

ACE

■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

THE ULTIMATE GAMES MAGAZINE

ADVANCED COMPUTER ENTERTAINMENT

CRIME BUSTER!

Interactive Sleuthing in
Sierra's Rise of the Dragon



CDTV

The Case of the Cautious Condor



WIN!

Amazing TOKI
Coin-op up for
Grabs!

ACE

IN THE STATES

First GES '91 Report

Including:

SENSE 8

Portable Virtual Reality

LUCASFILM

Team Interview

VIRTUAL SEX

It could only happen
in California!

WING COMMANDER 2

ULTIMA VII

THINK PINK!

30 Pages of
Software Steals and
Bargain Buys

PLUS: R-Type 2, Team Suzuki Trailblazer, Dragon's Lair II
Mig 29, Hard Driving 2, NARC vs Crimewave, + Many more



FLIGHT OF THE



INTRUDER™

Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known - the skies above North Vietnam.

In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifeline to its front line troops.

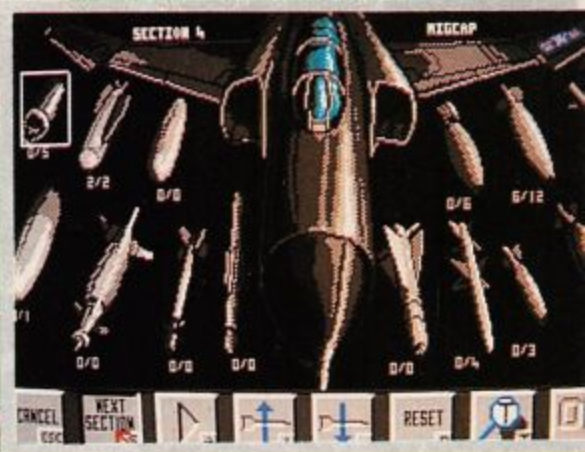
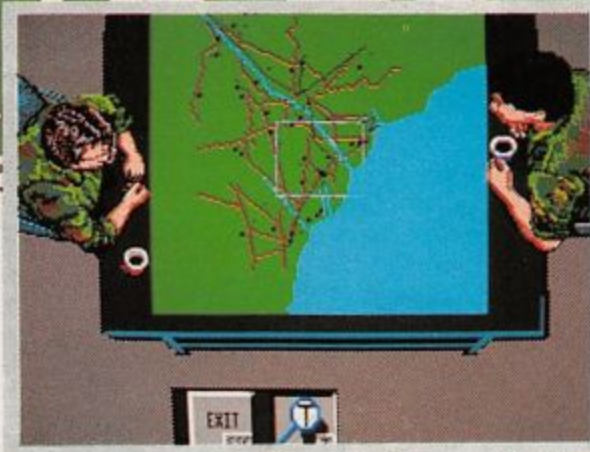
From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MiG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles whilst Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. Finally, the strike aircraft must find and attack the target braving a hail of small arms and anti-aircraft artillery fire at low level. Individual survival is not the only measure of success, it is the success of the mission as a whole that counts - there is no place for seekers of individual glory.

Enemy aircraft featured are the nimble MiG17 and the more advanced supersonic MiG21, capable of out turning any USAF aircraft.

Flight Of The Intruder takes you into the real world of operational flying and mission planning.





FEATURES

- Choose between two of the best aircraft that ever flew. The F-4 Phantom is fast, powerful and equipped with highly advanced avionics. It is so flexible that it can perform any type of mission. The A-6 Intruder has the first all weather computer operated weapons guidance system (DIANE) and an outstanding weapons load, both have stood the test of time and are still in service.
- Up to 8 friendly and 4 enemy aircraft on screen simultaneously.
- 2 different aircraft accurately simulated. 3 different roles: MIGCAP, IRON HAND, or STRIKE.
- Realistic mission environment with enemy artificial intelligence.
- Switch between friendly aircraft in flight.
- Carrier take-off and landing with "MEATBALL" landing aid.
- In-flight radio messages with radio message queueing system.
- View from all aspects and 14 in cockpit views.
- Large numbers of mobile targets including trucks, trains and barges.
- Realistic terrain taken from contemporary operations maps including Hanoi, Haiphong and Than Hoa.
- Instant "Quickstart" option.

MIRROR
Soft

Spectrum Hobby

MIRRORSOFT LIMITED IRWIN HOUSE 118 SOUTH WARK STREET LONDON SE1 0SW TELEPHONE 01 928 1454 FAX 01 583 3494
BY THE AUTHORS OF FALCON

© 1990 Mirrorsoft Limited

"The manne, having appeared from no where, then spake to me, enquiring whither I had come and demanding that I refet ye machine. I was sore afraide, left he unleafh some devilry upon me. He then vanifhed, with ye magic words Faytul Siftum Erra."

Unexplained entry in Pepy's diary for April 1st, 1665.

EMAP IMAGES
Priory Court
Farringdon Lane
London EC1R 3AU
Tel: 071-251 6222
Fax: 071-490 1094

EDITOR Jim Douglas

PRODUCTION EDITOR David Upchurch

DESIGN EDITOR Jim Willis

TRAINEE DESIGN ASSISTANT Jenny Abrook

CONSULTANT EDITOR Steve Cooke

CONTRIBUTORS John Cook

Christina Erskine, Richard Haynes Pat Winstanley, Gareth Harper, Garth Sumpter, Ciaran Brennan, Chris Jenkins, Russel Patient, Mark Smiddy, John Minson

ILLUSTRATION Geoff Fowler

PHOTOGRAPHY Edward Park

ADVERTISING MANAGER Jo Cooke

DEPUTY ADVERTISING MANAGER Jerry Hall

ADVERTISING PRODUCTION Melanie Costin

PUBLISHER Garry Williams

SUBSCRIPTIONS

EMAP Frontline, Subscriptions Department
1 Lincoln Court, Lincoln Road,
Peterborough, PE1 2RP
0733 555161

COLOUR ORIGINATION

Balmoral Graphics, Canonbury Yd, N1
Proprint Repro, Barking Road, E13

TYPESETTING CXT, 1 Tanner Street, SE1

DISTRIBUTION EMAP Frontline, Park House,
117 Park Road, Peterborough, PE1 2TR

PRINTING Severn Valley Press, Caerphilly

© EMAP IMAGES 1990

No part of this publication may be reproduced in any form without our permission.

reviews

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

ON COMPUTER pages 43-79

- 60 CRIME WAVE US Gold
- 46 DRAGON'S LAIR 2 Empire
- 50 HARD DRIVIN' 2 Domark
- 58 HUNTER Activision
- 50 MIG 29 Domark
- 61 NARC US Gold
- 54 NIGHT SHIFT US Gold
- 52 OBITUS Psygnosis
- 59 R-TYPE 2 Domark/Broderbund
- 44 RISE OF THE DRAGON Empire
- 48 TEAM SUZUKI Gremlin
- 47 WRATH OF THE DEMON Thalion
- 56 ZARATHRUSTA Newson

ON CONSOLE pages 63-66

- 63 BATTLE SQUADRON Megadrive
- 64 MARIO 4 Super Famicom
- 65 HANDHELP ROUNDUP Gameboy

We cast a critical eye over four Gameboy titles and find their quality varying wildly.

ON CD page 29

You've seen the cartoon-quality graphics on the front page. Now read all about the Case of the Cautious Condor.



Gremlin's Team Suzuki is the first game to be awarded the Trailblazer award. See Screen Test...



Images like this will be appearing your local arcade soon, thanks to Angel Studios. Page 47



CD: The Case of the Cautious Condor. Full story and more great pics on page 29.

EXTRA! EXTRA!

You can't have helped but notice the free tips supplement adorning the front of this month's issue. After feeding details of every game on the market into our ACE Market Forces and Gameplay Analysis Computer, we shortlisted 10 of the best examples of popular computer gaming. And we've compiled a detailed set of tips for each. So, those of you who own a copy of Robocop 2, Lemmings, F-19, Teenage Mutant Hero Turtles, Awesome, Prince of Persia, Battle Command, Powermonger or Ultima VI, will be laughing.



Whether you're vanquishing dragons, slamming steel balls into future goals, swordfighting or simply shooting things, our tips will help.



Bullfrog reveal their plans for long. Turn to page 39 to read about Populous 2, Powermonger mission disks and to see how long a goldfish fails against the Frog's pet Piranha.

CALIFORNIA DREAMIN' A month of contrasts. Braving the foul West Coast sunshine, battling through the wretched shanty-town existence of Las Vegas, erstwhile Editor Steve Cooke puts on a brave face and reports from the *1991 Consumer Electronics Show*. There's the world's first portable Virtual Reality machine, a report from *Angel Studios* who are pushing coin-op graphics further than ever before and all the news from *Lucasfilm* and *Electronic Arts*. Back in Blighty, we concentrate on software. *Team Suzuki*, *Dragon's Lair 2*, *Mig 29*, *Hard Driving 2* and *NARC* all get the thorough Screen Test treatment. And of course, there's a free 24 page Tricks 'n' Tactics supplement too.

LITTLE PINKIES

Jam-packed with page upon page of bargains and useful information. Everything from the Stockmarket to cheap joysticks. **Page 81**

◀ The mark of the Dragon. Is the Interactive Comic Book upon us? Check our exclusive review of Sierra's *Rise of the Dragon* on page 44 to see.

contents

- 36 FRIGHT NIGHT**
The creator of the Ultima games threw a party. \$50,000 later, how were the hangovers?
- 39 BULLFROG**
Exclusive news on Populous 2, (probably the best game of the world) and an interview with the team.
- 73 ACE UPDATES**
Tried and tested, reviewed and rated – the latest conversions for your machine.
- 76 TOKI COIN-OP COMPO**
Your chance to win this amazing coin-op courtesy of Ocean Software.

STATESIDE SPECIALS

- 18 THE 1991 CES**
A four-page special from the Computer Entertainment Show itself in Las Vegas kicks off our US Special
- 23 CES SOFTWARE REPORT**
Wing Commander 2, *Ultima VII* and some bits and bobs.
- 26 ANGEL STUDIOS**
Virtual Sex anyone?
- 32 LUCASFILM / ELECTRONIC ARTS**
An in depth report from The Lucasfilm Ranch.

REGULARS

- 7 ACE NEWS**
The demise of DAT, a new Mercedes Benz, and some hot info on the forthcoming Star Wars games.
- 13 LETTERS**
You write 'em, we print 'em.
- 81 IN THE PINK**
"Money too tight to mention? You should read ACE" Bargains and facts galore. Public Domain, hardware, games and the Stockmarket too.



AND-ONE laughs at the wide world of Blade Hunter, P.I."

COVER STORY

Sierra-on-Line, famed for their *Quest* series and the "unique" *Lance & Garry* have delved deep into the film noir genre to produce *Rise of the Dragon*, an interactive point-and-click comic book environment filled with murder, mystery and...

ACE

MARCH 1991

If you desire a challenge
beyond human experience..

Move up to a world of role-playing
adventure and take on a true challenge

Eye of the Beholder is an unbelievable
task for beginner or veteran. But believe
this, whatever your role-playing
experience, Eye of the Beholder will
SURPRISE, STIMULATE and
CHALLENGE you every step of the way.

- 100% point 'n' click game control.
- Fully animated encounters with realistic 'you are there' perspective.
- A web of deceit and intrigue draws you into the totally addictive plot.
- Control up to 6 characters via their portraits and icons.

SSI's AD&D® computer
role-playing games have
gained a reputation for great gameplay.
Now they have added incredible graphic
presentation and a user interface that
makes this game the state-of-the-art for
computer role-playing adventure games.

THE EYE OF THE BEHOLDER

Screen shots from various formats



Screen shots are only intended to be illustrative of the game
play and not the screen graphics which vary considerably
between different formats in quality and appearance and
are subject to the computers specifications.



AD&D, FORGOTTEN REALMS and the TSR logo are
trademarks owned by TSR, Inc., Lake Geneva, WI, USA
and used under license from Strategic Simulations, Inc.,
Sunnyvale, CA, USA. © 1991 TSR Inc. © 1991 Strategic
Simulations, Inc. All rights reserved.
AD&D® Second Edition game rules

Available on IBM (EGA, CGA,
VGA, MCGA, Ad-Lib) & Amiga.

Leading
the World in
Computer
Role-playing
Games

NES

Here comes Cyber Car

Say goodbye to parking problems, theft and ever getting lost again. Mercedes Benz take all the fun out of driving.

Mercedes-Benz, the respected German auto-manufacturer, unveiled the 'car of the future' at the Detroit Motor Show last month.

Everything in this six/eight seater is new. The driver sits in the centre of the vehicle making it suitable for both left and right-hand drive. Twin cameras and a monitor provide excellent rear visibility and a radar system warns of other vehicles changing lanes or possible hazards ahead. The F100 has a HUD-like central display screen to replace the usual instrument panel, which automatically prioritises information.

F100 can run on petrol, electricity or hydrogen, with the latter offering a solution to the problems of oil-shortages and global warming due to exhaust fumes.

The result of extensive research by both Mercedes-Benz AG and Daimler Benz, there are no plans to put the F100 into production.



Forget your Porsche turbo-nutter, this is the car to drive on the autobahn!

Games will soon talk to one another

Bullfrog, the creators of *Populous* and *Powermonger*, have told ACE about an exciting plan to enable future games to share data and talk to one another. If other software developers agree to join this revolutionary idea, players will be able to save characters from one game and load them into another and continue play in this totally new environment. You could fly the fighter from *Xenon III* over the lands of *Populous III*!

"What we hope to do, and it's not official yet, is to transfer the information between our games and titles like *Sim City* from Maxis," says Peter Molyneux, the boss of Bullfrog. "So if you've got a saved game on *Sim City 2*, you can put

it into *Populous II* and play on the same world as you had in *Sim City 2*." Molyneux adds, "Obviously you can't do this with all games".

Bullfrog would like all simulations in the future to be data-compatible. "All this means is a few software developers have to get together and talk about what they're doing," explains Molyneux. "We've already sat down with some people and said 'Let's do it'. Everybody thinks it will be nice but the details have yet to be sown up. I'm not quite sure how the copyright side would work out. It all gets rather petty at this stage. There's a very good chance of *Populous II* being data compatible with other games. You'll certainly be able to take things from *Powermonger* and *Populous* and put them into *Populous II*."

What do you think about this idea? Write in to ACE Letters and tell us!

May The Force Be With You

Lucasfilm Games and JVC Musical Industries are working together on a new Nintendo Entertainment System (NES) game based around the famous *Star Wars* movie.

"*Star Wars* for the NES will offer the most compelling first-person 3D space flight and combat sequences ever," says Lucasfilm Games, part of the giant movie company that created the original movies.

In the forthcoming game, players will be able to control *Star Wars*' characters Luke Skywalker, Han Solo and Princess Leia, Obi-Wan Kenobi, C-3PO and R2-D2. Each character has unique strengths and weaknesses, so players must learn which character is most effective in different situations.

Like the movie, *Star Wars* begins in the Tatooine Desert. Luke, in his landspeeder, must dodge boulders, shoot Jawas and avoid sandstorms in a search for Obi-Wan Kenobi, who will give him a lightsaber and teach him the ways of the Force. Luke's adventure lead him to the town of Mos Eisley, where he fends off stormtroopers and meets Han Solo, pilot of the Millennium Falcon. They then have to rescue Princess Leia from Darth Vader, who holds her prisoner on the Death Star. Once they have escaped, players must navigate the trenches of the Death Star in an X-Wing fighter before dropping the fatal missile to demolish the dreams of the Empire.

The four game sections are split between top-down and side-to-side scrolling displays. Top-down play involves vehicle manoeuvring, including exploring the surface of the Tatooine Desert in the landspeeder and the exterior of the Death Star in an X-Wing. Horizontal scrolling sequences include explorations of the Mos Eisley spaceport and the labyrinth corridors inside the Death Star. Passwords allow players to restart a game where they left off.

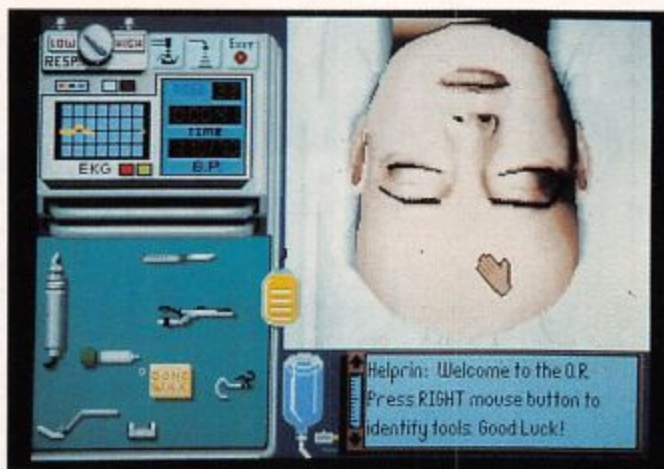
"JVC Musical Industries and Lucasfilm Games make an unbeatable team," says Satoshi Honda, General Manager of Victor Musical Industries, "Our combined creativity, programming skill and experience will make *Star Wars* one of the most important games published for the NES in 1991."

Lucasfilm Games is handling the design and marketing of the *Star Wars* NES game while JVC Musical Industries is looking after the sales and distribution. *Star Wars* will soon be released on the NES and adaptations for the Nintendo Super Famicom and PC are also under consideration.



NEWS

Are you confused by your zillion-function TV remote controller? Mitsubishi may have a solution to your problems with its PRM-1 remote control. This pen-sized device uses visual and tactile clues to distinguish the channel, volume and power buttons. The PRM-1 has won a gold award from the



Your first patient on the slab, this is where the fun begins, pass me that drill.



This patient could be drug addicts or stroke victim, what do you diagnose?

Mario goes to the movies

Danny DeVito, the pint-sized actor from *Taxi* and *Twins*, is to star in *The Super Mario Bros* live-action movie, the first feature film to be based around a video game character.

The *Super Mario Bros* video game series from Nintendo, which has sold more than 32 million games in the U.S. since its introduction five years ago, has made Mario America's most popular animated character. He's even more popular than Mickey Mouse! DeVito will play Mario in the movie, which will go into production in mid-91 for an expected summer 1992 release.

Developed as a comedy-adventure to appeal to both adults and children, *The Super Mario Bros* movie will be written by Barry Morrow, who scripted the Oscar-winning *Rain Man*. It is understood that Dustin Hoffman owns the movie rights to the Mario character. The only other films to have had a strong video game flavour are Disney's *Tron* and *The Wizard* starring 'Kevin' from *The Wonder Years* TV show.

"We feel privileged to bring such well-loved characters as Mario and Luigi to the big screen," says LightMotive, the LA-based production company in charge of the *Super Mario Bros* motion picture. "We look forward to the challenge of creating a story which brings them to life while being true to the spirit of their world."

In the past 12 months, gross sales revenues from the video game *Super Mario Bros III* total \$427,334,000 - revenues which, if the game had been a film, would rank it second only to *ET*, the largest grossing movie in entertainment history.

I don't think this patient is seeing eye-to-eye with you!



I want to be a Brain Surgeon

In the original *Life & Death* from Software Toolworks and Mindscape, players became a physician responsible for treating an appendectomy or a Dracon graft of an aortal aneurysm. In *Life & Death II*, players enter the neurosurgery wing of Toolworks General Hospital and go for the brain!

Does your patient have an aneurysm, tumour or a food allergy? X-Rays, CAT scans, MRI's... as a Toolworks General Doctor, you have the all the modern-day facilities to help your diagnoses. Eventually, your skill at the scalpel will determine whether your patient makes it to recovery... or the morgue!

Life & Death II: The Brain supports full 256-colour VGA graphics and features sampled sound effects for the respirator, EKG beeps and bone drilling tools. No gruesome detail has been excluded. The game is available now on the PC, with Mindscape currently converting *Life & Death II* to the Amiga and ST. A CDTV version is also under consideration.



Over to X-Ray for signs of brain damage.

It's strange how brain surgery makes you hungry for pizza!

Gameboy gets serious

Super Mario Land is a tough act to follow, so GameTek from North Miami Beach in Florida has developed *InfoGenius*, the first line of informational software designed specifically for the Gameboy.

Five *InfoGenius* products have been introduced based on licensing agreements with top-of-the-line reference sources including Berlitz language translators and Frommer's travel guides.

The *InfoGenius Spell Checker & Calculator* enables users to correct spelling errors of over 70,000 of the most commonly misspelled words. The user enters a word via an on-screen keyboard. The correct spelling and a list of words of related alphabetical or phonetic origin is then displayed. The user can also perform mathematical functions.

Both the English/Spanish and English/French language translators use data separated into travel categories such as restaurants, hotels and shopping. An on-screen keyboard is used to spell any one of over 12,500 words in either English, French

or Spanish. The phrases are also separated into specific travel categories and the user may view lists of over 300-related phrases. A metric/currency converter is also included.

The *InfoGenius Travel Guide* provides information on hotels, restaurants, sights and attractions, sports and recreation and night-life in America. It also includes information and emergency numbers. Descriptions and helpful hints are provided for each selection and city. All data is accessed by either price or location or both. The automatic phone dialler can be used to call any number in the database either locally or long-distance.

InfoGenius products will be available in September priced \$39.99 each. GameTek is also a developer of software for the Nintendo Entertainment System, computers and coin-ops. The company, whose games are family-orientated and non-violent, produces a line of children's games, sports games and adaptations of popular American board-games and television game shows such as *Jeopardy* and *Wheel of Fortune*. GameTek markets and distributes games licensed by Fisher-Price, Milton Bradley and Parker Brothers.



DCC... it's the size of an audio cassette and sounds like a Compact Disc.

Phillips launches new audio system

Digital Compact Cassette (DCC) is a new sound medium developed by Philips and Matsushita that records and plays digital sound on new-style Compact Cassettes but remains compatible with normal audio cassettes.

The DCC product range for home, portable and in-car use will be introduced in 1992. The new prerecorded Digital Compact Cassettes will be available in parallel. The new cassettes are similar in size to the existing ones but have a new high-tech design. Additional advantages of DCC will be the convenient track selection facility and a standard auto-reverse function. The DCCs have a playing time of 90 minutes and offer the benefits of digital sound quality.

"Just as we did with Compact Disc, we expect the DCC standard will become the new worldwide standard for this medium," says Wim Wielens, Managing Director of Philips Audio.

Tandy is the first licensee of DCC and Philips is offering manufacturing licenses to all interested hardware and software companies. The rival Digital Audio Tape (DAT) system developed by Sony provides a longer playing time than DCC but is not compatible with existing analogue cassettes. DAT players are already on sale in Japan. Philips offers, "DCC is a totally new tape recording system addressing the musical possibilities of today and tomorrow. But it also makes the fullest possible use of the best of proven technology. Digital Compact Cassettes are not only more attractive and more rugged than the old Compact Cassettes; they take this simple carrier into the highest sound class for the first time".

Web of chaos

What has eight legs, two fangs and an attitude? *Arachnophobia*, the latest suspense movie from Steven Spielberg's Amblin' Entertainments, is soon to be turned into a computer game from Entertainment International.

The film is set in Canaima, California - the ideal spot for Dr Ross Jennings and his wife Molly to raise their two children. Far from the dangers and congestion of the city, this picturesque community nestled between rolling green hills and rocky cliffs overlooking the Pacific Ocean promises fresh air and friendly people. In the days following the arrival of the Jennings family several of Canaima's citizens die under strange circumstances. Dr Jennings begins to investigate the mysterious deaths and calls on the help of two experts; Dr James Atherton, a world-renowned entomologist, and Delbert

McClintock, pest exterminator extraordinaire. But by the time they manage to convince the shocked residents what has really arrived in Canaima, the sleepy hamlet has already been caught in a web of chaos.

"The game is true to the film scenario," says Entertainment International, "You are hired to track down and free the town from the spiders. After liberating your house you have to find the nest and nip disaster in the bud. To destroy the spiders you can use pulverising insecticide, fumigating bombs or a flame-thrower. The levels represent different parts of the house - the roof, loft, cellar, and so on. Throughout the different levels you encounter spiders that attack you. Not all the spiders react in the same way to your presence - some will jump, others will bite your ankles or scratch your eyes out. There's also a coward who will run away when you approach."

Arachnophobia is being programmed

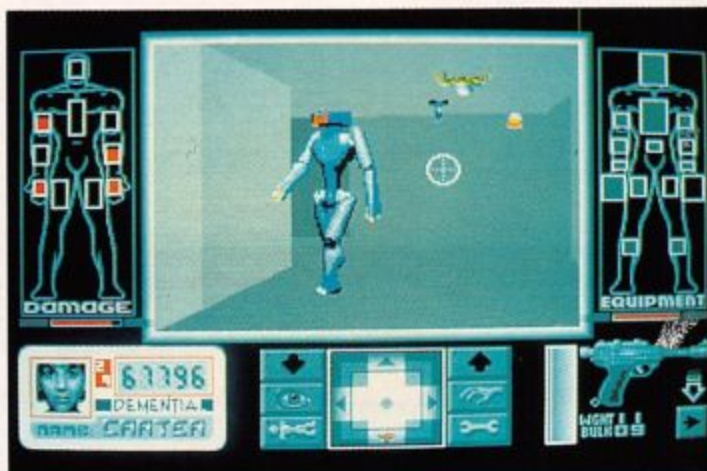
Extra missions for Corporation



Core Design has released an extra missions disk for its successful sci-fi fantasy role-playing adventure.

The *Corporation Mission Disk* is effectively a whole new game with another 16 levels of robot-infested corridors to conquer. It also includes more graphics to discover. Unfortunately, players cannot transfer built-up characters from the original game. The *Corporation Mission Disk* costs £14.99 for Amiga and ST. Core Design says the *Mission Disk* is harder to play and features more rewards and objects to collect.

The Derby-based company is now working on the PC version of *Corporation* (due in the spring) and *Corporation II*, a 'completely redesigned follow-up with many innovative features which takes players up into space'. This sequel will be launched in September.



The *Corporation Mission Disk* includes extra graphics, a new big bad robot, plants and furniture.

for the PC, Amiga and C64 by Incredible Technologies in America. Titus in France is providing the ST version. The movie is currently on general release and the game will be available in a couple of months.

asbro, the hottest toy manufacturer of the 1980's, is selling the technology behind its Nemo interactive television entertainment system. The American toy firm responsible for My Little Pony, Transformers and Visionaries spent



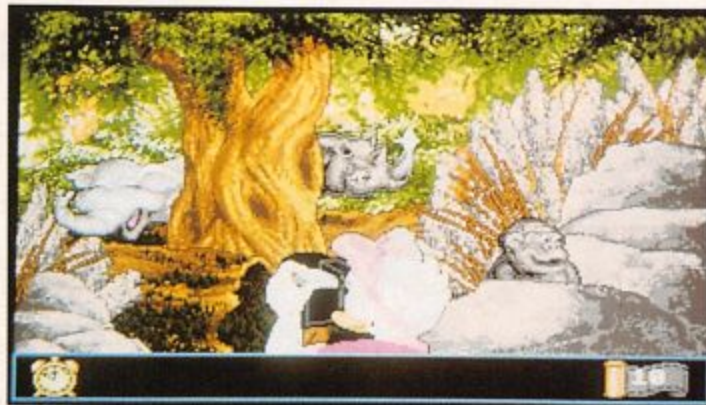
Arachnophobia © 1990 Amblin Entertainment, Inc and Hollywood Pictures Company

NEWS

The game begins in Scrooge's office in Duckburg. Here you can play the stock market or choose the next place to explore.



Webby makes a 'guest appearance' in the Photo Safari arcade game. You must photograph some exotic beasts and sell their pictures to the Duckburg Museum. Look out for the Dolly Lama, Rhinestone Rhino and Tigger Lilly!

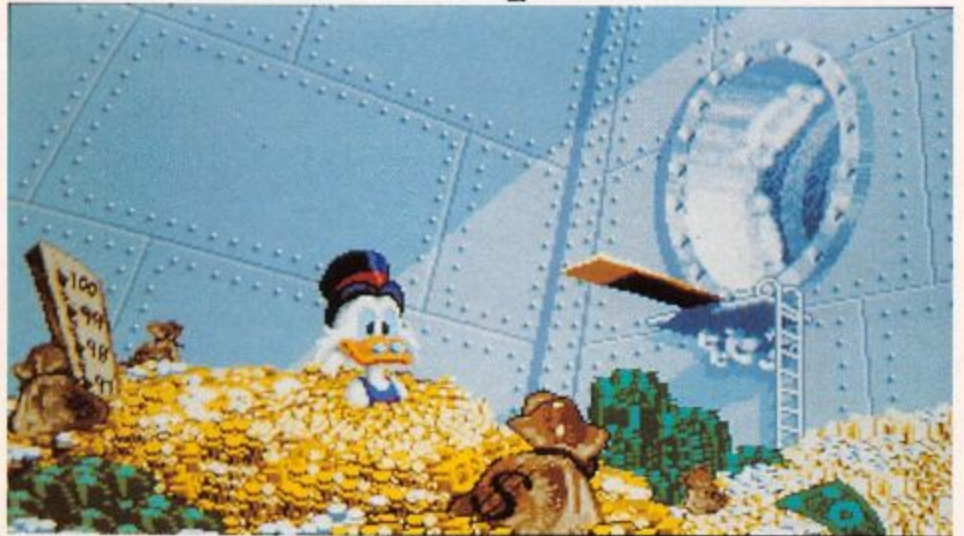


It's a jungle out there and you've got to hack your way through snake-infested swamps and swim among the hippopotami.



Societe Europeenne des Satellites, the Luxembourg-based company that operates the Astra broadcasting satellite used by Sky, has ordered two new satellites from Hughes Aircraft of El Segundo, California. These are due to be launched by Ariane in 1993 and 1994. The Astra 1D satellite will be able to cope with wide-screen HDTV transmissions.

What's up Duck?



A dive into Scrooge's Money Bin sometimes provides a rare coin.

Walt Disney's answer to those teenage turtles is simply ducktastic. *Ducktales*, a full-length animated feature film will be hitting big screens around the country later this month along with a computer game courtesy of Disney Software, Titus and Entertainment

International. *Ducktales* was originally a charming television cartoon series starring, not surprisingly, relatives of Disney's Donald Duck.

The *Ducktales - Quest for Gold* game is based around an episode from the TV series and features a



Top games mag in paper change shock!

ACE aims to bring high-quality arthouse stock to the masses, claims Editor.

The next issue of ACE magazine will have a decidedly different feel about it. It'll still bring you the very best news, views and reviews on the buzzing future-tech scene, hot games reviews and in-depth tips. But it will be printed on the highest quality arthouse paper. But, from now on, ACE will cost an extra 20p.

Explaining the change, Jim Douglas claims that it will make ACE feel and look like the quality publication it really is. "The paper holds colour more effectively, is nicer to the touch and

will help our design department to make each issue of ACE a real masterpiece.

"The graphic quality of today's games is so much higher, with console and CD products especially leading the way with colourful cartoon-quality animation. Our switch to the new stock will help us give an even more accurate representation of what you can expect to see on the screen.

"Each issue will also stand up better to the thorough thumbing it will receive, and we'll be continually updating our design strategy to make optimum use of the higher quality paper.

"This year ACE will also be offering more supplements, free gifts and big-prize competitions than ever before. Readers can look forward to bigger issues too.

"We're investing a lot of cash in the paper-change and absorbing most of the cost. Inevitably, though, we've had to increase the cover price by a small amount. I am sure readers will be more than pleased with the result."



Launchpad McQuack is Scrooge's personal pilot, winner of the prestigious Cooked Goose trophy, presented to 'the flyer most likely to use his parachute'.



The gang's all here... Scrooge McDuck, Launchpad McQuack, Webby, Huey, Dewey and Louie. Not a good time to mention Peking Duck!



It looks as though you've lost the game, perhaps you should have bought those shares in *Dime* magazine after all!

contest between Flintheart Glomgold and Scrooge McDuck. Whoever can collect the most money in 30 days will become *Dime Magazine's* Duck of the Year.

Described by Disney as a "pulse-pounding action-adventure full of excitement and challenge", this humorous adventure is split into six different arcade games incorporating colourful cartoon graphics and digitised speech.

Players must help Scrooge and his friends win the contest by travelling all over the world, collecting treasures and investing in the stock

market. At the end of the contest, players return to the Isle of Macaroon to weigh their money against Glomgold's. Fame is reserved for the person with the biggest fortune. There's no spot on Wogan for second-best, you probably wouldn't even get on the Jonathan Ross show.

Ducktales - Quest for Gold is aimed at players under the age of 12. The game has been programmed for the Amiga, PC and C64 cartridge by Incredible Technologies in the States, Titus has converted it to the ST. Versions for the Spectrum and Amstrad are currently under consideration.



Use your rope and grappling hook to pull yourself up to the high ledges in the Mountain Climbing arcade game.

Golden Joysticks

Another year has flown by and the Industry is preparing the fixed grins and doesn't-matter-whether-you-win-or-lose handshakes. And why? Because the Joysticks are nearly upon us. Of course, everyone knows that winning is all that matters, so you'll be keen to wield the not inconsiderable amount of power the voting form here gives you. Simply fill in your nominations, cut out the coupon and mail it to:

Golden Joysticks Nominations, ACE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Best Graphics 8-Bit:	Best PC Game:
Best Graphics 16-Bit:	Game of the Year 8-Bit:
Best Soundtrack 8-Bit:	Game of the Year 16-Bit:
Best Soundtrack 16-Bit:	Hardware Manufacturer of the Year:
Best Simulation 8-Bit:	Software House of the Year:
Best Simulation 16-Bit:	NAME:
Best Coin-Op Conversion 8-Bit:	ADDRESS:
Best Coin-Op Conversion 16-Bit:
Best Console Game:

ENTER FIRST INTO BATTLE... LAST TO LEAVE



NOW AVAILABLE FOR SPECTRUM AMSTRAD COMMODORE

Battle

**ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES**



Set in the near future, as an alternative reality, Battle Command is an arcade/strategy game in which the player controls a single "Mauler" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the new World. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefield. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ZERO - "ZERO HERO" 91% "Stands out in the graphics and atmosphere department. Very convincing. Very open. Very 'being there' - add to this the increasingly complicated missions with a growing IO factor and you have something of a corker that'll keep you coming back for more and more." "A mighty sequel to the mighty 'Carrier Command', except it's rather different."

THE ONE - 92% "Battle Command is combat with a strategic edge." "The 16 missions are more than enough to keep even the most ardent tank commander happy."
CEUG HIT 90% "The future is here and it's called Battle Command." "In technical terms this is one amazing program, and in gameplay terms the same applies." "It's all very addictive and will have armchair tacticians gibbering like loonies."



Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650

DON'T GO TO TOWNS

After spending many hours reading the December issue of ACE, I feel I must congratulate you on the Gamesworld article. This particular piece of the magazine was very well laid out, interesting, detailed and the artwork was excellent. Definitely one of the better articles to appear in ACE recently...

On the minus side, though, I think you are devoting too much of the magazine to technology out of reach of the average user. Machines such as the Neo Geo, the FM Towns, and the CDTV. Also, the new consoles seem to have, to an extent, replaced the 8-bit computer reviews. It's been quite a while since I saw a full-length C64 or CPC review in ACE.

Complaints aside, after over a year of regularly purchasing ACE, I still find it to be, without a doubt, the most colourful, most informative, and – above all – most enjoyable computer magazine available.

Piero Serra, Northampton

Cor! Warms the cockles of your heart! Keep the fiver and put it towards an FM Towns! And yes, we will be producing more features in the Gamesworld style, starting in the very next issue. You have been warned.

PULLING A FAST ONE

Like many readers of your magazine, I have noticed over the past few months the presence of the FAST advert in ACE. Whilst in no way defending the actions of software piracy, I find this worrying. The formation of FAST represents a virtual software cartel while there exists no – to my knowledge – organisation defending the interests of the games software consumer. Thus we can see, in an industry with a turnover in excess of 300 million pounds, substantial representation for the manufacturers and none for the consumers.

I propose the formation of a charter, by a neutral organisation, that would uphold the reputation of the software industry and defend the interests of the consumer. The charter could be subscribed to voluntarily by retailers and manufacturers, and the presence of the charter on their adverts could guarantee (for example) some of the following points:

1. Retailers must guarantee that consumers can see displays of software before buying.
2. A money-back guarantee if the packaging or the disks are faulty, or if the programme is bugged.

Letters

Packaging should display screen shots only if they apply to the specific version on sale.

These points would serve the interests of the industry.

Spencer Lewis, Romford

PS I find not only the presence but the tone of these adverts very disturbing.

Excellent idea, Spencer, and we're going to follow it up. See next month's issue for the results. It's worth pointing out, however, that consumers DO have some representation – through ACE. Many people think we just review games the way the manufacturers want us to, because we need the money they pay for advertising. There have been several instances in ACE's history where companies have withdrawn advertising because they did not agree with our reviews of their products. We always try to put the consumer's point of view first. Incidentally, you're not the only person to find the FAST ads disturbing, although see Blitter End in this issue for an Advertising Standards Authority judgement.

DEMO DISKS

When I played Knights of the Crystallion I found that I had bought, in my eyes, a rather average game consisting of several ordinary components with, admittedly, some very original graphics. Of course, there must be many people who saw it quite differently as all its high ratings by different computer magazines shows. The thing I want to emphasise is that even if a game is highly rated by many people that doesn't mean to say that I will like it too.

What I want to suggest is that publishers offer playable demo disks of their games for between £1 and £3 so the consumer could check out the game without risking a lot. If I liked it, I could then buy the full price product with confidence.

Ann-Miriam Maczewski, Germany

Psygnosis actually are in the process of doing this with Lemmings, and will be charging 99p for the disk. The company are very pleased with the result so far, so I

expect we will see more of this sort of thing, but it's worth pointing out that some people claim the disk has the opposite effect – having played the five levels included, they lose the impetus to pay for the whole product, although thinking it is an excellent game. It's very difficult deciding how much to 'give away' in this fashion.

VR HEALTH WARNING

I think that VR will be the biggest leap in advanced computer entertainment since the introduction of the computer itself! But whilst drooling over the possibilities of VR games, something occurred to me – something which currently I have heard nothing about, and that was the dangerous aspect of virtual reality. Would immersing your senses into a completely new and realistic environment mean that the user experiences the same effects as they would if the situation was physically real?

Imagine playing the latest VR RPG. You're walking along a dark passage when a huge grotesque monster jumps out and proceeds to attack you. If the graphics and atmosphere were realistic enough, would you really feel scared – to death maybe?

Are there any doctors out there who can clarify the situation?

Michael Webster, Beverley

A Doctor Writes: Yes, severe shock can be dangerous whatever the cause or context if you have a weak heart, and stress/strain will aggravate most physical infirmities. This has already happened with a boxing arcade game in Japan, where one man is reported to have had a heart attack while hitting the 'pads' used to control the game. On the other hand, sudden death in a VR RPG when confronted with a 30 ft high purple ur-parrot featuring 128 fully articulated different jaws, an insatiable urge to mate with humans, and a whole battery of incomprehensible instruments of torture may, possibly, be the best thing that could happen to you.

YES, IT'S A CONSOLE!

I feel angry, nay incensed, by Douglas Inness' comments with regard to the Megadrive. How can people be so narrow minded? Console owners seem to be continually on the receiving end of criticism where the merits and capabilities of the their machines are concerned and also seem to be regarded as poor, inferior individuals who only want to plug away at a joystick on the latest arcade conversion. Mr Inness obviously hasn't seen or played Phantasy Star 2 or Herzog Zwei (we don't all overdose on shoot-em-ups or platform games, you know).

But getting back to his letter, I paid £265 for my Megadrive with 6 games which I think is better than paying at least an extra £100 for an Amiga or ST that has facilities I most definitely wouldn't use (such as graphics, sound, and business applications)...

You're quite right, Mr Inness, the Megadrive does lack a keyboard. That's because it's a CONSOLE. But, sarcasm aside, a disk drive, keyboard, graphics tablet, modem unit, and CDROM drive are all on the way, which opens the door for tremendous possibilities. But why do parents always want educational justification when deciding whether or not to buy a console or a computer. If all you want to do is play games, buy a console. You're wasting your money and the machine's capabilities if you buy a computer for that reason alone.

If paying £33 for Populous (which is what it costs where I get my stuff from) means no more faulty discs and extraneous loading times for an identical Amiga conversion, then it's certainly going to be a far more enjoyable experience.

J.P.Roche, Altrincham

I think that computer owners are understandably sensitive about consoles because they think that these machines might render their own machines obsolete. This is not the case. As long as magazines like ACE are around (and we plan to be around for a long, long time) we will continue to support and reflect the computer gamer. There are good reasons for getting both a computer and a console. The first has slightly cheaper software (not everyone can afford the luxury of instant loading) and greater functionality, the second is more convenient for dedicated gaming. As we always say, go for both! But at least get the one you want and don't feel dictated to by fashion...

