitting in a chair in the kitchen dangling his legs may not seem like an especially worthwhile expenditure of disk and memory space, but it helps stably old-games up slip into character more easily.

Surprisingly, perhaps the part of the game in which the most effort has gone is the least noticeable. Willy Beamish is absolutely rife with interesting touches which continuously fix around adding interest and humour. However, perhaps because the job of making the player feel that he is watching a cartoon has been so professionally achieved,

it's easy to take these touches for granted. After all, it'd be a pretty boring cartoon if only the foreground characters moved, wouldn't it? If that sounds ridiculous, good. It's possibly the best mistake that I can say *Dynamis* impossibly successful first try at introducing the cartoon genre. On this level, at least, the game works. However, we're holding the player's attention in an impressive way, and then allowing him to progress the story, is however limited ingredients, is surely limited.

The pacing of the notes of *Dynamis* game has been criticised in the past. One of the design was a particularly good example of the team's reluctance to let gameplay get in the way of good storytelling. The determination to continually pull the player through the story meant that the game was really



he game works fantastically well, fooling the player into believing he's only an impassive viewer and then allowing him to progress the story to satisfy himself.



Character: Willy, in a conventionalized, stylized, cartoonish, and whimsical, manner, is shown as a man who is very much like the man who is usually with Willy. He is a man who is very much like the man who is usually with Willy. He is a man who is very much like the man who is usually with Willy.



Character: Willy, in a conventionalized, stylized, cartoonish, and whimsical, manner, is shown as a man who is very much like the man who is usually with Willy. He is a man who is very much like the man who is usually with Willy.

Meet the crew!

Here we have a breakdown of the most important characters in the game. All of which need to deal with Willy's own individual style if the player is going to save Prometheus. Working clockwise from the top left, Willy himself, Colin, Lisa, and Frank are all out of control for the holidays. Leona, Prometheus, and Leona are the man who runs the plumber's union. Why is this usually society class in costume (and a hat full) with this grease monkey? Well, he's in a whole lot of trouble. He's got no job, money, your sister, Mr. Frank, being, told and hand, the fast-tempered stepbrother in a variety of constant fear for little Willy, and finally, your frog, Frank.

Character: Willy, in a conventionalized, stylized, cartoonish, and whimsical, manner, is shown as a man who is very much like the man who is usually with Willy. He is a man who is very much like the man who is usually with Willy.



asic icons for family structures, while being about as subtle as being hit on the head with a brick, make it easy for the player to deal with complex dialogue.



perly vary, and numerous pointers were continually being given as to what exactly the player should do next. The success of the storyline was the downfall of the game. You wouldn't expect a fantastic detective movie to last particularly long, and we did the game.

Willy Beamish is a far more accomplished title in this area. Use of "MovieMaker" history screens will yield information about which Willy would otherwise remain ignorant, and these help, but it's the development of plot aspects which the player can't see again at the time which really do the trick.

Prompting itself is a subtle game, and quite apart from anything else, there's a lot of exploring to do. What with it being the summer break, Willy has a lot of freedom and he can travel around Springfield pretty much at will for periods, as long as he's at home in the bed. To an extent, this freedom helps to combat the feeling of being led by the hand through the adventure, since as a geographic level at least, it's as flexible.

MY, WHAT A BEAUTIFUL PACKET!

Here we are, without any question, kings of the Packaging empire. Their products simply stink of class and care. Some of your photocopied sheets will be tied to a registration card here. Oh no. And every Sierra game comes with a completely free playing guide presented in a manner appropriate to the game itself.

Laurie Salt Larry II, for example, comes free with a copy of *Playboy* magazine, offering some useful game hints for adventurers who take the time to look.

In Willy Beamish's case, however, we have Willy's very own private note book. Now this is a real gem. On top of Willy's rather amusing juvenile drawings of A-13 tank killers and his rampant fantasies about being interviewed by top TV host Stan Lathier after his triumph at the forthcoming Winter Games Championship, we have some useful information about Prompter and his environs, the character flaws of many local folk and so on. All in lovely colour.

Yet again, the Americans show us the way to present games and make them feel like a package, rather than a box of disks.



Willy Beamish is a far more accomplished title in this area. Use of "MovieMaker" history screens will yield information about which Willy would otherwise remain ignorant, and these help, but it's the development of plot aspects which the player can't see again at the time which really do the trick.

Willy Beamish is a far more accomplished title in this area. Use of "MovieMaker" history screens will yield information about which Willy would otherwise remain ignorant, and these help, but it's the development of plot aspects which the player can't see again at the time which really do the trick.



Willy Beamish is a far more accomplished title in this area. Use of "MovieMaker" history screens will yield information about which Willy would otherwise remain ignorant, and these help, but it's the development of plot aspects which the player can't see again at the time which really do the trick.

Beamish isn't so flexible where the story branching is concerned through dialogue. Willy's responses to other characters' questions are, at best, limited to about three choices. Frequently, the options are so limited that playing feels more like making a Fighting Fantasy book than a game with complex complexities of code. Some options are only in there to be ignored, since they neither progress the plot or provide more than a fancy-sounding

idea. A large subplot in the game (wherein Willy's Dad Corbin is looking for a job. He really had been a reasonably senior management post. Willy's dad is looking it tough to make ends meet. Unfortunately to Corbin, the only firm he seems willing to interview him, the TactiSoft artificial intelligence company - are in desperate but unobtainable gizmo-colours with roughshod plantiffs' union bosses. They somehow plan to take over the level and are looking for a shabby little guy to take the rap. Willy must persuade his dad from getting the job or persuade him it's a bad idea without explaining why. As you can imagine, this took a much longer time understanding and some searching scenes in the TactiSoft department.

A fascinating subject for the writers. The man is that Willy Beamish is a Funny Game. However he has literally been the show-off which has made American games history incompatible with the UK market. For worse than an ill-fated card problem, a *Playboy* magazine will have the game's printing this week there's no business. While we're all splitting our sides over debate infection-driven double entendre, the Americans are hitting each other with constant pin. Well, that's what we've been to before.

The business starting through Beamish is refreshingly successful. By keeping it on a sufficiently light-weight level (and people are funny, using pins makes people laugh) and relying on the actual characterisation of the other people in the game to make the scenes funny, the game works. An occasional too-clever can be found in the "trick" description





Casey Neistat
 Publisher/Owner
 Developer/Original Image Designer
 Peter J. Lee

ROBOCOP 3

It's got to be said that as a concept Robocop has always been a bit... well... half-crazy. I mean, how can you really take Robocop seriously as 'The Future of Law Enforcement' when theoretically he could quite easily be destroyed by a single shot in his woefully unprotected face? And with that shiny plastic

groove and missing walk you can't help but feel that an ending film really hardened criminals would be splitting their sides rather than a winking three-pants. Indeed, without the sheer darker-than-dark

humour and over the top violence, it's doubtful whether audiences would have been able to accept Robocop as anything other than a complete laughing stock.

So, given this somewhat ridiculous creation and the hyper-statism of the crime-buster Turley, it's perhaps not so surprising to learn that Robocop is currently being groomed for a somewhat younger, less-demanding and potentially more lucrative audience. Already the kinetic control copper has made successful forays into comics and cartoons, and apparently in the new sequel the graphic violence of the previous films is being drastically toned down for a lower certificate. Whether you consider it critical exploitation or not, you've got to admit that as a marketing move it's flawlessly brilliant. Just think of all the spin-off merchandising possibilities. In your own home re-watch the exciting moment when Robocop shows the rapist in the nuts with the Robocop's Back Alley Pincer! The mind boggles.

Of course, there's old Ocean use Robocop's kids' appeal goes all the way in forward the in-it-kind's original film for conversion into computer game form. A phenomenal success, it arguably set the standard for DeSena's film licence formula. To take



RoboCop 3 (RoboCop 3) is the new film from the Ocean Group. Ocean's 'RoboCop' series is the most recent version. The first film was the most successful. Ocean's RoboCop 3 is the most recent.

RoboCop 3 is the most successful of the three in the Ocean Group. Ocean's RoboCop 3 is the most successful. Ocean's RoboCop 3 is the most successful.



some simple platform action and add a few equally-simple puzzle or shoot-'em-up levels to add variety. It's a formula that's been much criticized recently, with the *Duke* and *Tomb Raider* games showing definite signs that the original genre has been flagged beyond its limits.

Following last year's *Robocop* game, which was little more than a sticker version of the original, *Conan* really had no option but to do something special and different with *Robocop 3*. After all, I don't remember even the most beautiful *Robocop* gameplay would be able to stand a third platformer's pummeling. And it certainly stood more than a little interest from the computer press when *Conan* announced that Digital Image Design was to be *Robocop 3*'s developer. But from the 3D polygons affixed such as *Fury*, *Demolition* and the oft-delayed-but finally-to-appear *Conan Epic*, many expressed surprise and more than a little disbelief that DID had received the job. Many joked that this was going to be *Robocop in 3D*. But the jokes are over because... it is. And a few nights with the good news is that the 3D *Robo* works amazingly well and equally makes *Robocop 3* the best film licence yet.

On loading up the player is given the option to play either the Movie Game or the Arcade Game. In the Movie Game the player takes part in various sequences related according to events in the film, while in the Arcade Game the player can choose between five games, each a variation on scenes in the Movie Game,



In terms of graphics, there couldn't be more difference between

Robocop 3 and *Conan's* previous *Robocop 2* game. Out are sprites and platforms and in are polygons.

However, fans of the film's excessive violence will be pleased to hear that the body count in both games are on a satisfyingly similar high level. Although *Robocop 2* was perhaps a slightly more enjoyable - albeit unoriginal - game, as a film-like experience *Robocop 3* takes hands down, and as such comes highly recommended.



Not only do these provide a good chance to practice the various game elements before they're encountered in the Movie Game, they're sufficiently different in their own right to add extra value to the package as a whole.

With the *Robocop 3* movie not due until Spring/Summer of next year, the *Robocop 3* game is in the unusual position of appearing some time before the actual film track. This brings some great some indication of how special *Conan* before their game to be, with the company happy to let the game stand or fall on its own merits rather than co-opt the film's publicity and hype. And if nothing else, it provides fans of the film with a handy preview of the plot.

Robocop 3 may kick off with the shock announcement of OCP's takeover by Kammata Industries, a ruthless Japanese company. Kees to accelerate the construction of Delta City, OCP have formed a deal with REEAD units to release the remnants of Old Detroit. At least, that's what Joe Public is being told. In reality, the REEADs are using terror tactics to clear the streets by force, making thousands homeless in the process.

In desperation the terrified citizens band together to fight back. Through means too complex to go into here, *Robocop 3* tells out about three dirty dealings. Unable to disguise his prior dealings to 'Upgrade the public trust' and 'Protect the innocent' *Robocop* goes straight and into the rubble. Things come to a head after a botched *Robocop* defeats a small army of tanks and ED-209s sent in to reduce the chaos area to rubble. The displaced Kammata Industries decide to put an end to *Robocop's* meddling once and for all, and the film climaxes in a mass clash between *Robocop* and Kammata's robotic Ninja armoured fighting unit!

The game is split into eight major action set-pieces. In between each set-piece there are chunks of plot related by

a combination of 'Waterwhile...' screens and voice-logging narrated sequences. Most commonly these are framed as 'MediaWorld' news reports, with the ever-waiting news readers happily relaying the latest mass murders and body count figures to the camera. These in particular, work very well, neatly conveying relevant information in a manner appropriate to the movie. Good use is made of TV-style flash-graphics and muted colour tones, and the presentation throughout is exemplary.

The right action sequences are based around four

the good news is that the 3D twist works amazingly well and arguably makes *Robocop 3* the best film licence yet.



RoboCop's unique capabilities provide a great advantage when it comes to the futuristic. As a virtual police officer from Detroit, RoboCop's primary role is to investigate the world of the game. For the most part, it's a police officer's job to get the job done.



The enemy attacks with other types of grenades. Some are sticky and can be used to trap enemies. Some are explosive and can be used to destroy enemies. Some are fire and can be used to burn enemies. Some are smoke and can be used to hide from enemies.



RoboCop is a virtual police officer from Detroit. His primary role is to investigate the world of the game. For the most part, it's a police officer's job to get the job done.



RoboCop is a virtual police officer from Detroit. His primary role is to investigate the world of the game. For the most part, it's a police officer's job to get the job done.



It's not right, it's wrong. It's not the way to get away from the cops. It's not the way to get away from the cops. It's not the way to get away from the cops. It's not the way to get away from the cops.

It's not right, it's wrong. It's not the way to get away from the cops. It's not the way to get away from the cops. It's not the way to get away from the cops. It's not the way to get away from the cops.

JUSTICE: I AM OTOMO.
PREPARE TO BE DESTROYED
EFFICIENCY: 50%
OTOMO EFFICIENCY: 99%



HEADLINE 8

IN A BROADCAST...
IN A BROADCAST...
IN A BROADCAST...
IN A BROADCAST...
IN A BROADCAST...



PICTURES AT ELEVEN...

Each of the five Akira games is treated as a new film with its own title, *Take 5* being *Clay...* ... And the first big story tonight

• The OCP employees held hostage by terrorists were freed tonight when company heads said in *Rebop* to deal with the situation. Police chiefs, who had been attempting a peaceful negotiated settlement, called for more troops and stated that the hostages "may have been put unnecessarily at risk."

• Epitaph gang leaders were reported to be arrested and detained after their unsuccessful attempt with heavily-armed police units in the show areas of the Detroit last night. OCP subsequently denied allegations that the "Punks were fighting to protect their losses from hidden undergrounds." "Rubbish. There are just common street scums. They just happen to have high-power machine guns," said an OCP spokesman.

• Detroit police claimed another victory in the war against Los Hellz Bolly when they caught thieves red-handed trying to cheat an antique table buyer. The owner, millionaire Anton Dore, was also arrested when police discovered the table was an antique period. In an ironic twist, judges awarded Dore a higher prison sentence than the thieves.

• Today the police gets its first glimpse of *Rebop*'s new *Exopunk* unit as it was taken through to the street level. OCP officials were

reported to be "delighted," adding "Bobby's brought 'em on the streets and on the roads, now he'll fight 'em in the skies."

• Tomorrow sees the conflict between OCP and Kamontar's Infantry in an area can hold the better rated. Kamontar's

NOTE: *Wings* will face off against Detroit's very own *Rebop* in a wing match to be broadcast live on this channel. See *Rebel*!

This is *Clay* Wing reporting live to the *Headlines*. Remember: You give us the minutes, and we'll give you the World.

During the original *Clay* movie *Rebop* with a team of birds and even a falcon in the face (Clay's gun should stand for you, *Rebop*)

Clay had had an alien race, as in the *Clay* story. I don't if *Rebop* had of the 8th or 9th. *Rebop* was from flying back the a clock of time.

The *Rebop* movie is a comedy featuring a bird with alien-looking features in the ground level.

After *Clay*, the film is to have *Rebop* about police. We should know by now that a 8th century movie from *Clay* is not just an *Rebop* looking like a new set of legs of its own and can stand on its own. It is a movie to be seen in the *Clay*. It is a movie to be seen in the *Clay*.

The *Rebop* movie is a comedy featuring a bird with alien-looking features in the ground level.

The *Rebop* movie is a comedy featuring a bird with alien-looking features in the ground level.

The *Rebop* movie is a comedy featuring a bird with alien-looking features in the ground level.

The *Rebop* movie is a comedy featuring a bird with alien-looking features in the ground level.

The *Rebop* movie is a comedy featuring a bird with alien-looking features in the ground level.

WARNING: LOW ALTITUDE



Rebop's biggest challenge in the original *Clay* movie was to fly and fight a *Clay* in a ground set of *Clay*.

The *Rebop*'s greatest challenge in the original *Clay* movie was to fly and fight a *Clay* in a ground set of *Clay*.

The *Rebop*'s greatest challenge in the original *Clay* movie was to fly and fight a *Clay* in a ground set of *Clay*.



The *Rebop*'s greatest challenge in the original *Clay* movie was to fly and fight a *Clay* in a ground set of *Clay*.

The *Rebop*'s greatest challenge in the original *Clay* movie was to fly and fight a *Clay* in a ground set of *Clay*.



ily well-estimated, avoiding errors for and avoiding into the developers or the player. It's the equipment that first feels as if it belongs in the game, mainly because without having seen it on film it's hard to accept Robocop flying through the air like some tin-plated Superman. Is it a bluff? Is it a plane? No, it's an excuse for some optical toys.

Without doubt the most disappointing sequence in the film is the final combat between Robocop and the android Ninja assassin. Due to the graphic complexity the action is rather sluggish, and Robocop's combat moves are definitely limited. Robocop can simply walk around, duck and punch. Success is largely a matter of avoiding the Ninja's blows and timing the punch well, which gives the sluggish movement and control response are not the fastest tasks in the world. However, there is a definite knock to it. Although the first couple of games reach understandable levels of frustration as the Ninja hurls you to the ground time after time, it doesn't take long to learn the some fall-ticks. Once that the final sequence in the game comes around this combat, it's a lot of a defeat-and-claim.

THE NAME REMAINS THE SAME...

It's all change for the new Robocop 3 film. New story angle (less violence, more action-toys to increase kid appeal), new plot (well, it's always nice when they make the effort, isn't it, especially bearing in mind the carbon-copy depths that Die Hard 2 stumbled), new director (Fred "The Monster Squad" Dekker replaces Irvin The Empire Strikes Back? Karshner, but that's no real surprise - Karshner replaced the original's Paul Verhoeven and a new star.

Yep, that's right - a new star. Peter Weller is no longer the man in the iron suit. Apparently he couldn't face taking on the physically-exhausting role a third time. And let's face it, from an actor point of view it can't be the most satisfying job in the world trying to convey the whole panoply of complex human emotion via the mouth. So, for Robocop 3 the acting chores go to an formerly unknown American movie artist. There's very little information on him at the moment - even Orion's PR company don't know his name - though apparently his title is identical to Weller's, so there shouldn't be any giving continuity errors.

Audiences will be able to judge how good a job he's done when the film's released early next year.



Amiga version
Top notch all round. It'll have close amazing things with the 3D, especially in the fast patrol sections. Sound is great too, with some suitably low-key tunes playing softly in the background to heighten the tension. Both conspire to generate

an incredible amount of authentic Robocop atmosphere. Thanks to some excellent alias management the amount of alias sampling is virtually non-existent - nothing spoils the flow of a game, especially one as narrative based as this, than constant alias messages.

Robocop returns once again in a new incarnation in the Amiga version. The new 3D graphics are a real improvement on the original, with a more detailed and textured environment. The sound is also a real improvement, with a more varied and atmospheric soundtrack. The Amiga version is a real improvement on the original, with a more detailed and textured environment. The sound is also a real improvement, with a more varied and atmospheric soundtrack.

It'd be funny to make much of the fact that during the game the player is given several points where they can do things differently to the way they did it in the film and branch off on a new plot branch. Well, yes you can, but it's rather limited, generally leading to the game ending abruptly or branching back into the main narrative almost immediately. For example, there's a pivotal point in the game where Robocop is ordered by the REEPLERS to kill some innocent people. Robocop can either obey (as in the film) or follow orders. On the first action and the game flows as normal, but on the second and the game ends abruptly with a melodramatic report explaining that construction of Delta City is proceeding unopposed and the now-redundant Robocop has been decommissioned. Headly going to get Loucas or Sierra switching is of Copying skills. It does add some longevity to the product, allowing the player to replay the game to see the alternate endings.

To be honest, Robocop 3 isn't quite as different as perhaps Orion believes it to be. Like many other film series it's a blend of several game styles - a bit of shoot 'em up, a bit of driving, a bit of beat-'em-up - with the thoughtless nature of each element compensated for by the sheer variety in offers. However, the quality ground-breaking 3D presentation adds an incredible amount to the game, and the games are good fun, only let down by the limited gameplay sections. And strangely there are times in the game when you do actually feel like you're taking part in a film. Which, at the end of the day is probably the best recommendation I can give. After all, isn't that what we're looking Robocop 3 for?



RAYING EYES



Development	Development
Design	Design
Sound	Sound
Graphics	Graphics
Gameplay	Gameplay
Value	Value

883

883 your score out of a total of 1000. The higher the score the better.

The Amiga version offers the player a game mode in the game's single player mode. The game is played in the form of a 3D first person shooter and is a good thing, since it's the only Robocop game to have been developed. The game is played in the form of a 3D first person shooter and is a good thing, since it's the only Robocop game to have been developed.

SCORES OVER TIME





Game Arcade Man
 Publisher: Ocean
 Developer: Probe Software
 Price: \$49.95

SMASH TV



...n with the body count! This

is how games should be. If you thought some of the games in your software collection were violent, gory or brutal - think again. **Smash TV** is the most rickling, most racking, balls-out festival of carnage ever to grace a com-

puter screen. And it's a screen. Courtesy of Probe Software (the Williams' historically popular coin-op), **Smash TV** is based around a futuristic game show best described as it's a knockout on PCP. Constantly either individually or as a team, explorers on a massive maze of rooms, collecting cash and goods prizes. Their progress is hampered, not by silly sees or gulls, but by various shooting contest pits or trying to knock them off the slippery leg with a water cannon, but by armies of zombies and mechanical killing machines.

Hosted by an impossibly annoying ghastly-headed hostess, the show entertains the braindead population of some distant future-culture. Like a twisted extension of the good old USA, this is a culture where all moral values have been destroyed. Only the timely supply of treasure such as material goods, wealth and fame mean anything in this society.

The destruction violence demands increasingly dramatic and thrilling evidence, while the contestants enter the chance of their 17 seconds of fame by the neck, willing to take on any odds and risk anything

in the hope of becoming overnight TV stars.

Deep within the maze rooms of the sprawling TV studio, look assorted creatures of varying nastiness. Stranding out from the central section where the audience and grinning hostess sit in safety, the players must fight their way through each room, working towards the end of each stage.

Once inside a room, the players are shut in as the all exits are barred and the monsters pour on. Only



As the maze unfolds, you'll encounter a variety of deadly traps, and when they're not, you'll meet the toughest and/or the most vicious creatures of them all.

once the requisite number of creatures has been dispatched will the exits open and the players allowed to progress to the next stage. Depending on how fast or skilled the players feel, they can opt to either fly straight through the level via the shortest route or slow make room and go for bigger prizes found in the bonus rooms.

Everyone knows, however, that the score really isn't what games like **Smash TV** are all about. While it's interesting enough to note how many futuristic monsters and barely luggage sets are being amassed as waves upon waves of mutant cartoon fodder bite the big one, it's the determination to see what the next section holds which will drive players ever onward and will keep them coming back for more even when they feel they've reached another saturation point.

Let there be no doubt about it, **Smash TV** works best as a two-player game. In fact, there's a lot of no understatement. As a one-player game it's something of a flop. This is no fault of the conversion. Quite the reverse. The strategy was always far more possible with a second player to screen at and criticize, and the game is true of the home version. If a **Clu** g wave after wave of zombies is merciless how when there's a human controls watching your back and hitting you out of the right eyes, but to be honest, when a single player is on his own it can get a bit boring.