HELP!

I am one very sad and disappointed mother! My son is severely disabled and his computer is an absolute lifeline. He has had a BBC computer since he was about 7 years

VIRTUAL CURSE!

In issue 40 of your excellent magazine, there is an article on virtual reality. It is good to see what is essentially an entertainment magazine cover the new technology that will undoubtedly affect computer entertainment in the future.

However, I feel there are some important points which were absent from your feature.

I am a 21 year old student of computer technology and have enjoyed computer games for over 8 years, although I now use my computer for WP, programming, music etc. With this experience I know how some games (even on the old Spectrum 48K) can totally engross a person in their reality.

For example, I am currently enjoying Captive on the ST. This is a thrilling game with all the ingredients necessary to capture the attention (pun intended) and it does this with a basic Atari ST, 2D graphics, and mono sound (on my STFM anyway). Imagine a VR game based on the same concept and design but with realistic 3D graphics and all the features that VR can give the player. I, for one, would never be able to stop playing such an astonishing game.

Even now, there are parents who feel that their children spend far too much time on their computers, to the exclusion of other social activities, such as other children and sports. There are instances of video game addiction that have led those children to steal from parents and beg from strangers to feed this addiction. In my opinion, the situation can only get worse as VR technology becomes more and more sophisticated.

I offer a scenario set in the year 2020.

You have just purchased the latest auto-sensing VR megamachine (AVR)

old and the programmes were excellent, helping him with reading, writing, and thinking. However, he came home from school one day with 'Amiga madness' and eventually the BBC was out and the Amiga in.

To me, it appears that he has swapped a boxful of really entertaining BBC disks for a boxful of absolutely mindless arcade rubbish, half of which move so fast that he's no idea what's going on. I didn't know what a mouse was until the Amiga arrived, and how I wish that I still didn't! It's useless for Martin and flies off the table when he tries to use it, due to his clumsy spastic movements. I have never seen Martin use the



with free Wild West simulation program. The new machine is an all-in-one module which fits snugly over your eyes. It can sense your every movement from the neural patterns signalling your body to move. It feeds the simulation directly into your brain by means of nerve induction. You stand outside and place it over your eyes.

You are suddenly standing on the wooden walkway of an old west town. You look down to see yourself dressed in leather trousers and high boots, shirt, and leather waistcoat. The clothes feel real, the material itchy, the boots soft and comfortable. At your waist is a thick hide belt and hanging at your side is a gun, an old Smith and Wesson.

You look around and all the shops and roads you left behind in the real world are reproduced in the simulation. You start walking down the pathway.

You just passed a clothes shop that, in reality, sold nothing but the latest, brightest fashions - what you see is a dusty old wooden store that sells worn leather riding pants and tough cotton shirts. Where the bar on your left that, in reality, had a pink neon sign, where the chromers hang out, is in reality, you see old double swing doors of a saloon, inside which sit some of the meanest, toughest cowboys of the West.

keyboard with any of his Amiga games. It's just whoosh, bang whallop, here we go again on the jolly old joystick.

Please, please help someone before I'm driven mad by the screeching brakes driving round the never ending bends. Is there somewhere some sensible software for the Amiga to suit a child aged 12-14 years old which requires the use of the keyboard and the brain?

Marion Haywood, Torquay

First, you can rest assured that there is lots of Amiga software that fulfils the needs you speak of. Flight simulators, tank simulators, strategy games, chess programs...the

Every shop in this bustling city transmits its name and merchandise, so the AVR can transform this data to an image which you can see, hear, touch, smell, and taste.

The AVR has a small radar that can detect the smallest objects. For every man the radar detects, you see a man packing a gun and wearing old-style western clothes. For every woman, you see a lady in a big, stiff dress and matching bonnet. For every automobile, a horse-drawn carriage.

The radar detects a gap in the real people who surround you and the AVR decides to offer you an encounter. In that encounter, you see the dreaded Billy the Kid strutting down the earthen path...You decide to make the world a better place and take this sucker out. As he approaches, you draw and shoot, the gun feels real in your hand, the acrid smoke stings your nostrils, and Billy lies at your feet, dead.

You rip the AVR from your sweat-beaded forehead and look down at the concrete pathway - to see nothing. This is where Billy lay, but now there is nothing. With your heart beating, you smile and slowly lift the AVR to your eyes and reenter the Virtual Reality...

This scenario sounds implausible and I admit it is a pessimistic view of the use of the technology, but you have only to look to see how far computers have developed in the last twenty years to imagine how far they can 'theoretically' develop in the next thirty.

The problem of addiction taken to its limit would be a person who would never remove the AVR and would actually LIVE in the virtual reality, waiting for the next real-life simulation to hit the market. If forced back into the real world, the addict would suffer terrible withdrawal and deep depression and finally require psychiatric help to become a real person again.

This is a very, very cynical view, but it is one which must be considered alongside the development of sophis-

ticated VR technology.

The other side of the coin where VR is concerned is in its use for giving the blind or deaf or otherwise disabled people an image of the real world that they would otherwise would not have.

Imagine an AVR for the blind. It would receive data from the shops and radar (and any other theoretical sources) and convert it into an image which is fed directly to the brain, giving the user the ability to interact with the real world as never before. This is only one of the many good uses the technology could be used for.

I have tried to point out the good and bad side of VR and I hope to have invoked some thought on the subject by other readers. Personally, I cannot wait for the first affordable VR games machine to be released as it will be a real landmark in games technology and game experience.
Peter Green, Huddersfield

We've given your letter the prize not because we agree with your apocalyptic warnings of a world of VR zombies, but because of your imaginative depiction of the possibilities. It sounds great! A few points...Every technological advance breeds casualties. There are currently millions of people dying from overeating. Blame it on enhanced flavouring? ...Children stole and begged from their parents to go to the movies during the depression...The threat to the young can be controlled by legislation...The risk of psychological dependence on VR would be substantially less when it is seen (as it will be) in the context of the futuristic consumer society in which it emerges, which will undoubtedly offer many other, equally compelling diversions....and, finally, the use to which we put technology is in our own hands. It's YOU who wanted to blow Billy away. It is not technology that we should be afraid of, but ourselves - and there's no escape from that.

list is endless. Just go to a good independent computer dealer, explain the problem and ask his advice. If he hasn't got time for you, shake the dust from your shoes and try somewhere else. The mouse problem is an interesting one - we've passed your letter onto Commodore themselves to see if they can help - a track ball might be a minor improvement, and there are one or two 'complex' joysticks on the market with multi-button control. Finally, perhaps you shouldn't worry yourself too much about the screaming of tyres - your son may be finding that this new type of software is a valuable means of letting off steam which might otherwise get bottled up. - once

that's done, I'm sure he'll enjoy something more serious, and there's lots about.

NO MORE WAITERS!

I have decided to get a Megadrive and not a Famicom for three simple reasons.

1. I have a Game Boy and all good Nintendo licenses will be released for it.
2. As far as I have heard, You cannot play

NES games on the Super Famicom, whereas Megadrive owners have all the old Sega favourites.

3. I don't think I can stand anything else with 'Super' or 'Mario' in its title.

David Hamilton, Glasgow

I wouldn't count on either 1 or 2, but sympathise with 3!

THE MONEY PIT?

Dear ACE,

I'm a Megadrive owner, but I feel my query probably applies to every console/computer owner. Put basically it's this: Why is software so expensive? The 16-bit computer owners have to pay around £25 for their software, I have to pay around £30 (I appreciate that my software is going to be a little more pricey due to the fact that it's more expensive to produce a chip-based cart than a mass-duplicated disc) and other console owners have to pay fairly substantial sums too (although the latest Japanese 'grey' software will naturally be highly priced because of import costs).

These figures seem too high to me. The 8-bit computer owners pay around £15 for their disc-based software - a full £10 less than disc-based 16-bit games. Usually the reason given for this price difference is increased 'development costs' for the big boys. Can this really be true?

In the early days of 16-bit computers everyone was assured that once the ST and Amiga started selling in volume the price of software would inevitably drop. It hasn't, even though these computers now dominate the computer market. Similar assurances are made to console owners who complain about the prices of carts. Are these promises going to be hollow too?

I'm writing to you in the hope that you can shed some light on just what happens to all my hard-saved wonga when I buy a new game. Sorry for being such a 'moaning minnie'!

Sam Theal, Harrow

The old 'Why is software so expensive?' chestnut has been roasting on the brazier for as long as I can remember. Back in the mid-80s there was near rioting amongst Spectrum owners when they heard that Ultimate Play the Game (now Rare, console developers) were upping the price of their games from £5.99 to a whopping £9.99(!). Now, of course, nearly every major Spectrum release costs that much (although I'm sure many Spectrum owners would welcome a return to those 'Good Old Days!'). However, that's by-the-by. In next month's issue of ACE we'll be answering all your queries and more, when we explain exactly where the money goes when you buy a game. I think you'll be surprised by what we reveal!

JOIN EUROPE'S BIGGEST ADVENTURE CLUB

OFFICIAL SECRETS

FOR ADVENTURES AND ROLE PLAYING AND MORE

All the benefits of Special Reserve plus:

Confidential.

Our 32 page bi-monthly magazine is essential reading for those interested in adventures or role-playing games. Written by experts, Confidential has covered everything from How to Host a Murder to Which F16 Flight Simulator? Our agents, led by the Master Spy known as "The Boss Upstairs", seek out the secrets of RPG's, FRP's, MUG's, PBM's, Leisure Suit Larry, The Russians, Elvira.... and more.

Slm City or Corporation.

Choose one free for Atari ST, Amiga or IBM. Please phone if you have a different machine.



Of Corporation, ACE said: "Probably the most influential game of this genre making this an essential addition to your collection. Zero said: If you liked Dungeon Master you'll love this. Of Sim City, ACE said: "Sim City is a politician's - or a gamer's - dream... comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth...." C&VG said: "Sim City is utterly fab"

Help-Line - to help you solve most games.

Manned weekdays until 8pm and on Sundays (not an 0898 number)

Myth - exclusive to Official Secrets members.

Written by Magnetic Scrolls, authors of Wonderland, Myth is a mini adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. Myth includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership.



Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!" CU 90%, Amiga Format 87%, TGM 85%, Crash 91%

Official Secrets Annual UK Membership
With 6 issues of Confidential, Myth, Corporation or Slm City, Help-Line + membership of Special Reserve. **29.99**

UK £29.99. EEC membership £34.99. WORLD Member
Or join Special Reserve only UK £6.00. EEC £8.00. World £10.00.

SALES LINES 0279 600204

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN (£6.00)
THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS
(PLEASE PRINT IN BLOCK CAPITALS)

Name & Address _____

Post Code _____ Tel. _____

Computer _____ *5.25"/3.5"/

Payable to: _____ *3.0"/TAPE

Special Reserve or Official Secrets
P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. _____

Special Reserve £6 UK, £8 EEC, £10 World or Official Secrets £29.99 UK, £34.99 EEC, £39.99 World

Corporation or with Sim City ACE9
and Myth and Myth

PLEASE ENTER MEMBERSHIP FEE	£
Item	£
Item	£
Item	£
Item	£

Software Prices include UK or EEC Postage.
World software orders please add £1.00 per item.
For non-software items such as joysticks or blank disks
please add 10% EEC or 25% World for carriage.
Overseas orders must be paid by credit card.

Credit card issue/expiry date _____
CHEQUE/POSTAL ORDER*/ACCESS*/VISA

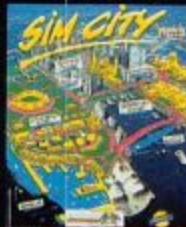
Join Official Secrets
or Join Special Reserve

Over 2,000 products in our catalogue

Over 30,000 me



6.99



11.99



10.99



7.99



7.99



5.99

AMIGA and ATARI ST Shockware

16 BIT	AMIGA	ST	16 BIT	AMIGA	ST	16 BIT	AMIGA	ST
3D POOL	8.49	8.49	GO PLAYER PROFESSIONAL	19.49	19.49	PRINCE OF PERSIA	16.99	16.99
688 ATTACK SUB	16.99		GOLD RUSH (SIERRA)	16.49	6.99	PROTEXT WORD PROCESSOR	64.99	47.99
A10 TANK KILLER	21.99		GOLDEN AXE	16.49	16.49	PUBLISHERS CHOICE DTP (1 MEG)	59.99	
AD&D DUNGEON MASTER ASS. VOL 1	7.99		GRAND PRIX CIRCUIT	8.99		PURPLE SATURN DAY	5.99	
AD&D DUNGEON MASTER ASS. VOL 2	7.99		GRAVITY	8.99	9.49	PUZZNIC	16.99	13.99
AMERICAN ICE HOCKEY	7.49		GREG NORMAN'S GOLF	16.99	16.99	QUEST FOR GLORY (1 MEG)	24.99	24.99
AMNIO	13.99		GREMLINS 2	15.49	15.49	QUEST FOR GLORY 2 (1 MEG)	24.99	24.99
AMOS (GAMES CREATOR)	29.99		GUILD OF THIEVES (M/SCROLLS)	6.99	6.99	QUESTRON 2 (SSI)	6.99	7.99
AMOS SPRITES 1000	10.99		GUNBOAT	16.99		R-TYPE	4.99	
ARCHIPELAGOS	6.49	6.49	GUNSHIP	16.99		RAINBOW ISLAND	16.49	13.49
ARMOUR-GEDDON	16.49	16.49	HARD DRIVIN' 2	15.99	15.99	REACH FOR THE SKIES (PSS)	19.49	19.49
AWESOME	21.99	21.99	HARPOON	19.49		REBEL CHARGE AT CHICKAMAUGA	7.99	
B.A.T. (UBI SOFT)	19.49		HITCHHIKERS GUIDE (BUDGET)	8.99	8.99	RED STORM RISING	16.99	16.99
B.A.T. (UBI SOFT) (WITH SOUND CARD)	22.49		HOLLYWOOD COLLECTION	18.99	18.99	RED DANGEROUS 2	16.49	16.49
BAAL	6.49	6.49	HOLLYWOOD HUNK (INFOCOM)	17.49	7.49	RIDERS OF ROHAN	19.49	16.49
BACKGAMMON ROYALE	16.49	16.99	HOME ACCOUNTS (DIGITA)	22.99	22.99	RINGS OF ZULFIN (SSI)	9.49	
BAD LANDS	16.49	16.49	HOME OFFICE KIT	86.99		ROADWAR EUROPA (SSI)	7.49	
BALANCE OF POWER	6.99	6.99	HONDA RVF 750	14.99		ROBOCOP	15.99	
BALLISTIX	6.49	6.49	HORROR ZOMBIES	16.49	16.49	ROBOCOP 2	15.99	15.99
BALLYHOOD (INFOCOM)	7.99	5.99	HOUD OF SHADOW	8.99	8.99	ROCKET RANGER	9.99	5.99
BARDS TALE 2	8.99		HUNT FOR RED OCTOBER	8.99		ROGUE TROOPER	16.99	16.99
BARDS TALE 3	16.99		HUNTER	16.99	16.99	S.T.U.N. RUNNER	16.49	16.49
BATTLE COMMAND	16.49	16.49	HYBRIS	2.99		SEASTALKER (INFOCOM)	10.99	5.99
BATTLE OF BRITAIN	19.49		IMMORTAL (1 MEG)	16.49	16.49	SECRET OF MONKEY ISLAND	16.99	16.99
BATTLE OF BRITAIN (D/S DRIVE)	19.49		IMPERIUM	16.99	16.99	SHADOW OF THE BEAST	7.99	9.99
BATTLE SQUADRON	8.49	15.99	INDIANAPOLIS 500	15.99		SHADOW WARRIORS	16.49	13.49
BATTLEMASTER	7.99	15.49	INFIDEL (INFOCOM)	13.99		SHADOWGATE	3.99	
BATTLESCAPES (BORODINO & ARMADA)	19.99	19.99	INTERPHASE	4.99		SHERMAN M4	15.99	
BATTLESTORM	16.49	16.49	ISHIDD	19.99		SHOOT 'EM-UP CONSTR KIT	7.99	8.49
BEAST 2	21.99		IT CAME FROM THE DESERT	19.49		SILENT SERVICE (SUB SIM)	8.99	8.99
BETRAYAL	19.49	19.49	IT CAME FROM THE DESERT (1 MEG)	10.99		SIM CITY	11.99	11.99
BEYOND ZORK (INFOCOM)	7.49		I.C.F.T.O. DATA DISK (1 MEG)	10.99		SIM CITY TERRAIN EDITOR	10.49	
BILLY THE KID	16.99	16.99	IVAN STEWARTS SUPER	16.49	16.49	SIMULCRA	16.49	16.49
BLACK CAULDRON	6.99	6.99	J. NICKLAUS RACER	16.49	16.49	SKYFOX	4.99	
BLOODWYCH	11.99		J. NICKLAUS GOLF	16.30	16.99	SORCERER (INFOCOM)	9.99	
BOMBER	18.49		J. NICKLAUS VOL 1 COURSES	9.99		SPACE ACE	27.99	27.99
BOMBER MISSION DISK	11.49		J. NICKLAUS VOL 2 INT COURSES	9.99		SPACE HARRIER 2	6.99	
BRIDGE PLAYER 2150 GALACTICA	19.99		JAMES POND	16.49	16.49	SPACE QUEST 1 (SIERRA)	22.49	22.49
BUCK ROGERS (SSI)	19.99		JET (SUBLOGIC)	16.99		SPACE QUEST 2 (SIERRA)	22.49	22.49
CAVALRY	16.49	16.49	JET + JAPAN DISK (SUBLOGIC)	16.99	8.99	SPACE QUEST 3 (SIERRA)	24.99	19.99
CAPTIVE	15.49	15.49	JINXTER (M/SCROLLS)	6.99	6.99	SPEEDBALL	8.99	
CARRIER COMMAND	15.49	8.49	JUDGE DREDD	13.99	13.99	SPEEDBALL 2	15.99	15.99
CARTHAGE	16.49	16.49	K-SPREAD 2.0 (SPREADSHEET)	42.99		SPELLBOUND	8.49	8.49
CHAMPION OF THE RAJ	16.49	16.49	K-SPREAD 4.0 (SPREADSHEET)	85.99		SPELLBREAKER (INFOCOM)	5.99	
CHAMPIONS OF KRYNN (1 MEG)	19.99		KHALAAN	15.99	15.99	SPINDZYZ 2	16.99	16.99
CHAMPIONS OF KRYNN (SSI)	19.99		KICK OFF	6.99	6.99	SPY WHO LOVED ME	16.49	16.49
CHAOS STRIKES BACK	10.99		KICK OFF 2	12.99	12.99	ST ADVENTURE CREATOR	13.99	13.99
CHAOS STRIKES BACK (1 MEG)	15.99		KICK OFF 2 - FINAL WHISTLE	10.49	10.49	STARCROSS (INFOCOM)	13.99	13.99
CHAOS STRIKES BACK EDITOR	10.99		KICK OFF 2 - RETURN TO EUROPE	6.49	6.49	STARLIGHT	16.99	16.99
CHASE H.Q. 2 (SCI)	16.49	16.49	KICK OFF 2 - WINNING TACTICS	6.49	6.49	STARGLIDER 2	5.99	
CHIPS CHALLENGE	16.99	16.99	KILLING CLOUD	16.99	16.99	STATIONFALL (INFOCOM)	5.99	
CHRONOQUEST 2	8.49	8.49	KILLING GAME SHOW	9.99	16.99	STORM ACROSS EUROPE (SSI)	19.49	10.49
CHUCK YEAGER'S AFT 2.0	16.99		KIND WORDS 2.0 (W/PROCESSOR)	31.99		STOS (GAMES CREATOR)	15.99	
CLOUD KINGDOMS	6.99	6.99	KINGS QUEST 4 (1 MEG) (SIERRA)	24.99		STOS COMPILER	13.99	
CODENAME ICEMAN (1 MEG)	24.99	24.99	KINGS QUEST 4 (SIERRA)	24.99		STUNT CAR RACER	16.49	
COLONEL'S BEQUEST (1 MEG)	24.99	24.99	KLAX	13.49	13.49	STUNNER GRIDRUNNER	7.99	6.99
CONFLICT EUROPE	6.49		KNIGHTS OF LEGEND	18.49	18.49	SUPERBASIC PERSONAL 2 (DATABASE)	69.99	69.99
CONQUESTS OF CAMELOT (1 MEG)	24.99	24.99	KULT	5.99		SUPERPLAN (1 MEG)	69.99	69.99
CORPORATION	14.99	14.99	LASER SQUAD	7.99		(POWERFUL SPREADSHEET)	69.99	
CORPORATION MISSION DISK	10.49	10.49	LEATHER GODDESSES (BUDGET)	8.99	8.99	SUPREMACY	19.49	19.49
CORRUPTION (M/SCROLLS)	6.99	6.99	LEATHER GODDESSES (INFOCOM)	16.99		SWIV	16.49	16.49
CRACK DOWN	7.49	7.49	LEGEND OF FAERGHIL	17.99	17.99	SWORD OF SODAN	9.99	
CRIMEWAVE	16.49	16.49	LEGEND OF THE SWORD	4.99		T.N.T.	19.49	19.49
CRUISE FOR A CORPSE	19.49	19.49	LEISURE SUIT LARRY 1 (SIERRA)	19.49	22.49	TEAM SUZUKI	16.99	16.99
CURSE OF THE AZURE BOND (1 MEG)	19.99	19.99	LEISURE SUIT LARRY 2 (SIERRA)	24.49	24.49	TEAM YANKEE	19.49	19.49
CUTTHROATS (INFOCOM)	9.99	17.49	LEISURE SUIT LARRY 3 (SIERRA)	24.99	24.99	TEENAGE MUTANT HERO TURTLES	15.99	15.99
DAMOCLES	8.49	8.49	LEISURE SUIT LARRY 3 (1 MEG)	24.99		TEENAGE QUEEN (STRIP POKER)	8.99	
DAMOCLES MISSION DISK 1	8.49	8.49	LEMMINGS	15.99	15.99	THEME PARK MYSTERY	5.49	5.49
DAMOCLES MISSION DISK 2	8.49	8.49	LIFE AND DEATH	15.99	15.99	THREE STOOGES (CINEMAWARE)	6.99	
DEATH TRAP	14.49	15.49	LINE OF FIRE	16.49	16.49	THUNDERBIRDS	4.99	
DEJA VU	6.99	3.99	LOOM	19.49	19.49	THUNDERSTRIKE	16.99	
DEJA VU 2	7.99	7.99	LORDS OF CHAOS	13.49	13.49	TIMES OF LORE	6.99	
DELUXE MUSIC CONSTRUCTION SET	45.99		LOTUS ESPRIT TURBO CHALLENGE	15.99	15.99	TOKI	16.49	16.49
DELUXE PAINT	34.99		LURKING HORROR (INFOCOM)	5.99		TORVAK THE WARRIOR	16.49	16.49
DELUXE VIDEO 3	49.99		M.U.D.S. (MEAN UGLY DIRTY SPORT)	15.49	15.49	TOTAL RECALL	15.99	15.99
DISNEY ANIMATION STUDIO	59.99	59.99	M.I. TANK PLATOON	19.49	19.49	TOURNAMENT GOLF	15.49	12.99
DRAGON WARS	16.49		MEAN STREETS	16.49	16.49	TOWER OF BABEL	16.99	11.49
DRAGON'S LAIR	28.99	28.99	MENACE	5.49	6.99	TOYOTA CELICA GT RALLY	16.49	16.49
DRAGON'S LAIR (1 MEG)	28.99	28.99	MIDNIGHT RESISTANCE	16.49	16.49	TRACKER	5.49	
DRAGON'S BREATH	8.99	8.99	MIDWINTER	19.99	19.99	TRIAD VOL 2 (MENACE, BAAL, TETRIS)	7.99	
DRAKKHEN	11.99	11.99	MIG 29 FULCRUM	21.99	21.99	TRIAD VOL 3	8.99	
DUNGEON MASTER	10.99	10.99	MONTY PYTHON'S FLYING CIRCUS	13.99	13.99	TRINITY (INFOCOM)	9.99	
DUNGEON MASTER (1 MEG)	10.99	10.99	MURDER	16.49	13.99	TRIVIAL PURSUIT	13.99	13.99
DUNGEON MASTER EDITOR	8.99	8.99	MURDER IN SPACE	15.99	15.99	TURBO CUP	4.99	
DYNASTY WARS	6.99	6.99	MYSTICAL	10.49	10.49	TURBO CUP (WITH CAR)	5.49	
E-MOTION	6.99	6.99	N.A.R.C.	16.49	16.49	TURBO SILVER	16.49	
ECO PHANTOMS	15.99	15.99	NAM	19.99	18.99	(GRAPHICS + ANIMATION)	106.49	
ELITE	9.99	9.99	NAVY S.E.A.L.S.	16.49	16.49	TURRICAN	12.99	12.99
ELVIRA MISTRESS OF THE DARK	19.99		NEBULUS 2	16.49	16.49	TURRICAN 2	15.49	
ELVIRA MISTRESS OF THE DARK (1 MEG)	19.99		NEVER MIND	6.49	6.49	TV SPORTS (U.S.) FOOTBALL	11.99	9.99
EPIC	16.99	16.99	NIGEL MANSELL'S GRAND PRIX	7.99	7.99	TV SPORTS BASKETBALL	11.99	16.49
ESCAPE FROM SINGE'S CASTLE	28.99		NIGHTBREED (INTER-ACTIVE MOVIE)	16.99	16.99	ULTIMATE 5	18.49	18.49
ESCAPE FROM THE PLANET	13.49	13.49	NIGHTSHIFT	16.99	16.99	ULTIMATE RIDE	15.99	15.99
OF THE ROBOT MONSTERS	5.49	5.49	NITRO</					

G PRICES

Join Special Reserve
or Join Official Secrets

Members in our clubs

Over 40,000 games in our warehouse



SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- **NRG** (Energy magazine) News, Reviews and Graphics. Screen shots, pack shots, charts, latest Giga-Savers. Game reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk **NRG** street gang - It's Cyber-fantastic! **NRG** - bi-monthly to all Special Reserve members.
- **Release Schedules**, sent bi-monthly with updated catalogue information.
- **Sales hotline**, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- **Fast despatch** of stock items *individually wrapped by first class post*.
- **Written confirmations** (receipts) sent when we receive each order.
- **Catalogue, Membership Card & Folder** for **NRG**.
- **Refunds** or change of order on request if delayed.
- **No Obligation** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP £6.00
UK £6.00 EEC £8.00 WORLD £10.00



6.99 8.49 8.49 9.99 9.99 6.99

Nintendo Gameboy

Official UK Version. Free Shockware holsters & membership.



Gameboy + Tetris, two player lead, stereo headphones and batteries + FREE Special Reserve membership + FREE Shockware Gameboy holsters **69.99**

Gameboy Software etc. (MORE SOON)

ALLEYWAY	15.99	SOLAR STRIKER	15.99
BALLOON KID	15.99	SPIDERMAN	15.99
DOUBLE DRAGON	15.99	SUPER MARIO LAND	15.99
GARGOYLES QUEST	15.99	TENNIS	15.99
GOLF	15.99	WIZARDS AND	
KING OF THE ZOO	15.99	WARRIORS	15.99
KWIRK	15.99	SHOCKWARE GAMEBOY	
QIX	15.99	HOLSTERS + BELT	7.99
REVENGE OF GATOR	15.99		

Atari Lynx

Official UK Version. Free Special Reserve membership.



Lynx colour handheld system + mains powerpack & California Games + FREE Special Reserve membership **119.99**

Lynx Software

3D BARRAGE	27.49	PINBALL SHUFFLE	27.49
720 DEGREES	27.49	RAMPAGE	27.49
APB	27.49	ROAD BLASTERS	27.49
BASKETBRAWL	27.49	ROBO SQUASH	27.49
BLOCK OUT	27.49	RYGAR	27.49
BLUE LIGHTNING	21.99	S.T.U.N RUNNER	27.49
CHEQUERED FLAG	27.49	SCRAPYARD DOG	27.49
CHIPS CHALLENGE	21.99	SHANGHAI	27.49
ELECTRO COP	21.99	SLIMEWORLD	23.49
GATES OF ZENDECON	21.99	TOURNAMENT	
GAUNTLET 3	27.49	CYBERBALL	27.49
GRID RUNNER	27.49	TURBO SUB	27.49
KLAX	27.49	VINDICATORS	27.49
LYNX CASINO	27.49	WARBIRDS	27.49
MS PACMAN	27.49	WORLD CUP SOCCER	27.49
NFL SUPER-BOWL	27.49	XENOPHOBE	27.49
PAFLAND	27.49	XYBOTS	27.49
PAPERBOY	27.49	ZALOR MERCENARY	27.49

Commodore Amiga

In stock at time of publication.



Amiga 500 Screen Gems Pack **359.99**

COMPUTER WITH MOUSE, TV MODULATOR, BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE PAINT 2 & NIGHTBREED.

Amiga Peripherals

PHILIPS 8833 ARTIST COLOUR STEREO MONITOR	249.99
AMIGA A590 20 MEG HARD DRIVE (AUTOBOOT WITH KICKSTART, SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE FOR PERIPHERALS CONNECTION)	269.99
CUMANA EXTERNAL 3.5" 880K DISK DRIVE	79.99
AMIGA A501 512K RAM UPGRADE TO 1 MEG (GENUINE COMMODORE ITEM WITH CLOCK)	74.99
ZYDEC 512K RAM UPGRADE TO 1 MEG WITH CLOCK	44.99
ZYDEC 512K RAM UPGRADE TO 1 MEG	39.99
NAKSHA MOUSE, BRACKET AND MAT (AMIGA OR ST)	32.99
COVER FOR AMIGA	5.49
COVER FOR MONITOR	5.99
KIND WORDS 2 (WORD PROCESSOR)	31.99

Sega Megadrive

Official UK Version. Free extra Joypad and membership.



Megadrive + Altered Beast + Joypad + FREE extra TURBO Joypad + FREE Special Reserve membership **189.99**

Megadrive Software

ALEX KIDD IN THE ENCHANTED CASTLE	23.99	MYSTIC DEFENDER	27.49
ARNOLD PALMER	27.49	PHANTASY STAR 2	46.49
TOURNAMENT GOLF	27.49	POPULOUS	30.99
BATTLE SQUADRON	30.99	RAMBO 3	23.99
BUDOKAN	30.99	REVENGE OF SHINOBI	27.49
COLUMNS	23.99	SPACE HARRIER 2	27.49
CYBERBALL	27.49	STRIDER	34.49
ESWAT	27.49	SUPER HANG ON	27.49
FOOTBALL	30.99	SUPER LEAGUE BASEBALL	27.49
FORGOTTEN WORLDS	27.49	SUPER MONACO GRAND PRIX	27.49
GAIN GROUND	27.49	SUPER REAL BASKETBALL	27.49
GHOSTBUSTERS	27.49	SUPER THUNDERBLADE	27.49
GHOULS N GHOSTS	34.49	SWORD OF SODAN	30.99
GOLDEN AXE	27.49	SWORD OF VERMILLION	38.99
HARD DRIVIN'	27.49	THUNDERFORCE 2	27.49
JOHN MADDENS (U.S.)	27.49	TRUXTON	27.49
FOOTBALL	30.99	TWIN HAWK	27.49
LAST BATTLE	27.49	WORLD CUP ITALIA 90	23.99
MOONWALKER	27.49	ZANY GOLF	30.99
		ZOOM	23.99
POWER BASE CONVERTER (Runs Master System Games)	28.49		
TURBO (FAST FIRE) JOYPAD	14.99		
SEGA MEGADRIVE ARCADE POWER STICK	34.99		

Joysticks, Mice etc.

UK Postage included, EEC add 10%, World add 25%.



Amiga/ST Joysticks etc. not shown.

COMPETITION PRO 5000 BLACK	10.99
COMPETITION PRO 5000 RED/WHITE	9.99
COMPETITION PRO 5000 WHITE	10.99
COMPETITION PRO EXTRA COMBAT	12.99
CONTRIVER C820A ATARI ST MOUSE	27.99
EUROMAX COBRA JOYSTICK	11.99
QUICKJOY INFRA-RED JOYSTICK	33.99
MOUSE MAT (QUALITY SOFT MAT)	4.99
POPULOUS/FALCON LEAD (NULL MODEM CABLE)	8.99
FOUR PLAYER AMIGA/ATARI ST JOYSTICK ADAPTOR (FOR KICK OFF 2, LEATHERNECKS, GAUNTLET 2 AND TV SPORTS BASKETBALL FITS PRINTER PORT)	7.99

IBM PC Joysticks etc. not shown.

COMPETITION PRO PC STYLE (IBM)	12.99
DYNAMICS IBM GAMES CARD WITH TWIN JOYSTICK PORT INTERFACE (9 PIN)	19.99
DYNAMICS PC STARTER PACK (GAMES CARD, COMPETITION PRO JOYSTICK, ROBOPOL, BASEBALL, VICTORY ROAD, WIZBALL)	39.99
EUROMAX IBM ANALOGUE 3001 JOYSTICK	12.99
KONIX AMSTRAD/IBM PC GAMES CARD WITH TWIN PORT INTERFACE	7.99
QUICKSHOT QS-120 DELUXE IBM GAMES CARD	15.99
WITTY C400A1 IBM SERIAL MOUSE WITH SOFTWARE	32.99
SOUND BLASTER IBM STEREO/MUSIC/VOICE/SOUND BOARD	139.99

Back Row (left to right)

Quickjoy Supercharger (ST, AMIGA ETC)	9.95
Quickjoy Jet Fighter (ST, AMIGA ETC)	12.95
Quickjoy Superboard (ST, AMIGA ETC)	16.95
Quickjoy M5 15 Pin Joystick for IBM PC	16.95
Quickshot Warrior 15 Pin Analogue for IBM PC	12.99

Front Row

Competition Pro 5000 Mean Green	10.99
Competition Pro Extra Glo Red	12.99
Naksha Mouse and Mat For Amiga or ST	32.99
Competition Pro Extra Glo Green	12.99
Competition Pro Extra Clear Autofire	12.49

Disks 'n bits



59p
EACH

50 SONY
3.5" DS/DD
DISKS + LABEL
£19.99

PLASIC STORAGE BOX, HOLDS TEN 3.5" DISKS	1.30
3.5" SONY HIGH DENSITY DISK (1.4 MB)	1.39
10 PACK TDK 48 TPI 5.25" DS/DD DISKS (360K)	6.49
10 PACK TDK HD 5.25" DISKS (1.4 MB)	9.99
10 PACK TDK 96 TPI 5.25" DS/DD DISKS (720K)	8.99
3" MAXELL CF2 DISK + LABEL FOR PCW	1.99

3.5" DISK HEAD CLEANER	2.99
DISK BOX 3.5" (100 CAP) DIVIDERS, LOCKABLE	10.99
DISK BOX 3.5" (80 CAP) DIVIDERS, LOCKABLE	8.49
DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE	7.49
DISK BOX, STACKABLE, 3.5" (90 CAP) DRAWER	13.99



Show people: This anonymous character may simply be a perfectly normal American

The SNK wowed US software developers. Practically every programmer we met wanted to develop for it, but practically no-one was going to. The reason? The exorbitant prices. One developer claimed that 'The SNK shows that we've reached the end of the line as far as silicon game systems are concerned. We just can't afford to go any further until we get either cheaper CD storage or memory prices collapse.'

Insanity

USA

ACE hits Las Vegas and then storms down through California, bringing you eleven pages of exclusive reports from the land of virtual reality, hypersex, and hardcore games technology. The insanity starts here...

DAT (digital audio tape) still hasn't made it really big, but these portable DAT units from Casio could help make a difference. Like Sony's recently released (and smaller) DAT Walkman, the machines are equipped with SCMS (Serial Copy Management System) that limits direct recording from compact disks to first generation copies (one-time recording only). Something of a cosmetic measure, we reckon, but it appears to have pacified the CD manufacturers just enough to make the DAT market a viable proposition. The DA-7 features almost unholy levels of performance compared to most analogue systems: 10Hz-20kHz frequency response and 90dB SN ratio for the techno-pornographers amongst you. THD is 0.008% and wow/flutter is less than measurable.



Show people: this delightful pair spent the whole show playing Pit Warrior. Later Big Boy tried to engineer a confrontation with the Ultimate Warrior, but was shepherded away by anxious security guards.

Yes, it's a volcano, erupting only a few yards from the street. Sending rivers of flame across an artificial lake, it rears to its full height of, well, about fifty feet. Passers-by pay practically no attention at all. This, you see, is Las Vegas.

Yes, you can have your double chocolate double malted with whipped fresh cream and butter pecan ice-cream and yes, those are real white tigers in the hotel lobby where you have just won \$500 on a 5c slot and yes, you are screaming with excitement as 2000 coins vomit out of the machine. Passers-by pay practically no attention at all. Las Vegas, remember?

This, however, is a small plastic talking watch that no-one in their right mind would pay 5p for. The passers-by are absolutely fascinated. They're practically killing each other to get a closer look. The man with the watches has the air of a conjurer materialising rabbits with an IQ of 150 and the ability to digest nuclear waste. People are taking him extremely seriously.

That's CES...

THE SHOW OF SHOWS

CES, in case you didn't know, happens twice a year – at Vegas in January and Chicago in June. It is not to be confused with our own Computer Entertainment Show that takes place in London in September. CES is about Consumer Electronics in its widest sense. A series of vast halls, pavilions, and hotel lobbies house everything from computer games to camcorders, from ear-blasting in-car audio to mind-numbing pornographic videos. If you can buy it and it conducts electricity (or plugs into something that does), you can find it here.

CONSOLES ARE GOOD FOR YOU

Video games have been getting quite a pasting in the States as American youth succumbs to the malevolent hypnotic power of 28 million Nintendo Entertainment Systems. Horror stories abound in the media about successfully suicidal Zelda freaks and mini-Marios knocking their heads against brick walls, so now the industry is fighting back with applications that should earn parental respect. The Miracle is currently top of the list...

It's a neat package, featuring a 49 full-size, velocity sensitive keyboard, 128 digital sounds and effects, 16 note polyphony, and a multitimbral MIDI specification. The secret, however, is the NES cart that comes with it – containing a graded series of over 200 piano lessons, presented in formats ranging from video game-style exercises to standard musical notation and theory.

The Miracle keyboard is significant because it shows what can be done when a computer system achieves mass market penetration in the way that the NES has done. Suddenly all kinds of applications that would previously have been too costly to produce can get onto the market by borrowing processing power and VDU presentation from the NES. Stand by for even more add-ons of this nature if the Super Famicom, which has better interface capability, achieves similar market penetration.

The Miracle keyboard: plug in and play along



Nintendo dominated an entire pavilion at CES. With US sales now topping 28 million units, there is a Nintendo console in one of every three US homes...

DRIVE BY WIRE

Blaupunkt's Travelpilot uses CD's to store comprehensive map information that links in with wheel sensor input to tell a driver exactly where he is and how he can reach his destination. Pioneer unveiled a similar system that uses satellite navigation signals rather than wheel sensors. Both systems cost around \$3500.

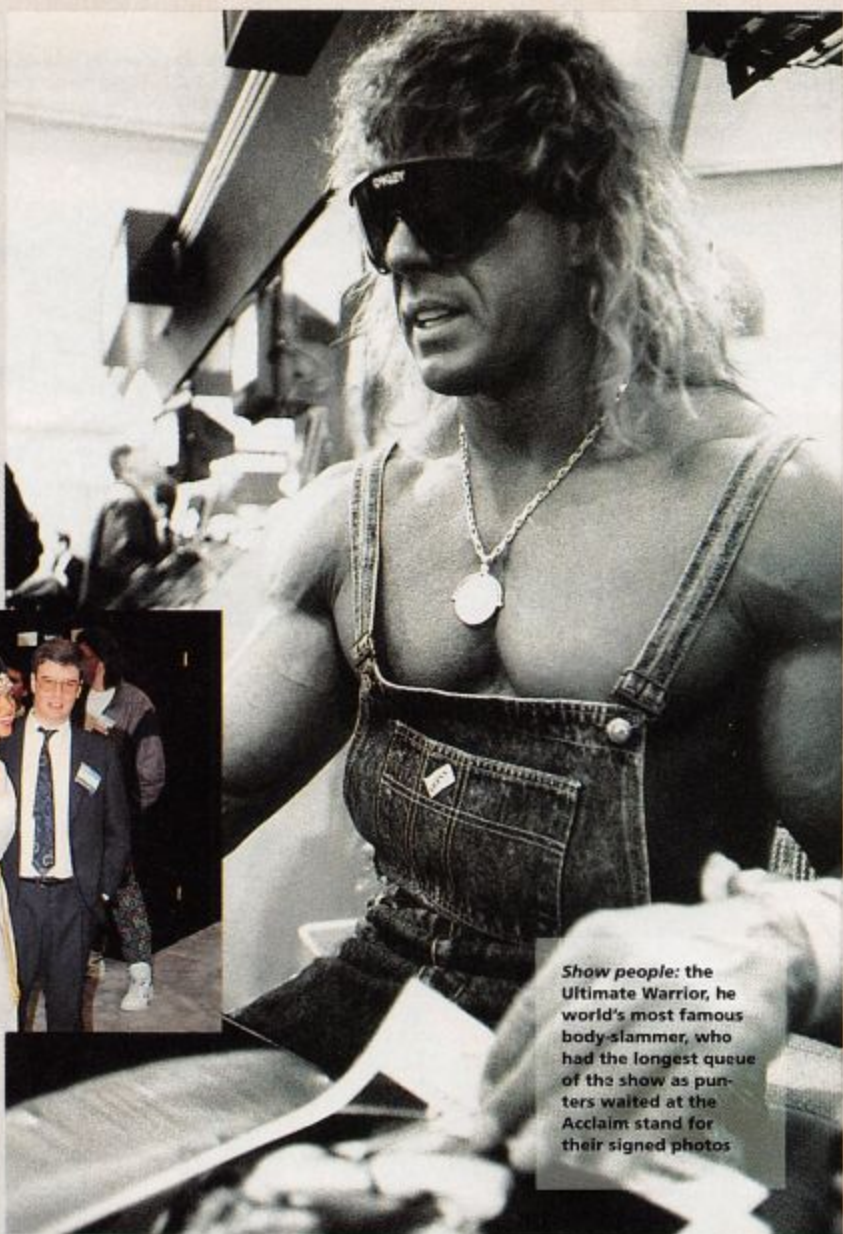
It's beyond any mortal's capabilities to give you a comprehensive round-up of what went down at this year's show. On these three pages we take a whistle-stop tour through a whole range of widgets and topics that you may find compelling, irrelevant, or downright absurd. Elsewhere in this issue you can check out some of the games software we tracked down and there are also additional features on CD software, the latest news on virtual reality, and console development technology at Electronic Arts' San Mateo office. Enjoy...



Game Boy products filled the Nintendo pavilion. Info Genius had the neat idea of designing a Personal Organiser cart with battery-backed up RAM. The only problem was the fiddly data entry using the rocker switch and buttons to locate and enter letters.



Show people: UK's Incentive boss Ian Andrew found himself an angel (we promised not to tell his wife)



Show people: the Ultimate Warrior, he world's most famous body-slammer, who had the longest queue of the show as punters waited at the Acclaim stand for their signed photos

IN CONTROL

The games at CES were, for the most part, predictable and uninspired. Not so, however, the devices on offer for controlling them. Surprisingly, there was nothing on show in the 'cyberspace' user interface categories of body suits, datagloves, or eyeball tracking devices. Instead, we had sticks, chairs, and even a speech recognition device - the Voice Master Key system, which gives you vocal control of your lasers (or your spreadsheet). Currently only available for the PC, VMK will recognise up to 64 voice commands which can then be applied to user-defined keyboard sequences. Since these sequences can load in other files, the possible applications are endless. Now you can just say 'Thanks, John' and hey presto! Word processor loaded, standard thank you letter printed out...



Turtle power in the palm of your hand

This charming device says 'F***k you!' and other endearing phrases in a tinny voice. It will cost you \$19.95 retail and is the sort of thing you buy when you know you've got to buy something for somebody and don't particularly care what it is. Enough said, in more ways than one.



The Action Chair and somewhat similar competitor Hot Seat both aimed at giving 'seat-of-the-pants' control of your game or flight sim. Elsewhere we had the usual yokes and multi-button joysticks.



A transparent marketing gimmick from one mouse manufacturer



Many Americans have a problem: their bodies are too big. Answer, an electronic alarm fitted to the fridge door.



The Steadicam Jr: slick and oh so smooth...

STAR OF THE SHOW

It's a bit depressing to have to announce that the most stunning exhibit at CES didn't have anything to do with computer games at all, but with the rapidly exploding video camera market.

As soon as you abandon the limitations of the tripod and start composing dynamic shots with either a cine camera or a video camera, you come up against camera shake. Professionals use a device called the Steadicam which employs a complex system of counterweights and harnesses to allow a trained operator complete freedom of movement but without any discernible judder on-screen. You can follow Warren Beatty from one bedroom to another, up and down stairs, in and out of cars, without so much as a jiggle.

Now the makers of Steadicam have produced the Steadicam JR, an astonishingly simple hand-held device that does the same thing for personal 8mm camcorders. You mount your camcorder on the tripod-style platform, hold the entire assembly by a comfortable grip using one hand (it's remarkably light), and use the built-in high intensity 3.5" LCD monitor instead of the viewfinder. With your other hand, you can manipulate the camera to pan and tilt as you move around. The cost: \$595, and even at that price it has to be an essential purchase for every user of 8mm or lightweight camcorders.

Also on show was an ingenious device called 'In the Picture' that allows you to track action automatically with your camcorder. Simply attach a small clip-on transmitter to the object or person you want 'in the picture', mount your camera on the unit, and it will then track the person/object in all directions. Great for filming tennis, with you on the court instead of behind the camera.

Just as Casio have persevered with all manner of miniaturised watch technologies over the last few years, so Franklin have battled on in the electronic reference widget market. Not content with spelling machines and thesauri, they've now squeezed the Concise Columbia Encyclopaedia into silicon. All entries are cross-referenced and it will even stage trivia quizzes. And if that's impressive, try the Spanish Master - 250000 words from Collins Dictionary in both English and Spanish, featuring a chip set that actually says the words so you can hear how they're pronounced.



Hi! We're the Hot Tot Robots from The Robot Factory in Colorado. We can talk; move forward, backward, left and right; our heads rotate, and we have synchronised, voice activated mouth movement. You can control us with a cassette or by a radio link. We cost \$4295 each. Have a nice day!



Show people: disgusting goings-on in the adult video lobby.



Computer technology hasn't hit train sets yet, but top-of-the-range manufacturer LGB reckons it's only a year or so away



NEW LYNX IN HAND-TO-HAND COMBAT

The Lynx can now be purchased in America for the equivalent of £45. Makes you sick, doesn't it? But this isn't the only surprise in the ongoing battle of the handhelds...

First, the Lynx really has upset the appcart, and not just because of that new low price and redesigned body-shell. While everyone had fallen into the habit of ignoring just about everything Atari, market research suddenly revealed that Lynx sales in the US had topped an astonishing 200,000 machines - more than the Sega Megadrive or PC Engine. Now at \$99, the Lynx has become overnight the handheld to watch in the States - and that could have serious implications for the UK handheld market too.

UK Lynx fans will still have to pay far more for the unit than their US counterparts, so expect a burgeoning grey market in the machines. Expect also to see a growing software base - traditionally the area where the Lynx has suffered seriously in comparison with the monochrome Game Boy.

Sega, meanwhile, got a warm reception for their Game Gear and the NEC Turbograhx, although looking pretty, seemed destined for third place in this particular struggle.

Lucasfilm software supremo A.J. Redmer made an interesting point about handhelds: 'People are only just beginning to realise the implications of the smaller screens,' he said, 'and one thing that's emerging is that conventional video game designs don't work so well on the small format. For that reason, both the Sega Game Gear - which borrows heavily from the Master system market - and the Turbograhx, which runs PC Engine software - are losing out, because the software that worked so well on their full-size counterparts hasn't translated effectively onto the small screen. The Lynx and the Game Boy, on the other hand, both demanded that programmers started from scratch and as a result the software is much more impressive. From a programming point of view, the Lynx is excellent and with this surprising news about sales, I think it's definitely the machine to watch.'

Who would have thought it? Looks as if the Lynx may make it to the big time after all...

The new Lynx design. Smarter, a touch smaller, and a lot cheaper at \$99



Sega's GameGear was very popular, but the new cheap Lynx could knock it for six

NEC's portable - software compatibility, but some titles don't work nearly as well on the smaller screen format and the machine is still struggling seriously in the States and Japan

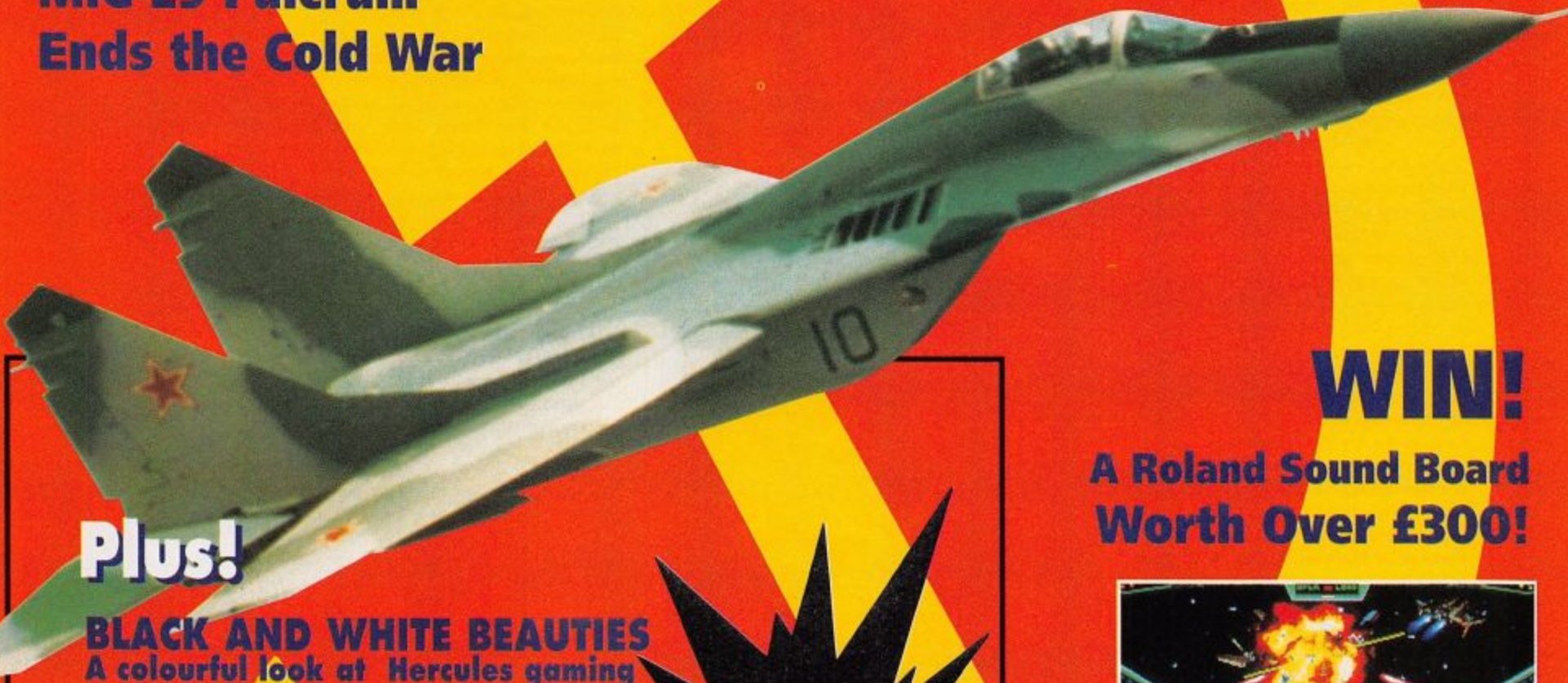
PC

Leisure

The complete guide to PC entertainment

FEEL THE THAW!

MiG-29 Fulcrum
Ends the Cold War



Plus!

BLACK AND WHITE BEAUTIES
A colourful look at Hercules gaming

THE BIG CHEESE
A complete guide to Mice

And...

Over 40 games featured

OUT NOW

**Where's your dangerous disk?
Ask the newsagent!**

WIN!

A Roland Sound Board
Worth Over £300!



FLY INTO THE FUTURE
Origin's Spectacular
Wing Commander
Reviewed



CESoft Spots

Wing Commander was one of the most talked-about games at the show, having earned huge respect among American developers. Not surprising, then, that the sequel, Vengeance of the Kilrathi, attracted a lot of attention.

Scheduled for a spring release, the game features 'extensive' speech synthesis as the original storyline continues with 30 characters, new graphics (both VGA and EGA), and an action-related sound track. Set six years after the original scenario, you endure humiliation as the result of a Kilrathi plot and must start the game in disgrace before working your way up through the ranks all over again.

Origin are already working on a third generation of Wing Commander titles, scheduled for completion at the end of this year and featuring, amongs other things, fully textured graphics – yet another sign that the computer games market and the professional high-end graphics developers are moving closer together. Let's hope someone buys us the 386 PC technology that will enable us to run it!



Future Wing Commander titles should benefit from the new technology being developed by Origin, featuring textured surface details and light-source shading

Nintendo dominated the CES software scene with a mass of (for the most part) mediocre Game Boy releases, but ACE correspondents still managed to uncover a few nuggets of soft, solid gold...



F117A Nighthawk from Microprose looked set to continue the great 'Prose tradition of combat flight sims

Wing Commander 2 – you get synchronised speech synthesis as well as the 256 colour VGA graphics. Unfortunately, you need a high-end PC to enjoy them.



Hot on the heels of Sorcerers Get All The Girls, the ex-Infocom laddies are now hard at work on Timequest from Robert 'Arthur' Bates. Stand by for the ACE review...

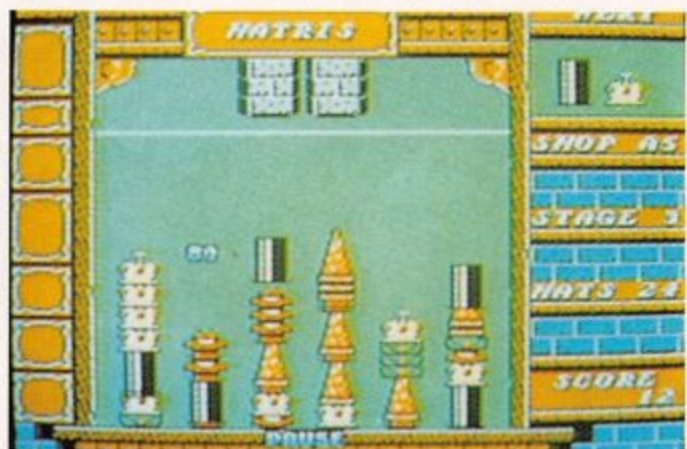
ULTIMA VII

Richard 'Lord British' Garriott is hard at work with the Origin team on the successor to *Ultima VI*. Almost unbelievably, he claims that the new program will be even more of an advance over its predecessor than *UVI* was over *UV*.

'*UVII* will feature the same core routines as *Wing Commander*, abandoning tile graphics for the first time and presenting a single scale universe,' promised Richard. Even bigger changes are promised in the user interface, which does away with complex command input altogether. '*UVI* had two word commands,' says Richard, 'but you could say that *UVII* has no commands at all!'. Sounds like the *Ultima* series is moving even closer to more mainstream 'arcade-adventure' style presentation.

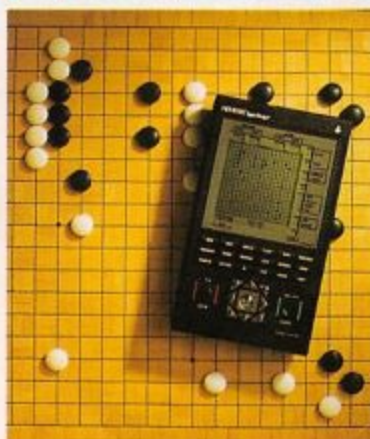
An even bigger change is due to take place in the way you control your party. 'There will be no control over other party members,' Lord British reveals, 'The game takes place in real time, so there will be no time to command your party anyway. They will all act intelligently and independently.'

Origin are also at work on an unspecified driving sim, featuring light-source shading, texture mapping, and 3D terrains. 'I've never seen a car game I've believed in,' complains Chris Roberts, 'We need to come up with something that really FEELS like a car.' Stand by for more news in forthcoming issues of ACE.



Hatris from Bullet Proof Software for the Game Boy and NES. Prettier than *Tetris*, but vulnerable to 'more-of-the-same' criticism...

Meanwhile, *WC* for the Amiga is still under development – a tough programming challenge for converters Mindscape given the amount of data involved but currently scheduled for Xmas 91 release. '*Wing Commander* for the Amiga must do for the Amiga what it did for the PC,' says author Chris Roberts, adding that, '...the one last missing ingredient in the current formula is compact disk. CD will only improve our ability to compete with movies. I can't wait!'. Both *WC2* and *Ultima VII* will be available in CD-ROM versions.

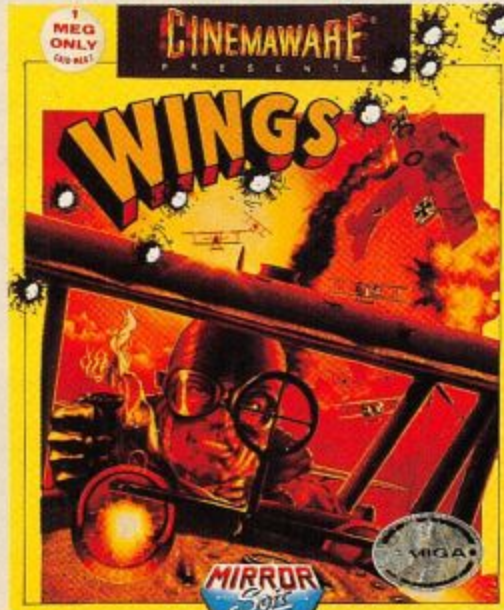


Nemesis' reputable Go software took over fifteen years to develop and is now available in Mac and PC versions. The company have also released this very neat portable version, featuring an attractive LCD display and dedicated controls

SUBSCRIBE TO ACE

If you have enjoyed reading this issue of ACE, you are bound to be interested in our fantastic new subscriptions offer. The offer aims to give you value for money, an easy way to regularly receive your favourite magazine, and - thanks to our friends at IMAGE WORKS - a FREE software gift.

Subscribing to ACE for only £21.60 has so many benefits for the self respecting enthusiast of computer entertainment. Here are a few points to consider whilst pondering this small but worthwhile investment:



WINGS



XENON 2



BACK TO THE FUTURE II

- * Get 12 issues of ACE, the best computer entertainment magazine in the world, delivered direct to your door and we'll pay the postage! This means never having to traipse down to your local newsagents for your copy again.

- * Ensure you never miss out on all the vital information which only ACE gives you and impress your friends with it!

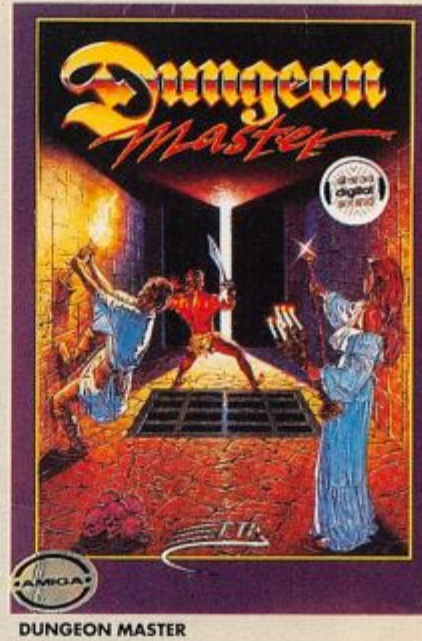
- * Choose from some red hot Image Works games - which can be your absolutely FREE !

Saving yourself between £10 and £25

AND GET FREE SOFTWARE!!

If you take out a subscription for 12 issues (only £21.60) you can choose one of the following Image Works games free! :

- | | |
|-----------------------|-------------------------------------|
| Wings | Amiga only |
| Falcon | Amiga, ST, PC |
| Falcon Mission Disk 1 | Amiga, ST |
| Falcon Mission Disk 2 | Amiga, ST |
| Battlemaster | Amiga, ST |
| Back To The Future 2 | Amiga, ST, PC, Spec, C64, Amst, CPC |
| Cadaver | Amiga, ST |
| Dungeon Master | Amiga, 1 Meg ST |



If you subscribe for 24 issues (£43.50) you can choose one game from the above list OR two games from those offered below:

- | | |
|-------------------|---------------|
| Xenon 2 | Amiga, ST, PC |
| Interphase | Amiga, ST, PC |
| Speedball | Amiga, ST, PC |
| Gravity | Amiga, ST, PC |
| Flip It & Magnose | Amiga, ST, PC |
| Final Battle | Amiga, ST, PC |
| Bloodwyth | C64, Spec |
| Blasteroids | ST, Spec |

*Remember, the above games are only available with a 24 issue subscription.
 NB: 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)	£21.60
12 issues (Air Europe)	£39.50
12 issues (Rest Of The World)	£53.00
24 issues (UK Residents only)	£43.60
24 issues (Air Europe)	£79.00
24 issues (Rest Of The World)	£106.00

We suggest that overseas readers pay by International Money Order.

Place your order by completing the coupon, or send your details on a postcard, or ring our special 24 Hour Orderline Service on 0858 410 088.

Subs Guarantee: If you aren't completely satisfied with your subscription, you may cancel it at any time and receive a prompt refund for all unmailed copies.

TO: ACE SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER, LE99 OAA

NAME :
ADDRESS :
POSTCODE :

I WOULD LIKE A SUBSCRIPTION TO ACE FOR **12 ISSUES** please tick box

I WOULD LIKE A SUBSCRIPTION TO ACE FOR **24 ISSUES** please tick box

PLEASE START MY SUBSCRIPTION FROM THE(enter month) ISSUE OF ACE

MY GAME(S) CHOICE IS :

MY MACHINE IS :

I ENCLOSE A CHEQUE/ POSTAL ORDER MADE PAYABLE TO **EMAP IMAGES**

FOR:£.

PLEASE CHARGE : £..... TO MY ACCESS/VISA/DINERS CLUB/AMERICAN EXPRESS ACCOUNT

CARD NUMBER :

EXPIRY DATE :

SIGNATURE :

SOURCE CODE :0014

Angel Studios are one of the few state-of-the-art computer graphics companies hell-bent on giving us all a good time....not content with their superlative animations for film and television, nor with the development of their own powerful virtual environment software Scenix, they're now branching out into arcade entertainment and virtual sex.

Virtual sex?!

Correct. No less than seven minutes of it. Angel are working on a multi-million dollar movie that takes a futuristic look at one of the more exotic applications of virtual reality – making love using 'virtual bodies'. Although it might sound a bit on the Soho side, the storyboards manage to combine technical authenticity with serious speculation about the practical implications of a world dominated by virtual reality systems.

'We're very committed to the idea of entertainment and VR,' said Angel's director of computer simulation and software development, 'and apart from the film we currently have two projects under development in the arcade field



To produce their state-of-the-art animations – this was produced for San Diego's Sea World complex – Angel Studios use Silicon Graphics equipment giving them 17 million colours and a resolution of 4000x4000. Graphics are either modelled in software or scanned in from photographic originals and then re-processed. Artwork is input either by scanning or using a digitising table with a .001" resolution. During animation, multiple bit-planes are used for scaling rather than software scaling routines, giving the maximum possible degree of realism.

(see photos). To date, most of Angel's work has been in the TV and film animation world but they've also done some '...defense work – which has been very useful for developing routines that could be used in games.'

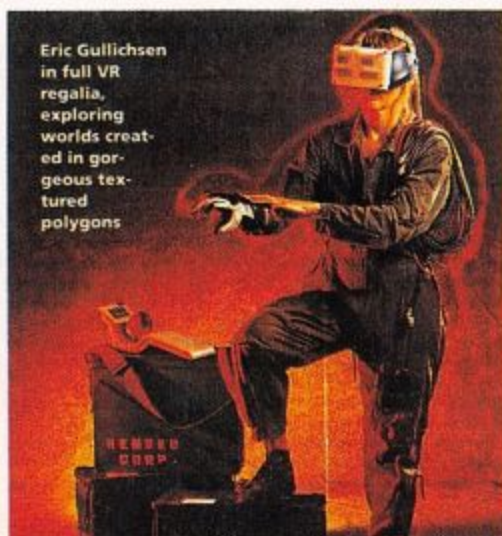
Check out the pics on this page and don't miss our forthcoming major feature on Angel Studio's film and arcade developments.



Angel Studios are now branching out into the entertainment field. They have three projects under development – a film about virtual reality (that's a sketch from the storyboard at bottom right) and two arcade developments featuring hydraulic frames. Stand by for a full scale feature on these, currently under preparation at the ACE Synapse Centre

virtual SEX!

Virtual reality systems are entering areas of entertainment that other technologies simply cannot reach. ACE jacks into Californian cyberspace with news of the latest VR developments



Eric Gullichsen in full VR regalia, exploring worlds created in gorgeous textured polygons

PUTTING ON THE FEEL

It's 7.15pm and the campus of Stanford University, Palo Alto, California, is closed down for the night. Surrounded by dark alleyways leading off into areas of impenetrable shadow, all you have to guide you is a rumour that pioneering VR company Sense8 are to demonstrate their latest DVI-based virtual reality system in building 420-041. This building could be anywhere within several square miles of Freddy Krueger-infested cul-de-sacs, corridors, and classrooms. Your interest in new technology is hitting an all-time low...

Half an hour later, thanks to chance encounters with two apparently normal denizens of darkness, your interest in new technology is not only revived but heading for the roof. You're in a small lecture theatre and there on stage Ken Pimentel of Intel is demonstrating the fruits of his latest project – a multimedia virtual reality system based around Sense8's *WorldTool* virtual world construction software, two DVI boards, a CD-ROM drive, 25MHz 486 processor, 320Mb hard disk, VGA graphics, and additional VPL hardware.

The excitement is all due to the massive graphic enhancement of virtual realities possible using this new system – which is also far cheaper than other set-ups. This improvement is all due to combining the graphics handling power of Sense8's *WorldTool* software with the processing power of DVI. Using this system means that virtual worlds

VIRTUAL PROBLEMS

Ken Pimentel of Intel reckons that despite all the excitement, there are still some very serious obstacles to overcome in the quest for the ultimate virtual experience.

● **Resolution**

Current VR headsets are geared to work at a resolution of 360*240 and the display is magnified up to 3 times. The pixels are therefore 'enormous'. We need at least a resolution of 1024*780'.

● **Cost of Headsets**

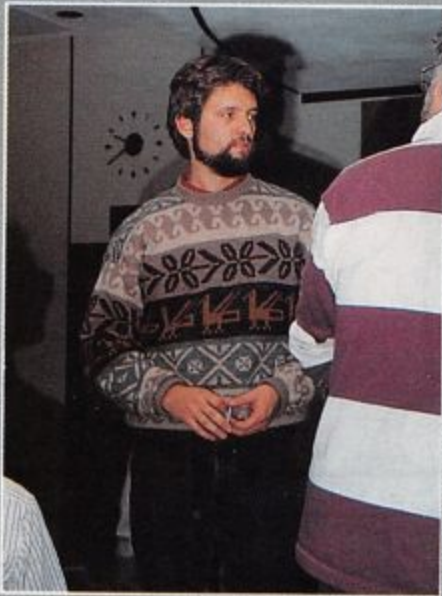
Currently £3K-£4K. Need to be less than £500.

● **Human factors**

This encompasses several different but related difficulties: the weight of the headsets, for example, and tripping up over cables. Another major problem is 'reality switching' – the user is so immersed in his virtual experience that actually operating the equipment becomes a problem.

● **Position sensing**

Most current systems are expensive, of limited range, and sensitive to 'noise'



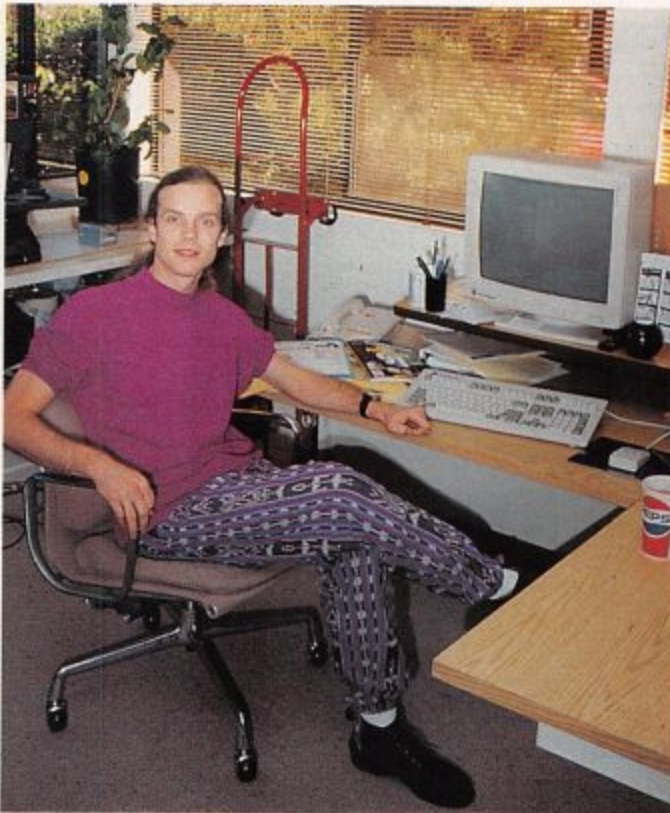
Ken Pimentel, who's been working for the last six months on the development of the Intel/Sense8 VR system, still sees serious technical challenges that need to be overcome in VR



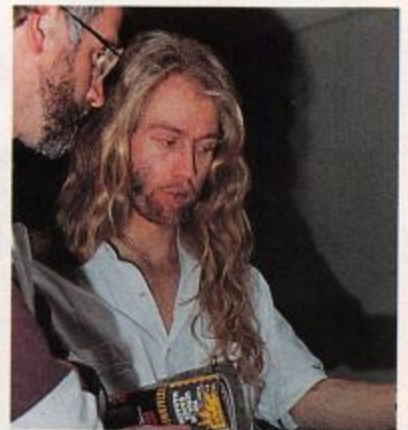
Angel use real-life models as the basis for facial animation. Gridlines are drawn onto the model's face and used as the basis for polygonisation during the modelling process. The human face often requires as many as 15000 polygons for accurate simulation and animation



One of Michael's most important utilities, Keyframe, running on Angel's Silicon Graphics equipment



Brad Hunt, Director of Computer Simulation and Software Development for Angel Studios. His credits include work on *The Last Starfighter* and contributions to the special effects in *2010*



Eric Gullichsen of Sense8, clutching a copy of ACE, and pointing out some of the finer attributes of the new DVI/Sense8 VR system



The Spaceball is just one of the control devices accepted by the Sense8 system. Useful for VR exploration, it's a 6D unit, giving control over X,Y,Z co-ordinates and pitch, roll, and yaw

need no longer be composed of flat-shaded polygons that look like something out of a mildly enhanced version of *Battlezone*. Instead, you can now see the details of your surroundings vividly brought to life using real-world textures.

'DVI offers some important features for virtual environments', points out Ken, 'First, it gives us full motion video at 30 frames a second and full stereo sound. It can also combine video and graphics overlays. It also provides special video effects functions including texturing and fades, mosaics, blend, and so on.'

'What's more, the texture processing of DVI allows terrain mapping – very useful for flight sims and driving games. It also allows object texture mapping and textured horizons.' The result is a virtual world that looks infinitely more real than previous attempts.

In addition, Sense8's powerful *WorldToolKit* software provides real-time rendering of graphic images, sensor drivers to interface with the real world (through such equipment as VPL's Eyephones and Mattel's Powerglove), and 'geometry readers' – modules that input graphic 3D models created using other software such as *AutoCAD*.

For games development, all objects in *WorldTool* can have 'tasks' associated with them, just as in Incentive's *3D Construction Kit* you can attach conditions and actions to objects. This means, for example, that can have velocity,

"Software modelling is still the big problem with handling complex 3D environments in real time. People have been putting more effort into the hardware, but not enough into graphics data handling."

Brad Hunt, Angel Studios

acceleration, and conditions attached to it that will simulate gravity in your virtual environment.

Eric Gullichsen is bursting with justified enthusiasm as he announces that this new DVI/*WorldTool* system is available for under \$20K. Indicating a screenshot of an older, untextured polygonal display, he asserts that 'Virtual realities that look like this are no longer acceptable. Once you add textures, things stop looking cartoonish and become video-realistic.' Don't miss next month's instalment of ACE's VR coverage to see exactly what he's getting so excited about...



Michael Limber, Director of Computer Animation, uses experience in architecture and industrial design to generate complex and detailed 3D environments.

This superb dragon from Angel Studios came to life in a Nintendo advertisement



ONE DAY AT A FRIENDS HOUSE...



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



HOLD ON!
THESE ARE COPIED
DISCS!!

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



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

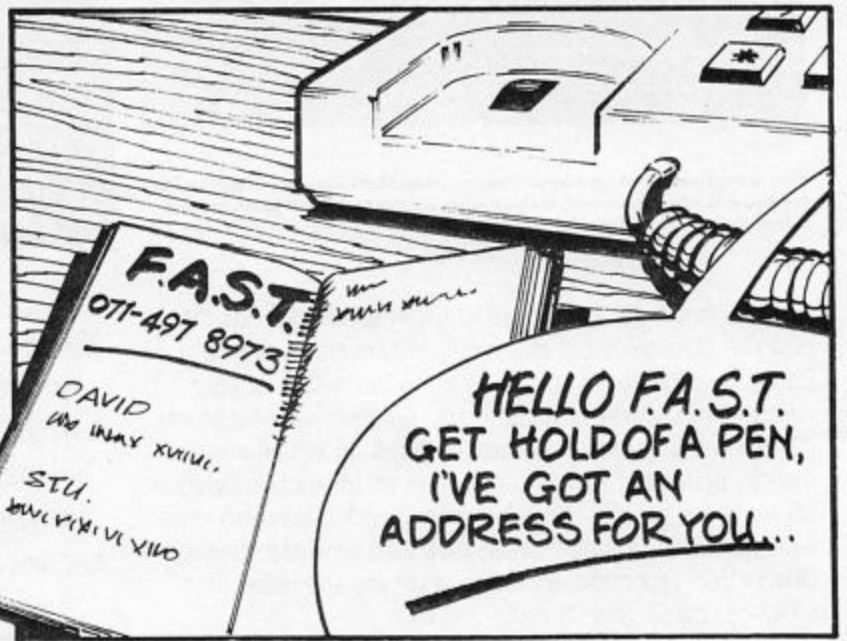
IT'S UP TO
PEOPLE LIKE YOU AND ME
TO STOP THE PIRATES-



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



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



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

£1000 REWARD

FOR INFORMATION
LEADING TO A
PROSECUTION
& CONVICTION

THIS CAMPAIGN IS ORGANISED BY
ELSPA
EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION

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

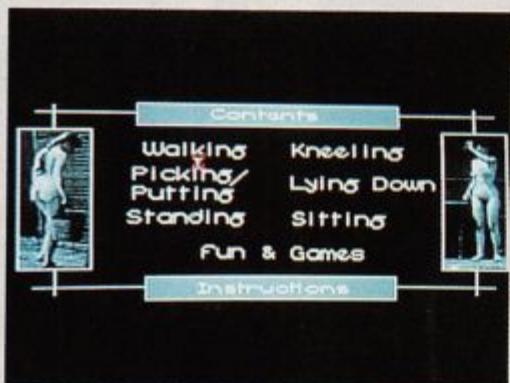
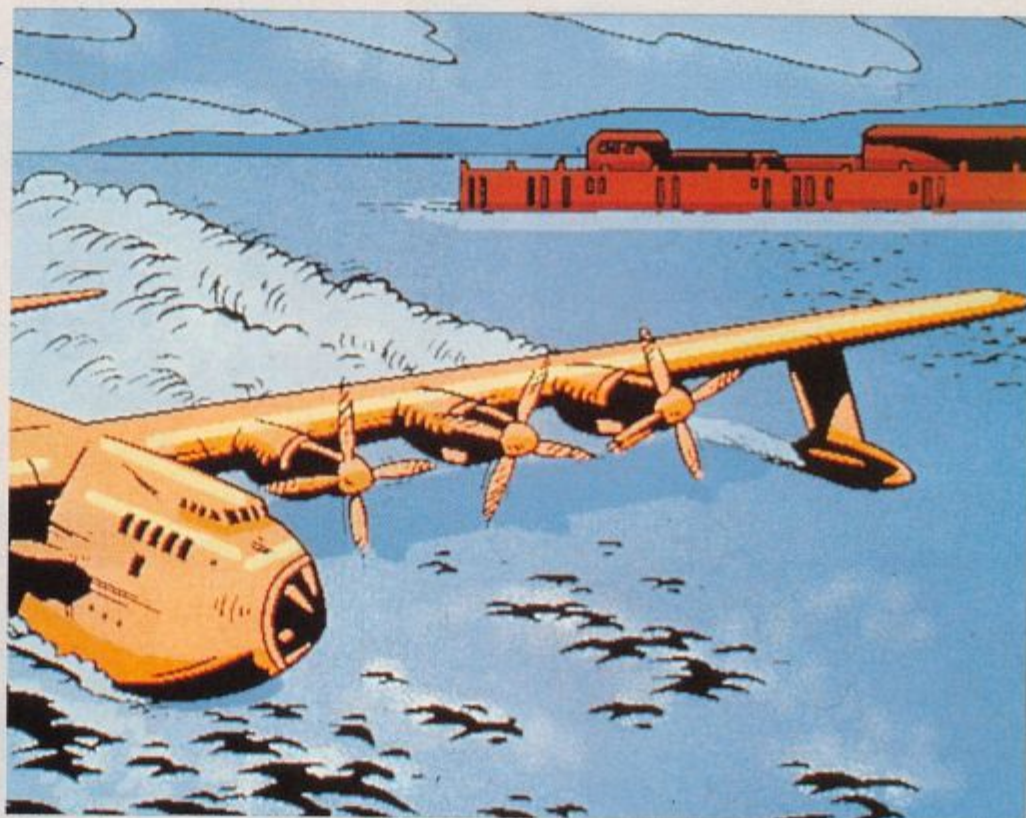
TELEPHONE 071-497 8973



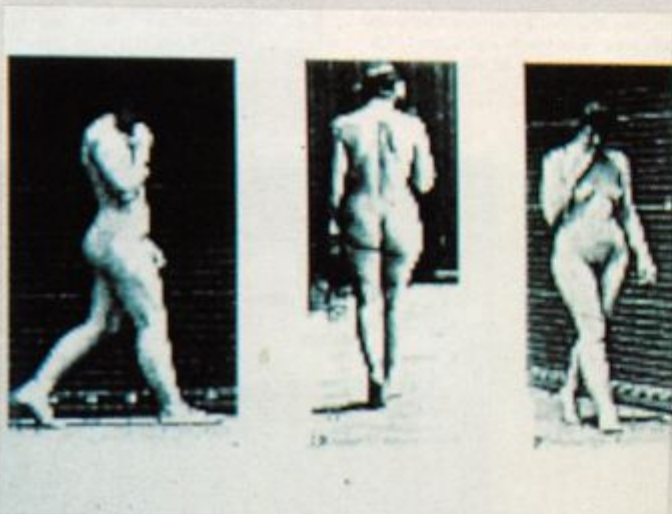
AMIGA UPGRADE

The CDTV Amiga upgrade looks rather like the old C64 disk drives: a cream coloured box with a slot for your CD in the front. It will enable Amiga owners to play all CDTV software, though rumour suggested you might have to pay extra for the infra-red controller if you wanted to abandon your keyboard. Price for the unit has not yet been announced but could be high: maybe as much as £299. Commodore claimed the unit on show was the finished version and that supplies should be available in the UK this summer.

The Cautious Condor and its owner are shamelessly modelled on Howard Hughes and the Spruce Goose.



Clement Chambers is at it again. CRL boss Clem obviously thought long and hard about how to get naked women onto the screen in the best possible taste. He ended up by using his own production utility DUNE (covered in ACE 30) to provide an animation database of early cinematographer Muybridge's naked women. Er...thank you.



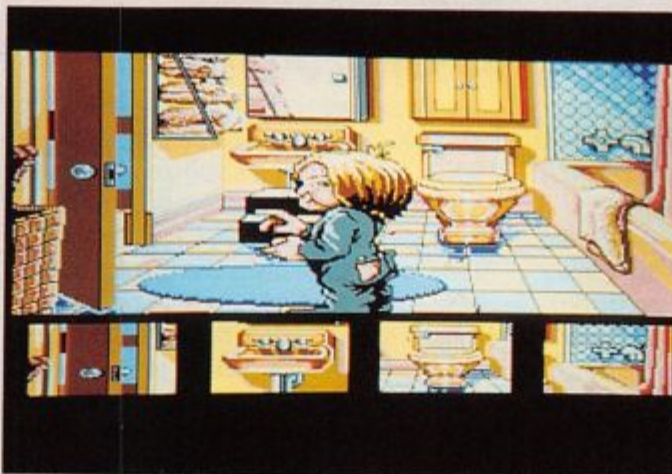
CD Countdown

CDTV, a CDTV upgrade for Amiga 500 owners scheduled for summer launch, and oodles of software were all on show at CES. These are the sort of titles that Amiga and CDTV owners could be getting their teeth into in just a few weeks from now...