In the initial stages, the bulk of the monsters needing shooting are the badly drawn walking baseball bats and wearing an assortment of brightly colored jumps. At the early stage, some of the enemies find are particularly tough. It's the sheer number of enemies which eventually grind the players down. As the bodies are piling up, and the ammunition for use of the more powerful weapons is running

POWER-UP EXTREME

As the levels of Smash TV turn it from simply one of the most bloodthirstily violent games of all time into something really scary, the number of extra weapons available for collection increases.

Now, obviously, power-ups in arcade games aren't new, but the ones available in Smash TV do actually make some genuine difference to the way the game is played.

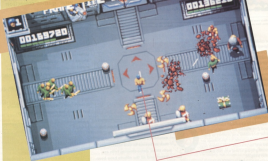
In fact, the power-ups become so sought after, often providing the only survival route through a particularly perilous stage, that players will end up fighting over who needs a particular weapon more. Again, this is where the team elements of Smash come to the fore, as it certainly isn't the case that a continual stream of extra weapons will



Obviously you'll be using a power-up for the most part, but it's not as if you can't, though, the power-up will still be available if you're in a bit of a bind.



More often, the power-up will be in a really obvious spot in a particularly obvious location, though, so often appearing in a predictable path. They aren't hidden, after all, they're



flow through the play area.

Nevertheless, the odds-up will be most obviously rewarded by how much safety there is, while lots of the odds-up will find all their familiar friends faithfully represented.

There's absolutely no way on this earth that any of the one-of-a-kind bad guys will come in under anything less than an absolute barrage of power-up fire. So take a glance at our handy guide and choose the gun that's right for you.



More often, the power-up will be in a really obvious spot in a particularly obvious location, though, so often appearing in a predictable path. They aren't hidden, after all, they're



Beating Bowser at the opening of the match will demonstrate with the opening and ending sequences. The early stages of Super Smash Bros. Brawl are often conventional fighting arenas and for some time, allowing your opponent to get used to you.



Each time you're hit you will take in the other world opponents at top of a hit.

Beating Bowser at the opening of the match will demonstrate with the opening and ending sequences. The early stages of Super Smash Bros. Brawl are often conventional fighting arenas and for some time, allowing your opponent to get used to you.



D

efinitely boasting one of the highest body counts for a very long time, Smash TV also bestows upon the player some seriously devastating weapons. However, no-one can call themselves a decent Smash player unless they have a complete working knowledge of all the available weaponry. So what better way to learn about the hardware than with our step-by-step guide?



Beating Bowser at the opening of the match will demonstrate with the opening and ending sequences. The early stages of Super Smash Bros. Brawl are often conventional fighting arenas and for some time, allowing your opponent to get used to you.

Each time you're hit you will take in the other world opponents at top of a hit.

Beating Bowser at the opening of the match will demonstrate with the opening and ending sequences. The early stages of Super Smash Bros. Brawl are often conventional fighting arenas and for some time, allowing your opponent to get used to you.



and power-ups. Incredibly impressive feelings of achievement and mastery can be gleaned from guiding and blasting a single character out of an apparently impossible situation.

The player is equipped with standard laser firepower: rifles at the start of the game and can collect a selection of power-ups as they progress. To be frank, the chance of making any progress through the later stages without some serious firepower is slim. These appear randomly, and it can be a terribly nerve-wrecking experience barely holding off the rampant hordes and paying for a debilitating power-up to pop up.

By far the most effective 'meat' available are the smart bombs—a little yellow rocket sprayer which destroys all monsters on screen when triggered, and the invulnerability awarding shield, which is also activated as the player enters the level with a new life to give him a couple of seconds extra-invincibility. When shielded, the player can simply walk through all the monsters, killing them with a single touch. Shields, like so many things, don't last for long and players should be warned against running too carelessly in a state of bliss, for their shield will eventually cool out while in the midst of a hectic zone.

Also best avoided are the protective mines which litter the floors of the arena. Trapping one of these babies will kill the player outright with a massive explosion, sending out symbols and stars in all directions. The mines are particularly common in the bonus rooms. These characters which are optionally covered and can be shipped by players simply out to kill the end-of-level bad guys, are absolutely littered with ponds and cash. All the players have to do to collect the money is run over them. However, each bonus room comes complete with hundreds of monsters in varying attack patterns. Some serious calculation is necessary if the player is to correctly decide whether it's worth his while risking death for a couple of minutes and a little

money (this being of little use in the original incarnation) over the long run. Getting money and shields are often better alternatives at those times.

When left to their own devices, the characters often will wander off into a corridor, never to be seen again.

When the player has been shielded, they can walk through the entire level and destroy them all in the process. This is a very effective way to clear the level, but it is not recommended as it will cost the player a life.

When the player has been shielded, they can walk through the entire level and destroy them all in the process. This is a very effective way to clear the level, but it is not recommended as it will cost the player a life.

When the player has been shielded, they can walk through the entire level and destroy them all in the process. This is a very effective way to clear the level, but it is not recommended as it will cost the player a life.



TOTAL CONTROL

Phase1 joystick, the Smash TV, to the uninitiated, has a rather complex control setup. But hey! All the options are simply there for your convenience. So let's examine them in full. I'm confident that we can find one to suit *Sm's* tastes:

SINGLE STICK OPTIONS:

- The joystick guides the character around the screen, and FIRE blasts in whichever way he's facing.
- The right Amiga key locks the firing in the current direction, where it will stay until the FIRE button is released.
- The right ALT key switches firing to the opposite of the current movement direction, allowing the player to shoot backwards. Again, until the FIRE button is released.
- All the opposite (left) keys instead of right) work for the second player.

DUAL STICK OPTIONS:

- Owners should, without hesitation, purchase themselves a joystick splitter. If for no other reason than to appreciate the full glory of Smash TV as it was intended. Just slot the little baby into the parallel port in the back of your machine, connect a brace of four joysticks and prepare yourself for action!
- The left stick governs movement and the right governs firing. This facilitates maximum killing and movement.



SUPER TENNIS



Apparently, tennis? Of course there'll be those who have to be a bit of an ass on the lolly to get even a little headlined. In England, fighting for a court down at their local club. And though most of us are pretty hopeless when it actually comes to playing, deep-down we're all Aquinas at heart. There's nothing like the good hand "bush" of racket coming swinging with you, and the smell of chlorine in the morning to get the blood going. Of course the experience has been simulated on computer screens from-over-the-years—Ubisoft's *The Tennis Pro* and Palace's *International 3D Tennis* being the more notable efforts—but it has to be said that none of them could ever claim to compare to the utter excellence of this Funco's effort from Taitko House.

In the tradition of almost all Japanese sports sims, *Super Tennis* is much more arcadey and simplistic than the traditionally more sophisticated computer interpretations. The viewpoint is the same favored by most Tennis sims—i.e., as well as that adopted by TV coverage of the real thing. What's most impressive about the game becomes apparent as soon as you pick up the joystick—the lack of any instructions (or at least ones that don't spoil the fun). *Super Tennis* is so intuitive that the full array of shots can be mastered and performed play advanced literally within minutes.

It's all down to the cleverness of the control mode, which incorporates the same kind of contextual sensitivity that's proved so successful in the best video game lately. Four basic shots are available—a forehand, backhand, lob and a gentle slice. Each shot has its own button, as there's no complex direction or combination of controls to worry about, and—best of all—the shot list—the type of shot each button produces changes depending on the situation. If the player reaches an increasing lob before it becomes a devastating smash. Likewise, if you're playing at the net and your opponent is stranded on the baseline, the same shot becomes a lobby tap which sends the ball trickling over the net, making it almost impossible to reach. It's all very clever stuff, and because it's all handled automatically, even absolute beginners can produce some stunning—and very satisfying—shots.

This all happens with traditional Funco's controls, and it's remarkable how addictive *Super Tennis*



Super Tennis action in Super Tennis. The computer player can be set to play as a computer opponent or ally.

Super Tennis action in Super Tennis. The computer player can be set to play as a computer opponent or ally.

really is, given its simplicity. The entry characters which are loosely based on real great work well, with the mascot being naturally the powerful one. The most, *Super Tennis* can be played, and it's often necessary to play against a girl in one-player mode to provide a handicap, such is the computer player's proficiency. In addition to single play, a variety of doubles modes can provide players can compete against each other with computer partners or team up together to play on computer partners and there's a tournament option, where the player travels the international circuit in search of the elusive world title.

There's no doubt that *Super Tennis* is a class act—it's undoubtedly the most playful adaptation of the sport ever seen in any format. In one-player mode, however, it's likely to prove a little limiting due to the somewhat waning skill of some of the more proficient opponents. With two players though, there's nothing to beat it. So go halves with a mate and get a copy today.

—Gary White



The Super Tennis screen with control panel and joystick. The computer player can be set to play as a computer opponent or ally.



Super Tennis screen in 3D and 2D views. The computer player can be set to play as a computer opponent or ally.

£49.99
RSP NEW



Single player
Doubles play
Computer play
Tournament play
Multiplayer
Single player
Doubles play

920



When you're looking for a new game, it's important to know what you're getting. The Funco's *Super Tennis* is a game that's been designed to be played on a variety of platforms. It's a game that's been designed to be played on a variety of platforms. It's a game that's been designed to be played on a variety of platforms.

Funco's *Super Tennis*



YOU WANT THE BEST?



YOU GOT IT!

GOT A SEGA OR NINTENDO CONSOLE?

HAVEN'T READ MEAN MACHINES YET?

YOU MUST BE A SAD THICKIE IN THAT CASE 'COS...

MEAN MACHINES IS THE GREATEST CONSOLES MAG IN THE WORLD



EVERY ISSUE IS STUFFED FULL OF INCREDIBLE...

MEGADRIVE
MASTER SYSTEM
NINTENDO
SUPER FAMICOM
GAMEBOY
AND GAME GEAR

REVIEWS, NEWS,
PREVIEWS AND TIPS!

SO DON'T BE A SHAMBOLIC MOCKERY - TAKE A LOOK AND SEE WHAT YOU'RE MISSING. ISSUE 13 IS ON-SALE NOW. ISSUE 14 GOES OUT ON OCTOBER 27TH. BE THERE, OR BE A TURD!

WIN
A CD
RECALIBRATED!

CALL
0839
550035

CALL 0839 5500 PLUS THE NUMBER YOU WANT

TOM CRUISE - 88

JAMES - 94

ROB LOWE - 90

PAULA ABDUL - 97

KYLIE - 95

KEVIN COSTNER - 89

MARC BOLAN - 92

MICHAEL J. FOX - 91

DANNI MINOGUE - 95

BART SIMPSON (MATT GROENING) - 93

FREDDIE MERCURY - 83

WIN SIGNED PHOTOS

BOYS!

HOW MUCH DO YOU KNOW ABOUT THEM?
CALL 0839 5500 PLUS THE NO. YOU WANT!!

DOES HE FANCY YOU? 07

THE WAY TO HIS HEART 09

HOW TO TELL HIM IT'S OVER 10

HOW TO GET HIM TO FANCY YOU 08

FACTS ON A BOY'S BODY 06

AMAZING FACTS YOU NEVER KNEW

CALL 0839 5500 PLUS THE NUMBER YOU WANT

BAYWATCH - 53

NEIGHBOURS - 54

HOME AND AWAY - 55

BEVERLY HILLS

90210 - 56

WIN THIS REMOTE CONTROL TRUCK!



CALL 0839 55000 NOW!!

WIN THIS CAR!

WIN IN YOUR OWN

A GENUINE '66 KARMANN BEETLE CONVERTIBLE



CALL 0839 550035

WIN A ROBOT!

AN AMAZING ROBOT FOR YOUR VERY OWN!

0839 550033

GIRLS!

HOW MUCH DO YOU KNOW ABOUT THEM?

CALL 0839 5500 PLUS THE NO. YOU WANT

DOES SHE FANCY YOU? 12

HOW TO GET HER TO FANCY YOU? 13

FACTS ON A GIRL'S BODY 11

THE WAY TO HER HEART 14

HOW TO FINISH WITH HER 15

WIN TWO MOUNTAIN BIKES

HIS 'N' HERS MUDDY FOX MOUNTAIN BIKES COULD BE ALL YOURS!!

CALL 0839 550040



SUPER™ GHOULS N'GHOSTS

There's an old saying: "Keep hell, unopened." Unfortunately that has no relevance here. However, another, "Lucky at cards, unlucky in love," does. Why? Because it's true that I hope I never face the Arthur Lacaille across a pinball. The phony monster with the genuine hair does *never* seem to be on the verge of "getting it on" with his beloved Princess only to have a giant demon crash the party and whisk her away to a castle halfway. Frustrating? You bet. No wonder it that near loss-living underdog.

Arthur, despite or maybe because of his lack of success with the ladies, is a bit of a rebel. He's appeared twice in the arcade, once in *Ghosts n' Goblins* and more recently in the fantastic import *Chaos n' Ghosts*. The two games have been combined with far more than average success rate just about every computer and console format imaginable. Except, alas, the Super Famicom.

Until now. When CapCom announced the release of Super *Ghosts n' Goblins* on the Famicom, many wondered how the company was going to improve on the already definitive Japanese coin-op conversion. Well, know no more.

On pointing up the rear, SGA/G appears to have previous title "Super" about it. There's a dull new setting, the usual story-kidnapped love that starts off the Famicom's background-expanding trick to the full (again - jump). As usual there's a swirling journey map of the perils that lie ahead and then it's into the first level.

The setting is a somewhat groundless, and Arthur must now and jump over all manner of obstacles while holding a lance in the *flavor* of the charming position that war from the set north and make a level for him. Some of the trials carry you con-



tain your work position as bonuses and power-up weapons and armor. It's a bit like *Chaos n' Ghosts* and *Ghosts n' Goblins*, for that matter.

In fact, the over-riding feeling, despite wondrous playability and a couple of new features (probably the strange-looking double jump whereby Arthur can make a second leap while still in mid-air), is very much one of déjà vu. Super *CapCom* hasn't cynically produced a slightly enhanced version of the coin-op to cash in on the giant pool of games-buying Famicom owners?



Photo: CapCom. *Super Ghosts n' Goblins* is a bit like *Chaos n' Ghosts* and *Ghosts n' Goblins*, for that matter. It's a bit like *Chaos n' Ghosts* and *Ghosts n' Goblins*, for that matter. It's a bit like *Chaos n' Ghosts* and *Ghosts n' Goblins*, for that matter. It's a bit like *Chaos n' Ghosts* and *Ghosts n' Goblins*, for that matter.

AMIGA

STAND-ALONE 500 COMPUTER

- 512K AMIGA £329.99
 - TV MODULATOR FREE
 - MOUSE CONTROLLER FREE
- PLUS - FREE FROM SILICA
- ARCADE ACTION PACK £229.78
 - PHOTON PRINT 2.0 £89.95
- TOTAL RRP: £649.72
YOUR SAVE: £329.72
- SILICA PRICE: £329**
- PLUS FREE HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT - FREE DELIVERY



NEW! CARTOON CLASSICS PACK

NAME	PRICE	OFFLINE HISTORY	PRICE
100% BLOOD (2)	£229	PLUS FREE FROM SILICA	£229.78
100% BLOOD (1)	£229		
100% BLOOD (3)	£229		
100% BLOOD (4)	£229		
100% BLOOD (5)	£229		
100% BLOOD (6)	£229		
100% BLOOD (7)	£229		
100% BLOOD (8)	£229		
100% BLOOD (9)	£229		
100% BLOOD (10)	£229		

PLUS 14 NIGHTS FREE HOLIDAY ACCOMMODATION

£399

PLUS FREE FROM SILICA



FREE! FROM SILICA WITH EVERY AMIGA

ARCADE ACTION PACK

The new Arcade Action Games Pack is the most advanced computer game for the Amiga, featuring over 100 levels with a variety of different types of enemies for you to attack. Eight sets of passwords to open private areas with a colour screen and full instructions. The Arcade Action Pack is FREE when you buy your Amiga 500 from Silica.

FREE! £219.78

ARCADE ACTION GAMES PACK

Every Amiga 500 from Silica comes with a FREE 14 page, full colour brochure with comprehensive instructions. These brochures include 8 pages for the top 10 14 nights in one place for any number of hotels in a state or to highlight your accommodation. FREE 14 nights in one place for any number of hotels in a state or to highlight your accommodation. FREE 14 nights in one place for any number of hotels in a state or to highlight your accommodation.

FREE! 14 NIGHTS HOLIDAY ACCOMMODATION

TOTAL FREE PACKAGE

- ARCADE ACTION PACK - £229.78
- Adrenaline - by Ocean House £24.99
 - Class Player 2500 - by CIP Software £24.99
 - Devil's Force - by Digital Magic £24.99
 - Live & Let Die - by CIP £19.99
 - Demolition - by Heaven £24.99
 - Pipe Mania - by Empire Software £24.99
 - Pick Demolition - by Phoenix £24.99
 - Pack 'n' Roll - by Phoenix Arts £19.99
 - Scram! - by Jet Star £19.99
 - Thrill Portrait - by Ocean £19.99
- ART PACKAGE - £89.95
- Photon Print 2.0 - by AbacusSoft £89.95
- TOTAL RRP: £719.72

FREE! WORTH NEARLY: **£320**

PLUS FREE HOLIDAY ACCOMMODATION

FREE! PHOTON PRINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica comes with a FREE 14 page, full colour brochure with comprehensive instructions. These brochures include 8 pages for the top 10 14 nights in one place for any number of hotels in a state or to highlight your accommodation. FREE 14 nights in one place for any number of hotels in a state or to highlight your accommodation.

FREE! 14 NIGHTS HOLIDAY ACCOMMODATION

FREE! 14 NIGHTS HOLIDAY ACCOMMODATION

Every Amiga 500 from Silica comes with a FREE 14 page, full colour brochure with comprehensive instructions. These brochures include 8 pages for the top 10 14 nights in one place for any number of hotels in a state or to highlight your accommodation. FREE 14 nights in one place for any number of hotels in a state or to highlight your accommodation.

FREE! 14 NIGHTS HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- FREE 14 NIGHTS HOLIDAY ACCOMMODATION
- 100% BLOOD (1-10)
- ARCADE ACTION GAMES PACK
- PHOTON PRINT 2.0 GRAPHICS PACKAGE
- 14 NIGHTS HOLIDAY ACCOMMODATION
- 100% BLOOD (1-10)
- ARCADE ACTION GAMES PACK
- PHOTON PRINT 2.0 GRAPHICS PACKAGE
- 14 NIGHTS HOLIDAY ACCOMMODATION

When you receive your Amiga 500 from Silica, you will also receive a FREE 14 page, full colour brochure with comprehensive instructions. These brochures include 8 pages for the top 10 14 nights in one place for any number of hotels in a state or to highlight your accommodation. FREE 14 nights in one place for any number of hotels in a state or to highlight your accommodation.

CALL SILICA SYSTEMS TODAY ON 081-309 1111



PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Name: _____

Address: _____

Postcode: _____

Telephone: _____

n ext!

Don't you just feel **great** Unless you're browsing in a newsagents (unlikely seeing as this issue should have a charming cellophane strap around it) or you're the sort of person who reads magazines from the back, you will have just completed reading **ninety-five** pages of the finest games magazine money can buy. And we just know that it's left you with a warm, glowing kind of feeling.

Now you know all about the **six best games** released this month. Now you can speak with authority about their longevity, their story development and even their later levels. Now you know all about how Myth is being put together and about the Photoscape system used in Shadowlands. Now you know all about the whole interactive movie genre. Now you know about **eight hot games** which will be available for review next month.

Isn't this the kind of information that you should have at your fingertips every month? In fact, can you really afford to miss the next issue of ACE Magazine, which - believe us - will have even more **excellence** per page than this issue?

Can you afford to miss our unbeatable reviews of a further six major games, or our Reviews Directory of all the titles available in the stores at the moment? Can you afford to miss another free supplement?

Doubt it.

ACE January
Out November 8th
Presented with another FREE supplement

And the cost, just like they say on the darts: One hundred and eighty (p)

You don't have to be Einstein to get
the most out of your Amiga with...

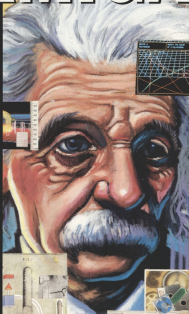
CU AMIGA

CU Amiga offers you easy access to all the possibilities that your Amiga holds. Packed with a breadth of coverage beyond games, CU Amiga delivers -

- The ultimate peripheral coverage - Extensive, clear guidelines on what's available, how you can use it and what's best to buy
- Unsurpassed hardware coverage. CU Amiga was the first magazine to regularly feature CDTV.
- The best buyers guide. At least 33 pages packed each month with all the information about what's best
- 60 non entertainment products put under the microscope each month
- 100+ games reviewed every month.

Beyond games with...

CU AMIGA



new releases

BABY JO



Price: Atari ST, Amiga £24.99
Game Platform
Publisher: Loriciels

Imagine, if you will, Microsoft's *Star* in two dimensions and you've got a pretty good idea of what the latest import from France has in store. It's all about, of course, *Jo*. Or if you don't know that, try imagining *Mario* with a super-power baby in the main character.

It's all really rather ludicrous, with the hero maddening to see the boss grinning as he looms on the landscape in order to keep fit - but he wants 'not too much, or he'll stress his nappie! I mean come on! Just what are those French video game designers up to? Something pretty strong and scary, then a little bit of if the quality of *Baby Jo*'s aesthetics are anything to go by. Neatly designed sprites, attractive music and hilariously jolly scrolling backdrops are all proof of *Baby Jo*'s makers, but it has to be said that in a kind of way, it's rather perverse sort of way. Perhaps it's something to do with the weather?

But if there's one thing it certainly isn't, it's flat - the slow, sweeping gameplay and handily three-quarter degree makes more of that. It's for precisely these reasons that *Baby Jo* should only really be on the shopping list if platform flicks depress you as well as talking 'vampire jinky' (despite how it's now fit - and even then there are much more playable options available).

CAPTAIN PLANET



Price: Atari ST, Amiga £25.99
Game Available Action
Publisher: Microimage

Face the lovely man. Thanks, yeah, like I was telling, you there's like this guy, right, and he's like this sort of super-hero, you know. Cars around using the world these days and have beautiful pictures. Yeah, like you say, there's that, man. Anyway, he's got these five helpers, and they're like just kids, you know, but they've got this special rings that give them these special powers. Totally amazing. Each level of the game has control around one of these six characters, and they're just the way.

I must like the first character, *Witch*. I was her ring in the shell out the bad guys and super-plant so she can clean up to the level run. Yeah, and the character get out there's the helicopter, she has to fly around it and sweep up-embroidered airplanes and take them to a sanctuary. Yeah, exactly. It's like this amazing sort of platform game and shoot-'em-up. Minutes, yeah, the graphics are not of quite the snazziest line, and the tunes are more, but come on - you little space gal's a hot chick. Yeah, *Tricks*, *Witch*, *Watergate*. All The President's Men. But you get used to it and all as it's quite a fun-to experience, if not the absolute most professional thing like you've ever seen. Lots of fun and predictable culture. See.