1 991 looks like being the year when CD software finally takes off. CDTV is now a certainty for a spring launch (barring acts of God and bankers), NEC are achieving an ever wider user base for their PC Engine CD software, the FM Towns continues to attract developers despite a tiny 70K user base in Japan, and Nintendo did nothing to quell rumours of a cheap CD-ROM add-on for the Super Famicom.

Other rumours included a forthcoming FM Towns launch in the US and Europe, based on the machine's PC capability and an alliance with Microsoft. Those with money in their pocket can look forward to the possibility of buying a Towns complete with Windows 3, superlative graphics, and a whopping great price tag in late 1991 or early 92.

Nobody was particularly excited by all this but, perhaps better, everyone owned up to a firm conviction that not only was CD



Lawrence Productions McGee takes a Cosmic Osmo approach to children's entertainment. You can guide McGee around his environment and get him to perform certain actions simply by clicking on one of the option icons. In this case, we've sent him to the toilet, but he is politely gesturing for us to leave the room before he gets down to business



Commodore have redesigned the user interface for the CDTV to cater for all linguistic groups. There's also a very attractive audio CD control panel featuring all the usual high-end CD utilities (shuffle, loop, time elapsed etc)



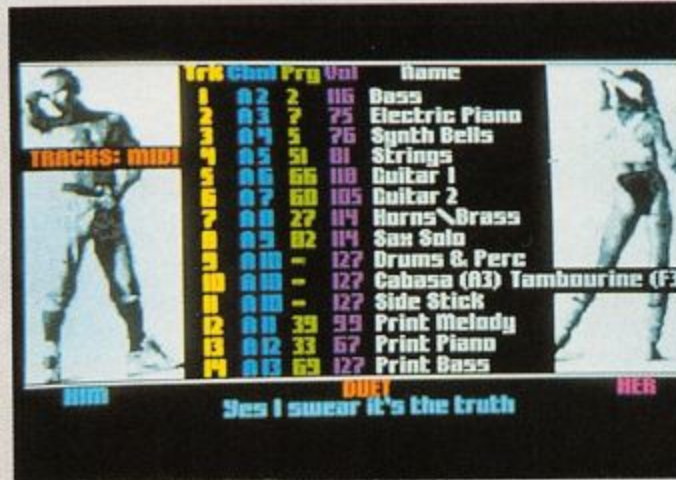
There's no animation in the Cautious Condor and no digitised graphics. Ah! What a relief!



The World Vista Atlas gives you that oft-quoted facility to spin the globe, zoom in on a continent, zoom in on a country, and then finally zoom in on a specific area for geographical information. Only CD storage capacity can give you this!



Every character, scene, and object you encounter could be significant. There is no guarantee that your travels will reveal sufficient evidence to make a successful accusation...



CD+G enables you to display simple graphics and text while your commercial CD+G audio disk is playing. In this case it's being used with the CD+G+MIDI function, showing you which MIDI channels are being used by the current disk and - at the bottom - which vocals are being sung. Result - you can not only singalong Karaoke style but can also change the orchestration by feeding the MIDI track into your synth and getting CD audio, synth, and your own voice all working together!

SOUNDS FAMILIAR?
Movie buffs may like to know that one of the voices in the *Cautious Condor* is done by an actor from the cult movie *Surf Nazis Must Die*. A small prize to the first person (if anyone!) who can let us know which voice it is...

the way to go, but that we'd be going that way during the year, with a mass CD software market now only two to three years away.

And, putting their money where their mouths are, the software companies responded by showing more CD product than ever before...

WILD BIRD YONDER

Star of the CDTV show was Tiger Media's *Case of the Cautious Condor*. Set in 1937 it takes a classic Agatha Christie approach to detection as you guide a detective from one location to another on board the *Cautious Condor* flying boat following the murder of the owner's son.

'Structurally,' explains TM's boss Laura Buddine, 'it's a maze in time and space. The model for the game was taken from an interactive theatre group in the States who stage events in houses to which the audience is invited. You wander from room to room and scenes are taking place all over the place. Your experience differs according to which rooms you visit.'

There are three hours of audio visual material on the disk, but playtime is limited to 30 minutes - approximately the time the detective has to solve the murder, so the game is almost a real-time experience. There are 15000 paths through the game and only one solution - despite the fact that the game has already been available for some time on the Towns and Tandy CD PC, TM know of only one successful solver. The solution can only be had when your detective (who is intelligent and remembers



Your detective is intelligent and remembers everything he sees. When he has amassed sufficient evidence, you and he can crack the case together.

everything he sees) has enough evidence to make a correct accusation.

Interestingly, TM have avoided animation. They were already tight for space (yes, tight - even on CD) and decided instead to concentrate on creating a 1930's comic strip atmosphere with hand-drawn graphics. For this reason, they also abandoned the idea of digitised graphics: 'These would have been cheaper for us,' claims Laura, 'but we kept thinking that digitised realistic graphics would actually have begged the question as to why things weren't moving. We abandoned the animation because we wanted to a good game, not bad TV!'



Our House gives you a chance to move through time and space as you not only explore a house but also get the chance to see and hear what it must have been like in other historical periods. For example, we can click on the stove in the kitchen (as here) and not only get information on how it works but also see stoves from other time periods by clicking on the icons for different human generations at the bottom of the screen

Hmmm...we reckon that's an acute observation that a lot of other CD developers could and should take note of.

The audio track uses a dozen actors from an American troupe that specialise in recreating 30' radio drama. All of the SFX were generated by traditional radio techniques (fiddling around with bowls of water etc) rather than by synthesis.

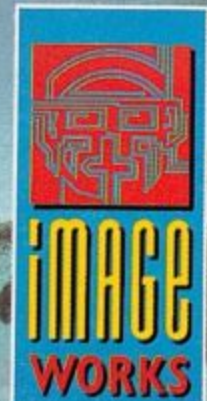
This game doesn't break any technological barriers. Instead, it's set out to achieve perfection of its own kind, and undoubtedly succeeded. Check out the screenshots for a glimpse of some other CDTV products...

THE KILLING CLOUD™



JOIN THE SAN FRANCISCO POLICE DEPARTMENT AND UNCOVER THE SINISTER MYSTERY OF THE **KILLING CLOUD**

Screen Shots: Atari ST version



©1990 Mirrorsoft Ltd ©1990 Vektor Grafix Ltd Image Works, Irwin House, 118 Southwark St, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494



WEST SIDE STORY

Sega are now claiming sales of nearly a million Megadrives in the States (where the system is known as the Genesis); there are already 28 million NES systems; the Game Boy is selling hand over fist; over 200,000 Americans are in love with the Lynx. While one half of the country glues itself to the TV screen for religious inspiration, the other half gets stuck into *Super Mario*, which some people think is the same thing.

As a result, companies like EA and Lucasfilm – traditionally the home of state-of-the-art PC software – are now having to turn their attention to the cut and thrust of the console world. How are they coping?

RANCHY BUSINESS

ACE readers may remember our exclusive coverage of the Skywalker Ranch in Lucas Valley. Created by George 'Star Wars' Lucas for his software and technical whizz-kids, the period-style buildings include a complex of spacious wood-paneled stables that house Lucasfilm Games.

Lucasfilm are now combining their high-end PC games development with programming for the NES. As a result, they're just about to release two games that could hardly be more different: *Secret Weapons of the Luftwaffe* for the PC and *Star Wars* for the NES, both of which you can see shots of on these pages.

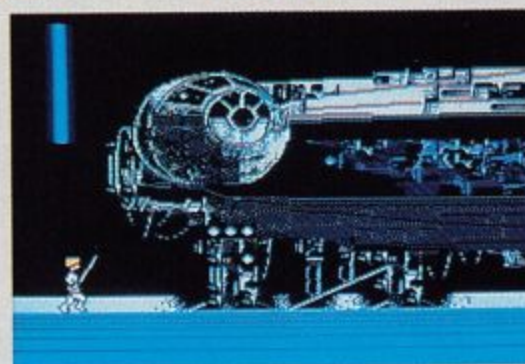
'We're going very carefully into console development,' says software supremo A.J. Redmer, 'we've done the programming for *Star Wars* but we've teamed up with JVC for the sales and distribution.' This approach has insulated Lucasfilm from much of the upheaval (mostly financial) normally associated with console publishing, so computer game buffs who appreciate the company's sophisticated PC product needn't worry that it will be drowned in a flood of marioware.

Meanwhile, Lucasfilm are still keeping very close tabs on future technology. Although very taken with the Neo



Technical director Doug Crockford and producer Kalani Streicher relaxing on the Ranch. 'My ideal machine is possible right now...' claims Doug

Lucasfilm and Electronic Arts are at the forefront of games software development on the West Coast. ACE goes live in America...



Star Wars looks impressive on the NES and points the way towards the possibility of some of Lucasfilm's more sophisticated games being produced for 16-bit consoles in 1991. More news on this release in the news section of this issue



Larry Holland lives, breathes, and programs World War Two aerial combat scenarios. 'The research is the really satisfying bit,' says the man who's probably read more WW2 air force books than anyone else, but he hints that his next game will take place in a different setting

IT'S A DOGIE'S LIFE

Workers on Skywalker Ranch really have to slum it at lunchtimes. A quick stroll across the landscaped gardens, past the 19th century-style conservatory, and into the authentic Olde American manor house, the Lucasfilm slaves are corralled into a plush dining room where they have to endure the cooking of a master Cordon Bleu chef. On the menu when we arrived:

1. Sauteed pork chops basted with Fuji apple sauce
2. Yellow Finn potatoes
3. Boiled red cabbage with fennel
4. Garden salad

Yes, it's a dogie's life at the ranch.

Geo ('You could do some seriously impressive development on that machine', gloated AJ), the lads are obviously hanging on for a whole new generation of hardware that will take them even closer to the technology and creative opportunities now enjoyed by their film colleagues at Industrial Light and Magic.

'My ideal machine is possible right now,' announced tech-boffin Doug Crockford, '...it has full motion video, real time digital compression, and high quality stereo audio with dynamic real-time mixing. The big problem is that the current CD-ROM standard just isn't good enough. We've already conceived a system here that can drag data off compact disk far faster – and certainly fast enough for FMV – but the trouble is the standard CD-ROM drives can't handle it. You need a lot more bandwidth if you want to be truly interactive.'

CONSOLE ARTS

A few miles further south of Lucasfilm, EA have committed very heavily to developing for the Sega Genesis. Under the



SWOTL gives you the choice of three American planes to fly ranging from the P51 Mustang to the massive B-17 Flying Fortress. The game comes with a 225 page manual packed with contemporary photos and information. In-game graphics were by Jim McLeod and Martin Cameron



Greg Hammond, producer of *Secret Weapons of the Luftwaffe*, 'flying' one of the P47 models they digitised in their search for the perfect plane animation. Graphic artists Jim Mcleod and Martin Cameron digitised models like this in different positions and sizes - the program then does all the 'in-betweening' necessary for dynamic scaling during flight

planes were a little bit slower, but the real improvement is that in *SWOTL* they don't appear close up quite so soon - first they're little dots on the horizon and then, as you fly past, they're scaled very rapidly giving you a real sensation of speed. This is particularly important because in this game we have jets doing as fast

SWOTL SECRETS

Secret Weapons of the Luftwaffe features several significant coding developments that make it even more playable than its popular predecessor, *Battle of Britain*.

First, there's increased artificial intelligence in the opposition, making the challenge tougher and more engaging all round. But according to producer Greg Hammond, 'What makes this product really come alive much more than *Battle of Britain* did is that now we have this dynamic scaling where, if an airplane is in the distance and it's coming towards you at 400 mph and you're in a fighter at a similar speed, it means your rate of speed at closing is 800mph combined. In *Battle of Britain* the



Secret Weapons of the Luftwaffe sends you back to World War 2, but this time the game designers have speculated as to what might have happened if Hitler had succeeded in bringing some of his more obscure research projects into the war. Despite the speculation, the research is meticulous and historically accurate as the player dogfights and campaigns against the ME163 rocket plane and the Gotha 229 jet-powered flying wing



Luc Barthelet, heading up console development technology at Electronic Arts USA

Enemy up ahead! *SWOTL* features speedier animation and more detailed 256 colour graphics. Once you've shot them down, you get instant replay - numerous other features include in-flight maps, a custom mission builder, and a pilot's service record to keep track of your performance



guidance of development manager Luc Barthelet, console games are developed using a powerful Mac-based system with code being written in C and assembler. They then use a special utility to track down the areas of the code where the CPU is getting bogged down during run-time and optimise the relevant passages.

The latest fruits of this labour are *Road Rash* and *PGA Tour Golf* for the Sega. Still in development, *Road Rash* blends *Super Hang On*-style bike racing with aggressive punch-and-prang tactics as you race against fourteen other riders on public roads. High points are the animation of your figure as he lashes out at the opposition, takes a tumble, shakes himself, and clammers back onto his machine.

PGA Tour Golf on the Genesis takes most of the strengths of the computer version with fly-by views, tips from professionals, good shot options, 3D contoured greens, four courses, statistical tracking of your performance, and instant replay. You can also play against one to four human opponents.

EA have fifteen in-house programmers, all with PC or console experience, aged between 25 and 30. Most of their games take around 20 manmonths to develop with up to three programmers and three graphic artists working on each title. 'Right now, we're looking ahead about one year for CD products,' says Luc, '...and then we can go from the problems of squeezing graphics onto floppies and cartridges to the problems of expanding them to fit 100mbytes!'



Go LIVE to California!

The ACE Interactive Phone Line features live mini-interviews with Lucasfilm and EA developers. Dial now! They're on-line from the official ACE on-sale date (8th February) for four weeks.

0839 121105

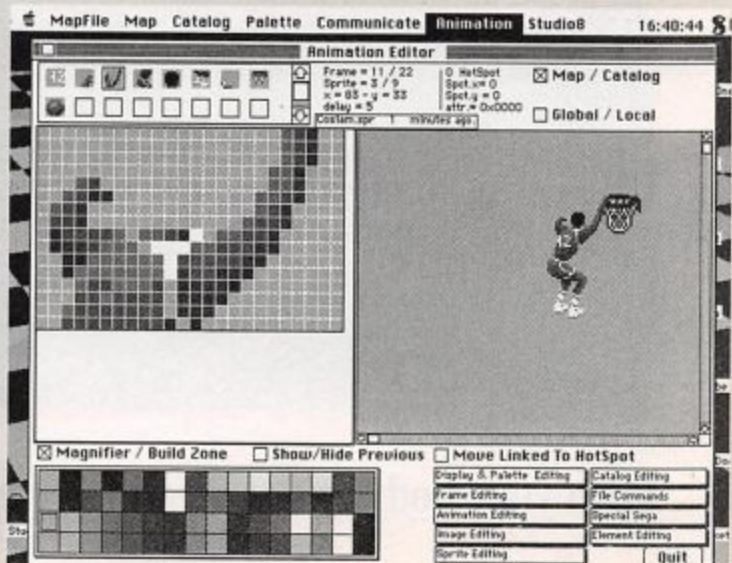


Most of EA's development is done on Mac systems..

...with special hardware that enables programmers to switch instantly into Sega emulation mode...



...and powerful software development tools. This module enables graphic artists to work on bitmapped backgrounds and sprites which can then be translated into character-block graphics (used by the Sega and, in the old days, by the C64 and Spectrum) and back again at will.



FLAMES OF FI

MIDWINTER II

FLAMES OF FREEDOM

Sixty years ago the ice-bound island of Midwinter was saved from the threat of destruction at the hands of invading hordes; but a prosperous future was denied by a greater enemy - the Earth's changing climate. Reclaimed by the seas which had created her, Midwinter was abandoned by her people, in search of a home on any friendly island standing tall above the rising seas.



"In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

The enslaved islands are home to freedom fighters looking to break free from Saharan domination and join the Federation. The mammoth task facing the Federation is to covertly aid the liberation of as many islands as possible before the Saharan Empire makes its final push for Atlantic domination. The Flames of Freedom must be lit. The torch is about to be passed to you."



ATARI ST
SCREENSHOTS

Push your body and your wits for hours on end against the most amazing, exciting and adventurous

FLAMES OF FREEDOM

As the best Field Agent the Atlantic Federation has, you are charged with the execution of highly dangerous clandestine missions on each of the forty-one islands. Each island has its own political, administrative and cultural perspective, so each mission will require different aspects of your chosen physical, mental and psychological skills.

RESTRICTED

MISSION BRIEFING - BENI MAZAR

Your first mission objective is to sabotage a Power Station. You'll need to think through the entire process for yourself:- steal explosives from a local army base; find the engineer who designed the station; rescue his daughter to persuade him to give you the plans; hijack a vehicle for use; dodge or kill the sentrys; plant the explosives, and finally escape unseen.

In every mission, you are on your own, but not without help. There are 4000 individuals with which you may interact, including friends, foes, and foes pretending to be friends. Every character has their own looks, personality and life history to assess. You have twenty-four modes of transport available to you, across land, through the air and both across and through the seas. You have over a quarter of a million square miles to cover, all mapped using Maelstrom's unique 3-D light sourced fractal landscapes, and thousands of buildings to explore.

Flames of Freedom provides you with a magnificent strategic challenge, fought according to your strengths, weaknesses and abilities, and visualised via graphics sequences even more stunning than those of its predecessor - with Midwinter II, a new age dawns



Flames of Freedom will be available soon for your Commodore Amiga, Atari ST and IBM PC Compatible, from Rainbird, the Masters of Strategy.



- ★ Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics.
- ★ Choose to use Training mode to practice any aspect of the game, 'Firefight' to try one complete mission, or 'Campaign' to tackle the whole shooting match!

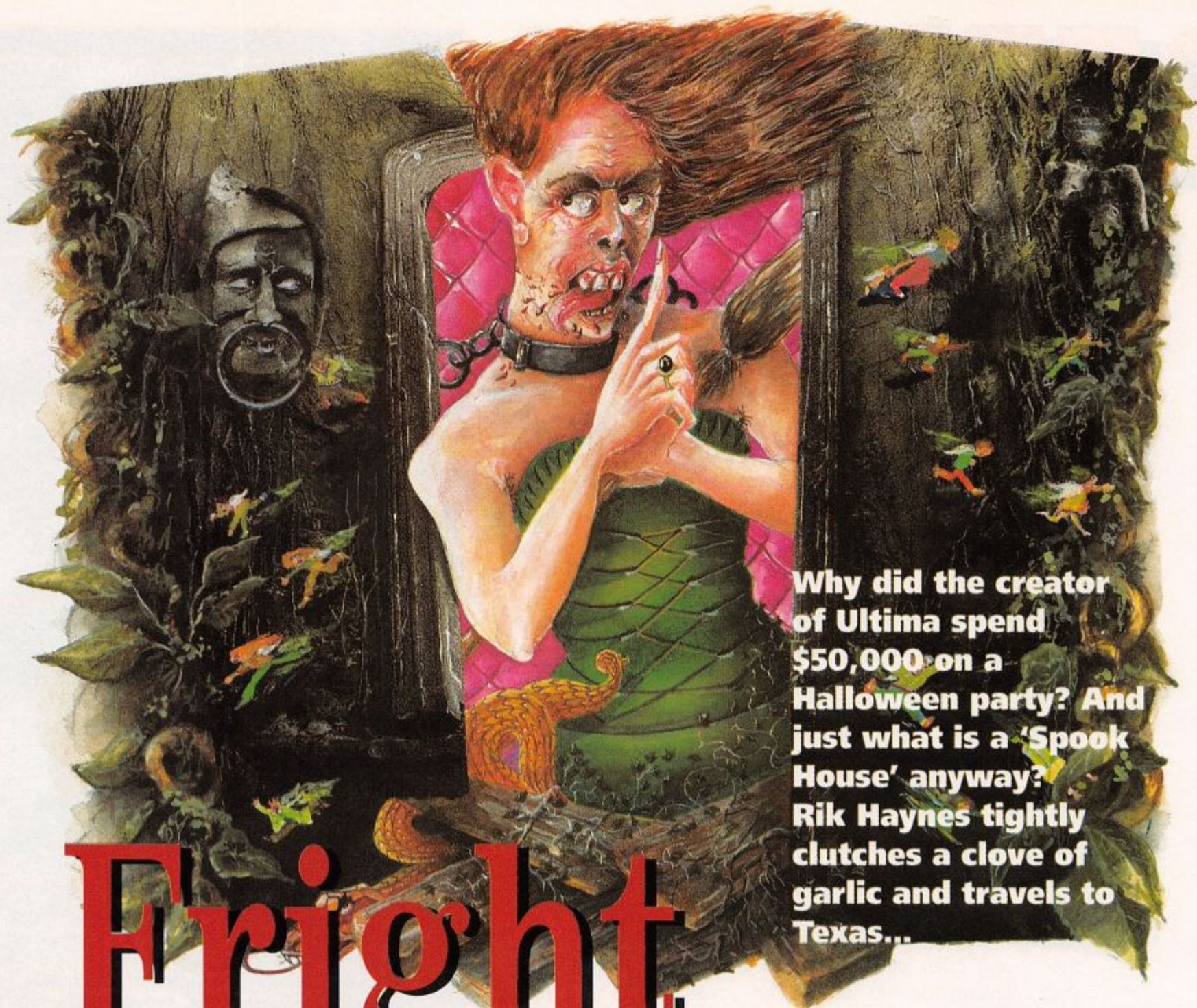


- ★ Cover a quarter of a million square miles of accurately mapped 3-D terrain, generated by light-sourced fractal techniques.
- ★ Auto-route options allow you to plan and execute travel within the 3-D automatically.
- ★ Interact with 4000 characters, each with an individual personal profile.



- ★ Utilise 24 modes of transport, across land, skies and seas.
- ★ Fight with 12 different weapons against a massive array of opposing firepower.
- ★ Use your investigative and deductive techniques to solve endless challenges to aid your progress.

ous strategy game. Midwinter II, This time its personal !



Why did the creator of *Ultima* spend \$50,000 on a Halloween party? And just what is a 'Spook House' anyway? Rik Haynes tightly clutches a clove of garlic and travels to Texas...

Fright Night



Cold fear runs through my body as the sounding of a distant bell is carried on the evening breeze. I carefully continue my journey to Britannia Manor, my heart and mind working overtime in nervous anticipation. The cloudy moon-less sky gives this night of October 31st the perfect setting for Halloween. The night belongs to ghouls, ghosts and Richard Garriott.

This millionaire gaming genius, creator of the popular series of *Ultima* fantasy role-playing games and co-founder of Origin, is now ready to thrill a more select audience of fantasy lovers. I join three town-locals for the quest of a life-time, I just hope we live long enough to tell the tale.

TALES FROM THE CRYPT

Let the quest begin. We follow a path-lined with glowing pumpkin lanterns engraved with the fowl smiles of a devil. Are they laughing at our impending doom? Lord British leads us to the door of Britannia Manor, once the site of a fine Abbey, the home of a now extinct order of monks.

Our guide boldly steps up to the front gates and points his staff at the crystal ball inside the hall. A violent burst of electricity sends the poor soul to his doom. We cannot get in this way. Rumours suggest some of the monks have fled into the nearby woods. Perhaps they know of a way inside this evil place?

A grim guide clothed in black robes wears a haunted look as we approach his encampment. A fire-pit burns bright, something boiling in its dark cauldron. The guide does indeed know of a long-forgotten entrance to the abbey and leads us to it. Along the way he tells us the sad story of this once beautiful building. "The evil sorceress, Minax, took over the Abbey. All who remained have never been seen again. Something vile and terrible must have happened to them. Are you sure you want to make this trip?," says our guide.

The woods are full of werewolves who angrily snarl at the five unwelcome visitors. We keep close to our fearless guide. A horrible noise

commands our attention. Out of the fog we see the glimpse of a horrifying sight, a red-eyed Stalker tows the gruesome skeleton of a horse back into the mist of misery. The Well of Soul tells us to go back.

We reach the forgotten entrance. Vines encircle its Gothic columns like a hangman's noose. The cellar doorway is open but our guide won't go any further. We venture inside and a door drops down over the doorway. There's no going back now. This place is pitch-black and seemingly leads nowhere. Something is in here, we can hear it breath. We run through the wine cellar and up a secret stairway to be greeted by a maid dusting the bedroom. "Be careful, you have entered uninvited and unannounced into the realm of the Evil Enchantress, Minax," warns the simple servant. Our only hope of escape is to find the Gargoyles Talisman. Suddenly something pushes a hole through the bricks and starts to grab towards us. Time to go!

We learn of a creature that lives in the old bell tower, perhaps it knows of the Talisman? Faces, hands and arms push through the walls grabbing at us as we pass through the hallway. We reach the stairs of the bell tower. The bell tolls while bats squeal. A menacing vampire floats down from the ceiling looking for his next victim. Not us pal! We enter a foggy swamp - avoiding the soggy Monster from Under the Waterfall - as we cross the shaky bridge to the misty River Styx and boat beyond. We nervously climb on-board this feeble vessel. The boat suddenly moves by itself. We're less than half-way across, when Swamp Monsters jump out of the water and grab the boat and our legs! The boat rocks to and throw and we nearly end-up in the drink.

The Monster Cave certainly lives up to its name before we stumble upon the torture chamber. We weave our way through wailing victims as Minax's minions prod, whip and torture their pathetic captives. The Gatekeeper opens a creaky gate into the throne room. Minax sits at her throne occasionally using a cat-o-nine-tails to casually whip two little girls - twins tied to the throne. A mass of squirming humans sit on the floor. Dressed in a revealing sea-green gown Minax has a beautiful, sensuous body but as we approach she turns her terribly ugly face to us. The Gatekeeper keeps getting real close to us, tenderly touching each member of our party without speaking a word. Yuk!

Minax requires an offering before she'll give us the Talisman. She marks the forehead of a vic-



tim in our group with a sign of somebody in big trouble. I'm just glad it's not me. "You must seek your exit beyond the realm of mortal souls... in the Nether World," hisses Minax. "Now go!"

We're now barely half-way through our quest. We're scared, weary and at each-other's throats. Before us lies the chapel, snake cave, spider room, graveyard, crypt, gargoyles, gazebo, hanged man, laboratory, stairway to hell, maze, pit and chequered box before the grand finale with the demon in Garriott's double car garage. Sorry, it looks like reality has started to reenter the house of Lord British and our chill-spilling story. Never mind, I've had immense fun while it lasted.

NIGHT OF THE LIVING DEAD

So what had I experienced in the past 45 minutes? Put simply, I'd played *Ultima* in the flesh! Instead of multi-coloured sprites I'd encountered over 75 'actors' in ghoulish make-up. The playfield didn't consist of parallax-scrolling backdrops but steep stairs to climb, narrow places to crawl through and no-place to hide. Gameplay in this world consisted of me screaming out in fear for more times than I can remember, or care to own-up to.

Richard Garriott, eccentric millionaire games designer, had turned his hill-top mansion into the ultimate haunted house. This Spook House was superior to anything even Walt Disney's theme-park Imagineers could provide. Garriott's creation was interactive; I had to converse with the



characters and work with my fellow party of explorers. I became totally immersed in the sights, sounds, smells and story. We just didn't know who or what would come next. The Spook House was a fantastic, thrilling and unforgettable experience.

Just what prompted Garriott to do it? "I've been doing Spook Houses a lot longer than I've been doing software," admits Garriott. "I lay it all on my mother. She used to play pranks on me when I was a kid, like building a fake brick wall where my bedroom doorway used to be and waking me up in the middle of the night with scary noises." With such a background, it was perhaps inevitable that Garriott would end up turning his lovely home into a \$50000 Spook House.

There was merely one question left unanswered: what will the imaginative Garriott do next time? "I've already got a heck of a lot of ideas for the next Spook House," smirks Garriott. If only he didn't have to produce *Ultima VII* first!

TALES OF TRIVIA

- Richard Garriott and his helpers traded stories until four in the morning about how they'd managed to scare people during the night.
- The Spook House took about six weeks to construct. Garriott's jacuzzi became a swamp. His backyard was turned into a graveyard. He even hired his neighbours' house to hold a party for everybody who had worked on the Spook House.
- People from the local town of Austin queued outside Garriott's house for nearly 12 hours to receive a free ticket to the Spook House. Unfortunately, not everybody got one. As a result one person immediately sold her ticket to a disappointed punter for 100 dollars.
- One place people didn't visit during the spooking was Garriott's personal astronomical observatory. Garriott's father is a former NASA astronaut who has flown aboard both the Skylab and Space Shuttle.
- Richard Garriott often jokes about his passion for movies and lack of love for literature. Garriott claims he's only ever needed three books to write his *Ultima* games: C.L. Lewis' *Chronicles of Narnia*, J.R.R. Tolkien's *The Lords of the Rings* and the *Apple II Rom Manual*.
- Origin had an estimated revenue of 10 million dollars during 1990.
- Remember, as a member of the Exclusive ACE Club, we gave YOU the chance to visit this Spook House!



CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

FEBRUARY 1991 £2.95
DM16 PTA 770 L11300
AN EMAP PUBLICATION

IT'S WAR! NAM

-THE BEST EVER STRATEGY?

SWIV-SILKWORM
BLASTS BACK

ON THIS DISK!



IT'S SEQUEL TIME!
PLAYABLE DEMOS OF
THESE WONDERFUL
FOLLOW UPS!

NEBULUS 2 (HEWSON) AND TURRICAN 2
(RAINBOW ARTS) -
TOTALLY BRILLIANT
ARCADE GAMES!



**OUT
NOW!**



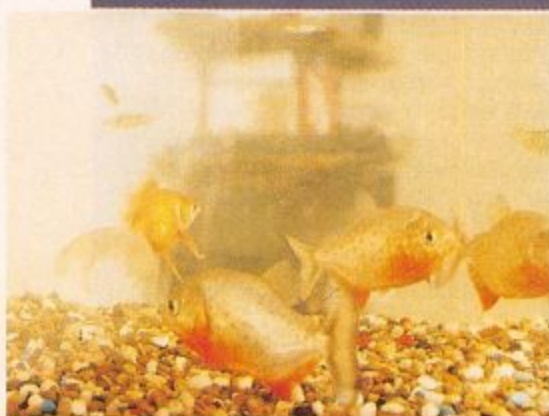
RPG SPECIAL
CHAOS STRIKES BACK, DRAGON
WARS AND ALL-TIME GREATS

MORE GAMES THAN EVER! BUDGET SECTION
• NEW! GAMES ROUND-UP • EXTERMINATOR • ATEI SHOW
REPORT • TURRICAN 2 • PRO TENNIS 2 • SPEEDBALL 2
• LEMMINGS • CRIME WAVE • SWITCHBLADE 2 • DRAGON'S
LAIR 2 • RODLAND • PREDATOR 2 • CHUCK ROCK. . . .



DEATH OF A GOLDFISH

Bullfrog has two tropical fish tanks in its cramped office. One is filled with piranha, the other contains the hapless victims waiting to be eaten alive. As my visit was a special occasion, the hungry piranha had a treat in store. A beautiful fan-tailed goldfish wasn't quite so lucky. At first the shy piranha only took little bites out of the



Forget Jaws, a red-bellied piranha is far more frightening... especially if you're a goldfish!

defenseless golden fishy but a split-second later, the largest piranha attacked and sliced the goldfish clean in two. Its head, trailing a stream of blood, floated to the top of the tank. The rest of it was nowhere to be seen. The blood in the water then caused such a food frenzy we had to count the number of piranha left in the tank when it was over. The red-bellied piranha (*Rooseveltiella Nattereri*) grows to a size of 30cm in the northern regions of South America. Its conical teeth and well developed jaw muscles gives it the talent to take big bites out of the flesh of its victims. The red-bellied piranha is banned from certain parts of North America and Australia to prevent them becoming naturalised in local rivers. If you're interested, they like tanks with subdued lighting, oh, and they're partial to the odd goldfish or three!

missions disk. What it won't be is historically accurate. If it was historically accurate you'd have to be forced into winning certain engagements. You'll still get the choice of playing British or German forces in your conquest of Europe. All the graphics will change, except for obvious things like trees. We're having a few problems with certain features though, like what should we do with the sheep? There weren't that many sheep wandering around the Somme in 1916!"

"Hopefully the 'Worlds of *Powermonger*' data-disks will be coming out at £9.99 each. If the First World War data-disk is successful, then we're planning to do an American Civil War data-disk which will coincide rather nicely with the launch of the PC version of *Powermonger*," Molyneux states. Phil Trelford, who has previously worked on Psygnosis' *Blood Money*, is writing the PC version of *Powermonger*. This adaption, due to be released in early April, can be played across a network of up to four machines. *Powermonger* is also being converted onto more exotic Japanese formats like the Nintendo Super Famicom, Sharp X68000 and NEC PC9801. These adaptations are being handled by Imagineer, this top Japanese games developer has already converted *Populous* and *Sim City* onto various machines.

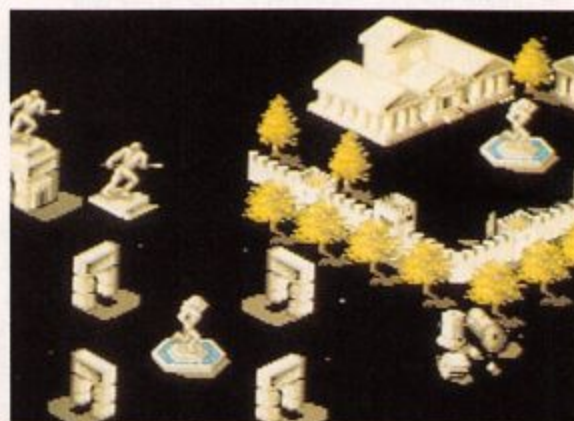
"The American Civil War data-disk will have things like muskets, rockets to send messages, horse-pulled wagon trains and proper sailing boats. Again, it will be a completely different game. You'll have all-new weapons and personalities. There will be battles between Union (Northern) and Confederate (Southern) forces, plus a few Indian (Native Americans) skirmishes as well. All we're doing is using the American Civil War as inspiration. I'm really looking forward to doing the American Civil War data-disk, it should be great fun."

"If there's any life left in the old data-disk dog by then, we'll do a futuristic one, possibly bundled with the Editors we use to make-up these *Powermonger* worlds so people can create their own (see the panel for further details). The only difference between a *Powermonger* data-disk designed by you and the one's created by us, is that we'll be adding special little features to the game like the trench warfare found in the World War One data-disk."

The first *Powermonger* data-disk should be available as you read this

LAND OF THE GODS

To quote the *Powermonger* manual, "Bullfrog has an idea of the ideal game it wants to write. *Populous* was the first step to writing this game and *Powermonger* is further along. But Bullfrog's ideal game is yet to be written". So will *Populous II* hit that high? "We've been working on the design of *Populous II* since the original was completed," says



Some of the Ancient Greece block graphics to be seen in the up-and-coming sequel to *Populous*.



The next Bullfrog release after *Populous II* is currently being programmed by Sean Cooper. Code-named 'Bob' is has something to do with biogenetics. Bullfrog is also working on another 'new concept' game titled *Evolution*. Look out for a special report in a future issue of ACE.

Molyneux, "*Populous* is very close to all our hearts and we really want to make a very good job of *Populous II* because the game deserves it."

"We want to cure some of the *Populous* problems. The trouble with *Populous* is that towards the end of the game if you're slightly ahead it's obvious that you're going to win. So we're putting some more balancing elements in so the world is never actually won until you've finished the whole thing. The basic action of the game is exactly the same, raising and lowering land. The landscape plays more of a part, so as you raise a point up the landscape changes. If you build a mountain there will be a snowy point at the top, as it goes down to sea level it has a green belt, desert and swamp areas. These all have different effects on the terrain, so in this respect, it's going to be a little more strategic."

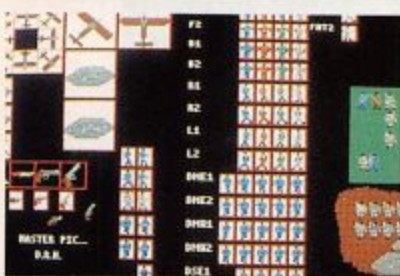
"There's going to be lots and lots of godly effects. Instead of a volcano just going whoosh and appearing, it will rise out of the landscape over a number of games turns, the top will then burst and lava will come pouring down the hill and sweep away everything in its path. When you cast the volcano spell you won't know where the lava will flow. So it could actually blow up all your territories instead of your opponents. New godly effects include tornadoes, typhoons, tidal waves, plagues, pestilence and even some wacky things like rainstorms of frogs and plagues of locusts. We're trying to think of as many effects as possible but a lot of them will have a role-playing type aspect in that you'll only have access to a few of them at the beginning of the world. The idea is that this will encourage people to continue playing to see what the next effect will be. There's not only going to be bad godly effects, you'll be able to make land more fertile, clear paths for your people, part the seas, etc."

"There will be three tribes - good, evil and people with no religion. The game will start in a world not unlike Ancient Greece. *Powermonger's* graphics system was based around vectors whereas *Populous II* will be based around blocks."

"*Populous II* will be faster than the original because it is completely written in assembly language instead of a mix of machine code and 'C'. We're going to try to produce a game which can be used by bulletin boards. *Populous II* should be finished on the Amiga and ST by the end of summer. *Populous II* will be ten times better than the original." Megalomaniacs have never had it so good.



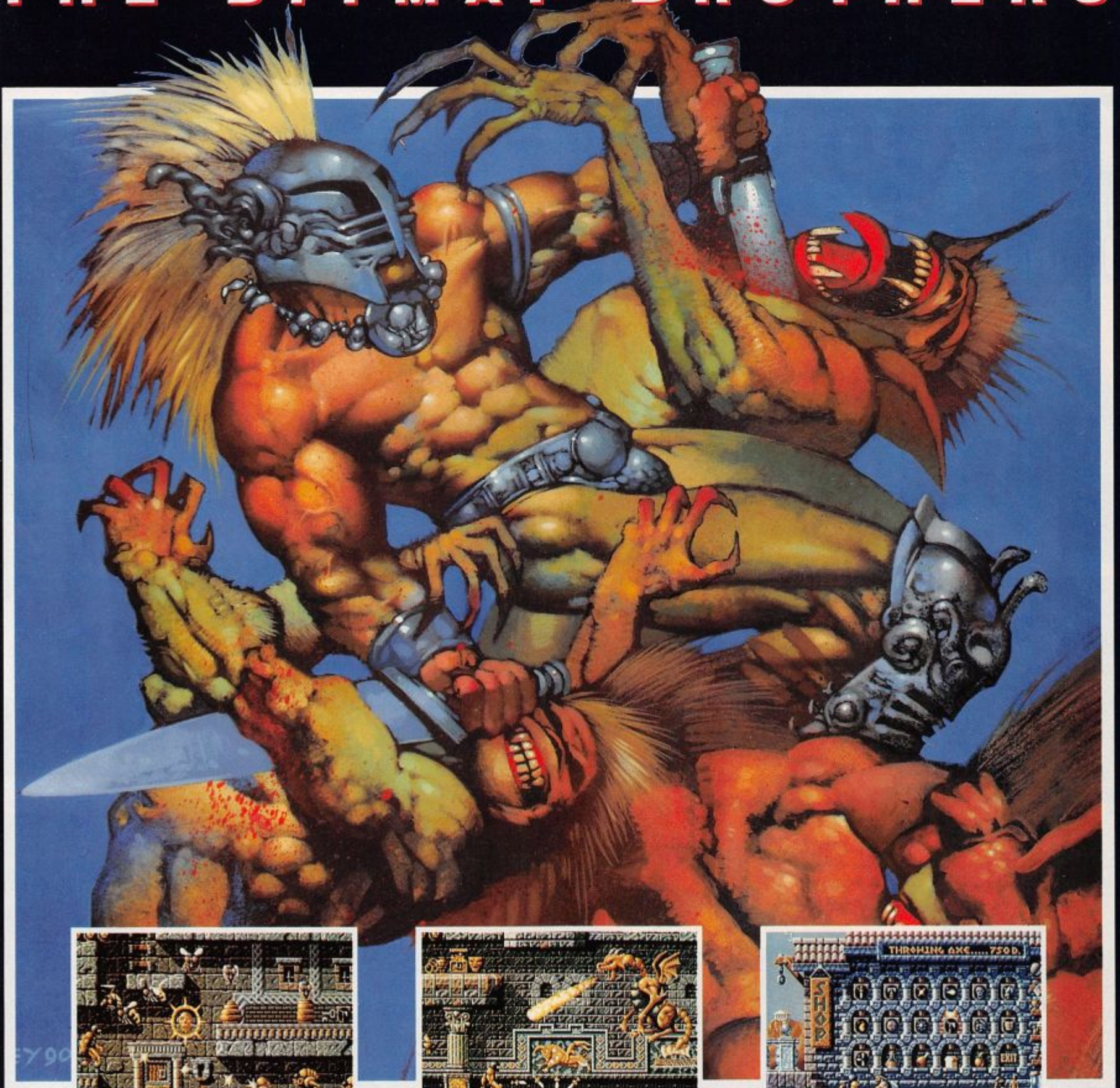
Bullfrog have been toying around with several graphic styles for possible future expansion data-disks.