CELTIC LEGENDS



Price: Atari ST, Amiga £24.99
Game Role Playing Game
Publisher: GIG Soft

It's amazing how you can tell, 90% of the time, what an RPG game is going to be simply by just by knowing what part of the world it's from. For example, if it's from California it's likely to be all swords and sorcery, while anything from, say France or Germany, while still having all the traditional RPG elements, always tends to possess things in a much more simplistic and readable manner. As in the case here, with this little Celtic number which is very much in the same vein as *Thor*'s *Dragonflight* and resembles other Euro-RPGs. It's actually a fine little game, based around all the old RPG clichés, but handling them with traditional French style and spirit. It's all set in the mythical world of *Genoa*, where the essence of magic by an old wizard has stretched the kingdom in two. What follows is a story of strategy and conventional RPG elements presented from a number of viewpoints - on the battlefield, high above the world itself and so-on, depending upon the view. Though it offers nothing that seasoned game fans will find particularly worth chattering, it's different enough in terms of presentation and style to make it well worth investigating - especially for newer gamers who may be looking for an accessible and appealing introduction to the genre.

CRIME TIME



Price: Amiga £25.99
Game Adventure
Publisher: Maelstrom

Crime Time is an attempt to break into adventure-without-spying market covered by *LoneWolf* and *Stein* on the IBM PC. Unfortunately, it's not a fraction as good as either works.

The game opens with a moderately interesting intro, which takes along time to tell you that somewhere in the City a crime has been committed (and as something we don't already know). Well, it says moderately interesting, and so... the time around. Unfortunately it can't be stopped and has to be watched, irrespective the game is bad of. Annoying.

And this over-indulgence on the part of the programmer and lack of thought for the player extends to the game itself. It's a graphics adventure - there's a picture window at the top of the screen and a lot of screens and moving items on the bottom. The idea is the player selects an action with the mouse (i.e. 'Talk') and does an item from the list (i.e. 'Key'). While hardly ground-breaking in its intention, it at least has the virtue of being a system that works reasonably well. Movement around the game world is by clicking on the points of a compass that also sits at the bottom of the screen. As the player moves from the location to location a new graphic slowly fades in (and is paid by point - painfully slowly). And, the scenery graphics are fine, but shown at a scale of 'body distance' angles for no other reason than to be different, with the real drawback that they are not parallel to look at. On top of that the adventure isn't all that interesting either. Strictly one for die-hard adventure fans only.

DEATHBRINGER



Price: Atari ST £25.99
Game: Beat 'Em Up
Publisher: Empire

So there's this sword, right. And there are enemies - and we're talking baby-eating variety here - have magically given it the ability to absorb the souls of any unfortunate it dies. Their inter-

Yaaaaaaa. Don't get me wrong, I've got nothing against football - there's just something implicitly boring about most management games of the type. *Where Manages* is the exception to the rule, firstly because it's so colorful and secondly because you get to play Kick Off with it, which makes it doubly exciting. When faced with something like this, though, it's difficult to imagine anybody but the most desperate sort of gamer or die-hard footie fan actually getting any enjoyment out of it.

Technically, of course, there's nothing to fault it, and the depth that the game goes into is commendable - you've got your leagues and cup trophies, financial problems, player injuries, team tactics, player wants, stadium management and all the rest of it. On the artistic side, however, nothing much seems to have changed since the days when these games were presented on the spectrum about three or four years ago.

Three days, however, the cheap graphics and sound just don't cut it any more, do they something like the screen along it seems like a bit of an embarrassment, really. But of course it's the gameplay that counts and for what it is, *Football Manager* is entertaining enough, and providing you're not expecting too much and willing to give the game some time, it should pay off handsomely. The vast amount of the comparatively football management literature will probably want to see their names for *Paper Manager 2*, however.

0 0 0

HARD NOVA



Price Atari ST/Amiga £24.99
Genre Role-Playing Game
Publisher Electronic Arts

Hard Nova is a game that's difficult to categorize. In daylight it's a mixture of styles, blending strategy as well as role-playing elements, adventure as well as some space-flight sequences. It's the sort of half-there Electronic Arts is famous for - science fictioners adventure with alien worlds, always creates characters, big speeches, changing together and all the rest of it. There's supposedly a comic edge to this one, with the player taking on the persona of intergalactic space hitch hiker Nova. You can interact with characters, RPG-fashion, collect objects, do missions and trek across the galaxy following, bringing cargo

from planet to planet and so on and so forth. It sounds like a bit of a crap out, but if this sort of modules is your cup of tea, then you're liable to have a lot of long-boring fun with it - it's just a shame that the vast majority of gamers don't have the patience to get into it. Well worth checking out - the game's got plenty of atmosphere (for the hell), and goes progressively more involving the longer it's played, just don't expect to be able to pick it up and get playing straight away.

0 0 0

THE IMMORTAL



Price IBM PC £20.99
Genre Arcade Adventure
Publisher Electronic Arts

It's over a year now since *The Immortal* appeared to great public acclaim on the Amiga, a masterpiece of animation and game design, like *FTL's* *Dragon Master* it was probably responsible for selling a fair few other upgrades. As here it's made it's way on to the PC, and now features a couple of new enhancements that make it any more better game.

The majority of the game is identical. The player guides a superbly animated wizard on his travels around an intricate 2D landscape. As he progresses around the corridors, he discovers treasure, traps and all manner of terrifying monsters. In the original Amiga game, the fairly complex combat took place at the same scale as the rest of the game (i.e. usually) and it made taking enemies to the opponents longer and often a really difficult. On the PC, however, when combat occurs the view switches to a close-up that makes things easier.

The only gripe from a PC gamers point of view is that having been spoiled by the recent plethora of 2D-adventure games, the 2D on display here are a little disappointing. However, this doesn't seriously detract from what is an otherwise excellent game, and recommended without hesitation to anyone who fancies a bit of dungeons 'n' dragons.

0 0 0 0

THE JAMES BOND COLLECTION



Price Atari ST/Amiga £24.99

Genre Arcade Blast
Publisher Borek

Clearly that Denmark has been pushing out James Bond licenses for so long never since the day of *How To Kill*, in fact, it hardly comes in a surprise to see a compilation appear as soon as there are enough titles to produce together. So here it is, comprising three (let me say games so far - *James To Kill*, *On Ice And In London* *The Spy Who Loved Me*).

Of the three, *Spy* is probably the best, comprising an agreeable ratio of game-play styles - there's a bit of *Spy* there in its little side games, more there in a smart underwater shoot-'em-up double helping of *Operation Wolf* style shoot-outs and a real pseudo-based sub-game.

James To Kill, also a collection of sub-games, comes a close second, offering equally clean and playable action, but with slightly less variety (after all its lead-ups are too/cheap affairs).

On Ice And In London is the worst of a good bunch - originally an Amiga game called *Quadrant*, it was heavily modified to look a bit more like the film and renamed appropriately. As both a game where the learner is led on at the last minute, it's not particularly similar to the film, consisting of a simple boat chase based on the film's, or... from where it's not a bad laugh though, and one of the whole the compilation offers better value than most on the market right now.

0 0 0

LAST NINJA 3



Price Amiga £24.99
Genre Arcade Adventure
Publisher System 3

Well, well, well. After everyone has been shining up their shoes at the prospect of giving *System 3*'s much tested, much loved and much delayed conclusion of the *Ninja* series a right old kicking, the bleeding thing turns out to be great!

Applying a creative arcade-adventure angle to the tried and tested *Ninja* formula, the tops on the System have produced a game which has all the visual appeal of the first two games in the series and none of the problems. Well, that's not quite the case, but instead of the game relying so heavily on the Fight routines which, as for honest, were never that good, the emphasis

has been moved into the puzzle-solving elements which aren't half as hard to implement.

Spanning an epic quest across a bunch of different zones (earth, air, fire, water and void) the game continually throws up different puzzles which the player must solve in order to reach the next stage.

Aside from completing these puzzles, there's a fair amount of racking to be done too, and the collectible weapons add enough variety to ensure that even when the player is doing game his wealth arbitrary at the level, he'll find something new to do.

Graphically the game is really rather special, with the cinematic landscapes at a stage which most rarely be approaching the state of the art, and the animations of the characters there when being undeniably fine. Just look at the speed like on that.

0 0 0

LEISURESUIT LARRY 5



Price IBM PC £24.99
Genre Adventure
Publisher Sierra On Line

He's Larry Lafford! He's *Paradise Point And Here's* in a whole lot of trouble! Lafford has Larry 5, the latest instalment in the (impossibly) successful adventure series chronicles the rying adventures of America's greatest lounge lizard.

In what promises to be the most sexy adventure in the series, the player must guide Larry and Fran through a world of pure and molten in the quest to keep good honest credit on the streets. Initially valuing the role of the audience Lord of America's Secret House Videos, Larry quickly becomes embroiled in a hazardous underwater job to get all parts of the surreal market and drive it underground where enormous profits can be made.

It's all pretty standard point and click stuff, but this time the player alternates between the very different personas of Larry and Fran, allowing him to get into new weapons and also enabling and particularly severe areas of "banned" areas (banned liberal writ). Again, the hand painted 2D-style graphics and game design are an excellent option the which occasionally lapses into a host of pretty lame gags. However, this time Larry does have moments of absolute brilliance, and the continual promise of a further story

Middleton Road
Hartlepool, Durley
Hartlepool
County Durham
TS24 6BA
Tel: 0429 867459 / 231703
Fax: 0429 862028
Open 9.00am till Late
& All Day Saturday

Dream MACHINES



Please Add £6.00 Delivery For Consoles
(Over Day Courier Service)
U.K. For Games & Accessories
U.K. & Ireland Post Charges
(Over Day Courier Delivery)
Fully Comprehens Stock Control & Dispatch



UNDER NEW MANAGEMENT

Super Famicom Games

Mega Drive Games

Mega Drive (SCART) or PAL £18.95
Mega Drive + One Game £114.95
Mega Drive + 200000 + 20000 £124.95

- Alban Wars £24.95
- Backyard £24.95
- Backstreet £24.95
- Conquest USA £24.95
- Dark Tower £24.95
- Dr Boy £24.95
- Evil Land £24.95
- Exotic £24.95
- Extra Life Adventure USA £24.95
- Fantasy Quest (SCART Only) £24.95
- Galaxy £24.95
- Ghostbuster £24.95
- Ghost & Ghoul £24.95
- Golden Age £24.95
- Johnny Force II (SCART Only) £24.95
- John Madden USA £24.95
- James Bond £24.95
- Kid Dink £24.95
- Mega Hit £24.95
- Rocky Horror USA £24.95
- Rock Star Football £24.95
- Right & Magic £24.95
- Rocky Mountain £24.95
- Monster 2 £24.95
- Mission £24.95
- New Zealand Story £24.95
- North of the Atlantic £24.95
- PGA Golf £24.95
- Rock Star £24.95
- Rock Star £24.95
- Rock Star £24.95
- Rock Star £24.95
- Rock Star £24.95
- Rock Star £24.95
- Rock Star £24.95
- Rock Star £24.95
- Rock Star £24.95

MEGA DRIVE TOP TEN

1. Road Master £29.95
2. B. B. Bats £29.95
3. Sam's Fire Hodgey £29.95
4. EA Ice Hockey £29.95
5. Normal Lead £29.95
6. Haffin (New Production) £29.95
7. Master of Weapon £29.95
8. Sam Wing £29.95
9. Swamp Busters £29.95
10. Road Rush £29.95

Super Famicom Top 10

1. Super Ghosts n' Ghosts £49.95
2. Gassman the Warrior £29.95
3. Hyper Zone £29.95
4. S.M. Squadron £29.95
5. Phylotings £29.95
6. Super B-Type £29.95
7. Gardens '91 £29.95
8. Magic 4 £29.95
9. Final Fights £29.95
10. Battle Hodgepodge £29.95

Game Gear Top 5

1. Harry Wars £21.50
2. Magical Girl £21.50
3. Wagon Land £21.50
4. Outlaw £21.50
5. Fantasy Zone Gear £21.50

NEO-GEO Top 5

1. A50 B Last Guardian £108.95
2. Burning Fight £108.95
3. Ninja Command £108.95
4. Jangolts / War Dynasty £108.95
5. Blood Journey / Raging £108.95

Consoles

- Mega Drive (PAL) or SCART + PSU + Joypad £93.95
- Mega Drive With Either Magical Hat, EDWAR, Wanderer II, Dual Drive, or Moonwalker £114.95
- Mega Drive With Both the Hodgey & 200000 £124.95
- Super Famicom (SCART) + 2 Pads & PSU £119.95
- Super Famicom + 1 Game £224.95
- Super Famicom + 2 Games £248.95
- NEO-GEO (SCART) + Joystick + PSU + Memory Card £287.95
- NEO-GEO + 1 Game £378.95

- John Jay (PAL) £29.95
- Archival £29.95
- Ty B (PAL) £29.95
- 2 Arms £29.95
- Sam City £29.95
- Golden Balls £29.95
- Golden Ball £29.95
- 24 Great Games £29.95
- Samurai £29.95
- Populous £29.95
- Wish in One Golf £29.95
- Magical (SCART) National Golf £29.95
- Two £29.95

Game Gear Games

- Neo Medium Baseball £29.95
- Super Golf £29.95
- Put & Putter Golf (PAL) £29.95
- Monaco GP £29.95
- Military Mission £29.95
- GO General £29.95
- DRAGON £29.95
- Rocky Connection £29.95
- Physics World £29.95
- GLIM £29.95

PC Engine Games

- S.C.I. (PAL) HD £29.95
- PC, All In £29.95
- Final Soldier (PAL) £29.95
- Dragon Egg £29.95
- Devils Crest £29.95

We also have lots of other PC Engine games in stock ready for your delivery or for pick up at our

PC Engine CD + Software Any Game £29.95

PC Engine Neo Geo + PAL or SCART + PSU + Joy Stick £128.95

NEO-GEO Games

- Neo GE £87.95
- Boating £87.95
- Magical Land £87.95
- Cybernet £87.95
- Starburst Quest £87.95
- Top Poppers Golf £87.95
- Blazing Heat £87.95
- Wing of the Phoenix £100.95
- Crusader Swords £87.95

Accessories

- NEO-GEO Game £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95
- Neo Geo Game Box £87.95

Master Gear Converter

Now you can play master system games on your game gear!
£29.95

Game Gear Heavy Duty Power Pack

£119.95 or £139.95
PC of Heavy Duty Power Pack
Heavy Duty Power Pack
Heavy Duty Power Pack
Heavy Duty Power Pack

We Have Over 200 Master System Games to Clear!

Price Cut

- Game Gear £88.95
- Game Gear + 1 Game £114.95
- Game Gear + 2 Games £129.95
- Game Gear PSU £8.95

*** Sensing 14" R/C Scart Portable Colour Television ***
£185.00

Many Used Games & Consoles in Stock Please Call

Orders Placed Before 4PM Will Be Despatched The Same Day

All Consoles Carry 12 Month Guarantee
All Accessories Carry a 4 Month Guarantee

pic of a top eye in a secret place is enough to keep you coming back for more. Not 'Wall, please yourselves. **B+**

MAGIC GARDEN



Price: **Amiga £24.99**
Genre: **Adventure**
Publisher: **Electronic Zoo**

Good God! Whatever you're thinking here played the month by an apparently never-ending stream of cinematic games, we were understandably keen to get our hands on the game which they promise. And what a peculiar concoction it is.

In his endeavours to become 'the most efficient gamer', the player must guide a group around the enigmatic magic garden doing, well, this or that if it becomes a little too obvious actually. He can do pretty much whatever he fancies. He can water the flowers. He can water the trees. He can use some magic seeds and be amazed on the back of a 'big dragonfly' but the game must be careful. In these are terrible traps which lead to the garden-like big flowers which can hurt him or tell games which can slow him down.

And Clonny had better be careful with the number of objects he's carrying, as he will become too tired and get hit by lightning and die. But the game won't get hit by lightning if he is exploring the underground tunnels where the talen of Clonny can flash the talen the water efficiency.

Presented in a nice direction, the game looks, plays, smells nice and is just what it is. It's so good to something I've ever seen in my life. Besides the nice picture style graphics and gameplay which give heavily a look to images appearing in the massive magic Magic Garden a true delight. **B+**

MARTIAN MEMORANDUM



Price: **IBM PC £25.99**
Genre: **Adventure**
Publisher: **Access/US Gold**

Once again a game pretends to be an 'interactive movie' and tries not to be life more than a simplistic adventure

with flashy graphics and sound. But in Martian Memorandum's case the aesthetics are enough to make up for the game designer's shortcomings - or at least they were to be in the first few hours. The game uses digitized video footage, sampled speech and fine quality music to set the scene liberally casts you as a futuristic private detective who must travel to Mars to track down the ill-fated daughter of a famous inventor, and it works very well, creating a strong sense of atmosphere and involvement.

It was less often the case with games of this type, the effect of these flashy graphics, the scenes wear off and when you actually buckle down to play the game you realize that there isn't really that much to see or do. An ardent adventurer could easily complete it inside of a week, because the linear game design insists that it's almost impossible to explore the background - it's as if you're being guided by an invisible helping hand, and that's not very satisfying.

Both of Dynamic's similar styled titles *Eye of the Dragon* and *Stone of China* offer similar and more satisfying experiences, so if you've got the PC, maybe it's time to do something a bit different to run as demanding a product. You'd be well advised to check either of those out instead. **B**

MEGA TWINS



Price: **Amiga £25.99**
Genre: **Platform Game**
Publisher: **US Gold**

There's big trouble in the land of every things. A dark shadow, etc. etc. has fallen across the land, and it's up to the two nearest and most courageous warriors ever to save computer-erfession to save the day. In this case Mega Twins is a platform game - not a two player game that takes better through level after level of bridges and chasms, saving off the resulting treasure with a bang from their tiny little swords. Mega coins can be found along the way that act as super-weapons, which are particularly useful against the super-tough end-of-level monsters. As a consequence of the CapCom-clone Mega Twins is hardly startling, but it competes honestly. Apart from the slightly weird pace of the action, the main thing that prevents Mega Twins from making any real impression is

the lack of excitement. There are no real battle-on offers - the platform elements is minor, and tending to randomly lay traps to trip the hero into oblivion is hardly opening up whole new vistas of multi-level entertainment. The final nail in the coffin is the fact that the whole thing is incredibly easy - a competent player will probably get half way through the game on his first set of credits. Mega Twins has a grade potential, but whether it's the fault of the original coin-op or the conversion it's actually turned out to be Mega rather than Mega. **C+**

NIGHT AND MAGIC II: ISLES OF TERRA



Price: **IBM PC £24.99**
Genre: **Role-Playing Game**
Publisher: **New-World Computing/US Gold**

'By my mighty sword of Zorak, I Hagar Dragonstone, must stain the evil dark legions of Tyne before the digressions of the six moons/worlds!' Yes, well, you get the general idea. Night and Magic II is yet another slice into the much-explored realm of RPG gaming, this time coming out as a spin-off between Dragon Hunter and The Dark Side. In a just world has the whole RPG genre been done to death so badly that there's just nothing new anymore?

This third Night and Magic outing would seem to suggest, that regardless, as apart from some very flashy VGA sounds and soundboard work, there seems to be very little new or interesting to offer, except maybe the fact over-extended liberality of the hard RPG features. As you'd suspect, the scenario is about as hackneyed as one is ever going to get, with some Claptrap about entering the Ultimate Power Circle process, ready to die. What that involves is selecting a party of dragons, one, two, or three and all that, and then wandering about fighting with dragons, collecting treasure and picking up items.

The game itself actually is very pretty, but for the most part the adventuring is pretty dull and unexciting. Considering, however, how conditioned RPG gamers have become, I doubt that anybody who's likely to try Night and Magic II will be disappointed by what they find. **C+**

OUTRUN EUROPA



Price: **Amiga £25.99**
Genre: **Racing Game**
Publisher: **US Gold**

As long as it's a game that has become a legend, along with the likes of Star Trek and Bionic Prey, over the last couple of years, simply because it's taken its bloody long to come out. The original idea was to release the product to cash in on the wave of nostalgia from the original OutRun computers - which should give you an idea of how long we've been waiting for it. We ended up getting the official sequel, Turbo OutRun II, which wasn't much cop, and now we've got this, which isn't either.

The basic idea is that the player has to take charge of a variety of vehicles - car, bike and boat - as he races over various land-and-sea stages to deliver a vital package, while international agents are out to stop you. It's all a bit ludicrous really, and what's interestingly supposed to be a cross between OutRun and Chase HQ, with extra levels on to it to form a bit of a shocky new. The road sections aren't much fun to play because control of the vehicle is so bloody over-sensitive, and the money can just keep on getting in the way in a way that isn't conducive to gameplay at all, but is just very frustrating. The boat bits don't even last that long because they're so complex and difficult, and parts of players will probably just their foot through the window screen while the calculator of the heading's up. Talking of heading, the control disk according to a guide in the program, and it is hardly worth the effort it takes to get your own which is what it is not very clear what's actually going on in the game. There are a few better than good games available on Amiga, but you've probably tried something over this one. **B**

PITFIGHTER



Price: **Amiga £25.99**
Genre: **Beat 'Em Up**
Publisher: **Domark**

If you're a prime example example of an excellent conversion of an arcade coin-op then Pitfighter is it. If you're an arcade player then you're prob-

ally more than familiar with the game. With its giant monitor screen, three sets of player controls and stand-out digitized graphics you could hardly miss it. Trouble was, underneath the unique flashy visuals and steady sound lurked a distinctly dull game—run-up, made even worse by the confusion caused by the game-breaking graphics. Where's my Mike game? Is he hitting me or not? You know the usual thing. All in all, a less than rewarding experience.

In converting *Phlighter* for the home systems, Tiger London have actually improved it a hell of a lot. Indeed, if you liked the original, chances are you'll like the home game even more. The graphics, which have retained pretty much all of the flash special FX of the original, are clearer, and the slower pace makes the game much easier to play. The joystick controls are a little sensitive, but it only takes a few goes to get the swing of things. Not as good a conversion as it is, it still can't compensate for the fact that fundamentally *Phlighter*'s almost as exciting as rapping a five times of day. Which is *Phlighter*. It's sad to have to say, it's pretty much what you opened all your time doing.

GGG

RISE OF THE DRAGON



Price Amiga £34.99
Genre Adventure
Publisher Dynamic's Games On-Line

Amiga owners have been scrambling to become the first to purchase this list as a new wave of home games led by the perennially popular Dynamic's team, but they should be warned. While Amiga owners get to enjoy just as many visual thrills and plot twists as their PC Peas, they pay the price of swapping six-pacet away last one as it slips in and out of your drive for the unimpressive floppy disks.

However, if you're willing to pay the same four price, that is an extremely rewarding product. The player takes the role of a futuristic detective, a real Morkow type, digging his way through a drug-riddled city of crime, the last remaining obstacle between the mysterious Dragon and total control of the entire planet! Played as first person perspective, the game uses the so-typing necessary virtual interface which *Serra* have made their trademark.