Preliminary graphics for the First World War *Powermonger* data-disk - drawn by a fan of the original game and sent into Bullfrog!

G O D S

THE BITMAP BROTHERS



ST version shown

Are you bored of games that pose no real challenge? Mindless adversaries that can't fight back? Dumb nasties who just ask to be slaughtered? GODS is a complete departure!

Featuring a revolutionary system of artificial intelligence, your opponents react to your actions and interact with the environment. Perhaps guile will achieve more than brute strength! Your cunning, as well as skill with the fearsome array of weapons at your disposal, are needed equally to overcome the enemy...

Award-winning Bitmap graphics and music by Nation 12 make this their most exciting game ever...

Have you got what it takes to be a GOD?

Amiga, ST, PC



C1, Metropolitan Wharf, Wapping Wall, London E1 9SS
© 1991 The Bitmap Brothers. Published by Renegade



THE **One**

AN **Images** PUBLICATION

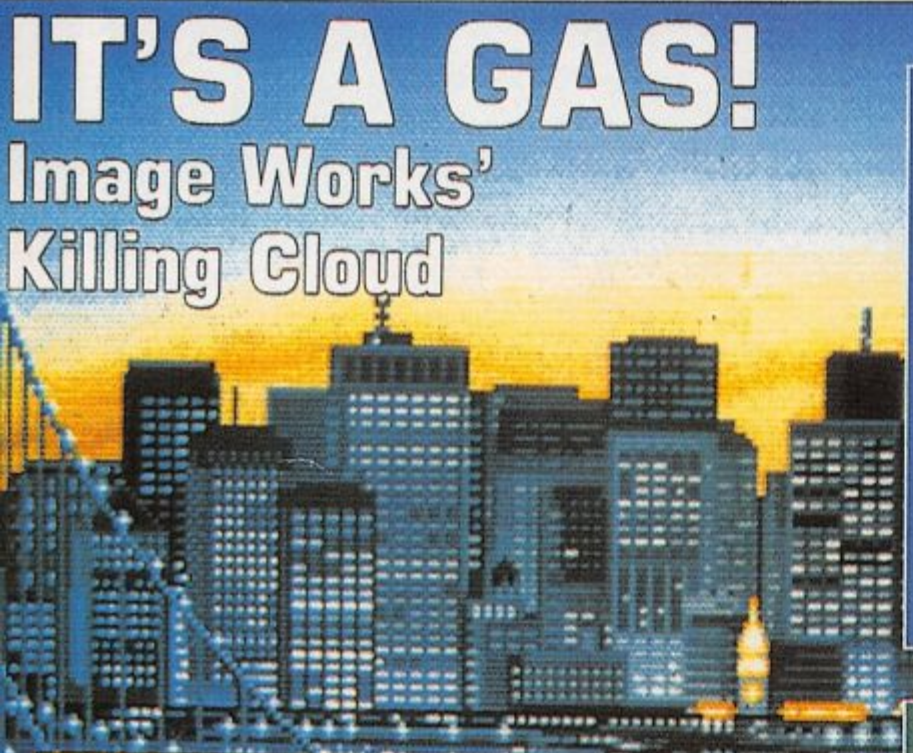
FEBRUARY 1991
ISSUE 29

£2.50
DM 12.00

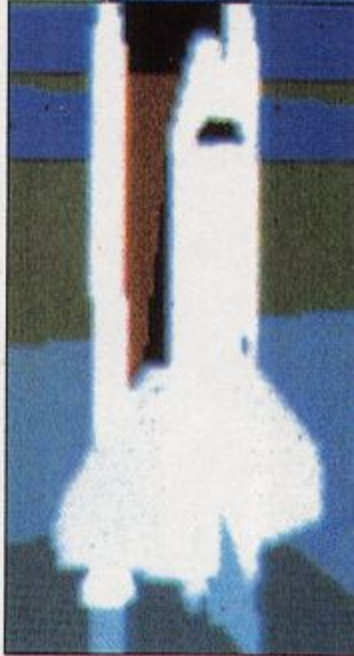
**MAGAZINE
OF THE YEAR!**



FOR AMIGA, ATARI ST AND PC GAMES



IT'S A GAS!
Image Works'
Killing Cloud



**ENTERPRISE
INITIATIVE**
Vektor Grafix
Space Shuttle



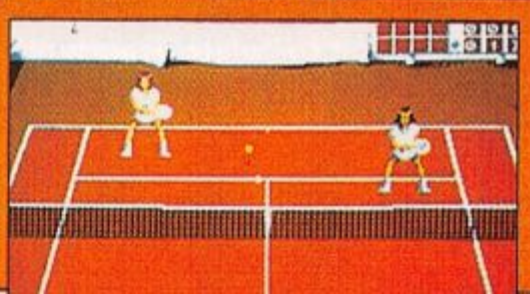
**GET
THIS!**

A Complete
US Gold Game!

ORIENT EXCESS?
System 3's Ninja III



SMASHING!
UbiSoft's Pro
Tennis Tour II



**OUT
NOW**

SCREEN TEST



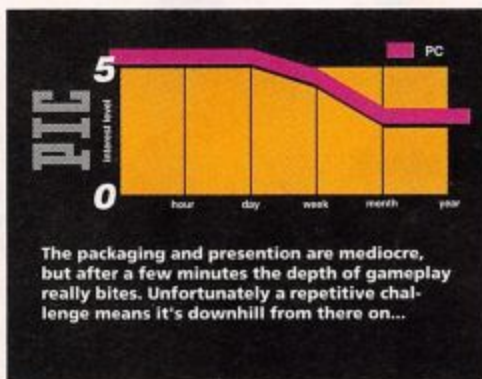
Dragon's Lair II - Time Warp. Still a little lacking on the gameplay front, but still delivers on the visuals.



Team Suzuki is awarded the first ACE Trailblazer on page 48. Get your motor running and head out on the highway.

ACE TRAILBLAZER!

This month sees the first use of our new award, *The ACE Trailblazer*. Games awarded this coveted recognition of quality must demonstrate either marked innovation or the peak of excellence in their particular field. For example, a shoot-em-up can still win a Trailblazer, but it will have to be an exceptional shoot-em-up. *Trailblazer* games will all be essential purchases.



The PIC – Predicted Interest Curve – is the most sophisticated reviewing tool around.

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

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

- The very fast multi-level parallax scrolling
- Excellent sound effects in the dentist's waiting room
- Gameplay in the 3D maze Barbican section

- Limited use of objects
- Over-frequent disk access
- Colour combinations in the bedroom scene

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

ACE AWARDS

ACE always awards seals of approval for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality you'll see the appropriate ACE Award flash on the review. Unless it's truly dire – in which case it'll get the ACE Turkey award. Software houses: you have been warned!



A game will only find itself wearing the Trailblazer if it represents the ultimate stage of development in its particular genre. Games attaining this award are recommended without reservation.



Originality counts for a lot these days, and any games that have it deserve a special mention. This ACE award is reserved specifically for these rare games.



One of the first things to grab you in a game is its graphics. Games that redefine the state-of-the-art get this seal of approval from ACE.



Sound is the 'forgotten' aspect of games – but can make or break them. ACE only awards this one to brilliant use of audio in a game.

THE LINE UP

ON COMPUTER pages 44-74

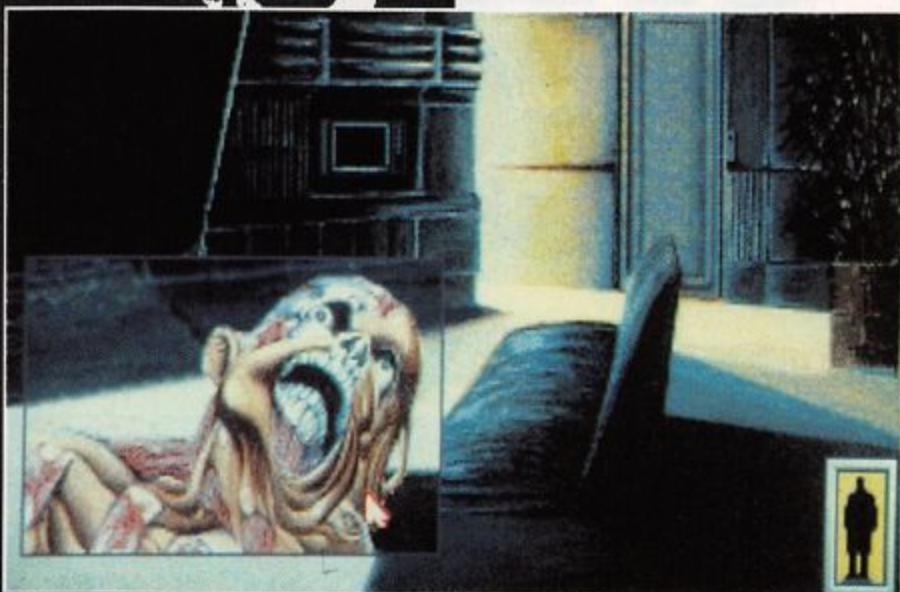
- 44 **RISE OF THE DRAGON** Sierra
- 46 **DRAGON'S LAIR** Empire
- 47 **WRATH OF THE DEMON** Empire
- 48 **TEAM SUZUKI** Gremlin
- 48 **MIG 29** Domark
- 49 **HARD DRIVING 2** Domark
- 52 **OBITUS** Psygnosis
- 54 **NIGHT SHIFT** Lucasfilm
- 56 **ZARATHRUSTA** Hewson
- 58 **HUNTER** Activision
- 59 **BEAST BUSTERS** Activision
- 60 **CRIME WAVE** US Gold
- 61 **NARC** Ocean
- 63 **BATTLE SQUADRON** Electronic Arts
- 64 **MARIO 4** Nintendo
- 65 **GRADIUS 3** Konami

ON CONSOLE pages 63-66

Megadrive **Battle Squadron** from Electronic Arts, **Mario 4** on the Super



You meet the strangest people down by the warehouse. Just what does this enigmatic oriental want, and why is he so keen to offer advice?



The effects can last forever. No-one said that this case was going to be a cake walk. The stiff's are piling up so high, they're rubbing the hairs on your top lip.

A town gone bad. A mayor's daughter on the slab. And a hard-bitten detective out on his own. Private Investigations anyone?

RISE OF THE Dragon



Los Angeles, 2053. Amidst much misery and hardship among the populace, drug abuse is rife. The only people making a decent living are government officials and drug dealers. And the way things stand at the moment, the dealers seem to be having a better time of things. The Mayor's daughter Chandi is dead from an overdose, and the cops are clutching at straws.

William "Blade" Hunter; ex-cop, part time P.I. and full-time cynic has been drafted onto the case. His mission is to untangle this dangerous web of death and deceit and waste the crime lord at its centre.

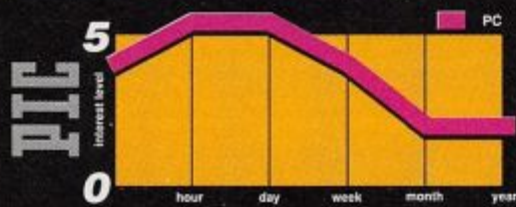
Rise of the Dragon is an adventure constructed using Dynamix's new game development system. And for the most part it's hugely successful. If

Blade's self-contained apartment. Moving the cursor around the edge of the screen will indicate possible exits. Bottom right is the inventory screen.

you imagine a kind of cross between *Eco Phantoms*, *Loom* and *Indiana Jones*, you'll have a good idea how the control works. There's no typing necessary; everything in the world is controlled by cursor.

Like any P.I. worth his salt, Blade doesn't even get out of bed until noon. While this is great for the image, it means he's only got half the day left to go to work. Once he's dressed, it's always worth checking his vidphone messages to see what the day holds. In this case, he'll get his first lead; a sleazy character known as The Jake was spotted with Chandi shortly before her death.

Guiding blade out of his apartment (right-clicking when the cursor reads EXIT will describe where the exit leads, and left-clicking will take you there) and down to the Em-way (LA's subway system) is simple enough. From here, you can send



Once object handling has been mastered and you've got your bearings, the plot will draw you in swiftly and continue to offer new developments to keep your interest. However, you'll probably crack the game pretty quickly, after which the interest - although maintained by some alternative solutions - will inevitably fall off.

ACE RATING

850

9	9
6	6
6	6
6	6
6	6

IBM PC

Playing in 256-colour mode makes *Rise of the Dragon* an amazing game to look at. Hard-disc installation is a must, though, and even some slower machines have their work cut out dealing with the hefty graphics blocks and multi-loads.

RELEASE DETAILS

IBM PC	£24.99	OUT NOW
AMIGA	£24.99	MARCH
ATARI ST	£24.99	MARCH

Conversations with characters can twist and turn. Be prepared to back up hard words with hard actions.

Blade to any destination that he knows of in the city. This is an important point. Unless Blade has come across some information - like someone's address - he won't know how to get to it, and since you view the gameworld through his eyes, it won't show up on the Em-way map.

Before each lead can be successfully investigated, a particular problem must usually be overcome. Offices close at night, for example. Police will show up the most inconvenient times. And the criminals won't slow their fiendish plans while you catch up.

The basic framework of the game involves a lot of legwork. Successful interrogation of a character will usually yield some sort of lead. Although controlled by multiple-choice selections, your interaction with the characters is reasonably subtle, allowing a lot of object-swapping, and good level of conversation-branching. Characters will behave according to your treatment of them. In most situations, you can play Blade as either a gun-toting thug, a straight-arrow or a sleazy greaseball. Continually threatening to push peoples' faces inside out will eventually have to be backed up by action.

The biggest problem with *Rise of the Dragon* is that it's a bit easy. A few concerted attempts and you'll have the case sewn up. However, it has a number of facts in its favour. For a start, it's fascinating to play. In every situation, there's always something new to try. The graphics are superb. You can either play in 2, 16 or 256 colours. Obviously, the higher the capabilities of your machine, the better the game looks. Monochrome is a bit dodgy, 16 is fine and 256 is absolutely beautiful.

Another reason for its relative ease is a testimony of the thoughtfulness of the story design. In order to give a filmic quality to the way the game progresses, Blade won't hit any real dead ends. Whereas most adventures will regularly kill



Checking the Vidphone is an essential part of any P.I.'s day. Checking up on other people's messages can be just as informative as looking at your own.



...And it looks as if hard action is what you're about to get! Is she really as friendly as she seems?



The price of infidelity. Your old flame is none too pleased with the company you've been keeping of late.

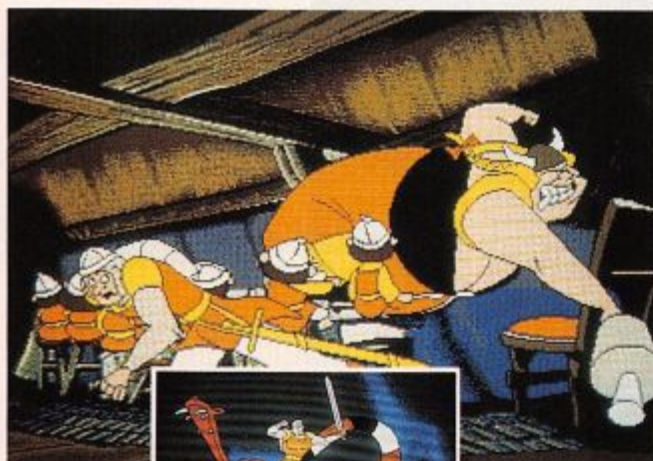
off the hero from the word go, Blade has a pretty safe time unless he does anything desperately silly. In the latter part of the game, however, the action escalates and more care must be taken.

Also included are two arcade sequences which play during combat with the bad guys at the end of the game. The difficulty of these sections can be tailored to suit your preferences, and even skipped through if you're really not an arcade person.

Apart from the longevity question, *Rise of the Dragon* is an excellent game. It's fun to play, easy to get into and it also has some genuine pace, a factor that sets it above most adventures on the market. Sierra's next game using their new system could be a masterpiece.

● Jim Douglas

Run for your wife! Daphne's mum 'encourages' you to rescue her beloved daughter...



WHAT'S IT ALL ABOUT, DIRKY?

Those unfamiliar with Readysoft's interactive cartoons may be wondering how they work. It's really quite simple. An animated sequence is played showing Dirk in a perilous scrape. You must decide how and when Dirk will react and use your joystick accordingly, pushing up, down, left or right to move or pressing fire to use the sword. The wrong move or timing results in a short death scene and the loss of one of your three lives. Get it right and the main sequence continues.

The problem is that you are not truly interacting with a cartoon at all, more being guided along a plot route decided by the programmers - and it's not always obvious what that route is from what you see. For example, in the first scene Dirk is being attacked by his mother-in-law. You must push left to jump out of the way. However, there's no good reason why you couldn't jump to the right or back, or even use your sword (not that Daphne would be too pleased with you hacking apart her relatives!) except that the programmers don't want you to. The game can often boil down to a lot of tedious and unrewarding testing of every possible move until the correct one is found.

...The nearby ruins of Singe's castle prove no sanctuary from trouble because this snake is certainly no charmer...
 ...Deeper into the castle and another snake - plus a talking time machine! Now to rescue Daphne (?)...



The graphics and sound are jaw-droppingly good and it has to be said that the urge to see what's next provides a reasonably strong incentive to play. However, it's not going to take too long to complete if you really put your mind to it (not that much of a mind is required). If you're only after the game because you want to show off the graphics and sound capabilities of your Amiga or Atari ST then buy the PD demo and save yourself forty-odd quid.

ACE RATING
694

9	9
2	5
G	IQ A FF

AMIGA
 So what's new? Granted, there are more scenes and bigger animated images this time around, but it's basically more of the same - stunning to look at and listen to but the shallow and limited gameplay means the only skill needed to complete the game is dogged perseverance. Lair fans will no doubt lap this one up with enthusiasm. The non-committed will remain skeptical.

ACE RATING
688

9	8
2	5
G	IQ A FF

ATARI ST
 Not quite as impressive as its Amiga cousin. The graphic colours are not as subtle (although they are on the STE which uses the 4096 colour palette) and the screen update is slightly slower, which detracts from the cartoon look of the game but does give you a better chance of timing your moves correctly. The sound samples are substantially quieter and of a lower quality, but still very good. However, the gameplay is unchanged (more's the pity).

RELEASE DETAILS

AMIGA	£44.95	OUT NOW
ATARI ST	£44.95	OUT NOW
IBM PC	£44.95	OUT NOW
MACINTOSH	TBA	TBA

No other versions planned

DRAGON'S LAIR II: TIME WARP



...Gloink! One trip through time later and Dirk finds he's prehistory! He's never one to do things by halves! Look! Those hoofed gents have your beloved...

...Zooooiiiing!!! Through time again to the Gates of Eden. "Go away, no visitors!" minces the blue-rinsed angel...



...Dirk makes good his escape while the chief angel goes wild. Wild? I was livid, darling...



...One last trip and you find Mordroc, who is just about to put the Ring of Death on Daphne's finger which will make her forever his! In desperation you throw your sword at the arch villain, piercing his arm. But the battle is just beginning...

Singe may have been slain, but now there's a new dragon in town... Dirk's mother-in-law! Princess Daphne has been kidnapped by the wizened and wicked Mordroc, who has hidden her in a wrinkle in time. Inspired by his love for Daphne and the size of his mother-in-law's rolling pin, Dirk must overcome ravenous snakes, living skulls, giant pterodactyls, camp angels and Mordroc himself to rescue her in this rollicking (and expensive) romp through the halls of time!

● David Upchurch

READYSOFT/EMPIRE's latest graphic extravaganzas: Will Dirk dare to be different in *Dragon's Lair II*? Or will *Wrath of the Demon* steal his thunder?





◀ The graphic prelude to the second Scene. Is that a goblin or has he just got a headache?



◀ Action on the trot from Scene 1. Jump the obstacles and punch out the attacking ghoulies while scooping up potions from the floor. There are three potion types: one restores energy (shown by the ring of coloured discs in the top left of the screen), one zaps the energy of any monsters on screen and the last makes you invincible for three seconds. They can be stored up and used when needed.

ACE RATING
884

AMIGA

Great to look at and great to play. The many levels of action should provide an enjoyably long-lasting challenge.

Demom is an obvious challenger to *Beast 2*, and in this monster mash *Demom* wins hands down. The intro has to be the best ever seen on the Amiga. The in-game presentation is stunning, with umpteen layers of parallax and a cartoony and appealing graphic style. But (thankfully) it's far more than just a pretty face. The game tasks are fun and, although mainly hack 'n' slay, reasonably varied.

RELEASE DETAILS

ATARI ST	£29.99	OUT NOW
AMIGA	£29.99	OUT NOW
IBM PC	£29.99	OUT NOW
MACINTOSH	£29.99	OUT NOW
C64	TBA	TBA

No other versions planned

Put simply, the plot is this: You play a warrior sent to slay a Demon threatening your King's realm. Why the manual can't just come out and say this is a complete mystery. Instead, you get a load of old guff about some wizard called Anthrax (?!), a faery having a bad dream and a murdered King's messenger - it's all far too convoluted to explain here. I suppose it's meant to generate 'atmosphere'

Thing is, it's not really needed - there's a truly marvellous intro which creates bags of atmosphere all by itself. I know you read this every month but it really is something special and uses animation techniques reminiscent of the classic Disney cartoons. At natural breaks in the game there are well-drawn pictures and text explaining the progress in the plot.

The game is made up of a series of 'scenes', each of which contains some sort of task to be completed and, while they are not outstandingly original, they are sufficiently varied to prevent any boredom setting in. The size and animation of all the characters is superlative - the galloping horse and the hilariously goggle-eyed dragon are particularly memorable.

The scrolling levels feature numerous levels of parallax which create a great feeling of depth. David Whittaker's soundtracks are fine but not outstanding - they're very reminiscent of *Beast 2*,



WRATH OF THE DEMON

in fact. Technically, this has to be the most accomplished and polished game yet written for the Amiga.

Thankfully, the programmers Abstrax have also spent a bit of time on the gameplay. All controls are responsive and the game tasks are entertaining. A stunning game that not only looks fantastic and sounds great but plays well too.

● David Upchurch

LOOK AT THE SIZE OF THOSE SPECS!

WARNING! Techies of a weak disposition should stop reading now!
The programming team behind the fan-tabulous graphics in *Wrath of the Demon* are Pierre Proulx, Claude Pelletier and Martin Ross, who call themselves Abstrax and are based across the Big Pond in Quebec, Canada. The game was developed over 10 months and comes on four discs, needed to store the 3.5 Mb of graphics data and 600K of sound data. The action is accompanied by 9 different sound tracks (written by David Whittaker) with the music samples recorded at 20 kHz. On your quest through the 600 screens of action you'll meet 120 different monsters, with the biggest being a whopping 300 x 144 pixels!



The dragon's lair! Now where have I heard that before...?



Yaaaah! You'll jump out of your skin when confronted by this horny little devil on a trek through some underground caves in Scene 4.



TEAM

SUZUKI

Team Suzuki offers the player the chance to pit their simulated motorcycle prowess against some of the best riders in the world, racing around real tracks too. And thanks to some excellent programming and thoughtful control methods, it manages to be both easy to pick up and genuinely realistic.

The game contains the a whole race season, across 16 international circuits and you can play right through from start to finish if you've got the staying power (and the ability). More advisable in the early stages of play, though, is to put in a lot of practise. Even with three different control options available (joystick or 2 mouse settings) and three engine sizes at your fingertips, it will take a good while to accustom yourself to the behaviour of the bike.

125cc race bikes are a breed apart from their road-going equivalent. When pushed, you can achieve a clean 120mph from their howling little powerplants. It's best to get to grips with the rudiments of bike handling and track etiquette on a machine of this size, since these bikes (in the game) have automatic gearing.

Once you're happy with the extreme degrees of leaning necessary to get around some corners

With sixteen international race circuits, computerised versions of the top riders in the world, and a brand new super-fast polygon routine, GREMLIN must be onto a winner...

at speed, it's possible to work on faster lap times and picking your best "line".

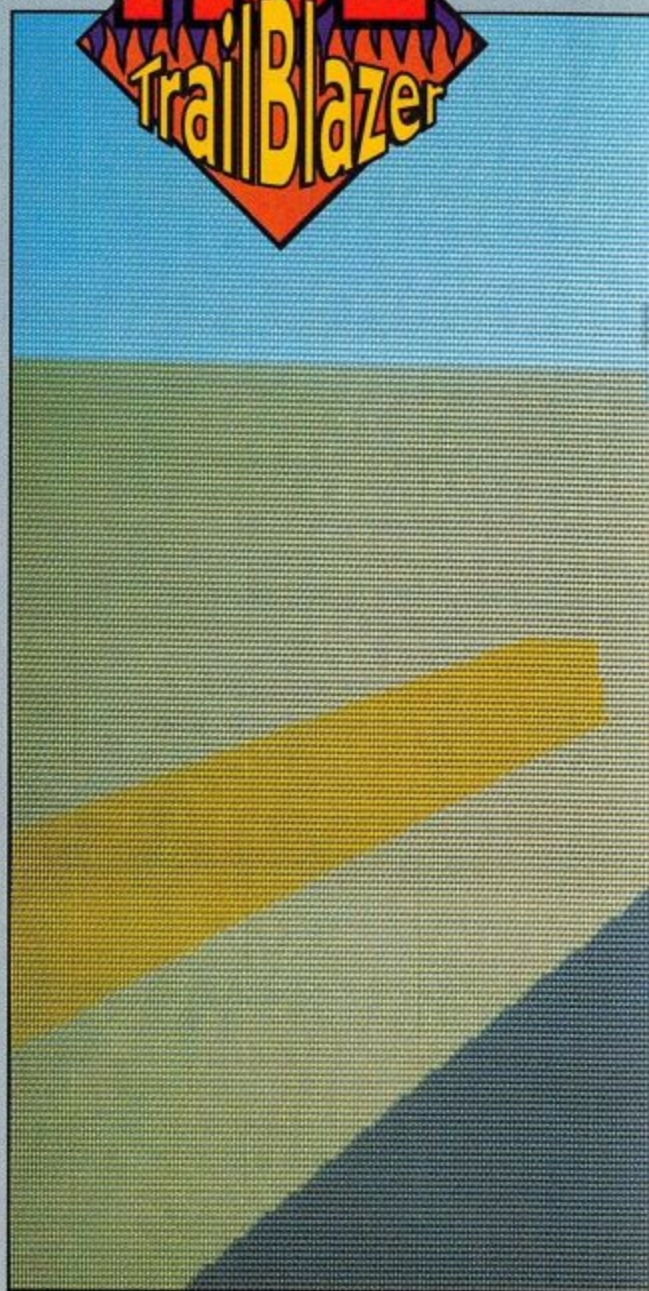
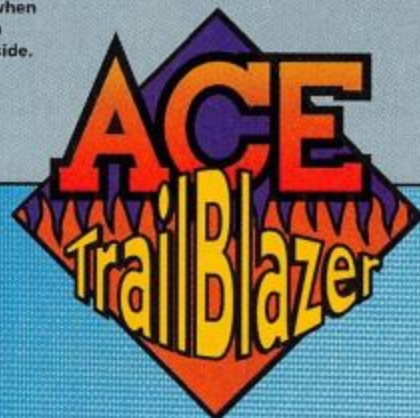
Unlike the real thing, the *Team Suzuki* bikes will never fall over. However, every time they leave the circuit they will incur some damage. Reach 100% damage and your bike will gracefully lie down and die. Damage points are also amassed by bumping into other bikes and trackside objects.

By the time you can complete a couple of laps without your damage reaching 50%, chances are you're ready to race. Qualifying for a race involves completing three laps of the appropriate circuit (unless competing in the World Championship, you can ride any circuit at any time). Your lap times will determine your position

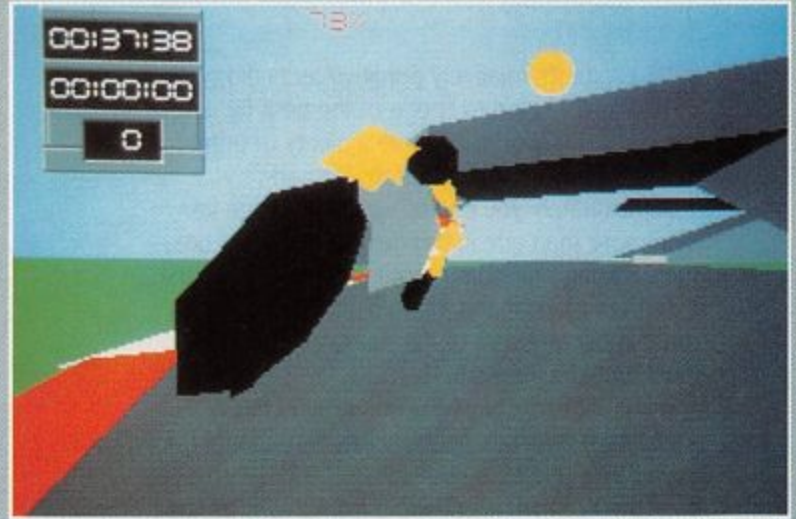
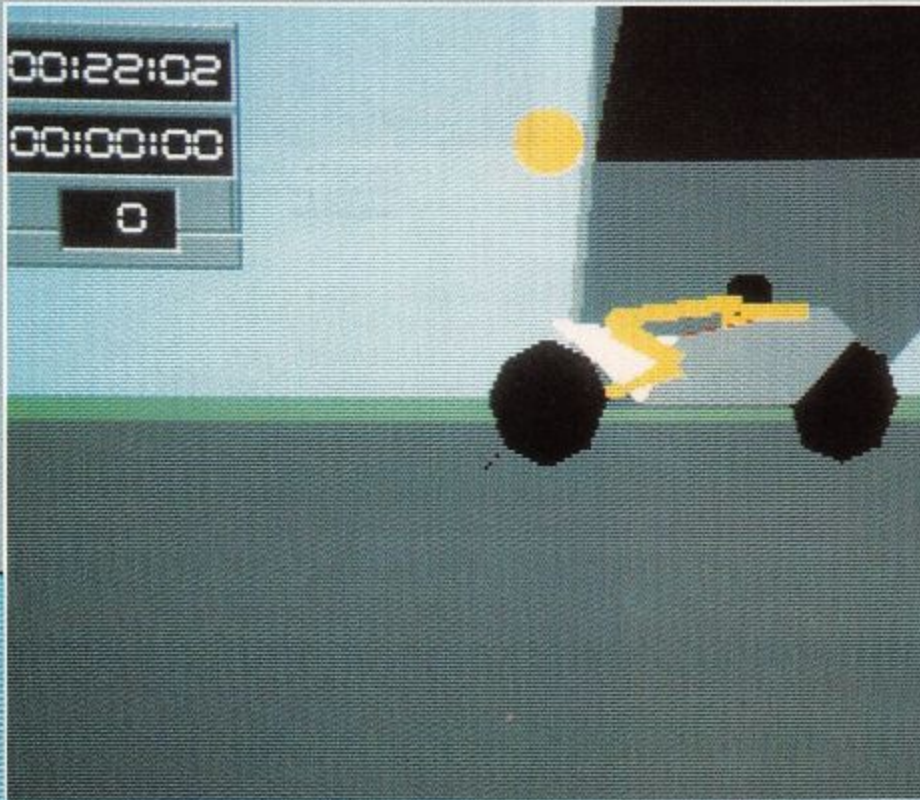


Practise laps help get to grips with the behaviour of the bike. It's best to hit the inside of the corner when you're half way round and then gradually slide out to the outside.

On the grid. Your prowess during the qualifying laps determines your position.



During practise, you can view the bike from virtually any angle. Actually riding while viewing the world like this is far from easy.



Polygon riders can be switched off to speed up the frame rate if you desire.



Chasing other bikes is a dangerous business. Taking a cavalier approach to overtaking will surely see you off the track.

Your final few seconds of each race can be viewed through the track-side replay camera. Useful hints can be gleaned by checking your track position before the crash.



Initial impressions are extremely good, with the slickness of the 3D world overriding the fact that you spend the first hour crashing the bike. After then, there's a minor frustration stage while you master bike control. Once out the other side of this dip, though, it's a straight run for Suzuki.

ACE RATING

900

B	B	B	B
G	IQ	A	FF

AMIGA

Super-slick graphics and a genuine impression of actually riding the bike. A breakdown of the individual courses as the camera zooms in onto the track offers useful hints and the extra-graphics on/off option offers even more speed.

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW
IBM PC	£24.99	OUT NOW

No other versions planned

on the grid in the main race. Even if you fail to complete the qualifying laps, you can still race, but you'll start in last place.

Unlike most racing games where you can work your way up through the other competitors with relative ease, overtaking in Suzuki is far from a formality. Since all the computer controlled riders will automatically keep as close to the perfect line as possible, the only way you can get around them is to take a route other than the optimum, losing precious seconds if you make a mistake.

During practise, you can view your bike from five different angles, each infinitely definable by rotating and elevating the camera. While racing, though, you can only view from the rider's point of view, from behind the bike and over the back of the bike.

To speed up the already swift frame-rate, you can opt to turn off the other riders (resulting in ghost-bikes) and also do away with the bike's instrument panel and handlebars.

For anyone with more than a passing interest in either motorbikes or what can be done with a decent polygon system, *Team Suzuki* is an essential purchase.

● Jim Douglas

Despite its relatively primitive technology, the MiG-29 Fulcrum is one of the best fighting aircraft in the world, so there's plenty of potential in this first-ever flight sim from Domark.

Unfortunately you couldn't call the Amiga version more than adequate; despite the giant box, the 129-page full-colour book on the MiG-29, the extensive manual and the fold-out poster, the most important part of the package, the game itself, doesn't impress.

Things start fairly well with a grungy heavy metal intro tune (it's not very Russian, though), followed by a title screen showing the MiG flying over the Kremlin. It's downhill from there, as the opening screen of the game, showing a bleak office with an overhead projector displaying a list of missions, is unintentionally hilarious - the pilot in the background looks constipated and his com-



Prepare for take-off. Ground detail is pretty minimal, and there's no increase in speed to compensate.

MiG-29 FULCRUM

mander clutching a clipboard has a peculiarly deformed hand (too much cheap vodka, perhaps).

You select a mission from the six available, one of which is a training flight where a crash returns you to the runway (in other missions, a crash is fatal).

The five genuine mission scenarios include sub-hunting in the Arctic, dogfighting with Chinese fighters over the Great Wall, attacking bridges, trucks and SAMs on the ground, and a final multi-role scenario destroying a nuclear

power plant in the desert (topical or what!). You have to accumulate 500 points before tackling the final mission.

Although the cockpit interior appears to be an accurate depiction of the inside of a MiG, it's not too exciting. Systems such as radar, altimeter, head-up display, weapon selection and engine controls are all familiar from many other flight sims, and you have a choice of keyboard, mouse, joystick or analogue joystick controls. I found the plane hard to keep in steady flight using a mouse, so the automatic level flight control is useful.

Although you get a lovely picture depicting each mission scenario before it starts, the out-of-cockpit graphics are on the minimal side; deserts, ice fields or night landscapes according to mission. Using the numeric pad keys you can alter your angle of view, eliminate the control panel or select a third-party view to enhance the game, but nothing will enhance the poor sound except turning it off.

According to test pilot John Farley, performance accurately represents that of the genuine article, and here we have to defer to experience. You have a small choice of weapons - cannon, and air-to-air or air-to-ground missiles - but the dogfighting sequences are too slow to be really exciting.

Overall, *MiG-29 Fulcrum* is a bit of a cabbage. It might look good from the screenshots, but the limited action, restricted scenarios, and lack of expandability through extra mission disks, make you ask yourself what is the point of producing a merely adequate sim when there are several excellent ones already on the market.

● Chris Jenkins

It might be built from transistors and chewing-gum, but the MiG-29 Fulcrum is a fierce fighting aircraft. ACE takes DOMARK's simulator for a spin.



Each mission briefing is preceded by an attractive illustrative screen. Here a small town nestling in the Siberian mountains is under attack from enemy missiles. Your mission is to find the silos and destroy 'em.



The intro screens and graphics displays are pretty impressive, but in the areas of depth and variation it's a disappointment. It takes more than a competent simulation to compete in a crowded market, and MiG-29 doesn't make enough of the opportunities offered

ACE RATING
750

7 7
G IQ A FF

AMIGA

Though it's only slightly slower than other Amiga flight sims, that little makes a lot of difference. The backgrounds aren't very detailed, and though still screenshots of enemy aircraft and ground objects look impressive, in flight the impression isn't so great. Control isn't particularly easy - with the mouse, at least - and the biggest disappointment is the sound, which after the theme tune is minimal. Competent, but not everything it could be.

RELEASE DETAILS		
AMIGA	£34.99	OUT NOW
ATARI ST	£34.99	OUT NOW
IBM PC	£39.99	OUT NOW

Is *Hard Driving 2* a true sequel or are DOMARK 'clutch'-ing at straws?

It's always nice to see a software company continuing to update their product after release. Buy something like a word-processor and you get such updates for free, but if we're talking about a game, it's galling to be asked for another wad of cash for a supposed sequel which is in many ways just a 'bug-fixed' version of the original.

It has to be said that *Hard Driving 2 - Drive Harder* is a fine game (though you shouldn't make the mistake of thinking that the guy in the driving helmet is Bruce Willis). Based on an impressive coin-op, it uses filled-vector graphics



Remember that you're not driving in France and try to keep on the right side of the road. No, no, when I say right I mean the left, I... Look out!

HARD DRIVING 2

DRIVE HARDER



On the starting line, recognise that brown bridge in the distance? Yup, it's there from the original and it's still a swine to

to create a series of realistic driving courses complete with death-defying stunt obstacles. The result is a unique cross between a racing game and a flight simulator.

Initially there are five courses to choose from, though the icon-driven track designer means that you can edit them to suit your taste, or create your own courses from scratch, defining your own lap time values, restart points and so on. You have a wide range of control options including mouse, joystick or keyboard, and several combinations of the two. You might like to start with automatic gear changing, and work up to manual shift as your performance improves.

The full 3-D view track is surrounded by realistic objects such as road signs, houses, barriers, and even cows (!?). Some objects are obstacles, others are just decoration, but the stunt sections such as loops and jumps have to be taken seriously.

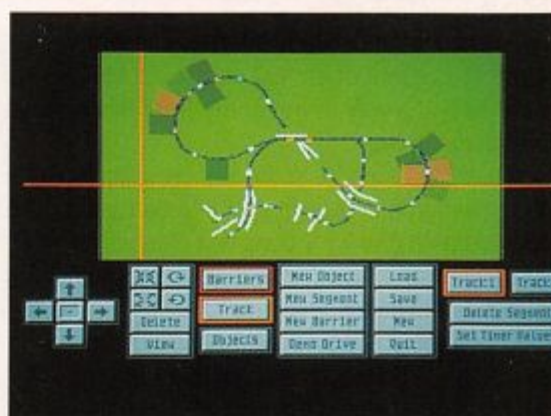
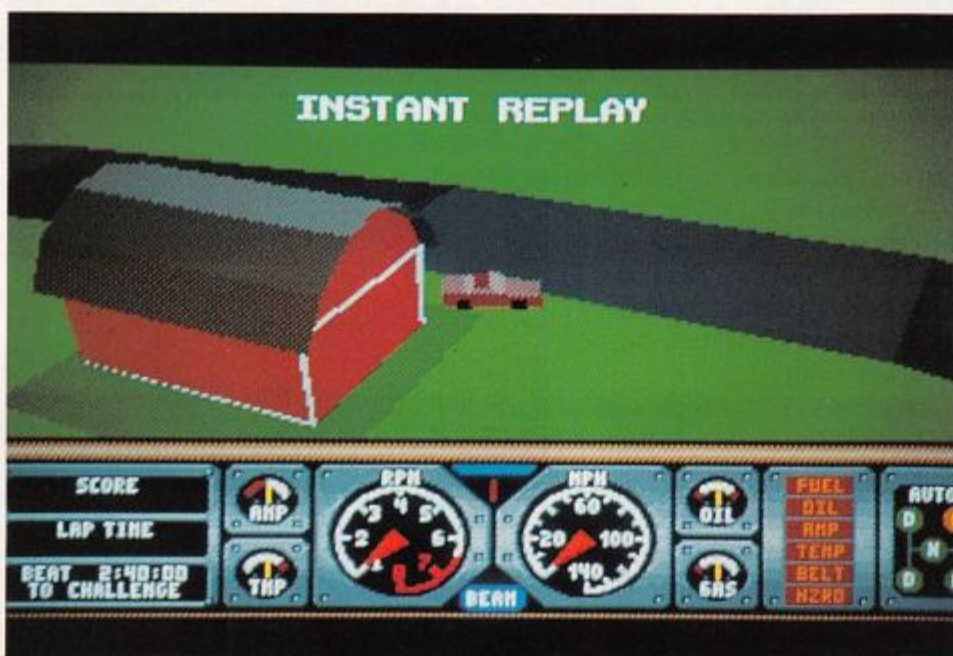
Performance is realistic - take a curve too fast and you start skidding convincingly - and the speed of the whole game is slightly faster than that of the original, which is a welcome improvement.

Other improvements include auto-centering of the steering, improved visibility check (other cars no longer appear through mountains!) and a two-machine link-up. In this mode any combination of PC, Amiga and ST can be linked together via RS-232, and you can race head-to-head without collision detection, or in a standard race with collision detection and a drone car.

If you want a truly different race game, try *Hard Driving 2*. Trouble is, it's most likely to appeal to people who already have the original *Hard Driving*, and they might not think the minor improvements are worth the money. A case for an upgrade offer, Domark?

● Chris Jenkins

Crash and you'll get an instant replay of the tragic event from a flying camera. Here you're just about to have a bit of a Barney with a barn.



The versatile and (after a little practice) easy-to-use track editor. Invent a real toughy, then invite a cocky *Hard Drivin'* mate to see how good he or she really is.



The car takes a little while to get a hang of, but fortunately the improved control options mean the learning curve isn't as frustratingly high as the original. The extra courses and the option to design your own courses add longevity to an excellent product.

ACE RATING
820

B 7 B B
G IQ A FF

AMIGA

Congratulations to Domark on improving the performance of this good-looking racing game. The speed of the original was a slight problem, but here it has been increased to do justice to the fine graphics and animation. However, this isn't enough of a revision to qualify as a different game. The question has to be - wouldn't it have been better to hold off on the first *Hard Driving* until this improved version was ready for release?

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW
IBM PC	£29.99	OUT NOW

What a strange brew! One minute you're playing an upgraded *Dungeon Master*, next a cut-down *Shadow of the Beast* and then... well, I don't know quite how to describe it, it's a sort of combination of the previous two sections I guess. Even stranger, this bizarre mixture actually works.

Wil Mason, a lecturer in medieval history, is travelling home through desolate storm-lashed Snowdonia when his car breaks down. Unable to fix the fault he takes shelter in a strange stone tower nestling in the nearby woods. Exhausted, he soon falls asleep.



Once inside the castle you get yet another change in view. You can move left and right, while pushing forwards and back takes you into and out of the scene, with your figure enlarging as it approaches the foreground.

Mason awakes to a surprise - his clothes have been transformed into those of a medieval peasant. Even worse, his car - and the road - have disappeared. Mason's troubles have only just begun...

Obitus is a fantasy adventure game with a more than a hint of arcade action. As Mason you have to find a way to get home from this strange and magical world.

You start the game in the woods surrounding the tower. The screen is split into two parts - the top is dominated by a *Dungeon Master*-like view of the woods in the direction you're facing with a status panel below.

All control is effected via a hand-like mouse pointer. By clicking on the compass you can rotate your view and travel down open pathways; the way the scenery scrolls past in impressively smooth 3D is truly stunning.

More complex interaction with the environment is possible using the small set of icons on the status panel, such as TALK, INFO and PICK. You can carry quite a few objects - the one currently held is illustrated in the window beside the compass and you can easily scroll through your inventory. Some icons act on the item in this window, i.e select EAT with an apple in the inventory window and your health will increase.

When you eventually get out of the woods the game changes to a side-viewed run along a path infested with people bent on your destruction. Using the joystick you can run left, right, jump and duck their attacks (although this seemed to have no effect on preventing them hitting you). Eventually you'll reach a new location to explore. The most frustrating thing about this section from an adventurer's point of view is that although you may see an interesting castle in the distant background, you can't actually turn off the path and visit it.

There's a third game style, which comes into play when you enter a castle. Each room is shown in perspective and as you move Mason around he shrinks and grows according to where

Obitus

PSYGNOSIS release an RPG - but with arcade sequences?!?



THE Interest level

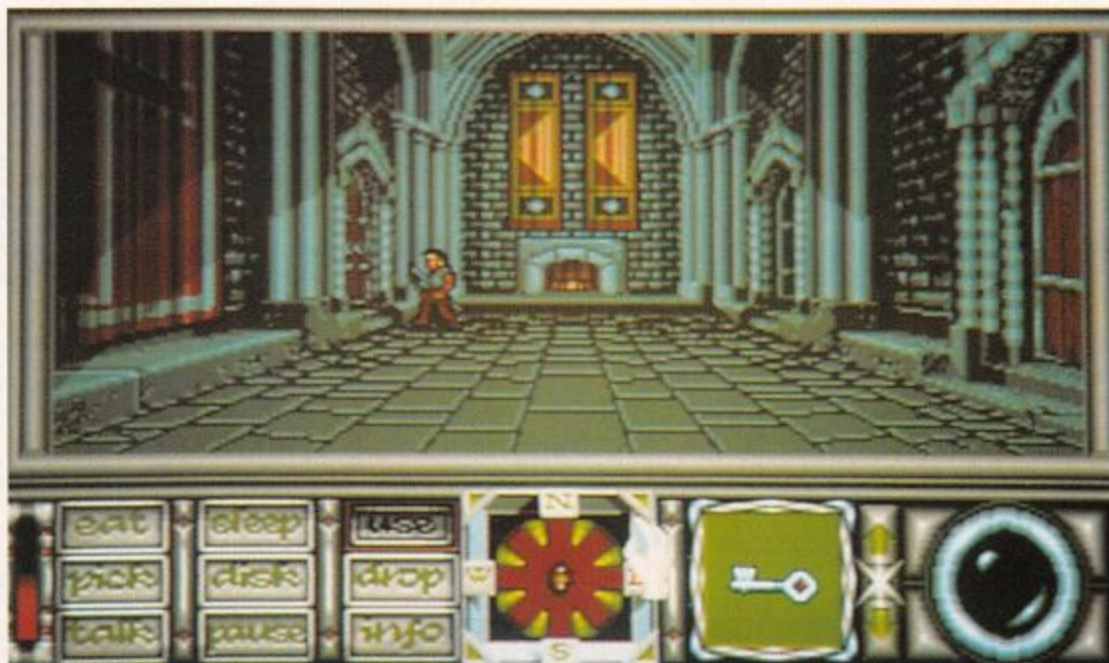
The 3D graphics provide a very high instant 'pull' factor. Gameplay-wise, there's plenty to do, and the constantly changing viewpoints help keep your interest. However, hard-core RPG fans may be put off by the lack of real interaction with the people you meet and the slightly frustrating arcade aspects.

ACE RATING
830

9	8
6	5
G	A
IO	FF

RELEASE DETAILS

AMIGA £34.99 OUT NOW



The journey between locations is depicted in sideview, with three layers of parallaxed horizontal-scrolling background scenery. Ne'er-do-wells occasionally poke their heads out from the bushes and attack you. No matter what you do it seems impossible to avoid taking some damage, although thankfully you start off with plenty of energy.

he is. Control is by both joystick (to guide Mason around the rooms) and mouse (to click on icons and interact with scenery as in the 3D section).

Obitus may sound like it could be a real dog's dinner but it actually comes together surprisingly well. RPG purists would no doubt find it's cross-breeding of game styles annoying, and it has to be admitted that the game lacks the depth and atmosphere of a *Dungeon Master* or an *Ultima*. However, gamers looking for something a little different with more depth than the typical arcade adventure but more action than a 'standard' RPG should give *Obitus* a whirl - I think they'll like it.

● David Upchurch



Can you trust this mysterious gent's help? With the icons in the bottom left you can pick up items, eat food or use the objects in your inventory box (open doors with keys, climb down hole with rope or, as here, attack with a knife), amongst other things.

DOUBLE DARE YOU.

Blue Max

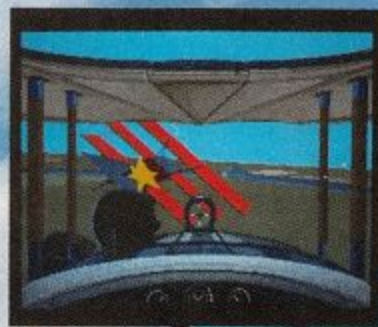
ACES OF THE GREAT WAR

WWI Air Combat Simulation

Take control of one of eight classic WWI fighters and find out how good you really are. Fly with the best—Richthofen, Fonck, Mannock, Rickenbacher—and learn their tricks and techniques.

- Action dogfight, solo, and team missions for one or two players using a single computer with any combination of keyboard, joystick, or mouse.
- Strategy Dogfight: For the skilled purist, Blue Max acts like a highly-intelligent strategic board game, allowing you and your opponent to work out detailed battle sequences and play back the moves in "realtime" 3D.
- 8 airplanes to choose from, each with its own highly-detailed flying characteristics.
- Perform missions with, as, or against the Aces of the Great War.
- Dozens of historical missions around 4 different locations within France.

How strong are your nerves at 2,000 feet, with an armed Fokker DR.I on your tail? Forget glory, friend. Think survival.



VGA color air combat sequence

Strategy mode
play screen with
3D Hexboard



- VGA 256 3D COLOR GRAPHICS,
- ORIGINAL MUSIC, SOUND EFFECTS FOR GAME BLASTER, ADLIB SYNTHESIZER CARDS

DAS BOOT

GERMAN U-BOAT SIMULATION

Winter, 1941. The icy waters of the North Atlantic. The deeper you dive, the greater the pressure. Depth charges explode around you, banging on the hull of your U-boat like iron fists. Nerve and cunning make you the terror of the Allied convoys.

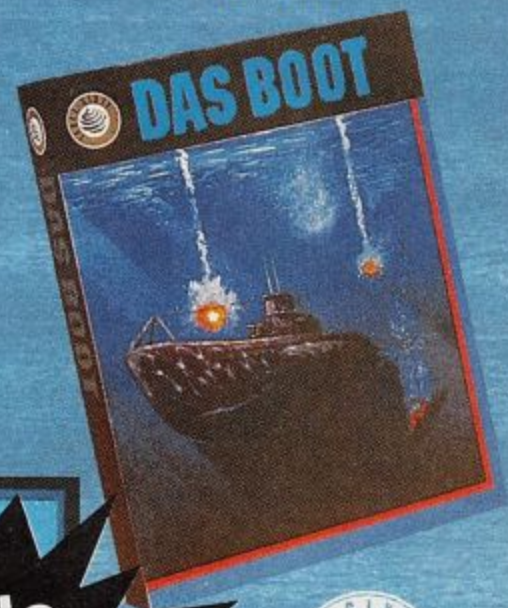
- 3D submarine warfare: For the first time, a sub warfare game lets you deal with threats below and above the surface in a true three dimensional environment.
- Real communications: Use the German Enigma coding machine to send and receive information.
- Many missions to choose from—into the North Atlantic and Arctic, inland along the coast of Norway, into the Bay of Biscay, and through the Straits of Gibraltar.
- 3 different levels of difficulty, from beginner to realistic.
- 3D graphics in 256 VGA colors, with multiple internal and external camera views in a complete 3D world.

Do you think well under pressure? How about 300 pounds per square inch of pressure? Take a deep breath, captain....



VGA periscope view of enemy aircraft

VGA 256 color mine field under North Atlantic



Available on ST & AMIGA



M I N D S C A P E

For your local dealer, contact: Mindscape International Limited, The Coach House, Hooklands Estate, Scaynes Hill, WestSussex RH17 7NG. Tel. 044 486 761

For further information on Mindscape products and new releases please call: 0898 234214

AMIGA - The BEAST in all its glory... nearly! Only one part of the monster machine remains mysteriously hidden behind smoked glass. Well, we couldn't want to spoil all your fun!

NIGHT SHIFT

LUCASFILM/US GOLD get on the job

Glenn T. Bingham has been described as a crank in the Toy Trade press, but men of vision are often ridiculed. Bingham, the founder and president of Industrial Might and Logic, scoured rubbish dumps for raw scrap and built his great dream - the 'BEAST', or Bingham's Environmentally Active Solution for Toys; a machine that could produce toys to his exacting specifications without wasting his money or the Earth's resources!

The BEAST began turning out high quality mini-dolls based on famous LucasFilm characters, such as Storm Trooper Toddler and Mini Threepio. But production was plagued by bugs - the BEAST was very idiosyncratic and needed constant maintenance. Then, furry lemmings started sneaking into the factory and hindering repairs.

IML managed to keep these troubles secret from their competitors. One problem, however, couldn't be covered up - the low output. Bingham decided to keep the BEAST running through the night to help increase production, and advertised for a suitable worker in the local paper...

This is where you come in. Taking on the role of Fred or Fiona Fixit, you have to keep the

BEAST running smoothly. Before each shift the Boss calls you into his office and shows you the night's production schedule. Fail to meet your toy quota and you get the sack. Succeed and you go onto the next shift, with any excess dolls resulting in a wage bonus.



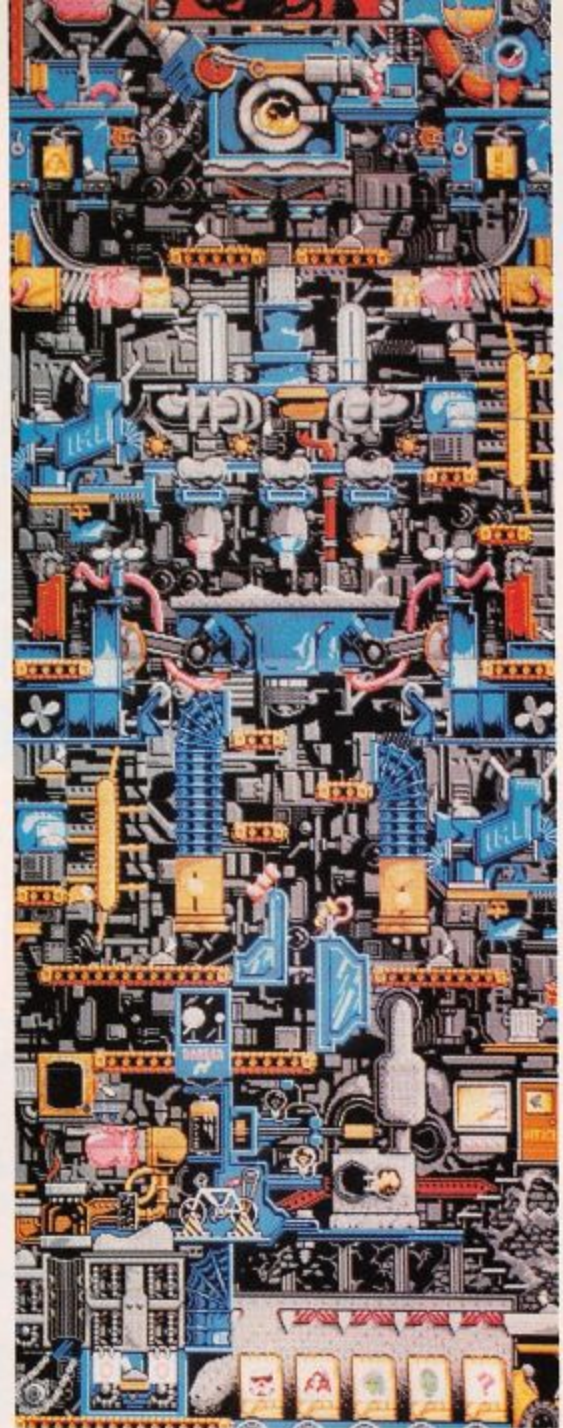
IBM PC - The home to your dreams! Earn enough dosh from bashing out toys and you can buy that little place of your own you've always dreamed about.

During the shift you have to leap around the BEAST (the screen scrolls vertically to keep up with you) fixing any glitches. Often this can be done straight away, such as pedalling the bike to generate power, moving levers to make the conveyor belts go in the right directions or changing the paint to the colour required for the current doll.

However, other situations will require you have a quick rummage around your tool box, which contains a variety of helpful widgets, such as wrenches for tightening bolts, matches for lighting the boiler, and (most bizarre!) hoovers and Venus flytraps for getting rid of marauding lemmings. Also available are umbrellas which let you drop long distances without knocking yourself out and balloons that give you a quick lift up the BEAST.

A quality controller checks every finished toy, and will discard any rejects. Once you've got the BEAST pumping out toys correctly you can begin to spend some time picking up the bonus tools that appear randomly about the BEAST, as well as hourglasses for extra shift time and dollar signs that up your wages.

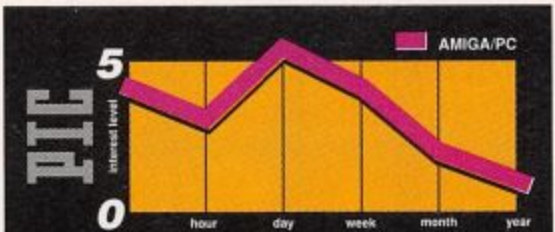
The early shifts only require that you make a few dolls of one type in any colour. Later shifts introduce more machinery that has to be maintained and different doll types, each of which have to be painted a specified colour. As you can guess, things can get very complex. Complete 30 shifts and fame and fortune are yours.



AMIGA - Fail to meet your quota and it's back to the dole queue. Your dreams of riches beyond imagination are over.



AMIGA - On yer bike! Fred has to peddle (and you have to waggle the joystick left and right) furiously to generate enough power to get the BEAST started.



The packaging and presentation are highly polished, but the program takes an awful long time to stop faffing around with copy protection checking and disk accessing and let you get on with playing the game. Then there's a fairly long period of frustration as you find out the hard way what you can and can't jump on and fix. However, once you do you'll discover that a day at the factory has never been so much fun and will keep you nut tightening for a long time.

ACE RATING
835

8	9	9
6		
G	10	A

AMIGA

Excellent presentation, with entertaining between-level animated scenes. Unfortunately this entails lots of lengthy disc accessing which can get very annoying, especially the long delay between games. Pity you can't turn these sequences off. The graphics are great, with smooth fast scrolling of the well-animated 'Beast' background. Special mention should go to the title screen tune - it's a clunky-clanky jingle full of metallic groans and grinding noises that suits the game perfectly but which you'll either love or hate.

ACE RATING
835

8	7	9
6		
G	10	A

IBM PC

The game's near identical to the Amiga incarnation in EGA and VGA, and doesn't lose too much in CGA. And, for once, the IBM bleeper tune is surprisingly bearable. Gameplay is very satisfying and hugely enjoyable once the initially high learning curve is surmounted. The biggest grumble is the unacceptable amount of disk-swapping in-between games and levels. Hard drivers, of course, will have no such problems.

RELEASE DETAILS

Platform	Price	Status
AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW
IBM PC	£24.99	OUT NOW
AMSTRAD CPC	£10.99cs/£15.99dk	OUT NOW
C64	£15.99dk	OUT NOW
SPECTRUM	£10.99cs	OUT NOW

David Upchurch



*Good, Great, Best,
Better*

*élite, n. The choice part, the best,
(Of). [F,= choice]*

*plus, adj. Additional, extra;
positive. [L,= more]*



Good games come and go, and great ones last much longer. The best can win awards, but only one can claim to be Elite.

When the history of computer gaming is written, its name appears early on. And on. And on. Generations have played it; some have beaten it; but none have tired of it.

The original mix of space exploration, trading, and combat has endured imitators, pretenders and millions of hours of play. Now the best is to get better.

Rainbird have updated the IBM PC compatibles version to utilise the technology which has developed over the game's lifetime.

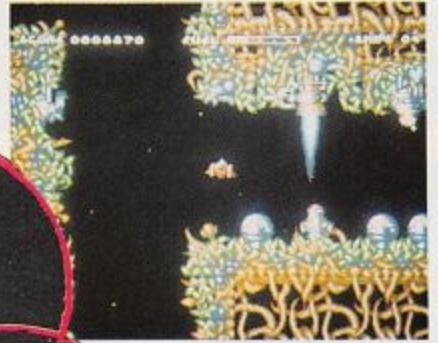
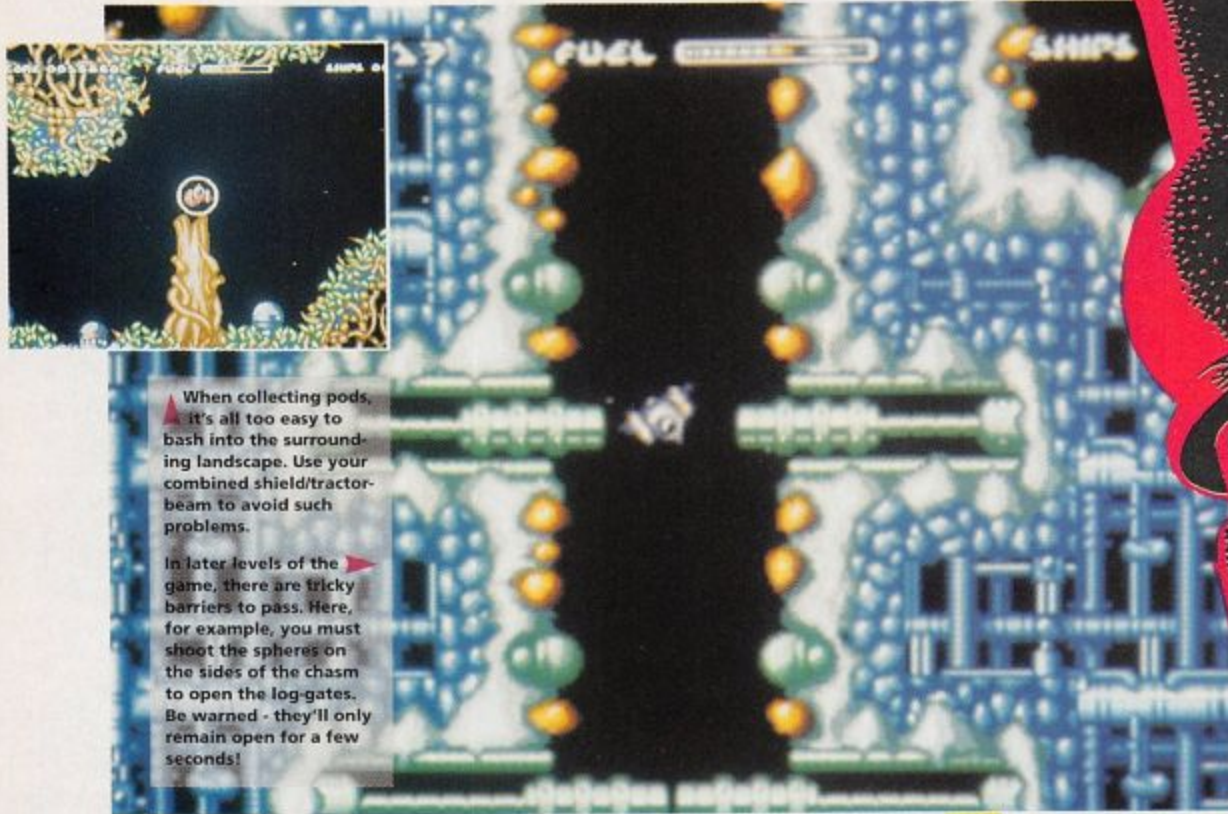
Amazing 3-D graphics, in EGA, VGA and MCGA modes bring even more life to cosmic combat; a redesigned icon-driven interface speeds trading, information gathering and map reading; support of Ad-Lib and Roland sound-boards enable your ears to share the vivid pleasures of life on the high seas of space; and brand new missions extend gameplay even further than before.

The classic six-year old recipe remains the same; new ingredients add to the flavour; treat your taste-buds to *the* best. Elite Plus.



Elite Plus will be available for IBM PC compatibles at £34.99.

The original versions of Elite are available for Atari ST and Commodore Amiga, at £24.99.



When collecting pods, it's all too easy to bash into the surrounding landscape. Use your combined shield/tractor-beam to avoid such problems.

In later levels of the game, there are tricky barriers to pass. Here, for example, you must shoot the spheres on the sides of the chasm to open the log-gates. Be warned - they'll only remain open for a few seconds!

Thermal venting units can frazzle your ship. Careful timing and a balance of fuel reserves are necessary if you're to avoid them.

Zarathrusta

It takes a reasonable amount of nerve to launch a 16-bit game based on *Thrust*, an 8-bit budget game from two years ago which - in turn - was a cross between *Asteroids* and *Lunar Lander*. Despite the enhanced graphics, *Zarathrusta* doesn't really denote much of a step forward.

You are the pilot of a tiny spacecraft, charged with the mission of locating and collecting Klystron pods from the surface of increasingly heavily-defended planets. Using your limited supply of fuel, you must battle your way through the defences and negotiate deadly underground caverns in order to collect the pods before returning to your mothership and travelling further into space, to pillage more remote worlds.

There are 10000 bonus points to be earned by shooting out the planet's nuclear reactor, thus permanently shutting down any alien activity and making the planet unstable. Then it's a race against time to collect the Klystron pods and escape before the planet collapses. Actually, there's little chance of running out of time, as your fuel reserves are likely to dry out first.

If you've played such inertia-driven games as *Asteroids*, *Thrust* or *Oids*, you'll know what to expect from your ship control; clockwise and anti-clockwise rotation, thrust and fire. There's also a tractor-beam/shield, which can be used to attract the Klystron pods and protect your ship from collision with the surrounding scenery. Unprotected encounters with the planet's surface will destroy your ship.

The further into the game you progress, the smoother the flying necessary in order to sur-

vive. Certain planets have stronger gravitational pull than others; and others have heavy defence systems.

With the game premise being so simple, the control the player has over the ship is vital. Here *Zarathrusta* succeeds pretty well. The difficulty of the early levels is pitched quite low, allowing the player enough time to get to grips with the control method, rather than being blasted out of the air every five seconds.

The landscapes of the planets vary from over-vegetated jungle areas, through mechanised zones, to icy wastes. Fuel in certain regions is extremely scarce, and rather than spending time blasting away at the reactor, it's best to simply collect the pods and run.

If you already possess *Oids*, *Thrust* or a similar game, it's unlikely *Zarathrusta* will hold many surprises. If you were a fan of similarly controlled arcade machines, you may find it fun.

● Jim Douglas



Shooting out the reactor will cause the planet to become unstable. There's 10000 extra points to be earned from this grandiose vandalism.

HEWSON's latest is a simple affair; an attempt to reach back to those bygone days where gameplay was everything



Certainly not the most enthralling game, and pretty superficial actually. But *Zarathrusta* is the sort of game that you can keep coming back to - in small doses - for quite a while. Once you've got to grips with the ship control, and learnt how to negotiate the passages, it's good fun. Don't expect it to keep you at your keyboard forever, though.

ACE RATING
700

6	3	4	5
G	I	A	FF

AMIGA

Nice sound, and on first impressions, equally high-quality graphics but there seems to have been some slightly ugly space-saving routines for the planet backgrounds. Large areas of tree-roots, rocks or machinery are filled with blocks, but the block design is a bit iffy and you can see the joins. Apart from this, there's nothing to fault *Zarathrusta* on the technical front.

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
-------	--------	---------

No other versions planned

S P O **4D** R T S

B O X I N G

"4D Sports Boxing is absolutely brilliant...the boxers move pretty much like their real-life counterparts...Here goes. Ooooooof! (Crunch)."
ZERO HERO 90%

"...This is the best game I have ever played..."
-Don Mattrick, President of Distinctive Software Inc

"Seconds out...Round One! The crowd leap to their feet as the fighters rain down on each other...what a stumble? YES! He's down...what a knock out. This is boxing at it's absolute best. What a brilliant fight"

"4D Sports Boxing is simply one of the best sports simulations around...Superb." -The One 90%



Do you want to box in the Fourth Dimension?

Mindscape and award winning developers DSI bring a new era of games to your home computer with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real. Modelled and simulated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and save a camp of up to ten of your own boxers.

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

Next you train them and build them up into lean, powerful fighting machines - then it's time to enter them into their first fight.



MINDSCAPE

For your local dealer, contact:
Mindscape International Ltd, The Coach House,
Hooklands Estate, Scaynes Hill,
West Sussex RH17 7NG. Tel. 044 486 761

For further information on Mindscape products
and new releases please call: 0898 234214

IBM PC & Compatibles. CGA, EGA, VGA/MCGA
or Tandy graphics. Roland or Adlib sound cards
or choose amazing digital sound with no extra
hardware required!

Keyboard, Mouse or Joystick £29.99
Amiga & Atari ST available January 1991 £24.99

WINDSURFING ZOMBIES FROM OUTER SPACE



Is Activision producing a B-movie? Rik Haynes previews four new games from the veteran American software house...

DEUTEROS

What would you get if you expanded the strategy sections of *Elite* while erasing its arcade sequences? That's what Activision seems to have done with this sequel to *Millennium 2.2*, the successful science-fiction strategy game. The appropriately titled *Deuteros*, the Greek word for second, is an atmospheric follow-up to the surprise hit of 1989. At its core, *Deuteros* is a resource management game. Once you've got the orbital factories, space-ships and universal exploration nicely under way, the game expands into a dynamic adventure involving mysterious alien artifacts and deadly encounters with their creators.

Ian Bird, a 31 year-old programmer from Coventry, has created both *Millennium 2.2* and *Deuteros*, but he's no newcomer to strategy games. Bird produced the first strategic submarine simulation for



Now you're ready to go where no person has gone before, but can this engine take it, captain?

the Sinclair ZX81 and since that time has written some six strategy games on various computer formats.

Similar in style to *Millennium 2.2*, but nearly ten times bigger, *Deuteros* provides a far greater challenge for your dedicated space strategist. It is set one thousand years on from where the original ended. The legendary *Millennium 2.2* galactic empire is waiting to be reclaimed, though a space-fleet has to be built from scratch before you can go forth and conquer. Space technology has been forgotten, so it's up to you to instigate research, production and training programmes for this epic project. Then the fun really begins...

Jai Redman is again providing the visuals, only this time the graphics have a bio-tech feel and more animation.

Activision is very proud of *Deuteros*, and quite rightly too, for the game has far greater potential than its illustrious predecessor. It has, in other words, the hallmarks of being a classic game. *Deuteros* is launched next month on the Amiga and ST. Let's hope it does the business.



You're looking at Planet Earth... at least what's left of it. This is where your space adventure begins.

HUNTER

He's tough, he can fly a helicopter or drive a tank, he's on a deadly sabotage mission behind enemy lines, he's totally 3D, he's Hunter.

Paul Holmes, an ex-CRL programmer, has written a game which uses some of the most innovative three-dimensional routines yet seen - thus creating a novel new style of arcade action game. *Hunter* is like a James Bond movie or Milk Tray advert displayed in glorious 3D running at a max of 25 frames per second.

Your on-screen character can go anywhere and do anything. Enter buildings and manipulate anything in sight. You see a helicopter laying idle. No problem. Just walk up to it and you're away, flying in the skies. The same goes for more mundane vehicles like bicycles and jeeps. You can even do a spot of windsurfing but there's no time to relax; the enemy is waiting for you and your fuel supply is fast running out. After all, who wants to walk into battle when you could smash through enemy lines



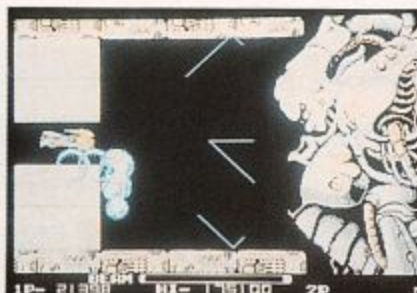
in a main battle tank.

Hunter can be played as a giant campaign game or split into smaller missions. The large game-map is randomly generated every time you play to help maintain long-term interest. So move over action man because *Hunter* is soon to be released on Amiga and ST. A new age of 3D combat adventuring is about to begin.

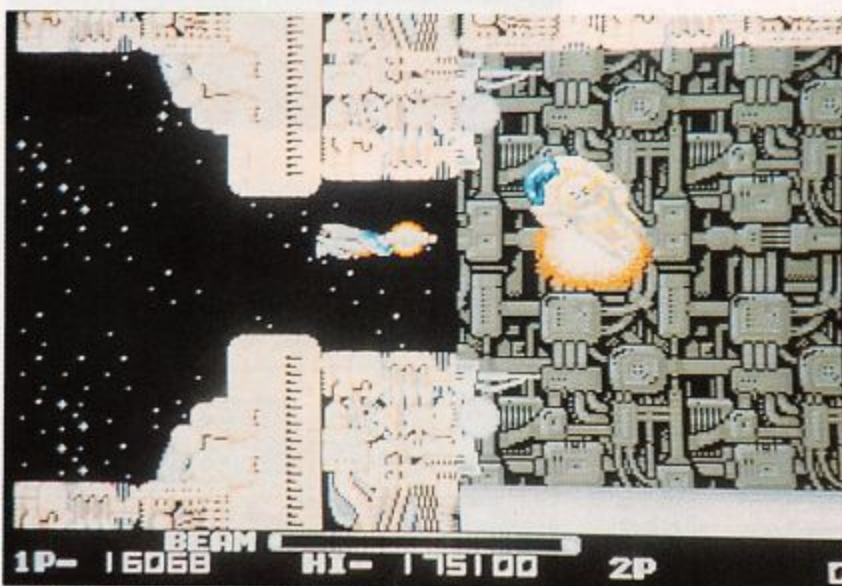
Hunter. The helicopter is one of the best vehicles to control in the game, though ACE has a soft-spot for the bicycle.



Hunter. And all because the lady loves Milk Tray... *Hunter* can go anywhere in this game.



R-Type II. This end-of-level guardian has gained a suit of armour since the first game.



R-Type II. Time to unleash The Force!

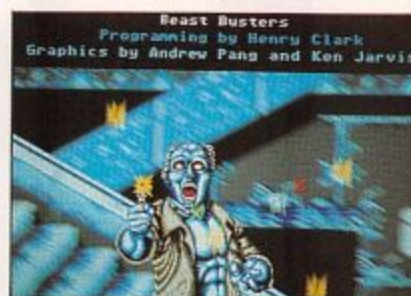
R-TYPE II

The evil Bydo empire is back and determined to subjugate the world (again). A desperate battle is about to be fought out in the limitless and unknown dimensions of space which have been contaminated and corrupted by this evil power. It's payback time. You're sent into eight different sectors of space in the sophisticated R-9 fighter. You're personkind's only defence against the enemy. You're all alone.

Arc Developments is handling the conversion of this Irem coin-op, a scrolling shoot'em-up filled with boss sprites, reflection lasers and shield orbs. Weapons are increased

or modified by shooting certain alien craft and collecting the jewels they leave behind. The first jewel collected also releases a special weapon, The Force, which can be attached to the front or rear of your R-9 fighter, sent ahead to clear a path, or behind as a rear-guard. The Force is equipped with its own lasers to take care of itself.

R-Type II is very much 'more of the same'. It has similar aliens and backdrops complemented by greater challenges and obstacles. Although the game will be finished within the next few months, Activision is holding back its release till September.



BEAST BUSTERS

Out of the mist, a horde of flesh-eating zombies rise up and come after you. Is it a nightmare or the latest cult horror movie from George 'Night of the Living Dead' Romero? No, it's a conversion of SNK's horrifying *Beast Busters* arcade game.

Another in the *Operation Wolf* style of mindless machine-gun shoot'em-ups, *Beast Busters* is a seven-stage search and destroy mission to end this zombie uprising. The game is a simple blood 'n' guts blaster with plenty of zombies, mad dogs and innocent bystanders to blow away. *Beast Busters* has the multi-directional scrolling sections and head-on down-the-corridor action as seen in *Operation Thunderbolt*. Your finger hardly ever leaves the fire-button during play, it's all down to 'don't think, just shoot'.

Images is in charge of the conversions to Amiga and ST, which should be available before Easter. This games developer has previously converted *Ninja Spirit* and *Super Wonderboy* for Activision.

Beast Busters is the best game from SNK since *Ikari Warriors* so the computer conversions should be worth a look. Hopefully, the game will also be transferred to SNK's games-starved Neo-Geo console system, which is in desperate need of greater software support.

Beast Busters. Why does this remind me of Stock, Aitken and Waterman?



NARC

Join OCEAN's drugbusters and US GOLD's anti-terrorist squad in the never-ending fight against organised crime!



▲ You're busted! The pacifists amongst you will be pleased to read that you don't have to kill everyone. Stand next to a baddy for a couple of seconds and you can arrest him for a big bonus.



▲ Boomshanka! Legs and arms go flying as you launch a bazooka shell into the crowd of criminals hassling your partner. Dr Frankenstein would have a field day!

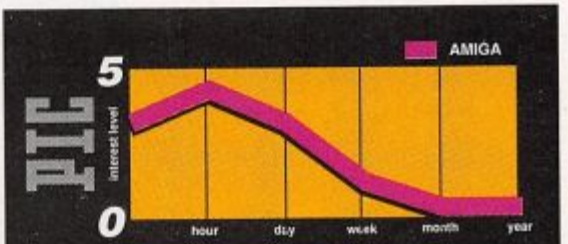
Now here's a novelty: a scrolling shoot-'em-up with a strong anti-drugs message - although that does tend to get lost amidst the explosions and flying body parts. Not so much "Just say No" but "Just say Aaaiieeeee!!!"

You play yet another in the long line of over-muscled hunks with a mission - this time to infiltrate Mr Big's hide-out and put a satisfyingly violent end to his drug-peddling activities. If you want you can invite a similarly well-built mate along for some extra pusher-pasting power.

The game is split into twelve horizontally-scrolling levels viewed from a raised angle so that you get a pseudo-3D view of the action. In keeping with game convention you have to battle your way from one end to t'other. You can move around freely using the joystick. Tapping up makes you jump while tapping down makes you crouch.

Each level is infested with a variety of scum just begging to be blasted with your machine gun or splattered to the four winds with your bazooka (accessed by holding down the fire

Crash! Bang! Wallop! Wot a picture! Take that, you kidnapping slime! Look out for the TVs (on the far right of the screen). Shooting them reveals hidden energy restorer- who said TV was bad for you?



Not a stunning product, and the relatively easy method of making progress means this is unlikely to be a game you'll be returning to in a month let alone a year.

ACE RATING
720

6	2	6	5
6	10	A	FF

AMIGA

Overall, disappointing. The scrolling is smooth-ish and there are a pretty large number of baddies on screen at one time, but this looks suspiciously like an ST port. The graphic design is poor, with badly animated sprites hobbling around dull backdrops. Sound is adequate with a tedious sample-packed tune between games stopping the action. Even the normally sure fire hit of a two-player option doesn't really do much to improve the fun. If you're a big fan of the coin-op you may enjoy this, otherwise think carefully before buying.