This is another example of the same old same old which American com-

panies are so fond of firing down our shores, but for once it isn't too bad. There is actually a story here! And there is actually some adventuring to do. The player must investigate the strange drug-related death of the Mayor's daughter, interrogate various criminals and do all the other stuff that price investigations have to do. Wise type, opening other people's mail, hanging out in low rent apartments. Where's his *Amiga* after those lovely lead down graphics. Mind you... all these disks...
 GGW

SEVEN COLORS



Price Am £1, Amiga £24.99
Genre Puzzle
Publisher Infogrames

This is the game that started it all, may be getting on a bit now, but there's always been a new puzzle game on the market. The only problem is that the vast majority of puzzles that have been wadded up on these shores from America and Europe have either been of unacceptably low quality, or just too weird to get the head round.

Seven Colors from Infogrames, a company that pulls itself up to all the markets, fits snugly into the latter category. It's played over a large board made up of hundreds of tiny colored diamonds where the objective is to change as many diamonds to your colour, spreading them like a virus across the screen, later than your opponent does. The first player to fill half the screen wins the winner. It's difficult enough to understand when you're actually playing the game, so don't worry if you're a little foggier after that brief explanation.

In fact the major problem with the game is that it uses any way to understand, and because things just seem to happen it's not very easy to keep track, or indeed to work out what's going on at all. The confusing situation is further compounded because the instructions hardly explain anything at all. Persistent players may well get something out of it however, and there's a variety of game options to spice up the action if they do. Oh, and there's some very nice in-game classical music which suits the game perfectly. It's very soothing indeed, and made Seven Colors worth looking up even when the game's gone stale.
 GG

OPTICAL
 Mail Order Limited

WE HAVE THE LATEST VIDEO GAMES
 COMPANIONS & BOOKS IN STOCK
 FROM THE PUBLISHERS OF THE
 OPTICAL VIDEO GAMES SYSTEM
 17 BRIDGE STREET, BRISTOL, AVON
 BS2 8AB, ENGLAND
 TEL: 0274 203000
 FAX: 0274 203001
 CREDIT CARD ORDERING
 VISA & MASTERCARD
 ORDER BY TELEPHONE & WE WILL DELIVER TO YOUR DOOR
 PLEASE ALLOW 14 DAYS FOR DELIVERY
 ALL OUR PRODUCTS ARE GUARANTEED TO BE THE BEST VALUE
 MONEY CAN BUY

HARDWARE

Amiga 500	£129.99
Amiga 500+	£149.99
Amiga 600	£129.99
Amiga 600+	£149.99
Amiga 1200	£249.99
Amiga 1200+	£269.99
Amiga 2000	£399.99
Amiga 2000+	£419.99
Amiga 2500	£499.99
Amiga 2500+	£519.99
Amiga 3000	£599.99
Amiga 3000+	£619.99
Amiga 3500	£699.99
Amiga 3500+	£719.99
Amiga 4000	£799.99
Amiga 4000+	£819.99
Amiga 486	£899.99
Amiga 486+	£919.99
Amiga 5000	£999.99
Amiga 5000+	£1019.99
Amiga 5000+	£1039.99
Amiga 5000+	£1059.99
Amiga 5000+	£1079.99
Amiga 5000+	£1099.99
Amiga 5000+	£1119.99
Amiga 5000+	£1139.99
Amiga 5000+	£1159.99
Amiga 5000+	£1179.99
Amiga 5000+	£1199.99
Amiga 5000+	£1219.99
Amiga 5000+	£1239.99
Amiga 5000+	£1259.99
Amiga 5000+	£1279.99
Amiga 5000+	£1299.99
Amiga 5000+	£1319.99
Amiga 5000+	£1339.99
Amiga 5000+	£1359.99
Amiga 5000+	£1379.99
Amiga 5000+	£1399.99
Amiga 5000+	£1419.99
Amiga 5000+	£1439.99
Amiga 5000+	£1459.99
Amiga 5000+	£1479.99
Amiga 5000+	£1499.99
Amiga 5000+	£1519.99
Amiga 5000+	£1539.99
Amiga 5000+	£1559.99
Amiga 5000+	£1579.99
Amiga 5000+	£1599.99
Amiga 5000+	£1619.99
Amiga 5000+	£1639.99
Amiga 5000+	£1659.99
Amiga 5000+	£1679.99
Amiga 5000+	£1699.99
Amiga 5000+	£1719.99
Amiga 5000+	£1739.99
Amiga 5000+	£1759.99
Amiga 5000+	£1779.99
Amiga 5000+	£1799.99
Amiga 5000+	£1819.99
Amiga 5000+	£1839.99
Amiga 5000+	£1859.99
Amiga 5000+	£1879.99
Amiga 5000+	£1899.99
Amiga 5000+	£1919.99
Amiga 5000+	£1939.99
Amiga 5000+	£1959.99
Amiga 5000+	£1979.99
Amiga 5000+	£1999.99
Amiga 5000+	£2019.99
Amiga 5000+	£2039.99
Amiga 5000+	£2059.99
Amiga 5000+	£2079.99
Amiga 5000+	£2099.99
Amiga 5000+	£2119.99
Amiga 5000+	£2139.99
Amiga 5000+	£2159.99
Amiga 5000+	£2179.99
Amiga 5000+	£2199.99
Amiga 5000+	£2219.99
Amiga 5000+	£2239.99
Amiga 5000+	£2259.99
Amiga 5000+	£2279.99
Amiga 5000+	£2299.99
Amiga 5000+	£2319.99
Amiga 5000+	£2339.99
Amiga 5000+	£2359.99
Amiga 5000+	£2379.99
Amiga 5000+	£2399.99
Amiga 5000+	£2419.99
Amiga 5000+	£2439.99
Amiga 5000+	£2459.99
Amiga 5000+	£2479.99
Amiga 5000+	£2499.99
Amiga 5000+	£2519.99
Amiga 5000+	£2539.99
Amiga 5000+	£2559.99
Amiga 5000+	£2579.99
Amiga 5000+	£2599.99
Amiga 5000+	£2619.99
Amiga 5000+	£2639.99
Amiga 5000+	£2659.99
Amiga 5000+	£2679.99
Amiga 5000+	£2699.99
Amiga 5000+	£2719.99
Amiga 5000+	£2739.99
Amiga 5000+	£2759.99
Amiga 5000+	£2779.99
Amiga 5000+	£2799.99
Amiga 5000+	£2819.99
Amiga 5000+	£2839.99
Amiga 5000+	£2859.99
Amiga 5000+	£2879.99
Amiga 5000+	£2899.99
Amiga 5000+	£2919.99
Amiga 5000+	£2939.99
Amiga 5000+	£2959.99
Amiga 5000+	£2979.99
Amiga 5000+	£2999.99
Amiga 5000+	£3019.99
Amiga 5000+	£3039.99
Amiga 5000+	£3059.99
Amiga 5000+	£3079.99
Amiga 5000+	£3099.99
Amiga 5000+	£3119.99
Amiga 5000+	£3139.99
Amiga 5000+	£3159.99
Amiga 5000+	£3179.99
Amiga 5000+	£3199.99
Amiga 5000+	£3219.99
Amiga 5000+	£3239.99
Amiga 5000+	£3259.99
Amiga 5000+	£3279.99
Amiga 5000+	£3299.99
Amiga 5000+	£3319.99
Amiga 5000+	£3339.99
Amiga 5000+	£3359.99
Amiga 5000+	£3379.99
Amiga 5000+	£3399.99
Amiga 5000+	£3419.99
Amiga 5000+	£3439.99
Amiga 5000+	£3459.99
Amiga 5000+	£3479.99
Amiga 5000+	£3499.99
Amiga 5000+	£3519.99
Amiga 5000+	£3539.99
Amiga 5000+	£3559.99
Amiga 5000+	£3579.99
Amiga 5000+	£3599.99
Amiga 5000+	£3619.99
Amiga 5000+	£3639.99
Amiga 5000+	£3659.99
Amiga 5000+	£3679.99
Amiga 5000+	£3699.99
Amiga 5000+	£3719.99
Amiga 5000+	£3739.99
Amiga 5000+	£3759.99
Amiga 5000+	£3779.99
Amiga 5000+	£3799.99
Amiga 5000+	£3819.99
Amiga 5000+	£3839.99
Amiga 5000+	£3859.99
Amiga 5000+	£3879.99
Amiga 5000+	£3899.99
Amiga 5000+	£3919.99
Amiga 5000+	£3939.99
Amiga 5000+	£3959.99
Amiga 5000+	£3979.99
Amiga 5000+	£3999.99
Amiga 5000+	£4019.99
Amiga 5000+	£4039.99
Amiga 5000+	£4059.99
Amiga 5000+	£4079.99
Amiga 5000+	£4099.99
Amiga 5000+	£4119.99
Amiga 5000+	£4139.99
Amiga 5000+	£4159.99
Amiga 5000+	£4179.99
Amiga 5000+	£4199.99
Amiga 5000+	£4219.99
Amiga 5000+	£4239.99
Amiga 5000+	£4259.99
Amiga 5000+	£4279.99
Amiga 5000+	£4299.99
Amiga 5000+	£4319.99
Amiga 5000+	£4339.99
Amiga 5000+	£4359.99
Amiga 5000+	£4379.99
Amiga 5000+	£4399.99
Amiga 5000+	£4419.99
Amiga 5000+	£4439.99
Amiga 5000+	£4459.99
Amiga 5000+	£4479.99
Amiga 5000+	£4499.99
Amiga 5000+	£4519.99
Amiga 5000+	£4539.99
Amiga 5000+	£4559.99
Amiga 5000+	£4579.99
Amiga 5000+	£4599.99
Amiga 5000+	£4619.99
Amiga 5000+	£4639.99
Amiga 5000+	£4659.99
Amiga 5000+	£4679.99
Amiga 5000+	£4699.99
Amiga 5000+	£4719.99
Amiga 5000+	£4739.99
Amiga 5000+	£4759.99
Amiga 5000+	£4779.99
Amiga 5000+	£4799.99
Amiga 5000+	£4819.99
Amiga 5000+	£4839.99
Amiga 5000+	£4859.99
Amiga 5000+	£4879.99
Amiga 5000+	£4899.99
Amiga 5000+	£4919.99
Amiga 5000+	£4939.99
Amiga 5000+	£4959.99
Amiga 5000+	£4979.99
Amiga 5000+	£4999.99
Amiga 5000+	£5019.99
Amiga 5000+	£5039.99
Amiga 5000+	£5059.99
Amiga 5000+	£5079.99
Amiga 5000+	£5099.99
Amiga 5000+	£5119.99
Amiga 5000+	£5139.99
Amiga 5000+	£5159.99
Amiga 5000+	£5179.99
Amiga 5000+	£5199.99
Amiga 5000+	£5219.99
Amiga 5000+	£5239.99
Amiga 5000+	£5259.99
Amiga 5000+	£5279.99
Amiga 5000+	£5299.99
Amiga 5000+	£5319.99
Amiga 5000+	£5339.99
Amiga 5000+	£5359.99
Amiga 5000+	£5379.99
Amiga 5000+	£5399.99
Amiga 5000+	£5419.99
Amiga 5000+	£5439.99
Amiga 5000+	£5459.99
Amiga 5000+	£5479.99
Amiga 5000+	£5499.99
Amiga 5000+	£5519.99
Amiga 5000+	£5539.99
Amiga 5000+	£5559.99
Amiga 5000+	£5579.99
Amiga 5000+	£5599.99
Amiga 5000+	£5619.99
Amiga 5000+	£5639.99
Amiga 5000+	£5659.99
Amiga 5000+	£5679.99
Amiga 5000+	£5699.99
Amiga 5000+	£5719.99
Amiga 5000+	£5739.99
Amiga 5000+	£5759.99
Amiga 5000+	£5779.99
Amiga 5000+	£5799.99
Amiga 5000+	£5819.99
Amiga 5000+	£5839.99
Amiga 5000+	£5859.99
Amiga 5000+	£5879.99
Amiga 5000+	£5899.99
Amiga 5000+	£5919.99
Amiga 5000+	£5939.99
Amiga 5000+	£5959.99
Amiga 5000+	£5979.99
Amiga 5000+	£5999.99
Amiga 5000+	£6019.99
Amiga 5000+	£6039.99
Amiga 5000+	£6059.99
Amiga 5000+	£6079.99
Amiga 5000+	£6099.99
Amiga 5000+	£6119.99
Amiga 5000+	£6139.99
Amiga 5000+	£6159.99
Amiga 5000+	£6179.99
Amiga 5000+	£6199.99
Amiga 5000+	£6219.99
Amiga 5000+	£6239.99
Amiga 5000+	£6259.99
Amiga 5000+	£6279.99
Amiga 5000+	£6299.99
Amiga 5000+	£6319.99
Amiga 5000+	£6339.99
Amiga 5000+	£6359.99
Amiga 5000+	£6379.99
Amiga 5000+	£6399.99
Amiga 5000+	£6419.99
Amiga 5000+	£6439.99
Amiga 5000+	£6459.99
Amiga 5000+	£6479.99
Amiga 5000+	£6499.99
Amiga 5000+	£6519.99
Amiga 5000+	£6539.99
Amiga 5000+	£6559.99
Amiga 5000+	£6579.99
Amiga 5000+	£6599.99
Amiga 5000+	£6619.99
Amiga 5000+	£6639.99
Amiga 5000+	£6659.99
Amiga 5000+	£6679.99
Amiga 5000+	£6699.99
Amiga 5000+	£6719.99
Amiga 5000+	£6739.99
Amiga 500	

SPEEDBALL 2



Price **IBM PC \$29.99**
Genre **Sports game**,
Publisher **Imaginext**

Now this is the game that PC owners have been waiting for. After all, there's not nearly a plethora of future sports games on the PC, let alone ball-and-stick ones.

Speedball 2 appeared on the ST and Amiga about a year ago to great acclaim from just about anyone who could hold a joystick. Indeed the Amiga incarnation was itself an ACE TitleMaker. And the good news is that the PC version is just as good.

Speedball 2 can best be summed up as simple without any forms of rules or menu screens. The player (or players) controls a team of ragged rubber ball-men, each of whom has one aim in life - to run a stiff ball into the opposing team's goal mouth. Actually, that's wrong, they have two aims. The other aim is to run their feet into the opposing team's mouth. The player only controls the number of the team score on the ball, and can perform a variety of actions such as thump and shove. The other players are controlled by the computer and are intelligently, as the punting and tactical possibilities are huge. From time to time bonuses or power-ups appear on the pitch, just to give the action up a little (as if it needed it).

Matches can be played as one-offs or as part of a knockout or league championship. The latter two options are excellent, with the player able to train his team up using the credits earned during the game. There's a real sense of progress as your team, Speed Deluxe, works its way up the charts.

With its big, bold, fat graphics plus midways scrolling, pitch is life about as incredible on the PC) and merely award the game's got incredible piffing power, and the exciting addictive action provides the reason to keep coming back. It's a true PC classic. And at this price, you'd be a real fool to leave it on the shop shelf.

0 0 0 0 0

SUPER SPACE INVADERS



Price **Amiga £19.99**

Genre **Arcade Shoot**
Publisher **Demon**

Actually, it's not that "super" at all. In fact, it looks like Little Johnny's first landing attempt with his new AMOS package if the truth be told. Basically, Demon's taken the aging classic, turned it up beyond recognition with some fancy graphics, thrown in some power-ups to keep the folk who remember Space Harrier more clearly than Space Invaders happy, retained the old sound effects to get Capital entertained with nostalgia, and then totally fooled up the original's sparsely-used uncoloured graphics.

To sure we have aliens who crawl about circles, others who attack in Colonel-like swags, others that grow every time they get shot - the list goes on and on and (yawn) on. The only highlight is the one-mutation human scowls, where UFOs swoop down and try to kidnap the cattle milking about the bottom of the screen. Unimproved ones can be rescued by shooting the cow falls back to Earth with a jolly cry of "Thank you, How cow."

With its slow, pretty graphics and disappointing dull graphics, it's hard to believe that anyone had the gall to release Super Space Invaders onto such a demanding market. But they did. Shame.

0

YOLFIED



Price **Atari ST, Amiga £24.99**
Genre **Arcade Shoot**
Publisher **Imaginext**

Qix is back in town, and better than ever! The rules have widely taken may differ among the gameplaying fraternity, you'd be hard pushed to find anybody who doesn't enjoy a game of good old Qix. It's appeal is universal because it's so simple and addictive, and like Breakout, its gameplay has stood the test of time. What Yolfied generated from Taito's coin-up represents a generation of the original classic - it is to Qix what Asteroid was to Breakout, keeping the original frame-work intact, but adding lots of pretty backgrounds, power-ups and extra features.

For the most part it's much the same - draw lines around the screen to fill up Qix or more of the screen area with

out the fireworks which makes up the low level) getting hit by any of the marauding enemies - which, instead of the old grunting line, now takes the form of a giant mauling that means about spinning about bullets, and a couple of pretty little helpers. Levels and soundtracks are among the colorizations, while high-tech backgrounds and STX provide the aesthetic overhaul.

Since Qix-style games are so thin on the ground, Yolfied, with its clear execution and uncoloured graphics (a welcome addition to the software scene - and if you've got any sense and admiration for the classic, you'll add it your collection too.

0 0 0 0 0

VROOM



Price **Atari ST £24.99**
Genre **Racing Game**
Publisher **Lanikar**

Without wanting to be nasty to our European counterparts, who with 1992 and all that, it has to be said that most of the software that comes over from the continent is a bit rubbish. Vroom, however, from French publisher Lanikar, has proven itself to be the exception to the rule. Although it isn't a push-on the likes of Indianapolis or Formula One Grand Prix, Vroom is nevertheless a jolly nippy racing game, boasting very impressive speed on the play screen (his way faster than the actual first person view-to-drive environment).

It's got all the usual features and fittings - rear-view mirrors, pit stops, over-head maps/directions, dips and hills on the track, braking modes, qualifying flags, choice of courses and some spectacular crash sequences. It's more of a racing game than simulation, as controls and instrumentation has been kept to a minimum - there's nothing too much to worry about, here apart from going very fast, avoiding the other cars and keeping on the road. And it works well enough, being very playable and actually quite competitive, with the array of racing options adding to the game's longevity. The only design factor is that the joystick option is restricted to the arcade mode - the more serious race options only allow mouse control. Yet damn indeed, especially if your ST mouse is as good as yours is, but apart from that, not at all bad.

0 0 0

COMPETITION WINNERS!!

You lucky people! Well, two of you are anyway. What am I talking about? Well, the winners of last month's *Headbald* and Pink Pages contest, that's what.

Hearty congratulations are in order for Mr J. Cook of Ryersal, Bradford, who correctly remembered that Core Design's other ace-winning hero was Tarvek the Warrior. Well done, Mr Cook! You'll be pleased to know that even as you read this your likeness is being coded into *Headbald* as one of the crewmen. And don't forget that a specially forged *Headbald* axe will soon be bringing its way to you. So get ready to duck the next time the postman knocks on your door.

And equally hearty congratulations to James Rowell of Market Deeping for managing to count that there were twenty five-star games in last month's Pinks. If you could let us know which machine you own, James, that £100 worth of software will be in the post before you can say "Aren't I a lucky little bit'cher."

Thanks to the many people who entered both these competitions. Hey - we're just sorry you all couldn't have won a little something. (Our smiling and lamentations.)

Still available

AFTERBURNER 2



Price: **Magnitude \$34.99**
Genre: **Action/Space Shoot**
Publisher: **Atari**

The epitome of the arcade blast, *Afterburner 2* is a cheap piece of fluff, and that observation isn't half bad. Flying at 74 into the matrix, the player zooms through 25 stages, blasting away enemy fighters with his colorful number of machine gun rounds and limited missiles. Enemy fighters can also be downed by using homing missiles too.

The game is fast—very fast, in fact. In some respects it's as quick as the arcade machine. Performing a 180 degree roll by hitting land and then banking the other way is an exhilarating experience. And on the whole, in fact, the whole game is pretty exciting fast, even when it's fully understood quite how mindless it is.

This is the sort of game that the *Magnitude* was built for. As the other end of the basic scale, even though it's another arcade blast, *Afterburner 2* does a surprisingly good job of showing exactly what the *Magnitude* is capable of, so long as you don't look to deep.

Even though the speed is up to scratch, the gameplay certainly doesn't cause up anything of note. It's the definition of becoming a conventional and, just like the coin-op, is heavily there.

ALIEN BREED



Price: **Atari \$24.99**
Genre: **Action/Space Shoot**
Publisher: **Atari**

Alien Breed can best be described as the *Alien* horror that should have been. It grabs *Alien*'s atmosphere very. Can't get escape gameplay to create an addictive—albeit unoriginal—winner. One or two players can take just simultaneously, and their job is to run around the six giant-sized maze-like levels of a monster-infested space station, blasting away swarms of flies out of anything that crawls, slithers or looks.

Fortunately the problem that *Alien* offered—*Genies* too though that, there was no real aim to playing open from scoring points has been corrected by giving the players a task to complete on each level (generally of the 'find a location and blow it up' nature). Okay, so it's not exactly lifting the game into *Atari's* *Atari*—*Atari*—*Atari*, but it provides enough of a goal to keep the player coming back for more.

The objective gameplay is backed up by some superb scrolling and graphics (although the animation is a little perfunctory), and the term 'arcade-like' is very appropriate here. Throughout the use of sound to create atmosphere and tension is superb, especially when the station's self-destruct sequence is kicked in and the player has to find the exit before the place blows. The only real gripe is that given that the game uses 4MB RAM—only, you can't help

feeling that something slightly more ambitious could have been attempted. But it is hard to do by the best available format that for months, and that's a good enough recommendation for anyone.

10/10

ALIEN STORM



Price: **Magnitude \$34.99**
Genre: **Action/Space Shoot**
Publisher: **Atari**

Alien Storm is a real stunner in the plot department. Once again, *Alien* is over-representing the fun and it's up to the player (and a possible friend) to take their waxy bats back to the alien-riders, held from wherever they came. Like the very similar *Golden Axe*, three suitably awesome figures—*Earth's* last line of defense—stand ready to save the world from alien domination. There's the basically-tame *Golden*, *Waxy* *Kate* and the white *Space*, who lean an uncanny resemblance to C-137 (although for some reason an electronic help).

Together they have to blast their way through eight levels of alien folk. The keyboard stroll from left to right basically slays everything that moves before it gets too close. After a while the view changes to that of an *Up/World* style game. By pulling controllers around the screen the player has to destroy everything.

The being a shoot-em-up, one would have thought more emphasis would have been placed on the weapons but also they fail to deliver much excitement, being rather dull. Only moderately recommended for two players.

ARMALYTE



Price: **Atari \$17/Atari \$29.99**
Genre: **Action/Space Shoot**
Publisher: **Atari**

It's just as well that space is infinite—*Armalite*'s need is to contain the seemingly endless stellar battles that, according to the surface, constantly rage throughout the 12 universes. *Armalite*'s latest levels in galactic violence is a 16-bit splashing of its *Atari* hit from nearly 1600 years ago.

The player is given the difficult—if completely unoriginal—task of fighting his way through the levels worth of horrendously swirling universes populated by all manner of really rather assorted aliens. The scenery scrolls a little up and down, which introduces a smallish welcome element of exploration as the player weaves around wreckage and the odd path to the end of level monster.

Armalite is an unworldly tribute to the *Armalite* that was. Technically it's excellent, with some slick post-rendering especially good on the 2D system given the machine's hardware and polished presentation. However, the difficulty level has become ridiculously high and even the most skilled gamer will seem to be reduced to an apologetic state of hair-raising frustration. This situation is not helped by the excessive terrain on the player's ship which soon had the fragile craft skidding uncontrollably about the screen (and usually straight into the death-to-death screen). On the basis of the evidence here, let's hope *Armalite*'s subtitle of the Final Run is correct.

ARMOURGEDDON



Price: **Atari \$17/Atari \$29.99**
Genre: **Action/Space Shoot**
Publisher: **Atari**

Armageddon's use of polygons offers one new around a six-part mission to find

the five pieces of a random bomb-and-use-it-to-detonate-an-atomic-BQ. There are six similar vehicles to buy out, ranging from ground-hugging tanks and hovercrafts to high-flying jets and helicopters and the player must use his skill and judgement to decide when, where and how best to use them to achieve his current mission objectives.

Master control of each vehicle is smooth and responsive, with the fluid joystick giving a good/pulse-packing feeling of speed.

The player can switch between the vehicles 'in the field' using the function keys (the computer puts the vehicle on auto when this happens, so there's no risk of a recently-acquired jet plunging nose-first into the ground). Like *Coer's Thunderhawk*, the action is an action rather than simulation, with the enemy attacking almost as soon as the player takes a tactical-minded step out of his bunker, which makes for exciting to somewhat relentless action. But it's not all about shoot, shoot, shoot. There's an important management element as well, where the player has to wisely allocate resources and reinforcements to develop new weapons and fresh vehicles to replace those blown to pieces by the very active

enemy.

Atomino is one of Progress' best games to date, with solid gameplay backing up the impressive visuals. *Atomino* is rich with it? Not one bit.

0 0 0 0

ATOMINO



Price: **£44.95 / Amiga £26.99**
Genre: **Puzzle**
Publisher: **Progress**

Atomino, Galbraith? There are few games based around atomic physics, and even fewer interesting ones, so a big "Thank!" and put on the back for Progress. *Atomino* is a puzzle game based around atomic valency, i.e. the number of bonds an atom can make with other atoms. Helogens, for example, can make one bond while Halium can make two. The aim of the game is to place randomly-allocated atoms down on a grid and try to form molecules of various sizes, i.e. at least three atoms big. A molecule is only complete when

all the atoms within it have their bonds accounted for. It all sounds a bit... well... dry, but in fact turns out to be great fun with its addictive challenge, pretty graphics and pleasing tempo around making it one of the better puzzle games on the market.

0 0 0 0

BEAST BUSTERS



Price: **£44.95 / Amiga £26.99**
Genre: **Action/Adventure**
Publisher: **Activision**

This is a competent conversion of the coin-up which proved to popular amongst the UK-loving arcade genre. It's basically yet another *Op Wolf* clone but features a welcome twist that instead of wandering around the place for players are besieged by a veritable army of the undead who attempt to trap you once leaving the devastated city alive. Borrowing heavily from the *Bonanza Bros*, *Beast Busters* uses dogs and whoppers and all manner of 'vill creatures' can be literally blown into bloody bits of flying flesh.

The graphics manage to capture both

the look and the feel of the arcade and visually all the levels are present, but there's no denying that the inevitable substitution of a mouse for the cabinet-mounted joystick is distinctly unsatisfactory. If you haven't already got a game of this type, and don't mind a mediocre blast then it might be worth looking into, but otherwise there's not really enough here to set it against purchase. It's a shame, because even the arcade version left the player cold after a couple of hours - it's not supposed to really drive the player in any more than that. But for the price, a would have been nice.

0 0 0 0

BONANZA BROS



Price: **£44.95**
Genre: **Action/Adventure**
Publisher: **Sega**

Bonanza Bros proved to be a combination of a double hit with few faults due to its particular graphic style and innovative angle of the run-up down. The player's objective are basically

TO PLAY TODAY'S GAMES YOU NEED TOMORROW'S TECHNOLOGY.



WE SUPPLY THAT TECHNOLOGY.

3 YEAR WARRANTY

Cornwall and Devon
COMPUTERSYSTEMS

Cornwall and Devon

**HEXWORTHY
BANTON
LAUNCESTON
CORNWALL
PL15 9NL**

TEL: 0506 772810

PLEASE PHONE FOR LATEST GAMES

THE SUPER GAMES SYSTEM

Price: **£299.00** (Compatible with 286/386 computer)
1.5M floppy disk drive, 1.44M floppy disk drive, 4MB hard drive, 800K RAM card, 1000 lines, 18" (48cm) colour monitor, 1 Game Port, 2 Serial Port, 1 Parallel Port, Soundblaster 1.8 Speaker, Joystick, Mouse, Right-Click Mouse, CD-ROM Software Package with over 1000 3 year warranty.
£299.00 (incl. VAT & delivery)

THE SUPERIOR GAMES SYSTEM

Price: **£349.00** (Compatible computer)
4MB hard drive, 2.88M floppy disk drive, 1.44M floppy disk drive, 1.5M floppy disk drive, 1.1M floppy disk drive, 18" (48cm) colour monitor, 1 Game Port, 2 Serial Port, 1 Parallel Port, Soundblaster 1.8 Speaker, Joystick, Mouse, CD-ROM Software Package with over 1000 3 year warranty.
£349.00 (incl. VAT & delivery)

THE ULTIMATE IN GAMES SYSTEMS

Price: **£499.00** (Compatible computer)
4MB hard drive, 4MB hard drive, 1.44M floppy disk drive, 1.1M floppy disk drive, 1.5M floppy disk drive, 1.1M floppy disk drive, 18" (48cm) colour monitor, 1 Game Port, 2 Serial Port, 1 Parallel Port, Soundblaster 1.8 Speaker, Joystick, Mouse, CD-ROM Software Package with over 1000 3 year warranty.
£499.00 (incl. VAT & delivery)



PRODUCTS LIST



PRODUCT	MSRP list
Soundblaster Card 1.8	£19.11
CD-ROM Drive/Adapter Card	£29.99
1.5M disk drive & 3.5" (91.5) 1.44M	£11.00
1.5M disk drive & 3.5" (91.5) 1.44M	£11.00
1.5M disk drive & 3.5" (91.5) 1.44M and card 1.8	£29.99
1.5M disk drive (1.1) and 1.44M	£11.00

DELIVERABLE PLAYSTATIONWARE

discontent, bring increasingly complex and heavily guarded buildings in Mayhem, USA. Having already made a bit of a reputation for themselves, there's a substantial reward on the floor levels-meaning that every available reinforcement officer is working fever to be the one to get them hung to rights.

The game uses a unique split screen to allow players to split up if necessary between the two play windows (there's a screenshot of the building, allowing the players to plan their routes efficiently as to how to grab the goodies and avoid the nasties). Overall the game is a fairly enjoyable romp, with some hilarious cinematic cutscenes in places adding greatly to the fun, but like most Megawatt games it's longevity is in question.

0 0 0 0

BURGER TIME DELUXE



Price GameBoy £29.99 (Import)
Genre Platform
Publisher Data East

Now this is a real Meat from the joint, when most games don't live to three pointers around like some substandard familiar rick (not to get those to put with their casts). The players here live to guide ray Pete the Chef around a network of platforms and ladders. In a bizarre culinary exercise Pete has to make giant hamburgers by walking over the various ingredients lying on the platforms, forcing them to fall down the screen onto the platforms below and normally onto a plate at the bottom. Once all the ingredients have been made Pete advances onto the next more complex arrangement of platforms.

Now this all sounds a bit odd, but you're reassured without the instant message, graphics and third eggs that have escaped from the captured and are wandering the platforms intent on Peter's demise. Fortunately the crazy chef is armed with a pepper pot and a carefully aimed slide will stop the food, then for a few moments allowing Pete to make good his escape. More than that, Pete can try to lure his food-stealing antics to crash the ingenious ingredients. Burger Time Deluxe is a fun little game, although the graphics verge on the microscopic. It's probably a bit too simplistic for today's younger gamers, but nostalgia buffs will enjoy this tasty slice of the past.

0 0 0 0

CASTELIAN



Price GameBoy £29.99 (Import)
Genre Platform
Publisher Taito Entertainment

Remember Snake? It was a classic platform game starting a top 100-rated Page. Each of its seemingly-infinite levels was set on as a tall tower. The player would move Page left and right, and make him jump over gaps or shoot at the weirdo alien. However, in a unique twist, the tower used to rotate to follow Page's movement. Quite a graphical achievement on the Spot! Now Nintendo has come to the Game Boy under the title Castelian. And while the camera has now changed the game certainly hasn't. It still looks stunning and play will be a difficulty rating through the roof, too. However, completing a tower is extremely satisfying, so if you fancy a real challenge then you know where to come.

0 0 0 0

CASTLE OF ILLUSION



Price GameBoy £29.99
Genre Platform
Publisher Taito

The old Master, instead of Missy Mouse's bloody job as they told? has been unrecognised here. Now beloved Mickey must enter the dreaded and mysterious Castle of Illusion to restore his. Mickey's domain consists of the levels and victory's task is to find the secret Rainbow Gems on each, all of which lead down to a lot of jumping over platforms to platforms, picking up and throwing blocks, sliding down slopes and climbing ladders.

Fantastically it's a Mario clone and so a bad one of that. There are some original touches, such as the 'Red' level which scrolls from left to right, which proves pretty disorientating but challenging nonetheless. The graphics are very attractive and the sound is superb. In fact, it's games like this that make GameWare winners feel that they're doing the right thing in laying out the cards for a colour bandhead.

0 0 0 0

CASTLES



Price IBM PC £34.99
Genre Strategy
Publisher Interplay, EA

Castles takes several graphic genres and combines them with a healthy dollop of historical authenticity. The game consists of three increasingly difficult scenarios involving around the not particularly rivalling sounding task of constructing castles. Each castle consists of wall sections, gateways and towers. There are seven classes of blocks available and the player's main game task is to apply the optimum use of labourers to each section. It's an attempt to think the castle as quickly as possible.

There are often the walls if attacked by the neighbouring Woods (some things never change). Initially the opposition are incredibly weak and their use is strength is gradual, so defeating them is a lot easier than it might be to. Although additive enough to ensure repeated play, Castles is miserly flawed in too many ways to achieve classic status.

0 0 0 0

CENTURION - DEFENDER OF ROME



Price Megalite £28.99
Genre Action Strategy
Publisher Electronic Arts

Out as an ageing Centurion, it's the player's duty to help defend the homeland and expand the Roman Empire as far as it's possible. This single-mission title is somewhat faded at first by the fact that the player starts with just a single type of soldier and a city of disgruntled citizens to keep under control.

The game is a well-judged blend of low-difficulty strategy and arcade-style adventures. For example, to keep the soldiers provisioned happy, the player can take part in chariot races and keep them tight. As the game progresses the armies under your command grow and ships placed at your disposal to take armies to neighbouring shores become bigger and better. While the player's luck is really in his own eyes here a credit to inducing the outpouring

Complete. Megalite owners in particular are starved of this type of game, so if you're looking for something to exercise your brain a little, you could do far worse than to give this a go.

0 0 0 0

CHASE H.Q.



Price GameBoy £29.99 (Import)
Genre Maze Game
Publisher Taito

There can be few readers who aren't familiar with the excellent cut-and-paste of its sequel S.C.I. What a business on the part of the designers to combine high octane racing action with bumper-busting action. The player takes on the role of an Armored-wearing Miami Vice style cop, chasing various prey in a cramped up Porsche with the aim of burning them off the road to make the arrest. The GameWare version is technically excellent, with lots of fast action and good sound, although the cars are a little small. Unfortunately, it's about as rough as a parked banana, and even GameWare will seem to be looking away Mr Big. You're Busted! Well, actually you're likely to be bust off buying this. It's a lot of money for such a short-lived challenge.

0 0 0

CHOPLIFTER 2



Price GameBoy £24.99
Genre Arcade Shoot
Publisher Nintendo

Choplifter first appeared in 1981 at NintendoLand and is still fairly remembered today. The player's mission is to crash-land a helicopter pilot in to rescue survivors from a horrendously scrolling wasteland. To do this the player must land near the refugees and wait for them to board. This can be quite harrowing at times as you're a sitting duck for all the enemy gun installations and planes which constantly fly straight.

The player's copier is equipped with a rapid-firing cannon and a limited number of bombs with which to protect himself. Fast action, challenging game play and a powerful system help make this one of the best games ever on the GameBoy, and a must for any serious fans collection.

0 0 0 0

SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WV3 4AN.
Tel: 0902 25384. Fax: 0902 712751

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25304

STARTUP & AMIGA GAMES

1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	1219	1220	1221	1222	1223	1224	1225	1226	1227	1228	1229	1230	1231	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	1243	1244	1245	1246	1247	1248	1249	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266	1267	1268	1269	1270	1271	1272	1273	1274	1275	1276	1277	1278	1279	1280	1281	1282	1283	1284	1285	1286	1287	1288	1289	1290	1291	1292	1293	1294	1295	1296	1297	1298	1299	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	1310	1311	1312	1313	1314	1315	1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326	1327	1328	1329	1330	1331	1332	1333	1334	1335	1336	1337	1338	1339	1340	1341	1342	1343	1344	1345	1346	1347	1348	1349	1350	1351	1352	1353	1354	1355	1356	1357	1358	1359	1360	1361	1362	1363	1364	1365	1366	1367	1368	1369	1370	1371	1372	1373	1374	1375	1376	1377	1378	1379	1380	1381	1382	1383	1384	1385	1386	1387	1388	1389	1390	1391	1392	1393	1394	1395	1396	1397	1398	1399	1400	1401	1402	1403	1404	1405	1406	1407	1408	1409	1410	1411	1412	1413	1414	1415	1416	1417	1418	1419	1420	1421	1422	1423	1424	1425	1426	1427	1428	1429	1430	1431	1432	1433	1434	1435	1436	1437	1438	1439	1440	1441	1442	1443	1444	1445	1446	1447	1448	1449	1450	1451	1452	1453	1454	1455	1456	1457	1458	1459	1460	1461	1462	1463	1464	1465	1466	1467	1468	1469	1470	1471	1472	1473	1474	1475	1476	1477	1478	1479	1480	1481	1482	1483	1484	1485	1486	1487	1488	1489	1490	1491	1492	1493	1494	1495	1496	1497	1498	1499	1500	1501	1502	1503	1504	1505	1506	1507	1508	1509	1510	1511	1512	1513	1514	1515	1516	1517	1518	1519	1520	1521	1522	1523	1524	1525	1526	1527	1528	1529	1530	1531	1532	1533	1534	1535	1536	1537	1538	1539	1540	1541	1542	1543	1544	1545	1546	1547	1548	1549	1550	1551	1552	1553	1554	1555	1556	1557	1558	1559	1560	1561	1562	1563	1564	1565	1566	1567	1568	1569	1570	1571	1572	1573	1574	1575	1576	1577	1578	1579	1580	1581	1582	1583	1584	1585	1586	1587	1588	1589	1590	1591	1592	1593	1594	1595	1596	1597	1598	1599	1600	1601	1602	1603	1604	1605	1606	1607	1608	1609	1610	1611	1612	1613	1614	1615	1616	1617	1618	1619	1620	1621	1622	1623	1624	1625	1626	1627	1628	1629	1630	1631	1632	1633	1634	1635	1636	1637	1638	1639	1640	1641	1642	1643	1644	1645	1646	1647	1648	1649	1650	1651	1652	1653	1654	1655	1656	1657	1658	1659	1660	1661	1662	1663	1664	1665	1666	1667	1668	1669	1670	1671	1672	1673	1674	1675	1676	1677	1678	1679	1680	1681	1682	1683	1684	1685	1686	1687	1688	1689	1690	1691	1692	1693	1694	1695	1696	1697	1698	1699	1700	1701	1702	1703	1704	1705	1706	1707	1708	1709	1710	1711	1712	1713	1714	1715	1716	1717	1718	1719	1720	1721	1722	1723	1724	1725	1726	1727	1728	1729	1730	1731	1732	1733	1734	1735	1736	1737	1738	1739	1740	1741	1742	1743	1744	1745	1746	1747	1748	1749	1750	1751	1752	1753	1754	1755	1756	1757	1758	1759	1760	1761	1762	1763	1764	1765	1766	1767	1768	1769	1770	1771	1772	1773	1774	1775	1776	1777	1778	1779	1780	1781	1782	1783	1784	1785	1786	1787	1788	1789	1790	1791	1792	1793	1794	1795	1796	1797	1798	1799	1800	1801	1802	1803	1804	1805	1806	1807	1808	1809	1810	1811	1812	1813	1814	1815	1816	1817	1818	1819	1820	1821	1822	1823	1824	1825	1826	1827	1828	1829	1830	1831	1832	1833	1834	1835	1836	1837	1838	1839	1840	1841	1842	1843	1844	1845	1846	1847	1848	1849	1850	1851	1852	1853	1854	1855	1856	1857	1858	1859	1860	1861	1862	1863	1864	1865	1866	1867	1868	1869	1870	1871	1872	1873	1874	1875	1876	1877	1878	1879	1880	1881	1882	1883	1884	1885	1886	1887	1888	1889	1890	1891	1892	1893	1894	1895	1896	1897	1898	1899	1900	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914	1915	1916	1917	1918	1919	1920	1921	1922	1923	1924	1925	1926	1927	1928	1929	1930	1931	1932	1933	1934	1935	1936	1937	1938	1939	1940	1941	1942	1943	1944	1945	1946	1947	1948	1949	1950	1951	1952	1953	1954	1955	1956	1957	1958	1959	1960	1961	1962	1963	1964	1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	--

CHUCK YEAGER'S AIR COMBAT



Price: IBM PC \$29.99
Genre: Simulation
Publisher: Electronic Arts

Chuck's previous two titles were purely fly-by-the-vintage-pilots, only permitting the player to do such fancy things as perform perfect loops and dives. This new aerial thingy has changed considerably, with lovely CGM making a welcome appearance. Air Combat allows the player to pilot war planes from any one of three eras: WWI, Korea and Vietnam. There is a multitude of single missions to fly along with a comprehensive campaign mode featuring over 21 missions. These include the standard 'work and destroy' forces, protecting bomber formations and attacking ground targets. Should some of these take your fancy, the in-built mission-designer is available.

The most useful feature is the ability to replay missions after completion and view them from any angle, allowing the player to see all his most spectacular dogfights and crashes to die. Even more interesting is the ability to dual plane from different eras, allowing such luxuries as piloting a Mustang against an F-4. **Class: A++**

CLOUD KINGDOMS



Price: Atari ST, Amiga \$7.99
Genre: Platform
Publisher: BMW/Gemini

Cloud Kingdoms is a load of balls-in-a-bowling-hall-to-be precise (that's the old ones are the balls). As Terry the Ball, the player has to negotiate thirty-two huge multi-way scrolling levels, each of which floats high in the sky, collecting all the gems that litter the narrow walkways. Terry has to take care not to leave the path, else he'll fall to his doom and woe below. This isn't as easy as it sounds - Terry's solitary body bounces wildly off walls and pillars, and parts of the floor may crumble beneath him. In addition, if Terry passes over areas set on fire they'll burn him away, usually over the edge of the narrow channel. If that weren't enough, other hostile opponents wander the walkways, keen to see Terry's

demise. Fortunately, Terry can bounce over these threats with a tap of the fire button.

Cloud Kingdoms, formerly from Millennium, is an attractive game, with a strong comic feel. The cover graphics, though lacking a little dated now do the trick, and the scrolling on both the Amiga and ST versions is very smooth. The inertia control is a little tricky to get to grips with, but rewarding when mastered. Some features are nice, like the fact that it is possible to know where a climbing floor is until it's been bounced on, but overall this is an accessible bargain at just under eight quid. **Class: B**

CRUISE FOR A CORPSE



Price: Amiga \$24.99
Genre: Adventure
Publisher: Delphine, UK Gold

The plot for Cruise for a Corpse is firstly pivoted on the Agatha Christie 'milkmaid' tradition, plenty of suspects, crime may traditions, dwelling from the player is invited to a Greek island to hunt for a well-known holiday unit to get there and find his lost fiancée of 16 as an unknown murderer. Before you can say 'Inspector Wintford' the player is faced to do a penny ante and fully abilities to enter the British class.

After a bit of general interest from the press, there were high hopes for Cruise for a Corpse. In it the excellent game everyone seemed to think it's too 'Wid, you... and so. In the graphics and sound department it's excellent, with huge fully animated sprites moving over exquisitely detailed backgrounds and plenty of suitable music and samples playing away in the background. All concepts to generate an excellent sense of mood and atmosphere.

The player directs his on-screen character (Randy) via the mouse. By clicking the mouse pointer on objects of interest, a menu appears listing the various things the player can do with the selected item (i.e. 'Open' or 'Examine' buttons). Movement around the yacht is effected by walking back from locations to locations by clicking on only to the current location, such as doors or hallways, or more quickly by calling up the yacht map and 'walking' Randy immediately from place

to place. As a user interface it's difficult to think of another as intuitive and easy to use.

The major problem with Cruise for a Corpse is its pace. The animation, though wonderful, is slow. Examining the contents of a room can become quite painful, as Randy slowly turns, walks, turns, bows down, examines the items only for a message to appear stating that "There is nothing of interest here". Equally entering a the freights though inevitable accessing and swapping of the 160000+ 'vms' game data. All too often the player's enthusiasm for the hunting can be severely dampened by the reduction of the game's speed to near snail's pace. Less important, some of the generally excellent French-English translation is a bit dubious in places, such as the Cabin Boy who is described as "dynamic".

Those comments apart, anyone with the patience to sit through the occasional additions will find Cruise for a Corpse a superb buy, topped with quality presentation and atmosphere and presenting a big enough game task to satisfy even the greatest sleuth. **Class: A**

DEUTEROS



Price: Amiga \$24.99
Genre: Strategy
Publisher: Antikitten

This sequel to Millennium is a by the same author is set a thousand years after the previous events. Marked Ian falls into a sort of post-technological midstate and begins his for, now space-travelling glory. It's the player's task to relocate man's position for the stars and take the race into the numbers of the Galaxy once again. The gameplay looks down to endless resource and manpower allocation between various departments, dealing with the occasional crisis that crop up and so on. Although programmed well and moderately entertaining, there really isn't anything on show that hasn't been done more entertainingly elsewhere, chiefly one for the strategy die-hard. **Class: B**

DRAGON CRYSTAL



Price: GameStar \$29.99

**Genre Role-Playing Game
 Publisher:** Sega

No hunting about with complex plot here. The player is riding his bike one day when he takes a wrong turning down a strange alleyway and ends up in a fantasy world bordering on the streets with dangers or slugs. As an RPG the gameplay couldn't really be better. The action is fairly on screen, with all the 'Take the Floor Ring of Oak to the Crack of Floor Moomins' stuff fixed to the background.

Although competent enough, it's a little difficult to see who exactly this game is aimed at. It's too simple for the typical RPG head, while commentators are likely to get more than a little bored at having to state down the power, but before they complete a level just because they reached their final step. But if you've got the time, you'll find that this makes a welcome addition to the GameStar library. **Class: B**

E.A. HOCKEY



Price: Magister \$24.99
Genre: Sports Arcade
Publisher: Electronic Arts

Like Back Off with lightning it, Electronic Arts' Hockey will appeal to everyone. A series of teams from around the globe, each with their own abilities and weaknesses battle it out in the Ice hockey World League.