RELEASE DETAILS

AMIGA	£ 24.99	OUT NOW
ATARI ST	£ 24.99	OUT NOW
AMSTRAD CPC	£ 10.99cs/£ 15 99dk	OUT NOW
C 64	£ 10.99cs/£ 15 99dk	OUT NOW
SPECTRUM	£ 10.99cs/£ 15 99dk	OUT NOW

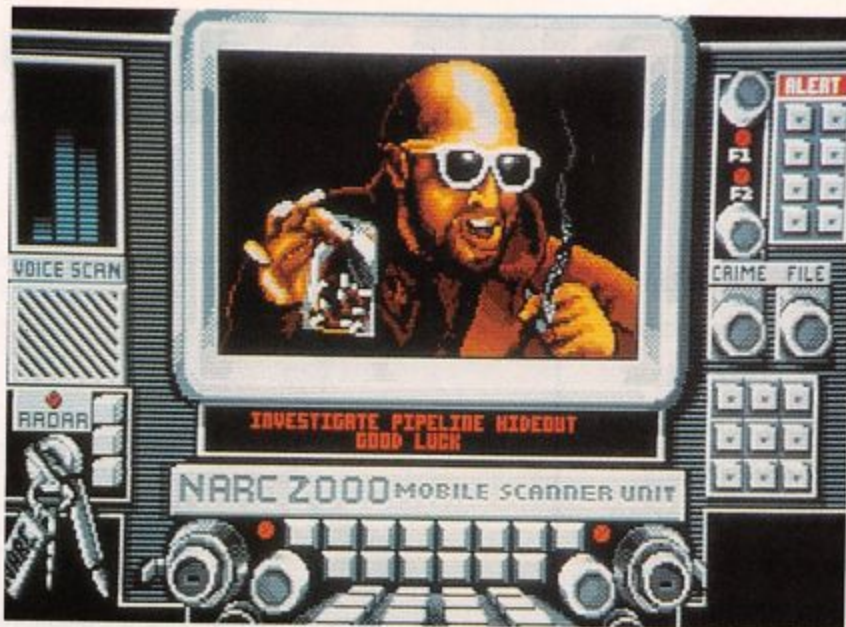
No other versions planned



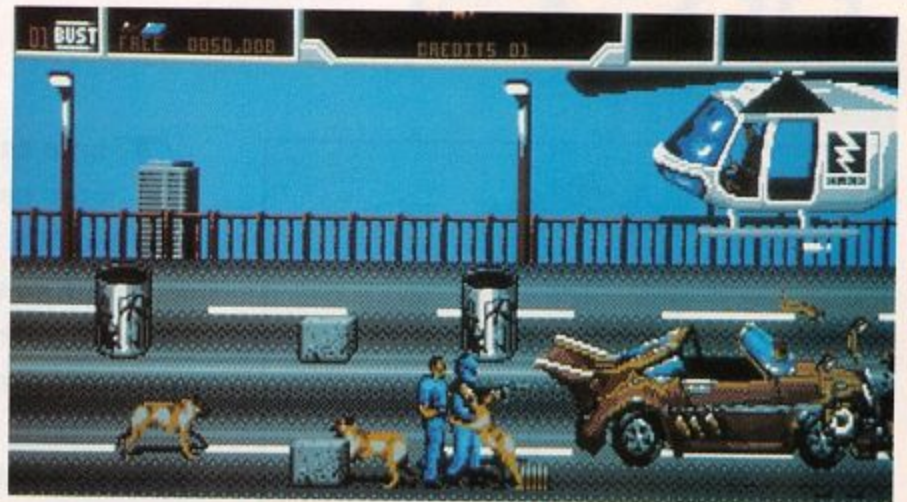
In the subway, and the first appearance of the karate killers.

Yet more justice from the barrel of the gun! Have these people never heard of trial by jury? The King Pin, head of the MOB, has kidnapped President Cole's beautiful daughter, Brittany. Lucas McCabe, hardman extraordinaire, decides it's about time the King Pin was nailed - for good! Armed with a machine gun and a grenade-launching add-on he sets out through ** levels of horizontal-scrolling action. (Oooh, why do I get this terrible feeling of *deja vu*?)

Okay, let's not beat about the bush - this is a NARC clone. Like its inspiration there are hordes of baddies to blast, extra ammo and bonuses to pick up, and justice to be meted out on your way to rescuing the Prez's daughter. No arresting the criminals here - McCabe reckons taking prisoners is for fairies. McCabe also operates alone, so there's no two-player option.



Know your enemy! Before a level that introduces a new enemy type there's a screen giving you the low-down.



Another good reason to keep off the roads... the missiles spewed from Mr Big's chopper! Keep a track of its position using the Defender-like scanner at the top of the screen.

bazooka (accessed by holding down the fire button). But shoot carefully! Both bullets and bazooka shells are limited and running out is a deadly mistake. Luckily the downed druggies sometimes leave behind spare clips or shells, or wads of money and bags of drugs which can be collected for a meaty bonus awarded between levels. So far, so good.

However, there are niggles that detract seriously from the fun. For a start, you have to sit through the sampled tune between each game which is a pet hate of mine. More worrying are the gameplay faults. It's quite easy to get a long way into the game by simply running for the end of the level rather than standing and fighting - I got to level seven on my third try - which casts doubts on the game posing a serious challenge for more than a week.

The annoying control method means that sometimes you'll be jumping or crouching when



Hey-elp! Hey-elp! Save the kidnapped girl from the villain's clutches!

you intended to move up or down the screen. However, the worst problem is that you automatically stand up from crouching when attacked. This is OK unless you're being attacked by dogs, which can only be shot when crouching. Of course, this becomes impossible because their attacks force you into a standing position. The only solution is to avoid them until they clear off. Very frustrating.

Overall, Ocean have done an reasonable job on this Williams' coin-op conversion. The action is quite fast and frenetic, and blasting baddies is reasonable fun (especially with a bazooka!). It's just a shame that some of the stupid gameplay wrinkles were not ironed out at the fine tuning stage.

● David Upchurch

CRIME WAVE

In *Crime Wave's* favour there are extra weapons to pick up in the later levels, and the explosions are bigger and bloodier. (Now there's mature criticism for you!) Fortunately, the game largely avoids *NARC's* annoying gameplay niggles, although the control method, which is near identical to *NARC*, is just as fiddly until you get the hang of it.

Special mention should go to the presentation. The plot progress before and during the game is portrayed using a series of (occasionally animated) digitised images. It's not only very well done and impressive, it's also highly dubious - there seem to be an excessive number of shots of the scantily clad Brittany bound in a chair being leered over by her captors.

I found *Crime Wave* far more fun to play than *NARC*, mainly because the controls are less fussy and let you get on with the blasting. It's also a tougher game, so even hardened killers should be blowing away the bad guys for quite some time.

● David Upchurch

ATARI ST

A long and hard challenge lies ahead for those who want to try and rescue Brittany, but some may find the action getting a little dull long before the final confrontation with the King Pin.

ACE RATING
745

B	2	7	7
G	IQ	A	FF

RELEASE DETAILS

ATARI ST	£ 24.99	OUT NOW
AMIGA	£ 24.99	OUT NOW
IBM PC	£ 24.99	OUT NOW

No other versions planned

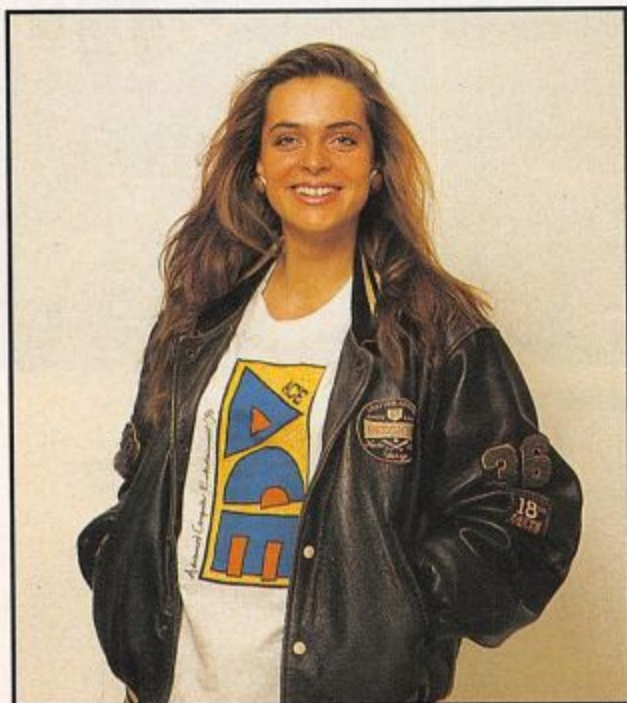


Those karate killers certainly live up to their name. It's back to the start for you!

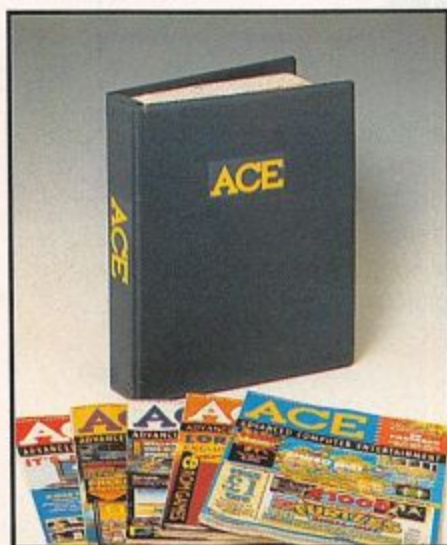
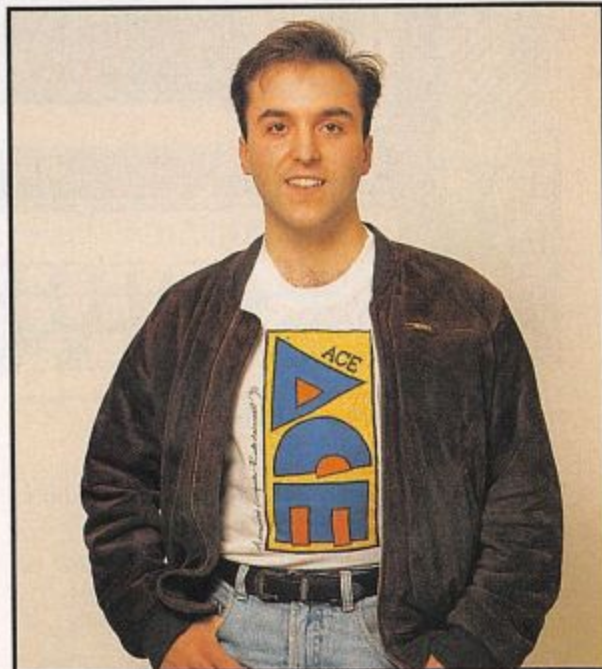
Shack attack! Blasting open the wooden hut reveals oodles of goodies to be collected.



ACE MERCHANDISE OFFER

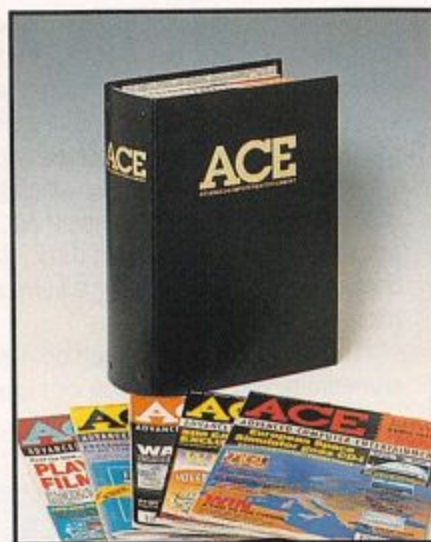


There can surely be nothing more sexy and fashionable than the ACE t-shirt. This latest item in the *Ace Clothing Collection* is what every self respecting computing genius will be wearing this season. The eye catching ensemble has been exclusively designed by ACE's own art editor, Jim "Gaultier" Willis, for the lover of fine things and the reader with good taste. The t-shirt is available in sizes small, medium and extra large and can be purchased at the ridiculously low price of £5.99



There is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £5.99

Order without delay, to avoid gross disappointment. Simply complete the form below (enclosing your postal order or cheque, made payable to **EMAP IMAGES MERCHANDISE**) and send it to the following address:



▲ ACE Binder A

▲ ACE Binder B

Please remember, these top quality items must be handled with the utmost care by our dispatchers - therefore do allow 28 days for your order to be fulfilled. Rest assured you have chosen well.

PC WISE, UNIT 3, MERTHYR INDUSTRIAL PARK, PENTREBACH, MERTHYR TYDFIL, MID GLAMORGAN, WALES CF48

I want to be an ACE Adonis, so please send me:-

ACE T- shirt £5.99 SMALL MEDIUM EXTRA LARGE

ACE Binder A £5.99

ACE Binder B £5.99

I enclose a cheque/ postal order for £..... made payable to *EMAP IMAGES*

NAME:

ADDRESS:

POSTCODE:

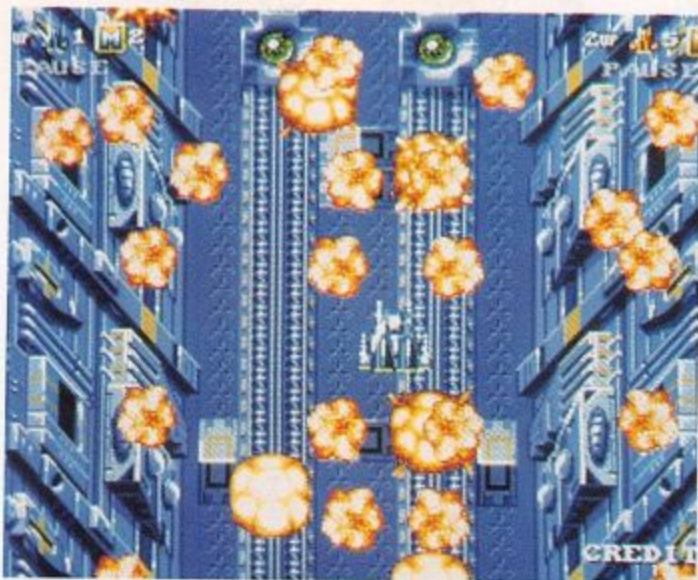
(All prices include postage, packing and VAT)

Please send your orders to:

**ACE MERCHANDISE OFFER
PC WISE UNIT 3, MERTHYR INDUSTRIAL PARK
PENTREBACH, MERTHYR TYDFIL, MID GLAMORGAN CF48 4DR**

ACE

ACE



The quattro-beam laser in action. Probably the best weapon. Collecting a further power-up will spread the laser-fire over a wider area.



The smart bomb will clear virtually everything on the screen. Be careful, though, because some aliens can even withstand a direct blast.

Throughout the history of gaming, the two-player team-up option has almost become as strong an emotive pull as super weapon power-ups. The ability to pit both your own and your mates' blasting skills against the massed forces of an enemy empire is always more fun than having to wage a one-man war.

BATTLE SQUADRON

In *Battle Squadron*, your mission is to rescue two heroes from behind enemy lines, before the evil torturers start extracting secrets with fiendish truth serums and mind probes.

But before any rescuing can be attempted, there's a whole lot of killing to be done. You must raid the planet Terrania, laying waste to its military installations and decimating the airborne forces of the evil empire.

In traditional style, the planet's surface scrolls down from the top of the screen, bringing with it ever-more high-powered ground defences. For the first few seconds, you'll need to perform some nifty flying to avoid the initial enemy assault. Once you're a couple of screens into the game though,

ELECTRONIC ARTS, better known for their strategy and simulation games, have leapt headfirst into the action arena. How have they fared?

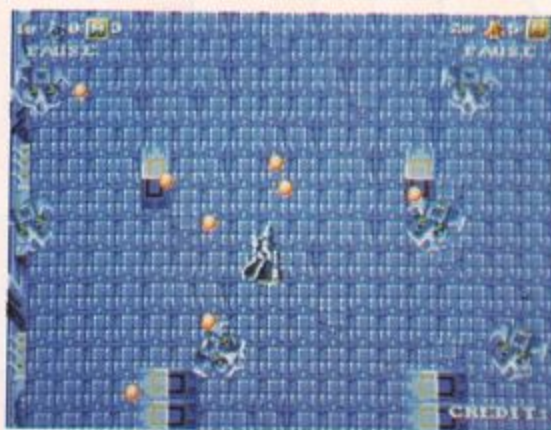
a rapid-firing enemy craft will emerge. Blast this bullet-spewing character and he will leave behind a power-up. Depending on the colour of the floating rectangle when you collect it, your weapons system will change from rockets, through front and back lasers and side-shooters to deadly green laser beams.

You can also collect extra smart-bombs which (when activated) fill the screen with a swirling mass of popcorn-shaped energy bolts, thus destroying everything. Unlike some games where smart bombs are easy to come by, *Battle Squadron* makes you really fight for them.

After completing a stage of over-ground action, you are sent downstairs for some subterranean blasting. Some of the underground sections feature massive lumps of space-coral which drift down the screen obscuring your view of the action. There seems to be no reason for the inclusion of these objects except to make life difficult. Since you would be able to see where you were going if you were actually in control of the spaceship, it seems a bit unfair to be prevented from seeing what you're fighting.

In conclusion: nice and simple, plenty of action and an excellent two-player team-up option.

● Jim Douglas



A brief moment of respite from the onslaught of enemy raiders. It may not look especially peaceful, but it's about as quiet as it ever gets.



The end-of-level guarantee with a long-lasting effect: they fire homing rockets which track you, and they take a lot of hits before conking out.

5 Interest level

hour day week month year

MEGADRIVE

ACE RATING
790

MEGADRIVE

Certainly not the most original game in the world, but an extremely good example of the type. If you've got a mate to play with, you'll enjoy it more, since the action can become a bit overwhelming for a lone warrior.

RELEASE DETAILS

MEGADRIVE £24.99 OUT NOW
No other versions planned

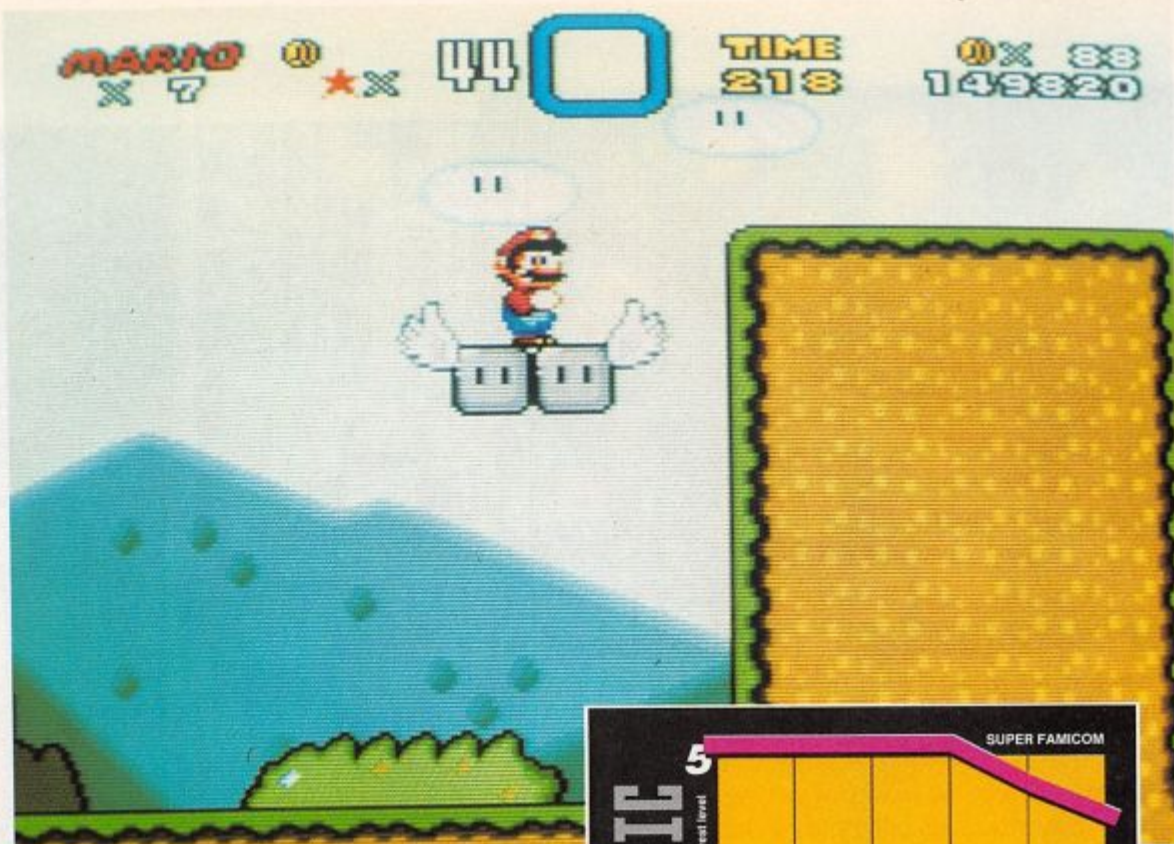
Mario comes bouncing back in the fourth instalment of NINTENDO'S platform pranks! Worth buying a Famicom for?

It's the latest *Super Mario* game and it's on Nintendo's Super Famicom. We've had *Super Mario Bros I, II, III* and now *IV*. Is Mario really worth yet another sequel or are Nintendo getting the *Rocky* syndrome?

All the action happens in - surprise, surprise - Super Marioland, a place that bears a suspicious resemblance to a 2D scrolling map. There are a 100 tasks for Mario to complete before he can rescue the Princess Wendy from an evil lizard. Each task resides in a sub-level, which is accessed via one of the transporters strewn around the pathways of Marioland. Guide Mario to one and a quick hit of fire zaps you into a scrolling world where the idea is to get from end to the other.

Sounds easy? You're right it does but you reckoned without the large array of platformy game obstacles getting in your way. Get through and Mario will return the map which'll change slightly, opening up new paths and allowing you explore further.

After completing a castle or ghost house on the Super Marioland map you get the chance to RAMsave your game onto the battery backed up



On a wing and a block! To get around Marioland you'll need every weird and wonderful means at your disposal - including flying platforms!



Heigh- ho, Greeny, away! With a baby lizard for a mount you can go critter catching using the giant Gila's sticky tongue.

PIE Interest level

ACE RATING
910

AMIGA

With its vast array of interesting characters to contend with, amazing multiway parallaxed graphics and superb upbeat soundtrack (far better than the usual modern day rubbish) *Marioland* is a treat for the eyes and the ears. Add smashing gameplay of the most addictive variety and you've got the one of the best games ever. The ability to save up to three positions means you'll not get bored having to play the early levels over and over. There's also a brilliant end-game sequence - I know 'cos I've completed the game and seen it (smug grin!). Nintendo sees *Marioland* as such an excellent product they reckon it sells their machine. They're not far wrong.

RELEASE DETAILS
SUPER FAMICOM Cartridge bundled with machine

SUPER MARIOLAND

(Super Mario Bros IV)

cartridge memory. When you plug in the next time there's your game on the title screen menu along with the amount of tasks you completed. It's great carrying around *Super Marioland* cartridge with an impressive saved game - it's like having 27-er conker!

There's a great many things to be picked up along the way, many of which add to Mario's repertoire of dextral skills: a cloak enables Mario to fly; a flower gives him atomic gob; and a star awards limited invulnerability. Best of all are the blocks containing eggs - hit one of these and out pops a rideable two-legged dinosaur hatches with a sticky fire-button-activated tongue that can eat up all sorts of annoying sprites.

This is a great game. The map structure over the top of the more traditional platform screens adds a depth not found in bland copy cats. It's blatantly obvious how much love and pride has been spent on the development of what is undeniably the state-of-the-art in entertainment software.

All-in-all *Super Marioland* rates as just about the best reason in the World for going out and getting yourself a Super Famicom. I know it's hard justifying a £200 splurge for a games machine but with a *Super Marioland* cartridge bundled into the deal I'd say it's well worth it. Check out your local console importer ASAP.

● Gary Liddon



After all the block busting Mario performs with his noggin you'd think he'd have a headache.



Going underground in hot pursuit of lizzy. The echo on the sound effects in the caves is excellent



Emergency lighting kicks-in and the darkness fades away. Huge lifting machinery brings your fighter into view, the hangar bay opens and the dropship releases its grip on you. Cut to outside and your fighter launches into space, its engines open up in a flash of pure blue light. Your fighter takes you to a new planet at sub-light speed. Add a cinematic music score and sound effects and you have the impressive opening sequence to *Gradius III*, the first shoot'em-up released on the Super Famicom.

The aim of the game is to make your way through 10 stages of hostile environments populated by 22 different kinds of enemy machines and life-forms. The end of each stage is guarded by a massive boss who can take a severe battering before they're finally destroyed.

Once thoroughly tooled up, you can inflict untold damage on the alien hordes.



Prepare for battle.

GRADIUS III

Gradius III takes the concept of collectible weapon systems a stage further by allowing you to select the type of ordnance you can pick-up during the game. Your Special Air Fighter can handle 29 different types of weapon such as spread bombs, tail guns, ripple lasers and full barrier shields. You have a simple choice at the start of the game, go for a preselected group of weapons or edit your own suite of goodies. You're then ready to take-on the Dark Force.

When you destroy alien craft some of them leave pods which can be collected and traded for your preselected weapon system. A bar along the bottom of the screen splits these

weapons systems into seven categories (Speed Up, Missile, Double, Laser, Option, ? and !). As you pick-up an alien pod the next category of system is highlighted, this weapon can then be activated at anytime with the flick of a button. A male American voice quietly confirming the weapons activation. This power-up process can be switched to full automatic if you can't be bothered to keep an eye on which weapon is currently highlighted. At the height of the fighting it's very easy to concentrate on getting a bigger laser rather than blasting a Baoh bionic bomber. This can prove to be a fatal mistake.

It's hard to believe this is only the first shoot'em-up to be released on the Nintendo Super Famicom. The Amiga has been around for over five years and nobody has produced a shoot'em-up that comes anywhere near this stunner from Konami. *Gradius III* is another reason to buy a Super Famicom... along with Super Mario World, Populous and F-Zero. And don't forget this £100 wonder machine has been on sale for less than three months. It's unbelievable!

● Rik Haynes

Special thanks to Shekhana Consoles (081 340 8565) for supplying the cart.

HARDCORE HARDWARE

With a choice of 29 different weapons to fit into your fighter, fatal mistakes can be made. Here's a guide to get you going...

Always edit your own suite of weapon systems, the preselected bunch is reserved for the foolish and lazy.

SPEED UP

A fast fighter can get you quickly out of a tight spot. Don't be greedy or you'll go out of control.

MISSILE

Small Spread provides tight saturation ground bombing but requires support of fast forward-firing weapons. Back 2-Way Missile is a good all-rounder, unfortunately you have to move ahead of the target to strike it.

DOUBLE

Go for the original Normal Double as the 45 degree angled shot gives you superb fire support when attacking forward positions.

LASER

Energy Laser is a devastating weapon, though it takes valuable seconds to charge so its rate of fire is lower than any other system.

Cyclone Laser produces long bursts of fast laser fire.

OPTION

Rolling Option has the multiples rotating around your fighter therefore adding to all-round protection.

?

Force Field absorbs attack from all directions, its depletion level is easy to see.

!

Remain Option is the quickest way to build-up a formidable weapons platform.

So what's my recommended weapon systems set-up? Speed Upx3, Back 2-Way Missile, Normal Double, Energy Laser, Rolling Option, Force Field and Remain Option for daring pilots or Speed Upx2, Small Spread, Normal Double, Cyclone Laser, Rolling Option, Force Field and Remain Option for a balanced no-compromise fighter.

KONAMI introduces a Dark Force into the Super Famicom

ACE RATING
880

RELEASE DETAILS
SUPER FAMICOM £34.99 OUT NOW

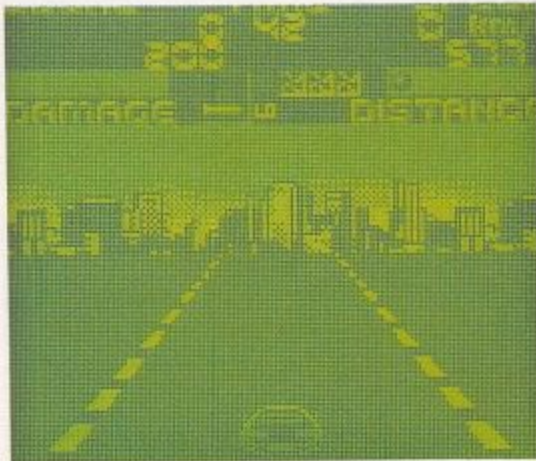
While the formula may be tried and tested, the implementation of *Gradius* makes it stand head and shoulders above all other shoot'em-ups of recent months. The graphics capabilities of the Famicom are, of course, a boost. Nevertheless, *Gradius* grabbed me from the start, and didn't let go.



Watch out for the big floating alien things of doom.

PRIME DIRECTIVES

Robocop, Chase H.Q., Ghostbusters II, Contra...
Rik Haynes previews four new Gameboy titles!



CHASE H.Q.

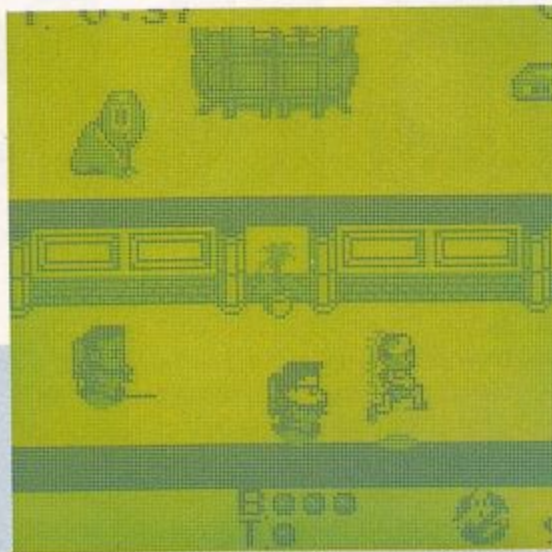
Now here's a job. The Police want you to drive a fast sports car and capture some crafty criminal racers. Shift into high gear and speed down the twisting highway at 318km per hour. A turbo option gives you the edge over the competition, provided you use it wisely. All you have to do is avoid a few obstacles and out-drive everybody on the road. Taito's Miami Vice inspired racer chaser has been adapted to the Gameboy by a British software development team. Unfortunately, they haven't done as good a job as Ocean's conversion to the Spectrum. What used to be a simple but enjoyable game has been ruined by poor control, jerky scrolling and unforgivable pauses in the action. At this stage secondary lapses of quality start to show through and annoy you even further. David Whittaker's music, for example, is appalling. Even the redesigned text looks out of place. I'm surprised Taito allowed this game to be released. *Chase H.Q.* needs a serious amount of bodywork and possibly a new engine. Bring in those panel-beaters, quick.

GHOSTBUSTERS II

Oh dear, baby Oscar has been kidnapped by a spook called Vigo, an evil spirit from the past with an aim to rule the future. Who ya gonna call? This is your chance to be a Ghostbuster and drive these frightful ghosts from New York City. Start by choosing your busting two-man team from the four famous characters, played by Bill Murray and Dan Ackyrod in the two ghostly movies. One will use a Proton Beamer to paralyse ghosties for a few seconds, the other carries the traps to suck these slimers up. Make your way through 16 levels of offices, subway mazes and trashed art museums but beware of nasty creepies like The Blob, Floating Head and Whirling Dervish. You'll also meet fellow Ghostbusters who can supply additional ghostbusting tools such as a wall smasher, super trap and moodslimer. If a ghost touches one of your characters they will stay unconscious for a moment and lose a trap or beamer. The game is over once you've lost all the beamers or traps. The graphics are especially cute as you'd expect. You can tell the game was created by Japanese designers, despite the fact that Activision has licensed it, because the characters have small bodies and exceptionally large heads. A trademark of oriental comic art. Fun for all the family, as they say in tacky adverts.

CONTRA

Nasty rebels are waiting for you in the jungles of South America. Rambo fought for honour, justice and the right to buy a fast-food franchise. Now it's your turn. Equipped with a suitably large machine gun, headband and no-shirt – what better way to show off your muscles – you must conquer five separate areas filled with enemy soldiers, gun emplacements, mines, tanks and submarines. These areas alternate between side- and top-views of the battle. Your commando character can jump and duck his way through some pretty hairy situations. Power-up pods provide three-way fire, homing missiles and a wide-area attack weapon. The action never stops, and neither does your determination to fight right to the end. Things get a little strange in area four, thanks to a horde of insects, and a few surprises lay in-store during the final area. The backdrops in *Contra* have a similar feel to those seen in Teenage Mutant Ninja Turtles on the Gameboy. It's likely that these two games were written by the same programming team, though Konami is staying tight-lipped about 'who does what' in its Japanese software labs. *Contra* is easily the best of the bunch played here. It is recommended without hesitation by everybody in the ACE office. Now get off, it's my go!



ROBOCOP

The computer cop from a violent near future is ready to law down the law in downtown Detroit. *Robocop* from Ocean takes you through 10 stages split into three different gameplay styles. The main game has your metal man walking the streets of the city, taking out the criminal scum that infest the place. You avoid enemy fire by ducking and jumping. If you're hit you'll lose some precious energy – you're deleted once this is depleted. On the way, you'll discover objects to collect. Baby food increases your energy level for instance. Sub-games help to increase your interest in the game. The hostage scenes and shooting gallery are a 'hit the target with a cross-hair sight' affair. The later allows Robocop to recalibrate his aiming skills and gain some extra energy. The photo-fit sub-game has you matching faces, within a limited amount of time, by changing features like hair, mouth and ears. The game has a worthy variation of graphics and the thumpy soundtrack from the movie. *Robocop* on the Gameboy is a lot harder than its computer cousins. It should provide a lasting challenge for gamers with more than 20 seconds to comply.



Special thanks to PC Engine Supplies (0782 712759) and Shekhana Consoles (081 340 8565) for supplying the carts.

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES



ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS **FREE!**

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated 68000 Processor General Computing

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234 x3914
Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-495 8321

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Shop, Dept ACE-03/91/37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

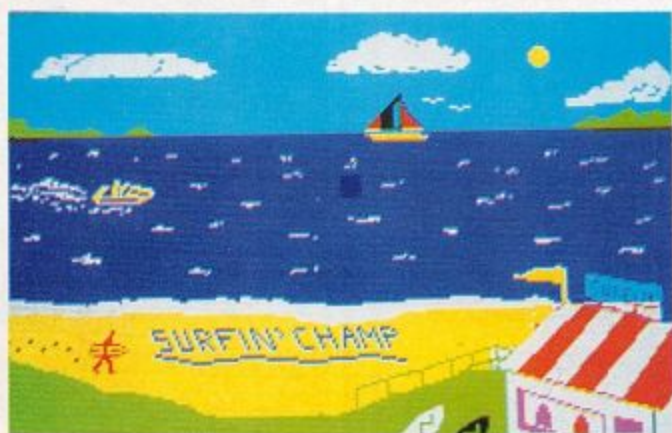
Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s), do you own?

SURF CHAMP



Somehow Surf Champ never managed to conjure up visions of bronzed surfers at Malibu... or even pasty Englishmen in Cornwall! However Fistral's tides were accurately mapped, including the rip-tide which carried you out where the waves came from.

The sky was gunmetal grey, the Atlantic icy and hostile. I tugged on the zip of my borrowed wetsuit, took a firm grip on the surfboard, and strode manfully towards the ocean. The waves crashed on the pebbles with all the majesty that a three inch mush can muster.

It was hardly Hawaii but it was my one and only attempt at surfing. As I splashed hopelessly in the shallows, I realised why wave riding isn't indigenous to these chilly shores. In fact a computer simulation, played by the warmth of a Spectrum power supply, seemed a better idea each time I fell off the board.

SURFIN' CPU

The program which brought me to that chilly shore was the product of scientist and amateur surfer, Norman MacMillan, a man with a mission to introduce his sport to landlocked home computer users everywhere. *Surf Champ* wasn't just a game but a true simulation with real beaches and accurate wave behaviour.

Better still, there was none of the *Track And Field*-style joystick jiggling which was so popular around '84. *Surf Champ* came complete with a six inch surfboard which sat on your Spectrum's keys. You controlled your board just as a real surfer would.

There was, however, one problem with this concept. It was cr*p. Or at least, that's what most reviewers concluded. If only they'd known the exhilarating fear of going down, down, down while your board soared over your head, they too might have appreciated MacMillan's unique vision.

Departing Hall Of Fame curator John Minson drops in on the Shack Of Shame in search of the wild surf.

The beach that came with the program was Fistral in Cornwall, one of Britain's more credible surfing spots with waves that provide an ideal learning environment. More challenging locations, including the notorious Pipeline, were promised though these big wave bays never materialised.

Once you'd taken note of the day's weather and outfitted yourself accordingly (no Bermuda shorts if the temperature was sub-zero), you balanced the plastic surfboard on the Speccie's rubber keys. Next you moved your surfer along the beach to find a place to enter the water. Only terminal bohos failed to exploit the rip-tide which carried you towards the horizon with minimal expenditure of energy. Every time you encountered an incoming wave you dipped the nose of your board to avoid being carried back to the shore. Eventually you reached a satisfactory starting point and waited, watching the wave patterns, until a promising set arrived. Then it was time to ride, ride, ride that wild surf.

As you caught your wave the screen cut from the panoramic view of the bay to a close-up of your surfer. Resting your hand on the miniature board, you moved it from side to side or backwards and forwards to perform various radical manouevres. Scoring mirrored the system used in pro-surf contests, with maximum points for gnarly moves such as shooting into the air then jack-knifing back down.

You rode the wave for as long as possible, eventually trying to glide off without wiping out. If you had the energy left, and this depended on water temperature and the equipment you'd chosen at the start of the game as much as your acrobatics, you paddled out again for another attempt.

If everything had worked as described, *Surf Champ* would have been an indisputable classic. But the problems

started with that unique selling

point. Keeping the plastic board on the Spectrum's keys was a task only slightly more difficult than mastering the real thing.

Then, to add insult to injury, Sir Clive issued the +2 with its inhospitable, hard plastic keys. After that the unattractive graphics and steepish learning curve seemed almost minor quibbles.

SON OF A BEACH

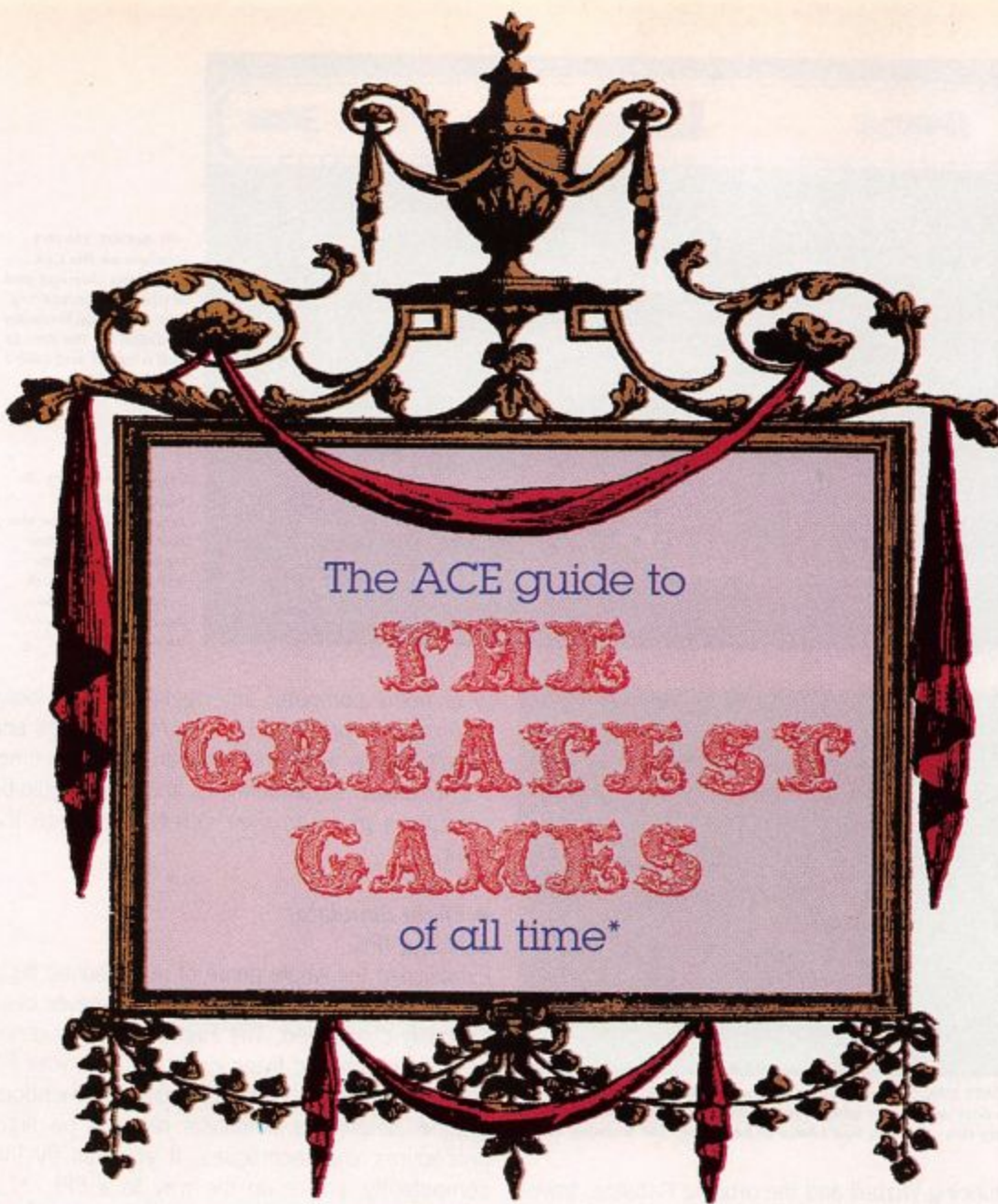
Only dedicated California dreamers persisted with *Surf Champ*. But having swallowed half the Atlantic that chilly morning I was determined to contort my hand into the correct pose. And when I performed my first aerial and hot-dogged all the way to shore, I really started to appreciate the program.