Following on from their success with John Madden's Football, the poll yet another winner out of the bag with this, perhaps their most classic title to date.

Having selected the length of game, whether the player wishes to compete in seven-off matches or a quick one, select the ice team and that of the enemy. It's game on!

Moving around the rink is simple enough, and control over the puck is surprisingly intuitive. Since the rink is so small and the players can move so swiftly and violently against each other, the Hockey is an extremely rapid, high scoring game. Basically, wherever you get the puck from the face-off it's most likely to score. Well, of course, the player gets the bang of the wide variety of passing moves available to him, from a good honest grapple the puck remains to a full body check.

Like an opposition player on a top regular basis, though, and you'd bet-

reviews directory



Price **IBM PC \$34.99**

Genre **Simulation**
Publisher **Activision**

There's no shortage of flight sims on the PC, but Activision's release may appeal to some. The game lets the player fly a series of missions around the front of I-174. The player can either pilot straight into the action or start at the bottom and climb back his way up through a full Navy career. After a good performance in a series of missions the player gets transferred to the Naval Fighter Weapons School better known as the home of the infamous Top-Guns. Weapons available in the usual mix of Sparrows, Sidewinders and Phoenix missiles, along with the cannon for close-up work. There isn't really much emphasis on realism in F-14 Tactics and to be honest it really hasn't got much to offer players over other similar titles. In the final analysis it's a satisfying enough effort without too much screen baggage.

0 0 0 0

F-15 STRIKE EAGLE II



Price **Mac/ST/Amiga IBM PC \$29.99**
Genre **Simulation**
Publisher **Mindspeed**

Mindspeed make a departure from their usual rigorously accurate titles with this action-oriented affair. It's the flight sim equivalent of the beer and John books, in that it's simple with no complications. Players have six combat arenas to choose between, each with various missions to select. These missions are usually all simple 'get in, deliver a couple of targets and get out' jobs, with the player having virtual tonnage defined against various of enemy jets. Control is via keyboard, joystick or mouse and is highly responsive in each case.

The screen update is fast enough but there are quite a few moments about it's more than adequate for the job in hand, however. Sound is disappointing, with a white noise hiss being the player's only audio companion for most of the journey. In the gameplay department this is a winner, with plenty of achievable action to get the adrenaline pumping. Veterans may be aware the game's lack of depth, but

anyone else should find this just their cup of tea, with a yummy January Dodge in the next to last track.

F-ZERO



Price **Super Famicom \$24.99 (import)**
Genre **Racing Game**
Publisher **Nintendo**

F-Zero takes advantage of the Famicom's built-in budgeted multi-adapter capabilities to create one of the fastest and smoothest iterations of 3D yet seen. It's like looking in a bubble dished, highly put. F-Zero is a race game, with the track curved above and behind the player's vehicle. At first, despite the impressive 3D, F-Zero appears to offer little over the myriad of other race games about, but after a few goes it qualifies itself through.

The real fun control over the craft is more precise than in any other race game. As well as accelerate, brake, left and right controls, you can also use the Famicom controller's two side buttons as landing vehicles. This degree of precision means you can race your rival for a cross between a high speed hovercraft and a rally car. F-Zero may not look like anything special, but it's genuinely one of those games that has to be experienced to be believed.

0 0 0 0

FINAL FIGHT



Price **Amiga \$29.99**
Genre **Beat 'Em-Up**
Publisher **US Gold**

The number in US Gold's ever-widening catalog of fighting games continues. In Metro City (previously based on Neo Tokyo all in one well, cause it's like and to make a bad situation worse the Mayor's eight-dirty daughter has been kidnapped by...you guessed it...the Big. The old Mr Big certainly gets around, doesn't he? The player and optional partner have to fight their way through the city's wasteland to rescue her. Why? Why not?

Final Fight is something of a first for Neo-Tre-ups on the lower computer, but it's actually quite good. The sprites are large and clearly animated, the background scroll is smooth and the

action is fast. Someone of the drawing whether a punch connects or not is a little dodgy, but apart from that there's no exaggerated screenwork to anyone who has a little aggression without leaving their knuckles.

0 0 0 0

FLICKY



Price **Magazine \$24.99**
Genre **Platform**
Publisher **Bugs**

"Don't be put off by the screenshots on the back of the box" is probably the best bit of advice I can give about Flicky. It looks awful - just primary-colour spots and garish backgrounds - but in-between things don't improve much in the game itself. However, like Quaxxonaid, an ugly appearance conceals the goodness inside.

The player controls the tiny bird of the title. The ball-bouncing/catcher ball game and get themselves lost in the events of a giant cat infested town. Flicky has to run and jump about, collect his scattered food and take them to the safety of the nest, while avoiding the prowling felons. Flicky is a wonderfully playable game, very simple but packed with fun. Some may dispute whether it's the epitome of fun, but for those with the cash it's a great purchase.

0 0 0 0

FLOOR 13



Price **IBM PC \$24.99**
Genre **Strategy**
Publisher **Virgin Games**

The world that strategy games are being far from well and truly exploited in a game that's likely to convert even confirmed trigger addicts to a more simple and intelligent software diet. Floor 13 offers a more dare than the strategy genre by having itself around a compelling scenario and offering players that get beyond the regular strategy framework.

Set in present day Britain, it tells of a government-run secret police force that must eventually wipe out subversive elements and generally protect the government. From re-emancipating prisoners so that it doesn't fall from grace, An Director General of this con-

cept agency, the player is solely responsible for its operations.

The game is played almost entirely from a single main screen of an office desk, onto which intelligence reports and newspaper stories arrive from the outside world and form the basis of the information which the player works from as plots and storylines unfold. Various sub-departments, such as surveillance, investigation and dissemination are the mainstays of the player's work, with study agents taking reports, tapping phones, matching profiles and even recruiting and killing people to advance the government's internal aims.

The way in which the game reveals information as half stories and bit by bit means that good detective work and through-time checking of intelligence data is an important as the conventional strategy skills which are also required. It's all through the viewing, very realistic stuff, and comes highly recommended, even to those who can't normally stand strategy games.

0 0 0 0

FOOTBALLER OF THE YEAR 3



Price **Atari ST/Amiga \$7.99**
Genre **Sport Game**
Publisher **B&B Software**

This isn't really a sport game at all. It's more like a test of the player's knowledge of football trivia. Lots of text and full graphics don't help things along either. If that's your bag, then good, otherwise don't waste your cash.

0 0

FORMULA ONE GRAND PRIX



Price **Atari ST/Amiga \$24.99**
Genre **Racing Simulation**
Publisher **Mindspeed**

Believe you see, you've never seen a racing game like this. Lotus of Outlaw Ramps! Indianapolis 500! They're all but children's toys compared to complete and utter excellence of Formula One Grand Prix. The latest and greatest game from the programing genius that is Grid! Start Car Race! Continued. The graphics are truly amazing, with high-resolution

complete with driver's helmet peeling out of the cockpit literally soaring around tracks lined with stands, trees, fence-lined crosses. The second monitor on the visuals, with good use made of stereo samples for the engine.

But it's not just the quality of the graphics or the sound that makes *Fast* so special. It's the meticulous attention to detail that guarantees an authentic and involving Grand Prix atmosphere. Everything you'd expect to find on a Grand Prix circuit - stands, bridges, tunnels, etc. - is there (and in the ideal positions they'd be found in real life), even extending right down to street-side parking spaces cars off the track and engine-room waiting in the pits. The wonderful control over the car is the essential icing on the cake, with plenty of different modifiers to make the game easy enough for Grand Prixers to play or tough enough to bring thrills even to non-leads of tennis. Indeed, so good is *Fast* that I'm sure it'll be an ACE Trailblazer and the forerunner of becoming the new racing simulation benchmark. Good enough for you? *Fast*

FRENETIC



Price **Amiga £20.99**
Game Master's Best Buy
Publisher Game Design

Hot on the heels of *Kyrandia*, *Con* takes this vertically scrolling shoot-em-up/scroll-down to inspiration from just about every other Master ever released. To anyone more than half-way familiar with the genre the game-play holds few surprises - the screen scrolls slowly down while you fire away after waves of eminently identifiable alien creatures across an screen. The non-standard power-ups can be collected by destroying various special alien or weapons paths as they appear at the end of each of the eight levels (there's the obligatory stage bonus that takes a huge amount of shots to destroy).

Frenetic is a competently executed game that lacks that spark of novelty to hold a candle to the rest of the pack. The alien sprites are large, fat and mean, the action is non-stop and highly demanding at times. The most annoying niggles is the way that power-ups are lost when the player's ship is destroyed, leaving the player naked before the alien onslaught. Unless you're already got the superlaser (ABS),

this is a fair buy, **8/10**

GHOST BATTLE



Price **Amiga £25.99**
Game Master's Best Buy
Publisher Fusion

Ghost Battle is a struggle of 'strategic' affairs that becomes more than a few elements from *Clowns & Goblins*. The player is a hero who has to enter any evil demon's kingdom in an attempt to rescue his kidnapped girlfriend. On each level it's battles, platforms, puzzles and redesigned screens all the way, leading to a big bang at the very end.

There are the usual extra weapons to collect and no less levels keys and various tools that must be used as machine-guns appear to add some much needed depth to the otherwise shallow game-play. *Ghost Battle* is a comprehensive graphics and sound, and play is sluggish. Not one for the top of the 'must get' list. **7/10**

GUNSHIP 2000



Price **IBM PC £20.99**
Game Simulation
Publisher MicroProse

Nobody writes simulations like MicroProse does. This is highlighted here again in regard to the company's earlier mega-hit *Commander*, which has gone down in software history as one of the best-selling sims ever. This sequel is far more than just *Commander*. Every part of the game has been given a radical overhaul.

Probably the most impressive aspect is the revamped graphics system. Using a sort of post-frame-quit technology, the game world has been modelled in amazing detail, complete with rain, hills, mountains, valleys, villages. If it's geographical, there's it there. As usual, the game takes the form of a series of plot-twisting missions. Unfortunately this complexity means that you really need at least a 486DX PC to get anything approaching speed from the game. Speed with a board is marvellously slow, and adds to the already battlefield feel. The 'copy' control is good,

G.P.S Ltd. (Computers)

Tel : (0245) 3251198

ALL ITEMS
 ARE SENT
 BY FIRST
 CLASS.
 FOR
 COURIER
 PLEASE
 ADD £6.00.

SEGA

GAME GEAR	£94.95
GAME GEAR + PSU + CASE	£99.95
WIDE GEAR	£79.95
POWER SUPPLY UNIT	£7.95
CARRY CASE	£19.95
SOFTWARE	CALL
MASTER SYSTEM II	£24.95
IRONAZZA BROTHERS	CALL
BUBBLE BOBBLE	CALL
LINE OF FIRE	CALL
SHADOW DANCER	CALL
SONIC THE HEDGEHOG	CALL
SUPER KICKOFF	CALL
MEGADRIVE	£99.95
SOFTWARE	CALL

ATARI

LYNX II	£84.95
LYNX II + PSU	£89.95
CARRY CASE	£19.95
POWER SUPPLY UNIT	£7.95
A.P.B.	£24.95
DECK-OUT	£19.95
CHECKERED FLAG	£24.95
NINJA GAIDEN	£24.95
PACLAND	£24.95
SCRAPYARD (XO)	£24.95
TURKO SUSS	£24.95
WARHEADS	£24.95

COMMODORE

AMIGA 4000	£299.95
AMIG CARTOON CLASSICS	£299.95
A1500	£299.95
A1500 + SOFTWARE	£399.95
A1500 + SOFTWARE + MONITOR	£499.95
PHILIPS KDL/2 MONITOR	£249.95
MOCTEC SECOND DRIVE	£24.95
MOCTEC 512K EXPANSION	£99.95
MONITOR PLINX	£19.95

Please make cheques and postal orders payable to:



G.P.S.
COMPUTERS LIMITED
 UNIT 26, BELFORDS INDUSTRIAL AREA
 COLTONS ROAD, 504/7TH WINDHAM FERRERS
 EASEC, OXFORD



but actually getting the stuff to fly works as different of the real thing, i.e. it's very difficult and certainly makes Combat 1000 use the word of game to get your sleeping birds on. However, if you're looking for the ultimate chopper simulation, then here it is.

0-0-0-0-0

HALLEY WARS



Price GameByte \$29.99 (Import)
Genre Arcade/Real
Publisher Y&R

Given the fact that the vast majority of the software currently available for the GameCube doesn't even come close to doing the impressive handheld better, Halley Wars comes as a beautiful breath of air. Every handheld needs its spotlight shone on up. The GameBoy has Tetris, the Lynx has Gates of Endor, and now the Game Boy gets a game that's arguably better than the pair of them. It uses no pixels in the originality stakes, being your typical space-based arena-style vertical battle with all the standard pick-ups and cool of level guardians, but it scores high-ly on creativity, offering the physical, colorful graphics, smooth animation and surprisingly impressive sound. The game's only major limitation is that, due to the machine's limitations, it can't produce the flashy effects that similar games on more powerful machines often rely on to hold the player's interest. In Halley Wars, your depend on gameplay alone - and there's no doubt as to why that's a good thing.

Also, it's a shame that the game is actually a fairly easy and unexciting game system may find the long-term challenge somewhat lacking. That aside, it's still a fine Master and undoubtedly one of the better GameCube titles for a year that's expected to be playing it for a year's time.

0-0-0

MATRIX



Price GameByte \$29.99 (Import)
Genre Puzzle
Publisher Bullet-Proof Software

Alas! *Tron* is the threshold limit behind the time-consuming obstacle

Test. Now let's look with *Matrix*, which, like its foreword, is deceptively simple in concept. Pairs of different balls fall down via "tubes", by moving the pair left or right and snapping the switching bars' position the player has to try and stack balls of the same type. Stack five balls together and they disappear. The larger the player carries the faster the balls fall. The game is over when the stack of balls reaches the top of the screen.

A *Matrix* is scored when two stacks are completed at the same time. The player is awarded in a *Matrix* which can be used to register some of the bars at the top of the column. Alternatively the player can collect three *Matrix* balls and score a *Matrix* which can be used to reach all the in the line.

Matrix takes a while to get into, but eventually becomes an engaging and addictive as its illustration further. Recommended to all *Matrix* fans.

0-0-0-0-0

HEART OF CHINA



Price IBM PC \$40.95
Genre Adventure
Publisher Dynamix/Share In Line

Many games skirt the role of "interactive movie" but very few actually deliver the goods. Fortunately *Heart of China* is one of the few games which is actually deserving of the title title, but it's the space. The game puts the player in the shoes of "mushroom" Lucky (aka Master), asked to find the wealthy widow girl Kate Linman, his soon made up in the Far East.

Unlike most games it doesn't concentrate only on one character, allowing the player the player to switch between the members of the cast and adding greatly to its film-like appearance. Also the numerous points can be solved from a variety of different angles. *Heart of China* also has multiple endings which makes the game enjoyable to play even once it's been completed. To reward it all off itself there are also some polished audio sequences, though fortunately there can be skipped if the disc doesn't appeal. If you like anything mildly adventurous than *Heart of China* comes highly recommended.

0-0-0-0

HEROQUEST



Price Amiga \$29.99
Genre Role-Playing Game
Publisher Spectrum Games

Hero Quest was one of the best selling computer games of last year, and Gamelit look set to replicate so that success with its massive computer community. A game for one to four people, players can select to be one of four characters for all if playing alone. Wizard powerful magic, paladin strength, elf lightning, sorceress strength (well, good strength, can spot traps) and finally Barbarian (meaning strength).

The game plays identically to its table-top counterpart. Plays most complete fourteen opens to sets in a series of monster-infested dungeons, culled using in a showdown with *ArchMage* (Warrior). All controls are via the mouse using icons and menus. Players move in turns with each location, corridor and room split into movement squares. During the adventures, players collect a variety of items ranging from gold to magic weapons to aid them on their adventures. Highly polished, the excellent cinematic graphics, atmospheric soundtracks and superb attention to detail make this a worthy addition to the RPG genre.

0-0-0

HUDSON HAWK



Price Atari ST/Amiga \$24.99
Genre Platform
Publisher Ocean

Bruce Willis' Men was a disaster, and Ocean hadn't turned out anything of note in the film convention since the game a while, so nobody was really expecting very much out of *Hudson Hawk*. But instead of the usual cynical and barely-playable boxes, what we got was the best platform game so far this year. Special FX took a big gamble in the interpretation of the film by checking 95% of the source material out of the window, and getting on with the business of just building a great game around the film's basic premise - that of a cat burglar stealing valuable artifacts from around the world.

It works superbly, in much the same style as former platform classics like *Mario*, *Kid Demagog* and *JetSet Willy*, with small, cerebral characters giving you seriously-designed platform levels. It's a classic, without a doubt, with beautiful maps and levels taking around every corner. The gameplay is easily up to modern-day standards, and the graphics and sound really do enhance the fun factor because they're so well done it's put off by the steady increase in conversations - however, thank to the fun game in its own right and deserves a place in your collection. Today.

0-0-0-0-0

HUNTER



Price Atari ST/Amiga \$24.99
Genre Action Strategy
Publisher Activision

It's a sad old world, this one we live in, where poor old Activision get some decent product together, their *Meltdown*, *Death* game and puts the player on them. Now, however, after the aforementioned "doom product" has been selling around doing very little indeed for the last few months, Activision's latest game - *Hunter* of the Game. The Game Company have taken it upon themselves to do another trick of of games as made the streets.

Hunter is the sort of game that confuses of playing. A polygon based action strategy game with all of the usual associated nonsense removed, it offers all the "you'll think it's great, I'll know which think, by rights, it's included in all these games.

Taking the role of the Hunter, the player must head around a bunch of islands, systematically destroying all enemy installations in whatever way he sees fit. Your particular mission is detailed in a briefing where specific, immediate targets are detailed by your ally commander.

The best thing about *Hunter* is that there's no missing about. If you want to initiate an enemy base, get a dinosaur and you're away! If you want to get about, and a helicopter jump/break or a ball. It's all so easy and because the unnecessary complexity of basic tasks has been removed, the player can concentrate on progressing with the mission much more intently.

Excellent graphics and a fast-paced storyline can only add to *Hunter*'s

already two-wheeled vehicle. A witness.
TRON

IN YOUR FACE



Price **Gateway \$29.99 (import)**
Game **Sports Game**
Publisher **Infocom**

In Your Face is a basketball game which boasts some elegant presentation. It has only one skill level, but the play-off-diffing characteristics it does have. The gameplay is simplistic, the player simply guides his on-screen avatar against the most talented the opponent, and scoring the ball is achieved by simply running into the opponent. This makes the game easy to get into but provides little replayability. There's a bonus on-line option for some Kick Off style action (but nowhere near as good).

The game's major problem is the play area. It's much bigger than the screen which means the view is continuously scrolling. On other machines this is not a serious thing, but the Gateway screen does the image poorly, making special. In Your Face is definitely one to leave On The Shelf.

JAMES 'BUSTER' DOUGLAS BOXING



Price **Megabyte \$24.99**
Game **Sport Arcade**
Publisher **Megabyte**

Oh dear. In the light of Infocom's superior last year's offering, James Buster Douglas is not so much on the ropes as on the stretcher.

Below presentation boxing games vary in speed, presentation and a wide enough number of moves to keep the player entertained that he can improve his technique. Unfortunately, Buster can offer no more of these elements, as the truly crummy fight scenes are more likely to cause a substitution through sheer tedium than anything else.

Redirection and thoroughly wrap-around graphics of the boxer's shuffle arounds each other, and then furiously fall away with high and low blows and one of them falls over. You may feel the same way about boxing, but believe me, this is pain.

And for a fight game, it contains the

cardinal sin of simply being too easy, just by making you at the first but not later than your opponent. It's possible to win. There's no skill involved here. Crappy scenario.

JETFIGHTER 2



Price **IBM PC \$29.99**
Game **Simulation**
Publisher **Velocity/MS Data**

In a crowded market, Jetfighter 2 really stands out from the rest. The on-line play centers on the invasion of America's West Coast by a combination of Latin American countries. Full scale simulation is one of the question, so small tactical strikes are the order of the day. There are four planes available with which to fly the missions: F-4G, F-4E, F-4H and the Top Secret F-4G "Black Widow", a plane that combines the handling characteristics of the F-4E with the stealth capabilities of the F-4H. Its advanced technology gives it a deadly advantage over the enemy.

Graphics are among the best yet seen on the PC, being both fast and impressively shaded. Sound is nothing to brag on, but is adequate. The score is more so, with two simulations, making this one of the most realistic of not acrobatically wondrous sims available.

JIMMY WHITE'S 'WHIRLWIND' SNOOKER



Price **Atari ST/Amiga \$24.99**
Game **Sport Simulation**
Publisher **Nege Games**

Andy Marshall, veteran programmer of *801* and *Dragon's Lair* is probably the last person you'd expect to write a snooker sim. Our games have been around since the beginning of computer gaming, a few colored shapes, some angle-of-deflection algorithms and away you go. But even with the advent of 3D-graphics, none of these have truly had any element of realism, until now.

The table is viewed from behind the cue ball with the player can line up shots as if on a real table. The view can be rotated through various axes and

rotated in on so the player can see from virtually every angle conceivable. The ball movement is accurate, without balls stopping for no apparent reason or going off at peculiar angles.

Two player games are the best, but free levels of computer opponent are available for the lone player. As the player progresses more sophisticated tactics can be incorporated, the positional play, however, slow, score and even type of spin are all possible, and are vital for winning opponents. The real credit of JWB's comprehensive and realistic approach to creating snooker is the most authentic sports simulation to date.

0 0 0 0 0

KA+GE+KI



Price **Megabyte \$29.99**
Game **Shoot 'Em Up**
Publisher **Zege**

The player is cast as a large-headed hero (who looks a bit like a flounder) and pugs an enemy who uses slowly built up way through a multi-stage maze that is an attempt to reach the top. Why, we don't know. The bit bringing us under stress you have to go through each level individually, a task not made any easier by the appearance of a number of other big-headed things.

For a last 'em up, Ka+Ge+Ki is distinctly underpowered. Apart from steering the player can punch, kick, jump, and shoot (shoot it, Ka+Ge+Ki leaves a lot to be desired). The graphics are just plain ugly, the backdrops are dull, although some of the sound is okay. The way gameplay is substandard and the game has few redeeming features. There are far better titles available.

0 0

LOGICAL



Price **Atari ST/Amiga/IBM PC \$24.99**
Game **Puzzle**
Publisher **Rainbow Arts**

Logical is a bit on a par, a thought provoking (but not too game) which is primarily as addictive as the Mac-Clinton. The game is as follows, along the top of the screen runs a track, along the track come circular obstacles which drop down through into revolving disks. Each disk has four smaller disks

and is connected to other disks by the three channels.

Your task is to rotate the disks (by clicking with the right button) and launch smaller disks left to such a way that each disk becomes filled with four smaller disks of the same colour. As always it sounds too simple, but there are various-size complications and obstacles which spice up the gameplay, such as time limits, colour gates, teleports and various other twiddles. The graphics are clear and well defined, and the sound is too good with some nice riffs and effects. With 30 levels, this should keep any puzzle addict for a while.

LOTUS TURBO CHALLENGE

Amiga **244.99**
Racing Game
Developer **Capicom**

A worthy successor to the excellent Lotus Esprit Turbo Challenge, this game has a number of interesting differences to its predecessor. For a start, it's a better one-player game, but not so good for two players. Technically superior to its original, there's nevertheless something just a little bit lacking. Perhaps it's the removal of the lap system, or perhaps it's the fact that crashing into the other cars really doesn't do you that much damage, but whatever, it isn't quite as good.

However, it is a great deal better than 20% of the driving games on the market, and there's a Linkup option allowing up to four players to race at once. The action is fast and furious and the control the players have over their car has been greatly improved.

Players must take their way through a selection of stages, each featuring a particular hazard, whether it be natural potholes, rain, sandy or man-made hazardous ingredients (rubble) across the road, or anything of similar ilk. Lotus just looks like business, with fairly realistic obstacles and a high level of detail on the car themselves.

Despite being hampered by some annoying decorations whenever the player drives through any water and the fixed two player mode, Lotus 2 is a pretty impressive game.

0 0 0 0

MAGIC POCKETS



Price **Amiga \$29.99**

Game Platform
Publisher/Manufacturer

The Straypack track topped and spin-impairing (it's a strange old alien). It looks great, has a simple enough premise and is regarded by many to be a piece of class action. To our minds, however, it just doesn't hang together.

The evocative in atmospheric nature where here others the Straypack old's says. The Straypack led most journey through four worlds, enjoying his top and sometimes best of 'you and nothing' challenge along the way.

Imagine Maze crossed with Spacefall and that's what you get. Nearly. You get a puzzle Straypack version of Maze games which is actually quite irritating, a sub-standard control interface which is utterly chaotic and leads to many sticky-locking incidents, and one of the most annoyingly-over-complicated maze/puzzle-up systems on the planet.

Today's lead in his video-worlding quest around the four worlds, power-ups are available in the correct object collection procedures are followed. Having to sit down and work out how the system works when the very point is that three games are intuitive due to a more traffic compared to the busy interface in the player who has to wait for the pick-up points to flash, leaving before he can collect them, making any flexibility in the, stop, start, stop, start, stop.

0000

MANCHESTER UNITED EUROPE



Price/Single £25.99
Genre/Sport Game
Publisher/

With Kick Off's currently leading the football arena, it's a brave company that launches yet another football game into the market. Mind you, with the original game selling over a hundred thousand copies, maybe Europa are not taking much a risk after all. The player can compete in either the UEFA Cup, European Cup or the Cup Winner's Cup. Before a match the player can adjust formation, tactics and composition which due to the video-flairness is a pretty painless process. However, inquisitive players will be pleased to know that this can all be skipped.

This game is displayed in preside-

nt which allows for some decent play in animation and graphics skills. As is traditional the player cannot the ball has control, and there's a huge variety of move-able including sliding tactics, variable power shots, set-pieces, chips to the side as well as volleys, headers etc. Our minor gripe is the fact that it's difficult to see where the ball is going to end due to the view point.

EU Europe isn't Kick Off's but it is a good football game for those looking for something different.

0000

MARTIAN DRAGONS

IBM PC £25.99

Role-Playing Game
Manufacturer

Imagine all the 19th Century characters that you'd most like to meet, placed them all in an experimental spaceship and then...for added SF interest...blast them to Mars. The result is a mesmerizing blend of The Forbidden Planet and Starline on the Desert Express with a small cast of celebrity celebrities wandering around Mars.

The player's objective is to recover three watches from the Red Planet. Along with companions Tigger and Puss, Dr. Hunt and Nicksa Tink, the player must get back to Earth just eyes with a strange and hostile planet which entails making sense of the various Martians' (some alien and some human) who they did not... or did they?

The Martian Dragons game interface is superb - the game is entirely mouse driven, although the keyboard commands can be used to shortcut. The game is instantly playable thanks to some foresight by the programmers, because the game provides the player with enough clues to get off to a quick start. The character interaction system made very enlightening the player's ability to have some quite lengthy conversations. Some really impressive graphics combined with excellent graphics and involving scenario result in one of the better role-playing games in recent years.

0000

MARVEL LAND



Price/Negative £24.99
Genre/Fantasy
Publisher/Name

There's nothing wrong with colour or complete graphics - what we at ACE

WHY BUY ANOTHER VIDEO GAME WHEN YOU CAN SWAP FOR ONLY £3.50 (inc. 1st class postage)?

VIDEO GAMES SWAP (UK) SEGA MENTENDO AFARI GAMBRO? GAME GEAR LYND ARABICO? ETC

FOR FULL INSTRUCTIONS

0839 333 196

JUST CALL AND LISTEN

Calls cost 3p/min cheap time, 4p/min at all other times. A.D. Ltd., Box 1000 M20 1BB

UNIVERSAL SOFTWARE

"WE ARE SIMPLY THE CHEAPEST AROUND"

SEGA MENTENDO AFARI GAMBRO? GAME GEAR LYND ARABICO? ETC
IBM PC £25.99
TV OR BOARD: ONLY £3.50
WE ARE OPEN 7 DAYS A WEEK

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

Price/Single £25.99
Price/Single £25.99
Price/Single £25.99

object is in the downright badly-thrown variety sported in Namco's latest arcade effort. But the old directors of never getting a bonus by its cover is proved right by playing this game, whereupon it becomes apparent that despite the visuals, which look like they're been produced by a pre-school child armed with a paint-spray, Marvel Land isn't bad at all. It's a rather obvious intent choice, and while it's not a patch on Nintendo's classic four there what left, it's certainly one of the better attempts. The Japanese designer which appears in corner of the sub-game takes a lot of following out, but that's the standard price to be paid for playing important games, and so this case at least it doesn't affect the final verdict. Many Megaworld owners may be offended even at the prospect of buying a game that looks like this had for their beloved technical wonder, but those who want extra fun money will find this to be a better bet than the flashy-looking things that form a large part of the Megaworld software line.

MAGNETIC SCROLLS COLLECTION



Price IBM PC £24.99
Genre Adventure
Publisher Virgin Games

For gamers keen to add some heavy-weight adventuring to their catalogue but unwilling to fork out for the undeniably quality Magnetic Scrolls titles individually, the fascinatingly named Magnetic Scrolls collection may well prove an appealing prospect. Here we have three previously scattered titles, all revised and tuned to run on the Wonderlab window system, ensuring a reasonable degree of coherence in what would otherwise be a rather diverse package. The *World of Thrasos* by far the most traditional game in the set, all ancient plotting and the like, while *Compassion* offers a lot of moody computer-themed adventures against a high-flying industry backdrop. *Vidii* is just plain odd, comprising some truly puzzling with painful graphic punning.

All the titles are packed with atmospheric if not actually stunning graphics which, for the benefit of punters, can be viewed with a click of a mouse. Despite the difference of spiritus in the Magnetic Scrolls genre, you'll still find the best thing since sliced bread or a

wonderful instance of the Tolkien system of about 100 years ago! players will find far more entertainment and scope for plot involvement than in any other game system. Worthwhile.

MAUPITI ISLAND



Price Amiga ST, Amiga £25.99
Genre Adventure
Publisher Lakeside

The latest in a line of adventures using the famous galleon derivative (because large, Maupiti Island is a wonder mystery app all-in in the same vein as Delphinus's excellent *Crusoe* for a Casper. This effort, however, lacks much of that game's imagination and quality, and though there's a very complex storyline packed with clues and suspense and all set on a remote Caribbean paradise, there seems to be little to really set it out and so such, there's an uncomfortable, claustrophobic atmosphere. Given the price not offered by the plot and it's tropical setting, Maupiti Island would have been a lot more interesting and better than it actually is. And the occasional impressive examples and poor GUI speech seems only to put the player off.

The game is presented well, with an effective menu-driven game and text reader that gives the somewhat senseless way in which the player is asked to find clues (it's more often down to finding a plot holder in a cluttered room than using any deductive reasoning). It's unlikely that anyone will find much to enjoy here. Given it's a much better bet for the very would-be Maupiti set fans. Great music, though.

MEGAFORTRESS



Price IBM PC £24.99
Genre Simulation
Publisher Mindscape

The trouble with games based on taking every single rule in a big, stupid old place like the 8-12 is that virtually every rule is mind-numbingly boring. It means, who honestly wants to plot their course across the dozens of rules of Britain using a 3D terrain map, since computer or have to fiddle around

with abstracted frequencies in order to just the enemy's radar?

The aim of the game is to pilot a battle-scarred B-11 across both Iraq and the Soviet Union, keeping the location and aim of your mission utterly secret until the extensive message of *Impover* can be unleashed on the target. Unfortunately, in all it's going for packaging and looks, *Megafortress* is just a very good simulation of a rather dull happens. For more fun can be had in any of a host of more recently released flight games, and Microgame's *South Fighter* series even offers you the very-up-to-the-moment action for those players who are especially keen on that sort of thing.

Perfectly competent both graphically and on the plot front, *Megafortress* has missions designed by real flight navigators and from writing author Dale Brown, although it's one of those games that I guess you really need to have experienced the real thing to appreciate.

MEGA LO MANIA



Price Amiga £24.99
Genre Arcade
Publisher Minissoft

Followed until a bunch of God-sons that are still coming thick and fast, Minissoft's offering has farred better than most, arriving sufficiently close to the Big Daddy franchise while not being afraid to borrow little bits here and there where appropriate.

Set in an alternate universe, *Mega Lo Mania* is all about the quest for power. From over a set of islands, each made up from a state of islands, to provide 'New worlds are formed and intelligent life is placed upon them, upon which interstellar invaders descend and try to seize the reigns of power by themselves.

The conflict arises, needless to say, when more than one God-son takes a shine to a particular island. Since each one can only have one rule, a campaign of espionage begins, with each player trying to use the forces at his disposal to overthrow the others.

Each island state within one time period, and the rate of development, intelligence and so on of its inhabitants is governed accordingly. Players quick to invest time in invention and the refining of natural elements, rather than simply creating around hitting

the others with sticks are more likely to succeed.

MEGATRAVELLER 2: QUEST FOR THE ANCIENTS



Price IBM PC £24
Genre Role-Playing Game
Publisher Empire

This latest UK release from American-based team Penguin is more than surprisingly a sequel to *Megatraveller* or The Theban Conspiracy. As before, the player leads a team of five space adventurers through tall and treacherous (topographical) rivers and lakes. This time around, the player task is to find a way to halt the flow of toxic waste emanating from a mysterious set of ruins left by a dead race called the Ancients, but are they dead? That is up to the player to find out.

Springing high-quality role-playing VGA, this is certainly a treat on the eye, and the music as well with a suitable sound card. The game itself is an RPG in the Ultima style, but not half as rigorous - which for many will be more than a blessing. The story is fun and involving, with plenty of sub-plots to problems that provide welcome and often amusing relief from the main plot. If you fan a minor niggler it's that the space combat, which you'd think would be the more exciting part of the game - is flat and dull, with little sense of player involvement. In summary, highly recommended.

MERCS



Price Amiga ST, Amiga £25.99
Genre Arcade
Publisher US Gold

While on a peace mission to attend Africa as the President of the United States has been kidnapped by a notorious band of heavily armed rebels. For Diplomatic reasons his recovery has to be carried with a maximum of two operatives - the player and a friend. The game is a combination of Capcom's arcade classic 'run up and release the right way scrolling' (after a bit of a bit, especially on the ST).

reviews directory

By virtue of two blank areas on either side of the screen, the play area has been reduced to a strip down the middle. In one player mode this is fine, but for two players, things get very crowded. The action quotient is of a very high level, with blocks adding to your flow and adding to your flow up. Also nice is the ability to blast away huge chunks of the screen with some boogie explosions. From the year action fest and frantic this title is probably for you, but if you're usually going to be playing two-player, then Core Design's *Warzone* is probably a better bet.

by rlv

MICROPROSE GOLF



Price **IBM XT \$24.99**
Genre **Simulation**
Publisher **MicroProse**

The venerable MicroProse style carries to this golfing game (or would you prefer a reasonable amount of sarcasm). It's all extremely competent stuff here... looking a happy medium between an arcade-colossal approach of such winners as *LPGA* and *Leaderboard* and their own more friendly abilities. MicroProse can allow the player the chance to fiddle around with every aspect of the game, from the size of his club right down to the positioning of his feet or how high the tee is.

Handy-handy usage of the control board gives the player a rough estimate as to what he's about, with the computerized help suggesting the best club for the shot. From here, the revamped graphics give you a workable (and polished) landscape and the familiar strength or accuracy meter bring returns.

The check ball is then followed down the course in jerky golf until it lands and the whole business can start again.

All bases are covered and the presentation for the most part is top-notch (the ball), but the big rewards are reserved for players willing to put in enough hours to perfect their golfing ability rather than instant gratification funds.

by rlv

MIG25M SUPER FULCRUM



Price **IBM PC \$24.99**
Genre **Simulation**
Publisher **Simons**

Improving on an already successful formula, *Simons* here does away with many of the longevity problems of their first MIG game and here in this game gives an open backdrop of conflict in southern America. Taking the role of the pilot of a United States controlled MIG, the player must launch himself into hostile airspace from a military allied-controlled base—his position is temporarily void of the stability wheel initially—grasp on the area by blowing up their supply lines and destroying their fuel depots.

It's ironic that the company must recently associated with an especially excellent air-up-converter should turn out such a clunky simulation, and as a result, it may be tough for them to find the right audience. Nevertheless, a clunky product it is, with a bunch of external views and a flexibility of mission structure enabling the inventive player to try his hand at planning his own strategies for doing away with the enemy threat.

Also included in this game is an implementation of the real MIG's fly-by-wire system, an auto-stabilizing device which prevents the plane from flaking around all over the place like a big girl's blouse. Instantly in control.

Presented, surprisingly enough, in polygon graphics, MIG leads the competition in the case-of-use front, even if it is a bit tricky to imagine it requiring some of the more intense MicroProse products. A winner.

by rlv

MONOPOLY



Price **Amiga £24.99**
Genre **Strategy**
Publisher **Virgin Games**

Money, money, money, etc. The game for building property-tycoons may well bring about a peculiarly ironic, but in these recessionary times, but Virgin's revival is almost as much fun as the box's original original, which is more than can be said for the most boardgame conversions. Players must rove around the board by rolling dice, accumulating as much cash as possible and using it to purchase squares on the board. Landing on a previously purchased square involves the entire

rate player either having to pay out (usually to either the owner of the property or the bank. Players who do the best are those who invest wisely and build houses. Spite on their own. This business is done up by actually "Go To Jail" squares. He who ends the game with the most cash wins.

Without any unnecessarily flashy graphics, this version falls far from the most, still a refreshing level of all the silly touches which software must not adding in board game conversions for novelty and ruin the whole thing in the bargain.

Colorful graphics present the board in a perspective (if not than plain, while the computer controlled bank keeps an eye on everyone's progress. User friendly mouse control makes the player's actions over his piece's position and money-shuffling almost as easy as when playing the game in real life.

by rlv

MONSTER BUSINESS



Price **Amiga £24.99**
Genre **Platform**
Publisher **Softlog**

The mad scientist from the big forest has now again broken loose, and is searching for little innocent creatures completely speaking his little's construction site. Become Jerry, the best (and best) leader around and blow off these nasty little monsters your light! A goal is in it if you think was one. *Monster Business*, the epitome of the average arcade game features stupid graphics and a deadly stupid premise—to arrive at the object from the building site, Jerry must blow up all the monsters with some sort of lead (single) party, causing them to inflate and eventually die to the top of the screen, dropping it into their object as they go.

Despite the silliness of the whole plot, *Monster Business* actually gives you a hell-of-a nice game that presents a different sort of board, whether it is still the platform as a speedy time limit, and the player is so interested in trying to get the the end of the level that he probably won't realize just how easy and dull the game is.

Smart graphics and it could only be German made, but *Monster Business* is about the best and one out as an example of what arcade games should

be about. It's like an Atari speed, if you know what I mean.

by rlv

NBA ALL-STAR CHALLENGE



Price **Samurai £29.99 (import)**
Genre **Sport Simulation**
Publisher **LHA**

The another *Gatorbox* one-on-one basketball game. This succeeds only in that fact by virtue of keeping all the action on one static screen and thus avoiding the writer-blaring of player's offering. In addition, there are no sub-games to take part in, some of which are particularly different to "normal" basketball but they at least at some point. NBA requires far more skill to play than IFF because of the more complex moves which, although making hand to to hand, at least makes the game more skill based and thus more rewarding in the long run.

by rlv

NEBULUS 2



Price **Amiga £24.99**
Genre **Platform**
Publisher **21st Century Entertainment**

Being from the Houston area like a photon looking the dimension into the whatever it may be (or it was), *21st Century Entertainment* aren't having much luck at the moment. Not only are they having some considerable difficulty with their Megabyte product, but the one game that looked like it could actually make them some money has turned out to be somewhat of a disappointment.

The Houston center responsible for supporting *John Phillips'* original idea, have done a bit of a clean job, raising the gameplay that made the first game so excellent by piling on lots of noise and useless power-up type stuff. The classic formula has been totally revamped by the sheer weight of these new "ideas", and as such anybody who enjoyed the first game is likely to be very disappointed by this. However, it is quite pretty and, at least for those who haven't seen the first game, not a total washout on the playability front, the while the first game knew exactly where the abilities, how

rather than hold it was, Heliodor a step closer to like it wasn't even there. Not recommended.

BT

PREHISTORIK



Price: **Amiga \$29.99 IBM PC \$29.99**
Genre: Platform
Publisher: Tilted Entertainment, Inc.

For another game that pretends to span the earth that the continents existed at the same time as the dinosaurs. This one puts the player as the role of Bill, a hairy hunter with a bottomless pit of a stomach. Bill has to goaded around his flock-waddling amphibian world in the search for food. Bill's continents come in either pasture (pre-killed and pre-cooked and just ready to be eaten) or arid wilderness that have to be attacked over the land before they can be successfully flown. It's this latter food chase, along with the pits and spikes that have to be jumped, that provide the game's main obstacles. At the end of each level, awaiting Bill's return enough, there's a boxing match against a giant dino before progress onto the next level can occur.

Prehistorik has little to recommend it to any department. The species are cute but very small. The flock-waddling is decidedly 8-bit and sound merely perfunctory. And considering that so little is moving on the heavy-duty graphics through scenes, the action is slow. The pixel-perfect nature of much of the jumping doesn't help things either.

BT

RAILROAD THROCK



Price: **Amiga \$29.99**
Genre: Strategy
Publisher: MicroProse

The ACE Benchmark game makes it's way onto the Amiga, and what a fine conversion it is! Building a railroad empire across the USA is the task of the 19th Century may sound like the hard work, but for those who like their strategy to run deep, that Micro's simulation of that very process is fun. If you FEEL like knowing difficult to imagine how, but not so, it is. The feeling of

power in parliament as you lay your track from sea to shining sea, combine big-time business and generally nice loads of cash.

Beginning life as an empty river in the early days, you must turn a small creek into the biggest state in railroad industry history ever! By taking control of every element in the decision-making process which makes the railroad work, the player must handle the details as well as broader political and economic issues, all at the same time as competing either with others or against vital systems from history. And every element of the game is represented with top-quality graphics to make even the most number-crunching income sections of the title easy to manage.

Micro's excellent, friendly user interface and the clear precision of the game design and balance compared with the top-notch power of the Amiga make this version of the game an outright winner. Wholeheartedly recommended.

BT

ROBIN HOOD



Price: **IBM PC \$29.99**
Genre: Arcade Strategy
Publisher: MicroProse

MicroProse is not taking the publicity of the recent launch of Lincoln Green Studios, MicroProse's completely new forward version of the role is surprisingly outstanding.

Presented in Populous-style, the game sticks to the classic mode of Robin of Locksley being based on his lands in the red forest of Nottingham, loved by his people and left to fend for himself.

The player, taking the role role of course, must assemble a band of merry men and set about doing away with the nasty old sheriff once and for all. An equally important goal for the player is to conquer all the peasants and other inhabitants of the forest and its outskirts that Rob isn't the wandering Sheriff Muggshot that the Sheriff has descended to them but is a lively band himself.

Aside from combat and object-waddling, there's a refreshing amount of genuinely funny dialogue in the game too, with the characters coming up their own to the best of their ability.

It's an extremely enjoyable and interesting arcade adventure with strategy

WIN
EACH MEGA DRIVE
0898 313 565
WIN
4.000 0007
0898 313 564
IBM
0898 313 565

Strategic Plus Software

NEW LOWER PRICES!

SECRET WEAPONS of the LUFTWAFFE
IBM PC £ 35.99

SubLOGIC's New Facilities Locator
for use with ATP and Flight Sim V4
IBM PC £ 21.99

HARPOON
Bullseye 20 "Dark Attack, Control" \$29.99
Bullseye 20 "The Wolf Tractor" \$29.99
and a Bonus Editor Amiga \$29.99 IBM PC \$29.99

NEW! Just in from the U.S.A.

The Lost Admiral
IBM £ 35.99

The Perfect General
IBM £ 35.99
AMIGA \$35.99

LATEST U.S.A. RELEASES
Flight Simulations - Strategy - Sports - Action
Role Playing - Wargames - Adventure

VISIT our SHOP in Hatfield Hill or send for a FREE COPY of our Extensive CATALOGUE

Mail Order and Overseas Despatch Available

Phone 081 977 6686 Fax 081-977 6625
29 Old The Courtyard, High Street, Hatfield Hill, Bucks, TW20 1QD

with **\$1.00** and a CD

NAUGHTY TRIVIA QUIZ
0839 03 03 25

ROCK TRIVIA QUIZ
0839 03 03 25

FOOTBALLTRIVIA QUIZ
0839 03 03 24

USE YOUR WITS TO BEAT THE COMPUTER

QUICKFIRE!

with a pocket colour TV

The fastest & funniest title ever on your screen

call now **0839 44 22 69**

even role playing game who's worst falling could be that the player is forced to the player is compelled to play through to the very end is seen to be physically cast, then denouncing the spirit of more a visit.

0 0 0

RODLAND



Price **Amiga £29.99**
 Game Platform
 Publisher **Storm**

Essentially unimpragmatically cute it may be, but there's nothing that Rodland is a fine game. The latest release wasn't particularly successful, finding itself adrift in a sea of graphically marbled games upon its release. Now, however, the conversion seems to have snapped up when the highest possible rate game over the conversion (prog Pocket) has failed to meet expectations.

The player must work his way through a massive mine of screens, collecting points or power-ups and killing monsters without too (and/or the) money by looking them into the face.

The end of each level is marked by the arrival of an enormous end-of-level bad guy such as an octopus, one, despite looking about as threatening as a big jump of rather small in a limited way will do for the players both with.

Incidentally enough, the player can opt to play a girl if he/she wants, but that makes much difference to the playing style. And to be honest, the 'big' looks so 'lovely' effective you'd never know anyway.

Overall a bit of a mediocre staple, Rodland is a fine conversion and it could even be argued to better its out-of-print parent, as control over the character has been improved. Certainly not a title for gamers into depth or going for blasting, but a comfortable purchase for anyone else.

0 0 0

ROLLING RONNY



Price **Amiga £29.99**
 Game Platform
 Publisher **Virgin Games**

Rolling Ronny is a roller skating control by. It's most like around Pinballing

collecting spinning games and delivering packages for people. At the end of each set of Pinballing events, Ronny must get on a bus and go to a different part of Pinballing to collect more games and deliver more packages.

The player must guide Ronny around making precision jumps in order to make the tall buildings stop which the game usually do.

In it's cuteness and simplicity, Rolling Ronny is not of the Car-A-Vip, lot of primary colour graphics filling in the blanks, but what is effectively an extremely basic game of balling about collecting coins. Where Car-A-Vip failed in its control over the player's character, however, Rolling Ronny succeeds. He can float around in mid-air, duck and jump to avoid enemies in a manner beautifully absent from his predecessor relative.

It's not said Ronny starts falling over and being peddled that the player is rewarded of quite how difficult collecting can be. More often than not we find little Ronny on his way with newly found and then flying around his head.

Completion of a level will result in a nice little bus trip, assuming Ronny has completed enough events for people to earn the cash for the first. Otherwise a rather unexciting 'Game Over' message means.

Perhaps entertaining someone else, perhaps surprising, German video game.

0 0 0

R-TYPE II



Price **Atari ST/Amiga £29.99**
 Game Available Where
 Publisher **Activision**

R-Type was the first in a series of many of today's shoot-'em-ups, and introduced many of the features that players now take for granted in a half-dozen titles, such as power-ups and end-of-level bonuses. Rather than start up with a new idea for it to reach out-of-print, here's a game to keep to keep the same formula, which is not such a bad thing where you consider it.

There are six increasingly wailing levels, each with its own style of graphics, all of which are excellent although ST seems only less far passed by the copy-writing. The music is subtly spooky and provides off the game being very similar to the original, we wonder whether hopes of that will want

to fork out another £10 for what amounts to a pumped-up data-disc of new levels. However, newcomers to the R-Type legend are in for a treat.

0 0 0

SARAKON



Price **Atari ST/Amiga/IBM PC £29.99**
 Game Puzzle
 Publisher **Virgin Games**

Games which all the player should be unlikely to go down to history as great entertainers, yet Sarakon, despite taking this final minute is a perfectly decent rip-off of the Mah Jongg tile-matching business. Basically, if you imagine Mah Jongg played with some old colored tablets and with some complicated 'anti-theft' rules, then you're pretty close to imagining what Sarakon is all about.

The aim of the game is to click on similar tablets which sit in a particular orientation, eventually ending up with no tablets left, or at least as few as possible before the time limit runs out. Once done, the player is rewarded with a breakdown of his score and a comment from the computer as to his tactical ability.

The problem with these puzzle games, however, is that they all look similar enough to make the player want to pick them up and have a go, yet they miss an essential enough rule wisdom to make doing just that impossible, the most? The Mah Jongg player will feel frustrated that he can't make his normal moves work.

The presentation is first class, apart from the choice sound effects and music which don't so much create the ambience of the Mah Jongg as a slightly late-70s in Dubois.

If comparatively solid music clicking is your 'big' and you see you can stand staring at the monitor for ages while you scratch your head, Sarakon is the game for you.

0 0 0

THE SECRET OF MONKEY ISLAND



Price **Atari ST/Amiga/IBM PC £29.99, £29.99, £29.99**
 Game Adventure

Publisher **LucasArts, £29.99**
 Monkey Island is the latest in LucasArts' celebrated series of 'unimad' graphic adventures. The player is Guy Threepwood, a young thief intent on looting a pirate. To do so, he must complete three mini-puzzles, during which the player slowly becomes involved in more and more hilarious interaction with characters (both beautiful, evil and absurd). The game also contains several sub-plots, which serve to make it more enjoyable. These range from simple treasure quests to a more elaborate involving a grand pirate fleet.

The graphics are pretty impressive, using a variety of 'textures' such as clear-ups when conversing with characters and long shots of the landscape when Guy travels from place to place. The music adds a bit to the game, and provides an atmosphere in some scenes - the tavern scene almost all of its potency to the accompanying sound track. Monkey Island is easy to play due to good use of the mouse and simple key commands, and using with the presentation they combine to make this an excellent game which deserves its place on the software shelf of its adventure.

0 0 0 0 0

SECRET WEAPONS OF THE LUFTWAFFE



Price **IBM PC £29.99**
 Game Simulation
 Publisher **LucasArts, £29.99**

Deep, deep, deep, 'Secret Weapons of the Luftwaffe' is a big old game and its mistake. It's also the sequel the critically acclaimed 'Two Fronts War'. The title comes packed with new goodies but brings the same problems of the first game, i.e. the flaky and rather horrible language graphics.

The player is offered the chance to pilot aircraft in a somewhat limited number of historical missions, shadowing or guarding planes and taking place in actual battles and scenarios of the Second World War.

However, played in a Wing Commander style with things taking the place of the polygons is frequently, and successfully used in other flight sims. Luftwaffe will have all but the status of the latest machine gunnering down the aerial level in the attempt to get it to occur an acceptable rate.

Ambitious players can then define their own mission to determine what history would have turned out like if there was just one less Interventionist in the world in a particular combat situation.

Lafayette is exactly the sort of game as distinct from Wing Commander - that you actually want to make excuses for. And that's simply down to the fact that under the keyless hand graphics which usually look pretty absurd every now and again, there is a quite brilliant game.

SILENT SERVICE II



Price Amiga £29.99
Genre Simulation
Publisher Microprose

It may have taken five years, but the sequel is one of the most critically acclaimed and publicly adored new games to finally walk us. Silent Service II features all the best bits from the first game as well as a host of original and new details.

Detailed graphics and excellent

sound simply confirm the developer as a game which is undoubtedly one of the most detailed, accurate and realistic on the market, but new gamers should be warned that, just like life on a real submarine, it's not all walking, re-acting.

No, there's a lot of the old Alone In The Worms stuff with turning off engines to sneak up on enemy warships without setting their radar. And as for all that tank blowing stuff, I ask you!

Microprose are indubitably the wrong kind of all things nice, but their policy of increasing the action and tightening the dial - watching as used to reach good effect in Post-Hostile Earth II would be well extended to this particular title.

For gamers wishing to purchase an accurate but simulation, even so-called, there is absolutely none better. But those expecting to get their topends off straight away would be better to wait for a more accessible equivalent.

THE SIMPSONS



Price Amiga £29.99
Genre Platform
Publisher Bizarre

The conversion of the TV show and matching phenomenon which is truly really funny, honestly so, really it's great because they're funny like cartoon characters who behave like real adults oh, it's so hysterical oh, but he really hasn't actually done too well at the hands of Ocean.

From the coding pen of Airc Developments, this version of the PBS game released by Bizarre has lost some of the charm of the cartoon and on top of that, it isn't a particularly good game either.

Space mutants have landed in the sleepy American town of Springfield, and are planning to build a weapon which will help them take over the entire planet.

The player, taking the role of Bart, must travel around Springfield. Basically, Bart must destroy or deliver all the evil day elements in Springfield which the Mutants are using to con-

vert their space weapon.

Ocean's attempt to create something a bit more depth than a straightforward arcade game is commendable, but the result is frustrating because the sloppy elements of game design just make it too difficult to play. It's a pity for Bart to die through no real fault of the player, and the cartoon market is ineffective. Master.

SNEAKY SNAKES



Price GameBoy £29.99 (import)
Genre Platform
Publisher B&B

From the people who used to obsess over those Knightmare games, presents us these cunning Snakey Snakes, an exercise in excellent control and little depth. A female snake has been kidnapped by the Nasty Nibbles and the player taking the role of either Gorgon or Ailla must explore the Nibbles' base and utilize her language rating strength food to make them big enough to activate their switch box which opens doors

Games Express

ADVENTURE ROLE PLAY

Battle Ties in	£24.99
Coastal Action	£24.99
Eye of the Beholder	£24.99
Heart of the Dragon	£24.99
Keys to Mayhem	£24.99
King's Quest II	£24.99
Lord of the Rings	£24.99
Magic Caravan	£24.99
Melkor's Curse	£24.99
Might and Magic	£24.99
Melkor II: Flames of Freedom	£24.99
Myth and Magic II	£24.99
Paths of Darkness	£24.99
Prince of Persia	£24.99
Road of the Dragon	£24.99
Savage Empire	£24.99
Swordsmen of the Sea	£24.99
Seven Years to Glory	£24.99
Spirit of Camelot	£24.99
Terminator II	£24.99
Ultima III	£24.99

SIMULATIONS

40 Days After	£24.99
Advanced Destroyer Simulation	£19.99

Chuck Yeager in Combat	£24.99
F19 Strike Eagle II	£24.99
Galactic 2025	£24.99
Jupiter II	£24.99
RT Tank Platform	£24.99
Starblazer	£24.99
Wings of Super Falcon	£24.99
Secret Weapons of the Luftwaffe	£24.99
Secret Service II	£24.99
Team Tactics	£24.99
Wing Commander II	£24.99

SPORT

40 Sports Betting	£24.99
40 Sports Driving	£24.99
Billiards	£24.99
Billiards II	£24.99
Cricket/Chess II	£19.99
Ear Wars: Baseball II	£24.99
Ear Wars: Unlimited Golf	£24.99
Ear Wars II	£19.99
Ear Wars	£24.99
Ear Wars: Racing Challenge	£24.99
PGA Tour Golf	£24.99
Pro Tennis: Tour II	£24.99
Speedball II	£24.99



STRATEGY

Battle for Britain	£24.99
Castles	£24.99
Crusades	£24.99
Empire	£24.99
Empire of the East	£24.99
Empire of the West	£24.99
Empire of the North	£24.99
Empire of the South	£24.99
Empire of the West	£24.99
Empire of the East	£24.99

GENERAL

Learning	£24.99
Life and Death II	£24.99
Life and Death III	£24.99

PC GAMES OUR SPECIALITY!
IF YOU DON'T SEE WHAT YOU WANT
RING US

GAMES EXPRESS Hours: Mon - Sat 10am - 6pm
Sun 10am - 5pm
SAME DAY DISPATCH IF ORDERED BEFORE 5pm
SUBJECT TO AVAILABILITY
PRICES INCLUDE P&P

GAMES EXPRESS P.O. BOX 515 LONDON SE14 2HE

081 - 314 0303

DETAILED FREE CATALOGUE & MEMBERSHIP WITH FIRST ORDER

through to the low levels.

It may not sound quite as much fun as boiling one's head but actually it's not that bad. Apart from the wacky idea of the whole thing, the plotting of the game is pretty good. Control over the snake is confident and all-inertiduous. Food is obtained by bouncing on little plates which lie all over the floor or waiting around by pieces which open out balloons.

The weight of the snake is denoted by its length. Unfortunately, once he's long enough to activate the switch to go through to the next level, he's also long enough to be more easily hit and hurt by the nasty things in the landscape. Although the game never quite matches up to the quality of the original method, there's probably just enough rapid novelty value here to justify a purchase.

SONIC THE HEDGEHOG



Price: **MegaDrive £34.99**
Game Platform Game
 Publisher: **Sega**

Sonic is on a mission to rescue his fluffy chums from the clutches of the evil Doctor Eggman. Profits and pit-bosses are the order of the day, but the emphasis has been placed firmly on variety too, with numerous shades of Red, Dangerous and Striker to spot along the way.

Our speedy hero can rid himself of nasties by either jumping on their heads or rolling up into a ball and spinning a tremendous speed to launch them out of his way. The most important objects in Sonic's world are gold rings. These act as a safety buffer for contact with the enemies; one touch causes all of Sonic's rings to spray out, while contact without any rings results in the loss of one of Sonic's three lives. These rings can also be traded for a life once one hundred have been collected.

Spread around each of the **SEVEN** levels are a myriad of useful objects that deliver some temporary bonuses such as invulnerability and speed boosts.

The impressive graphics are by far the best yet seen on the MegaDrive, being smooth, colourful and moving at a speed that leaves you slack-jawed. Along with the scores of 99 per-level and the super playability, this is a

game that'll keep you playing well into the early hours. If there's one MegaDrive game you buy for the year then this should be it.

SPACE 1889



Price: **IBM PC £78.99**
Game Role-Playing Game
 Publisher: **Empire**

This is an RPG which shares many similarities with Origin's *Marika's Dreams* in both plot and user interface. However, this lacks the atmosphere and graphic quality of Origin's effort, and the plot is too linear - one often feels as though they're being led along a fairly narrow path. It's rather simple, and could act as a good intro to the world of RPGs for the novice, but more experienced players may feel the game a little intrinsically for today's gaming tastes.

SUPER PROFESSIONAL BASEBALL



Price: **Super Famicom £54.99** **Import**
Game Sport Simulation
 Publisher: **Atari**

The Great American Sport makes it onto the Famicom with a certain amount of style. A game for one or two players, it's viewed in two very different ways. When the ball is pitched, the player view the action in slow-mo from just behind the pitcher. The pitching player can adjust the power and angle of the pitch using the joystick. The batting player then has to strike the ball by being similar. As the ball sails into the air the view cuts to a scrolling park view. Using the stick in the corner of the screen the pitching player has to guide one of his outfielders to catch the ball, while the batting player has to decide whether to risk pushing his man round the bases one more time. It's just like the real thing, actually.

As a simulation, Baseball is fine. The graphics are a bit rough at times, but the all important gameplay is marvellous - almost relaxing at times, although a rather simple game, with the simu-

lated risk of early burnouts (and a nearly-stay-up-for-the-ambulance that's fairly big risk). Baseball is entertaining enough to be worth consideration.

SUPER R-TYPE



Price: **Super Famicom £30** **Import**
Game Arcade Beat
 Publisher: **Atari**

Apart from *Centauri III*, shoot-'em-ups on the Famicom are a little thin on the ground, so Super R-Type comes as a real treat. Basically it's R-Type 1 with some shiny beam battleships. Atari has added a couple of new worlds - the first one has you blasting through a space minefield - but it's still the game we know and love. With impressive graphics and exciting sound, it's the game Famicom owners have been waiting for.

SWITCHBLADE II



Price: **Atari 2600/Amiga £15.99**
Game Arcade Beat
 Publisher: **Genie**

Some seven months after appearing on the Amiga, Switchblade II - arguably one of the best arcade shoot-'em-up in existence - has finally made its transition onto the 2600 and what a success it's been!

The appeal of this sequel to Genie's much underrated original is the distinct Japanese flavour of the graphics. Quite aside from it having more action and weapons and flexibility than most, it features three layered, black-haired characters and translucent white enemies in a side-on multi-directional scrolling battle to the death.

Control over the central character has more than a little muscle feel to it, as the buttons respond all over the place firing away with his powerful laser rifle.

A host of different landscapes - some all broody and mechanical, other quite sunny and happy looking - react those willing to play, each indicated by it's own particular level of solar disk.

Perhaps more than the graphics or the gameplay, it's the style of Switchblade which makes it such a nice game to own. Don't be fooled by the godawful cover artwork, one think-

ing this is just another Blast with no frills, it's a thoroughly polished and classy piece of work, and well worth your pennies.

TAIL GATOR



Price: **Gameboy £29.99** **Import**
Game Platform
 Publisher: **Nintendo**

Put Tail Gator into your Gameboy and you'd be forgiven for thinking you'd accidentally picked up a Game and Watch on the way out of the house instead. This Mario Bros rip-off features an alligator trudging through a bunch of levels of the *Mystery Kingdom*, trying to dispatch the creatures who have invaded.

Clearly (the alligator) won't fish away the monsters using his tail. Chomps occasionally yield bonuses or smart bombs which will clear the entire screen of bad guys. But we all know the one of cheat that Chomp is really interested in. Yes! The chomps with the key which will lead him off the level.

We're really bored as from games where the entire objective is to get off the current screen by collecting a key, or at least everyone except *Kirby's Adventure*. For the record, Tail Gator looks as if it could be one of those simple yet addictive games which look rubbish but play like a dream. But it isn't. So don't be fooled.

THUNDERHAWK



Price: **Amiga £35.99**
Game Simulation
 Publisher: **Core Design**

Most flight sims require a good deal of practice before any reward can be garnered from them. All those keyboard controls and miscellaneous aircraft functions do quite a lot to put off anyone looking for a quick fix. Core Design have won this gap in the market and more than adequately filled it with *Thunderhawk*. All control is via the mouse, which makes everything, from weapon selection to helicopter control, quick and easy. It's a welcome change from the usual nervous test of clicks and non-clicks.

the blitter end

Right, you've had your reviews, news previews, tips and in The Works... what else is there...? All of course! This monthly portion of *ENR*, *Blitter*, groups and opinions, brought to you as only the *Blitter* can, to let's get down to it and let's do it...

The vast majority of Britain's tele-making *Blitters* were drinking beer in a couple of hours back as they watched the finale of The Clothes Show's annual model-of-the-year contest. The reason? One of the contestants was no less than about-poor-looking programmer Lisa Cooper! Knowing that programmers need to be kept like wine with a bit of champagne over the years (she's 30th year and an anguished body odor, she's a jewel crone) of top platform gear, Lisa had not even skimming his little hands on the controls as the contest of award-track developers announced their huge set to the audience. What a hard time usually did very well, making it was the last light beauty games before he was outcooled and eliminated. We think it was something to do with the poor people panacea and stupid facial hairier for they made him even. Poor guy...

Last month's 'How They Used to Live' feature about what top industry folk used to do prior to bringing up industry beds certainly created a lot of interest, especially from up Mainstreet way, where the days at Ocean tend to get blurry at the wind up by taking a little from Sales Director Paul Patterson, explaining how enjoyable it was to be called on as a program and how he was going to see us all in court. He had needless to say we saw right through it and promptly dispatched a girl's game of our own up to Dean's Matchmaker HQ to put the record straight. Poor old Paul was a bit of

words as the man in the jury suit burst into a top-level meeting/brown-hair and Managing Director David Ward and started scribbling and leaving his desk. David is not... write...

Oh, and while we're on the subject, lots of last month's feature may be interested in this fascinating addition... Entertainment International's PR Manager Maria Puzoski used to be below it or not, the best of the biggest names of TV quiz favorite The New Cards Right! Quizmaster. If you got 4,000 points or more, you have a chance to go for the car. Woow...

Somebody go out to work! eg New Computer Express (the other magazine which is more of a service for, as readers of *ENR* know) may have somebody which makes and loans the money. Current system Future Publishing have finally decided to let the money get stagnate in rent after some up interest. It comes as a particular blow to us here at the *Blitter* as we always used to look forward to Games Week, because we could never make up our own minds whether *Top Gear* was better than *The Terminator* or not. Future drops that NCF's decision was in fact too connected to the appearance of a charitable weekly games magazine called *Games* (which cut the price and was late before).

Capital Radio is currently causing a big promotion with Nintendo, where the prizes include MSX systems, games, and as the star prize is a fabulous trip to the home of Mike 'New York City' Mack, except no, but we're always amazed under the assumption that Mike was an Italian fellow. If he was a New Yorker he wouldn't have an Italian accent like he does in the cartoon, would he? So there. We played

Match to get a comment from the man himself, hoping that he could let us a copy of his bank certificate to set the record straight, but he was not talking. Oops. Sorry.

Here at the *Blitter* find we're becoming increasingly dismayed by the big new ultra-expensive ad campaign, which is supposed to send integrative sales skyrocketing over Christmas. Does anybody really believe that people like the Mike in the stupid meeting chair really exist? Of course we all know that integrative means drive around in a big black stretched limo with all their legs out in the back, sucking oil there. What an object it is that somebody as obviously not as he is could pull such a big fat of course, like the one in the second advert. And even then he prefers playing his Game Gear to getting his steamy hands on his bottom, but what is wrong with this world? And we haven't even ask about the relationship between him and his little sister 'helpie', who can't be more than seven or eight. Considering he's got a dog as well, what game is in the back of that truck after lights out is now writing to your computer...

When it comes to this year's imminent Computer Games conference in Mexico, it's not the other story being told. All the top industry giant parties at this tropical holiday resort every year to relax in the sun, get pissed in the bar, lounge the night away in the disco, try to get off with each other's girlfriends and, if they've got a bit of spare time at the end of it, have a quick discussion about the state of the software industry. It's all really important stuff, of course, and wouldn't be anywhere near as profitable if it took place somewhere wet and miserable just cheap like Britain, where 90% of the

participants actually come from. These people who think that it's just a three-to-weeked course to have a cheap holiday in the sun under the guise of doing business are too stupid because they're not going. With a bit of luck, maybe next year's conference could take place on the QJZ as it winners off the coast of Peru all Spain, with scantily-clad handmaidens peeing games and maintaining tabs as the conference try to decide something of earth-shattering consequences, like Commodore's deal or space policy or whether or not games should come to big towns...

It goes to show you how in this industry as the editor of one of ACE's more inferior trade magazines to their former last month, but particularly pleased with the low mark given to one of their products, a representative of a major software house publicly invited by the editor of the offending paper, during a visit to its offices, why it had been treated so badly. Obviously the various pressures of deadlines, production problems had been taking their toll, and the said editor was thus as a golden opportunity to be off some more. So he promptly accepted it's a screamingly disgusting not only every aspect of the game itself as to find and alternative terms as possible, but also the dead-endness of the existing software design. This little bit of slapping around went on for quite a while. Needless to say the software had been less than pleased - and neither was the fat's boss, who promptly asked him into the office and gave him a thorough wage-bank or something. It's the *Blitter*'s always said - if you can keep your head where all around you are looking there, you'll be green, my son, and you won't look like a big willy either.

Hoops! That's the end. Actually, it has to be said that a lot of inside you good electrical industry connections you know who you got off pretty tight in this month, but that's only because *Blitter*'s been in a good mood, and so just you remember to keep your nose clean - *Blitter* has you and not every-one. And if any reader should have to know of any more dealings, industry contacts, write us in *Blitter* at the usual NCF address under no name. Someone's got to clean the streets...

TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics back by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:

- Multi directional scrolling screen
- Five skill levels. Skill level of both teams can be set independently.
- 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- Facility to practice skills and tactics.
- Facility to create a team at all skill levels and design tactics.
- Intuitive joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- Each player on the court is an individual with a unique mixture of attributes (Age, Weight, Hair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- Two types of leagues - Action Replay at 3 speeds.
- Extra moves are available using two independent button (joysticks) using the EXORLENCE System.



AMIGA, ATARI ST -
(ATARI D/S DISC ONLY)
IBM PC & COMPATIBLES
PRICE - £25.99



Amiga Standard Edition


© 1991 Amiga Games

EASY TO PLAY - HARD TO MASTER

Published by
ANCO Software Ltd



Shy.
Sensitive.
Law-abiding.
Polite.
Respectful.



BRUCE WILLIS HUDSON HAWK

...I don't think so.

Now...
steal in on the game.



© 1991 THE OCEAN SOFTWARE GROUP, INC.
ALL RIGHTS RESERVED

OCEAN SOFTWARE LIMITED - 4 CENTRAL STREET - MANCHESTER M2 5NS - TEL: 061 832 6633 - FAX: 061 834 0650