So maybe Norman MacMillan was possessed of an unworlly idealism. Undoubtedly *Surf Champ* did lack the graphic sophistication which was standard by the mid-eighties. But how sad that nobody noticed the complex calculations of wave behaviour, the ingenious keyboard reading algorithm, the novel attempt to create an accurate simulation of this exciting, esoteric sport.

Despite a grant from the Irish development agency, *Surf Champ* was destined to wipe out. But for all its irritating eccentricities and severe shortcomings, not to mention that bizarre surfboard, it remains a tribute to lateral thinking in game design and deserves a cult corner in the collection of any serious software archivist.



Your bespoke plastic surfboard featured special underside protrusions to punish those rubber keys.



Undeterred by the hordes of angry torch-waving villagers besieging Castle ACE following last month's controversial choices, here are the final Great Games lists! The criteria for nomination (in case you missed last month's issue or have simply forgotten) are as follows:

- (1) The game must have originated on a home computer - that's why games like *Rainbow Islands* and *Planetoid* (the definitive *Defender* clone on the BBC B have (regrettably) been omitted. However, games that have radically mutated an arcade idea are valid (i.e. *Thrust*, despite its obvious *Asteroid* and *Lunar Lander* roots, successfully mixed the two to make a totally different hybrid).
- (2) The game must be a 'landmark', in the sense that it introduced a new concept or technique into the gaming world and/or advanced the 'state-of-the-art' in its genre.
- (3) The game must be enjoyable - obviously! - and have long-lasting appeal.

We consider the games in this list to be essential components of any gaming buff's collection, if not for their gameplay then simply for their place in history. Each game is described, and details provided on who manufactured it and on which format the game is best (n.b. 'All formats' indicates that the game was equally classic on all implementations).

Dear ACE,
What a load of cr#p!

We're always open to persuasion that we've erred in our choices. If you have any suggestions, then write and tell us on a postcard at: ACE Great Games, ACE, Box 2, Priory Court, 30-32 Farringdon Lane, London EC1R 3NU, along with your (brief) arguments. A draw will be held on 8th March 1991, when we will draw ten cards from the bag and send them a FREE piece of software, so remember to add your name, address and computer format to the postcard.

PART 2

Batten the hatches and lock up your daughters! It's time for Part 2 of our pompous proclamations!

ORIGINAL GAMES

● 3D Monster Maze

J. Graye Software (ZX81)

You could hear the jaws dropping when this was unveiled. Viewed in chunky first-person 3D, you had to find your way out of a maze while avoiding the unwanted culinary attentions of a large Tyrannosaurus Rex. Didn't seem much cop initially, but when ol' Rexy lumbered into view...!

● Ant Attack

Quicksilver (ZX Spectrum)

Arguably the game that (literally) added a new dimension to the way games were viewed, and probably the first truly non-sexist. Choosing to play either boy or girl, you had to rescue your partner from an isometric-3D city infested by giant ants. Stunning (for their time) graphics. Fondly remembered in ACE Issue 38.

● Cosmic Osmo

Activision (Macintosh)

Used Hypertext to give you a (marginally limited) interactive environment. Not much of a game, as such, more of an enjoyable pastime. Each location in the game was depicted graphically. Mouse clicking on objects or people would elicit

some form of action (i.e clicking on a door would take you through it) or response (i.e. clicking on a pumpkin makes it form a face and bite your pointer - ow!). Could this be the shape of games to come...? See ACE Issues 23 and 24 for full details.



ORIGINAL GAMES - *Cosmic Osmo* on the Macintosh. Uses Hypertext technology to generate an amazing level of interactivity.

● Driller

Incentive (All formats)

A puzzle-cum-adventure game where the environment was depicted in *Freescape*, a polygon-based 3D system allowing total freedom of view and movement. Later games improved the basic system, but *Driller* was the first. Reviewed way back in ACE Issue 4.

● Elite

Acornsoft (BBC B)

Probably responsible for selling many BBCs, this is the archetypal space fighting-and-trading game which has been much imitated but (many would argue) never surpassed. The intergalactic action, depicted in wireframe 3D, provided the immediate pull-you-in thrills but the trading at space stations, plus possible mission assignments, added the depth needed to make this an all-time Great.

● Little Computer People

Activision (C64)

On booting up the game for the very first time you were shown a cut-away sideview of a residential house. Wait a few seconds and your very own unique Little Computer Person would appear, explore, then move in, suitcase and all. Some even had their own pets. You could interact with him/her to a limited degree. Not much of a game, admittedly, but a truly unique landmark product.

● Rescue on Fractalus

Lucasfilm/Activision (C64)

A perilous rescue mission to save shot-down spacepilots forced to crash-land on barren



ORIGINAL GAMES - *Elite* on the Nintendo. One of the first games to generate the feeling of a huge Universe, with beings living their lives irrespective of your actions.

* Probably

Fractalus. This involved flying down narrow rocky canyons whilst avoiding or destroying alien gun emplacements and ships. The 3D view was generated with fractals to give a convincingly rugged look to the terrain. And how could anyone forget the shock when you rescued an alien pilot by mistake for the first time?

● **Sentinel**

Firebird (All formats)

A massive challenge - 10000 levels! Every level is a battle of wits between you and the evil Sentinel on a large chequered landscape, as you try to absorb each other's energy to the point of destruction. Fast reactions and a clear mind are vital for success.

● **Splat!**

Incentive (ZX Spectrum)

Set in a scrolling maze viewed from overhead, the novel feature here was that the scroll moved independently of you! You had to move to try and keep up with it, else risk being Splat-ted against the edge of the screen. So simple, so addictive, so good.

● **Thrust**

Firebird (ZX Spectrum)

An overhaul of the old *Lunar Lander* idea. You fly a spaceship by means of rotate left/right and thrust, with the aim of finding a load pod somewhere in a series of treacherous, missile-base infested, caverns. *Oids* (FTL/Mirrorsoft) did it better, but *Thrust* did it first.

SHOOT-'EM-UPS

● **Jet Pac**

Ultimate Play the Game (ZX Spectrum)

Hard to believe it was really running on a humble Speccy when it first appeared. For the first time the adman's term 'arcade quality' rang true. Jetman flies around a screen teeming with aliens, trying to recover one of four rocket pieces and drop them off at an assembly point. Mega-tastic, mate!

● **Paradroid**

Hewson (C64)

Andrew Braybrook's next project after *Uridium*; another shoot-'em-up, but totally different. Robots have gone haywire on a series of giant starships. Your job is to beam on-board and destroy all the rogues, accomplished by straight blasting or 'taking over' other robots and thus adopting their abilities (vital if you were to destroy some of the heavier 'droids). Recently updated for the 16-bit machines, but the C64 version is the definitive one.

● **Uridium**

Hewson (C64)

First British shoot-'em-up on the C64 to feature impressive (fixed) light-source shaded graphics and ultra-fast, ultra-smooth sprite-based action as your ship soars to and fro above 12 vast Dreadnoughts, blasting the opposition. Programmed by code-wizard Andrew Braybrook. Still a game to fire up on a dark winter's evening.

● **Wizball**

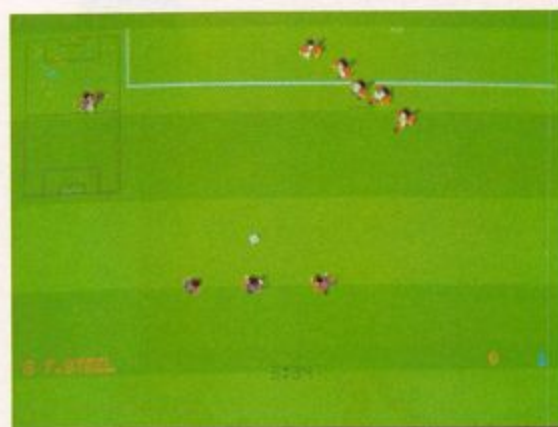
Ocean (C64)

A Wizard and his Cat try to save their homeworld from grey drabness by metamorphosing into the



◀ **SHOOT-'EM-UPS** - *Uridium* on the C64. Combines strategy and action in an incredibly addictive mix. Recently updated for the Amiga and Atari ST and called *Paradroid 90*.

STRATEGY GAMES ▶ *Populous: The Promised Lands* on the Amiga. An icon-controlled classic from Bullfrog, who struck programming gold again with the recent *Powermonger*.



SPORTS SIMULATIONS - *Kick Off 2* on the Atari ST. Could this be the best two-player game ever? Without doubt it's the best footy sim - and you don't have to be a footy fan to enjoy it.

bouncing *Wizball* and the orbiting *Catellite*, travelling around the various levels of *Wizworld*, shooting aliens, picking up power-ups, collecting colour drops and mixing them together in the Lab. One of the most original and slick shoot-'em-ups ever. Sensible Software are apparently working on a (totally different) sequel.

● **Zarch**

Acornsoft (Archimedes)

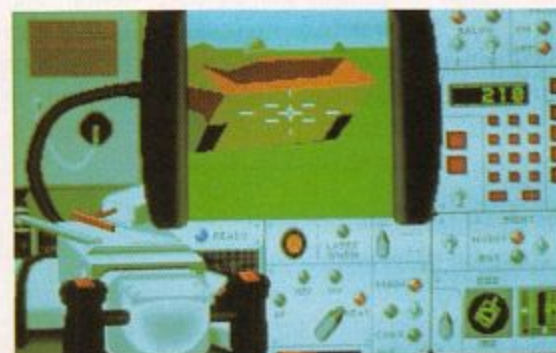
Written by David Braben of *Elite* fame, the action took place on a 3D polygon-generated patchwork landscape being infected with red weed by attacking aliens. Flying a highly manoeuvrable fighter armed with laser and missiles, you have to hunt and destroy the invaders. Interestingly, you view the action in third person, with your ship hanging in the middle of 'space'. An incredible example of the power of the Archimedes. Reviewed in ACE Issue 3.

SIMULATIONS

● **Air Traffic Controller**

Hewson (ZX Spectrum)

Renowned as one of the largest and longest selling examples of early micro simulation and helped establish the sim as an important category.



SIMULATIONS - *M1 Tank Platoon* on the IBM PC. A whole platoon of armoured battlewagons at your disposal and a wide variety of missions to complete.

ry of home computer entertainment. *ATC* looks astonishingly primitive by today's standards and wasn't exactly a graphic stunner in its own time, but it reeked of authenticity and kept would-be controllers glued to their screens well into the night.

● **Flight Simulator**

SubLogic (PC)

Established the whole genre of micro-based flight sims with complete authority and has never been seriously challenged. The *Flight Simulator* series gives you authentic flying experience on your PC and although later versions include tremendous graphic detail, the emphasis remains on flight procedures and techniques. If you can fly this competently, you're on the way to a PPL. *FL2* was reviewed in ACE Issue 5.

● **M1 Tank Platoon**

Microprose (All formats)

Opened up a new dimension for tank simulations by introducing a platoon of vehicles and thereby vastly increasing the tactical and strategic interest. Microprose combined multi-vehicle control with an excellent 3D topographical landscape, mission variety, and incidental sequences to great effect. Reviewed in ACE Issue 27.

● **Sim City**

Maxis (All formats)

Easy. Build a living, breathing city. Just put a few roads and buildings down. But they need power, and food, and schools, and airports, and... all within a limited budget. Try and please all the people all of the time. On second thought, it's not easy at all. Reviewed in ACE Issue 24.

● **Wing Commander**

Origin/Mindscape (IBM PC)

Although in essence another 3D space combat game, the presentation lifts it into new realms. The ships are ray-traced bitmapped graphics, scaled in real time, providing amazingly realistic combat scenes (akin to *Star Wars*). Between-combat events are animated to an almost film quality level. The nearest to an interactive movie yet seen. Reviewed in ACE Issue 39.

SPORTS SIMULATIONS

● **4D Sports Boxing**

Mindscape (PC)

The first in the '4D' series of games from Mindscape. The most successful and entertaining version of the noble art to appear on the small screen. Boxers resembling *Dire Straits'* *Money For Nothin'* characters shuffle around the ring and clobber each other. The infinitely rede-



finable camera angles, realism of the action and speed of the polygon-driven fighters make this a true classic. Reviewed in ACE Issue 40.

● Kick Off 1 & 2

Anco (Amiga & Atari ST)

Using an overhead scrolling view of the pitch and players, programmer Dino Dini produced what have to be the definitive computer footy games. When in possession the ball didn't stick to your foot as you scooted around (unlike most other soccer sims), so a high degree of skill was needed to get the ball in the net. Supremely playable, and the best two-player game ever. KO2 reviewed in ACE Issue 34.

● International Soccer

Commodore (C64)

The first footy game where you actually felt you had some control over what happened on the pitch. Large sprites moved swiftly over a scrolling pitch viewed from the side. So good, it's being bundled with the C64GS - and it's 6 years old!

● Way of the Exploding Fist

Melbourne House (C64)

Blood-curdling cries from the opponents, devastatingly fast action and excellent animation ensured *Fist* stood head and shoulders above other fight game. The variety of moves and the fight-a-friend options were genuine breakthroughs. And the sound from the 64 version added atmosphere.

● World Games

Epyx/US Gold (C64)

Epyx produced a whole series of sport sims, with this one arguably being the best. A wide range of varied events, such as log rolling, caber tossing, Sumo wrestling and cliff diving. Each required far more skill than the joystick-wagging antics of similar sims. Hugely enjoyable, especially when you got your friends around.

STRATEGY GAMES

● Balance of Power

Mindscape (IBM PC)

Chris Crawford's seminal 16-bit strategy game gave gamers a hand in global conflict and remains a classic of its kind. Later attempts to follow it up (even by Crawford himself) have all fallen short of this engaging game in which one or two players (representing Russia or the US) battle it out for world supremacy, forging alliances, supplying arms and financial aid, and engaging in other devious geopolitical activities.

CENSORED
CENSORED

TURKEYS - The Great Space Race on the ZX Spectrum. Sorry, folks! The Editor deemed this screen shot too disturbing for younger readers and it had to be pulled out at the last moment.

● Lords of Midnight

Rainbird (All formats)

A unique technical achievement for its time, *LOM* offered Mike Singleton's revolutionary 'Landscaping' technique, presenting umpteen thousands of graphic locations as you wandered about the map. A brilliant combination of very basic war-gaming concepts with exploration and fantasy elements, the scale of *LOM*, its graphic excellence, and simple-to-master but difficult-to-triumph scenario make this an enduring classic and the clear forerunner of latter-day megagame *Midwinter*.

● Populous

Electronic Arts (All formats)

They say you can't play God. Wrong! Lead your followers to prosperity and victory against an opposing deity's believers. The landscape was viewed in scrolling isometric-3D, and could be raised and lowered at your whim. Become powerful enough and you could start inflicting volcanoes and earthquakes on the populace. Amazingly, all control was by a clutch of simple icons. Reviewed in ACE Issue 19.

● Powermonger

Electronic Arts (All formats)

Written by Bullfrog, programmers of *Populous*. You play a warlord with just 20 followers washed up on the shore of one of 200 islands, ripe for conquest. Similar in look to *Populous*, the landscape is now formed from polygons for far more flexibility in how it's viewed. Icons makes control very easy. Incredible attention to detail - a real living, breathing world in silicon. Reviewed in ACE Issue 39.

● UMS I & II

Rainbird (All formats)

Programs that changed the face of computer

wargaming, though surprisingly they have engendered few clones. *UMS* gave complete control of the battle process and - its main selling point - even added a topographical map. Despite some shortcomings (the display in *UMS I* is horribly cluttered) these programs remain superb examples of dedicated wargaming software technology. *UMS I* reviewed in ACE Issue 4.

TURKEYS

● The Great Space Race

Legend (ZX Spectrum)

Eagerly awaited second title from the company that produced *Valhalla*, *TGSR* burst onto the market as a specially commissioned Bob Foss cover competition on Personal Computer Games and a game that was written almost entirely in BASIC, boasting animation that would have shamed a ZX80. Astonished phone calls to the Legend office by the PCG staff were greeted by floods of tears and threats of legal action against anyone and anybody. Barely weeks later, the £15.99 game was selling for 50p as retailers desperately tried to shift stock and Legend vanished from the face of the earth.

● Legion

Software Projects (ZX Spectrum)

A classic software bungle. This text and graphics adventure set in Ancient Rome soon required the player to go UP the stairs. Unfortunately the parser couldn't cope with the word DOWN, so the game ended at that point. 'Oh f**k!' screamed the software house MD to then-PCG-reviewer Steve Cooke on being given the joyful tidings.

● Catacombs

Anirot (C64)

A wonderfully unplayable graphic adventure which certainly believed in tough puzzles. The first one was completely insoluble and gamers were therefore unable to play the game for more than a few seconds. The problem was that the graphics on the first screen were far from clear, and the required input was TRACE SYMBOL. Funnily enough, no-one (except the programmer, who rang magazines frantically requesting them to print the solution) hit on this particular combination of verb and noun.

● 'Owzat

Virgin (BBC)

A fabulously awful cricket game that was probably solely responsible for giving Virgin, in the old days, the worst reputation of all games companies - a reputation they had to fight very hard to live down. 'Owzat had vile white on green graphics and - oh joy! - requested the user to 'EDIT line 100' if he wanted to change his team. 'Oops! That one must have slipped through the net...' was the immortal message from Virgin's PR man at the time.

● Alice in Videoland

BugByte (C64)

A re-release of Audiogenic's disk-based *Alice in Wonderland* on BugByte's tape-based budget label. Rather unfortunately, following the first graphically exquisite scene, the player was requested to insert the second disc... Play was thus shortlived, and mainly consisted of trying to throw a useless cassette tape in a bin.

F-15 STRIKE EAGLE II

Flight sim fans know who does it best - and F15 II is our best yet !

At MicroProse we're pleased that our flight simulations are acclaimed as the best technical products around. We're proud of F-19 Stealth Fighter, Gunship and Knights of the Sky, for they accurately recreate every aspect of real life piloting, from the highs to the lows.

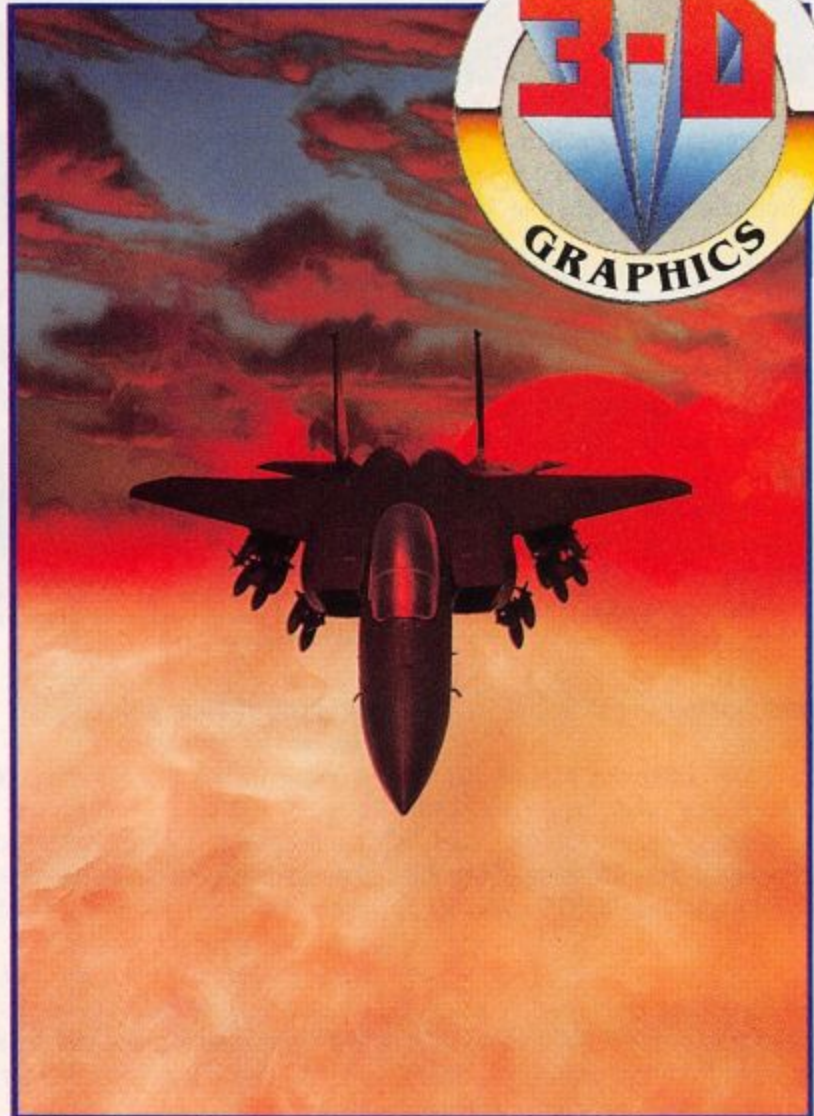
Now we're having fun with F-15 Strike Eagle II. A fighter pilots dream, as it is pure action all the way. Using the great 3-D graphics, real-world mapping and technical specifications of a supersonic jet, it puts the emphasis on flying and firing, dogfighting and duelling, shooting down and blowing up.

All the options you'd expect from a MicroProse flight sim are there - combining to give hundreds of different missions - but 'in-flight' you're left to concentrate on your 'stick' and your 'fire' button...and staying alive.

MICRO PROSE™
SIMULATION • SOFTWARE

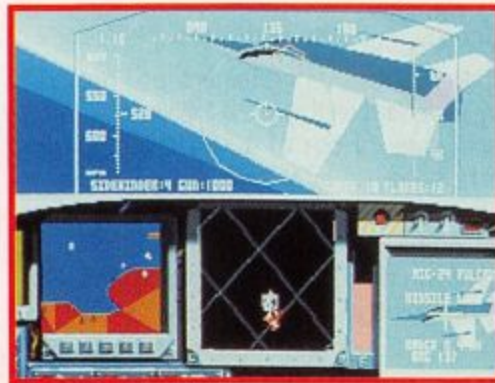
The fact that there's plenty to do makes F15 II one of the most exciting simulations around...on screen presentation is brilliant...the graphics are utterly superb...it's certainly the most realistic 3D effect yet seen on a flight simulation.

C&VG 93%



F-15 Strike Eagle II is already available for IBM PC's and compatibles, and is coming soon for Commodore Amiga and Atari ST

IBM SCREENSHOTS SHOWN



LAWKS-A-LORDY! THIS MONTH THERE ARE MORE UPDATES ON MORE MACHINES THAN YOU CAN SHAKE A STICK AT! READ ON...

UPDATES

ATARI ST

POWERMONGER

Electronic Arts £29.99; Amiga version reviewed Issue 39; ACE RATING: 973

At last it's here! Lead 20 men across 195 lands, conquering and pillaging as you go. All control is by a clutch of icons. But be warned - a simple interface method conceals a game of huge strategic depth. For once the hype is completely justified.

Graphically identical to the Amiga version, Bullfrog have also done a fine job on the sound. The samples may be a little fuzzier but they're as good as could be expected - which is just as well considering the pretty important role sound effects play in the game as audio clues as to what's going on.

Gameplay, of course, is also identical - why mend it if it ain't broke? There aren't enough superlatives in the dictionary to do this game justice. Just go and buy it, will you?

ATARI ST RATING: 973



Powermonger on the Atari ST. In-depth strategy for the masses.

IBM PC

PRINCE OF PERSIA

Domark/Broderbund £24.99; Amiga version reviewed Issue 40; ACE RATING: 915

No complaints here; this is as good a version as you could hope to see. While the background graphics of *Prince of Persia* aren't astonishing even on the Amiga, consisting mainly of dungeon walls and platforms, the animation of the main character is superb, and fortunately this doesn't change for the PC.

The plot is, admittedly, completely unremarkable; the Prince has to fight his way through the evil Vizier's dungeons in sixty minutes, otherwise the captive princess will fall into the baddie's clutches. But rather than the usual selection of

slaving demons and goblins to fight, the Prince's challenge consists more of working out the strategies necessary to negotiate crumbling platforms, avoid mantraps and outwit sword-wielding guards (though there is plenty of sword-fighting too!).

That being the case, the PC's graphics hold up perfectly well, and the sampled sound effects (portcullises opening, buttons clicking) give you useful clues to solving the problems. The music is also good, featuring several different themes and enough variation to keep you interested even if you are just using the internal beeper.

Supplied on a single 3.5" or 5.25" disk, the game can be transferred to hard disk, and all graphics modes are supported. There are keyboard and joystick control options and a save

game feature. Programmed by Broderbund in France, *Prince of Persia* is a triumph of animation techniques and game design, and should not be missed.

IBM PC RATING: 905

Prince of Persia on the IBM PC. Look out! Beware the Silvery Spikes of Doom!



IT CAME FROM THE DESERT

Mirrorsoft/Cinemaware £24.99; Amiga version reviewed Issue 28; ACE RATING: 895

This epic graphic adventure/arcade game draws heavily on 50's sci-fi films like *Them* and *Tarantula* for its plot. The graphics, though, are anything but the grainy black-and-white of such low-budget gems; there's no CGA mode, but in VGA or EGA you'll enjoy the colourful animated backdrops. The graphics of the PC version doesn't quite measure up to the sophistication of the Amiga's, but the colourful detailed backgrounds and animated characters are the main joys of the game, and on the whole transfer pretty well to the PC.

The same cannot be said for the music. If you haven't fitted a Roland, AdLib or Soundblaster card, don't make the mistake of switching on the internal sound - the repetitive tunes, which seem to consist of the same four notes over and over again, will soon drive you buggo.

Taking the role of a geologist investigating strange happenings in the small town of Lizard Breath, you choose actions from scrolling multiple-choice menus, and find yourself thrown into arcade sequences such as 'Extinguish the Fire', 'Shoot the Giant Ant' and 'Knife Fight'. Most of these games

It Came From The Desert on the IBM PC. This hairy ol' critter is a pain in the ass.

▼ IT CAME FROM THE DESERT continued

take the form of a view of the background and your target, together with your hand clutching a gun, knife or fire extinguisher in the foreground. The action isn't particularly fast or frantic on the PC version, but the element of skill is still pretty high.

More challenging are the strategy-based sections, where you use the scrolling town plan and overhead views to marshal your forces against the attack of the giant ants, and odd diversions like a game of motorised chicken with the local tearaways.

Supplied on four 3.5" disks, *ICFTD* requires a great deal of disk-swapping unless you transfer the whole lot to hard drive. There's a game save routine which is accessed through the map screen, and options for joystick or keyboard controls, which allow you to move diagonally by pressing two keys together.

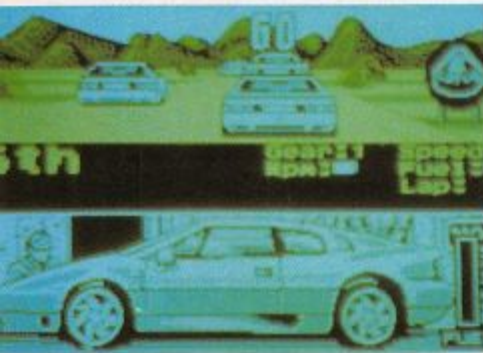
Though the Cinemaware format, used in *Rocket Ranger*, *Three Stooges*, *Sinbad* and several others, is now becoming a little tired, *ICFTD* is one of the best of its type and the PC version is no disappointment.

IBM PC RATING: 840

AMSTRAD CPC

LOTUS ESPRIT TURBO CHALLENGE

Gremlin £10.99cs/£14.99dk; Amiga version reviewed Issue 38; ACE RATING 875



For some reason the Amstrad version fails to give the same impression of speed as the Spectrum; the roadway twists and dips nicely, but even at top speed you don't feel a sense of exhilaration - perhaps because collision with another car or an obstacle doesn't damage you, it just slows you down, as in the other versions.

Though the graphics are nicely designed, use of colour is pretty limited too, so despite good in-game music the whole doesn't add up to much more than any other road-racing game.

AMSTRAD RATING: 670

Lotus Esprit Turbo Challenge on the Amstrad CPC. Better graphics, but they're far slower than the Speccy's.

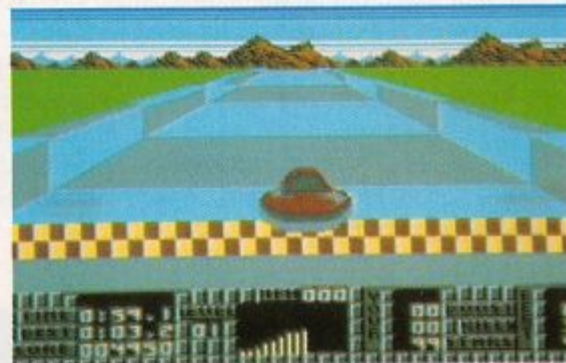
C64

S.T.U.N. RUNNER

Domark/Tengen £9.99cs/£14.99dk; Amiga version reviewed Issue 41; ACE RATING: 480

Better sound and more colourful graphics than the Spectrum, which more accurately resemble the colourful filled-polygon tunnel backgrounds of the Amiga version, inevitably put the C64 version ahead of the Spectrum; but again the low speed of the program makes it pretty to look at but numbingly boring to play. Compared to the 16-bit versions, not to mention the impressive coin-op original, *S.T.U.N. Runner* on the C64 is a waste of disk space.

C64 RATING: 410



S.T.U.N. Runner on the C64. More colour, but still: oh dear, oh dear, oh dear...

SPECTRUM

LOTUS ESPRIT TURBO CHALLENGE

Gremlin £10.99cs/£14.99dk; Amiga version reviewed Issue 38; ACE RATING: 875

Officially licensed by Lotus, this racing simulation doesn't offer a great deal not seen in dozens of other cockpit-view racing games, except for the two-player split-screen view - and even this brings back memories of the classic *Pitstop II*.

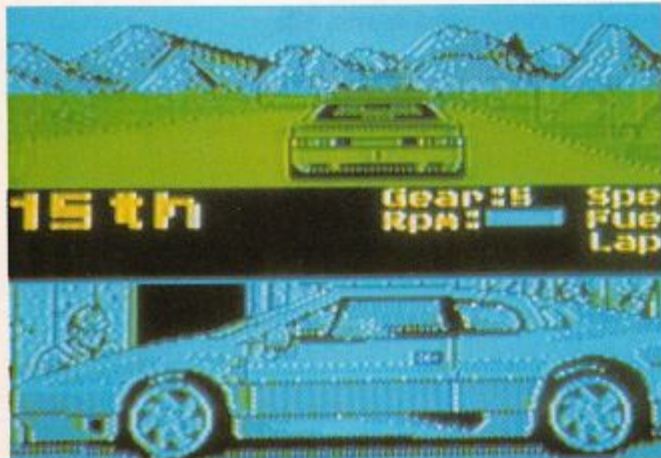
While the Amiga version features 32 tracks, the 8-bit versions have only 9; you still have a

field of 20 others to beat, with Easy, Medium, Difficult and Practice modes, featuring different numbers of races which have to be completed, and a choice of three in-game tunes. The Spectrum versions of these are pretty good, and the sound effects acceptable. You also have the choice of manual or automatic gears and two forms of joystick controls.

In one-player mode the lower half of the screen is taken up with a nice illustration of your car. While you're racing, although the nicely-designed graphics are understandably mainly monochrome, the animation is fast; the road twists and dips convincingly, and even when you are in two-player mode and there are several other cars on the screen, you get a decent impression of speed.

A fair game, but not an original enough basic idea to compete successfully with the dozens of other road racing games for the Spectrum.

SPECTRUM RATING: 789



Lotus Esprit Turbo Challenge on the Spectrum. The trade off between colour and speed makes this version more enjoyable than the CPC incarnation.



S.T.U.N. RUNNER

Domark/Tengen £9.99cs/£14.99dk; Amiga version reviewed Issue 41; ACE RATING: 480

With a rating of 480 for the Amiga version, you'd be right to expect very little from the 8-bit versions of *S.T.U.N. Runner*. In the Amiga version, though the speed of the filled-polygon animation is low, at least it looks pretty; in the Spectrum version, the colourful tunnels through which you race your space-motorbike are replaced by spider-webs, roadways and tunnels which are plain in design, lacking in colour and devoid of real animation.

Since the action consists solely of steering your bike around the walls of the tunnels, following the trail of stars to achieve the highest speed and aiming for boost pads, some nicely-designed enemies would not go amiss; but the alien ships here are poor little sprites which you're almost ashamed to blast.

Sound is poor, and the between-screen map displays add nothing to the action. On the whole it's hard to find anything to recommend in this effort, unless you're looking for a birthday present for someone you really dislike.

SPECTRUM RATING: 350

S.T.U.N. Runner on the Spectrum. Monochrome graphics and angular tunnels lose the look of the coin-op, while the lack of speed loses the speed.

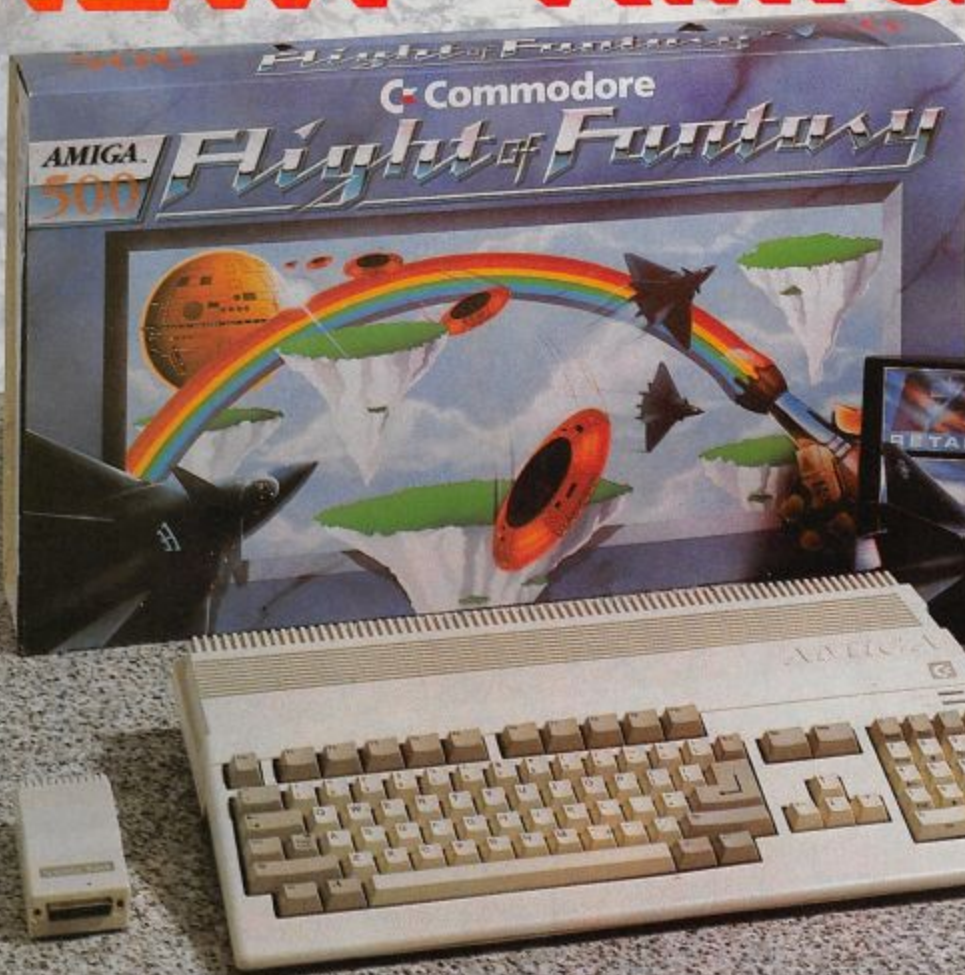
RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500
Flight Of Fantasy

£399

INC VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman The Movie' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:
 A500 Computer & Mouse £399.99
 A520 TV Modulator £24.99
 Batman The Movie £24.95
 New Zealand Story £24.95
 Interceptor £24.95
 Deluxe Paint II £49.95

TOTAL RRP: £549.78
 Less Pack Saving: £150.78
PACK PRICE: £399.00

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295
 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

<p>DELUXE PAINT II: The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.</p> <p>ESCAPE / ROBOT MONSTERS: Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.</p> <p>RAINBOW ISLANDS: Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.</p>	<p>F29 RETALIATOR: The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.</p> <p>PACK INCLUDES: A500 Computer & Mouse £399.99 A520 TV Modulator £24.99 Deluxe Paint II £49.95 Escape/Robot Monsters £19.99 Rainbow Islands £24.95 F29 Retaliator £24.95</p> <p>TOTAL RRP: £544.82 Less Pack Saving: £145.82 PACK PRICE: £399.00</p> <p>£399 INC VAT</p>
--	---

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

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13m TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR FREE BROCHURES



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
 Order Lines Open: Mon-Sat 9:00am-6:00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
 Opening Hours: Mon-Sat 9:30am-6:00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
 Opening Hours: Mon-Sat 9:00am-5:30pm Late Night: Friday until 7pm Fax No: 081-309 0017

BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-308 0888
 Order Lines Open: Mon-Fri 9:00am-6:00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Shop, Dept ACE-03/91/32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

.....

.....

Postcode: Tel:

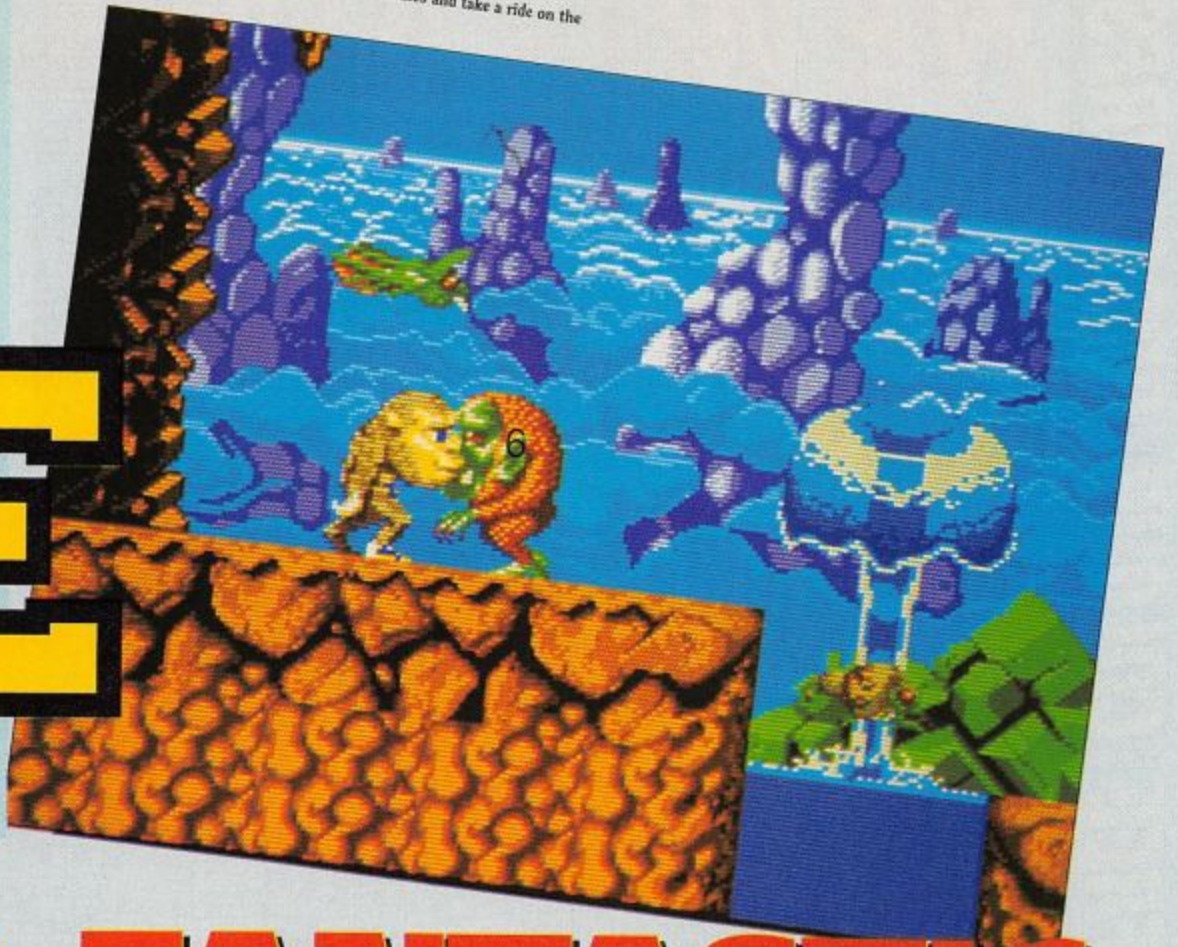
Which computer(s), if any, do you own? A2000

ES&C - Advertised prices and specifications may change - please return the coupon for the latest information.

Out of the caves at last. Dodge more baddies and take a ride on the water spout!

ACE

COMPETITION



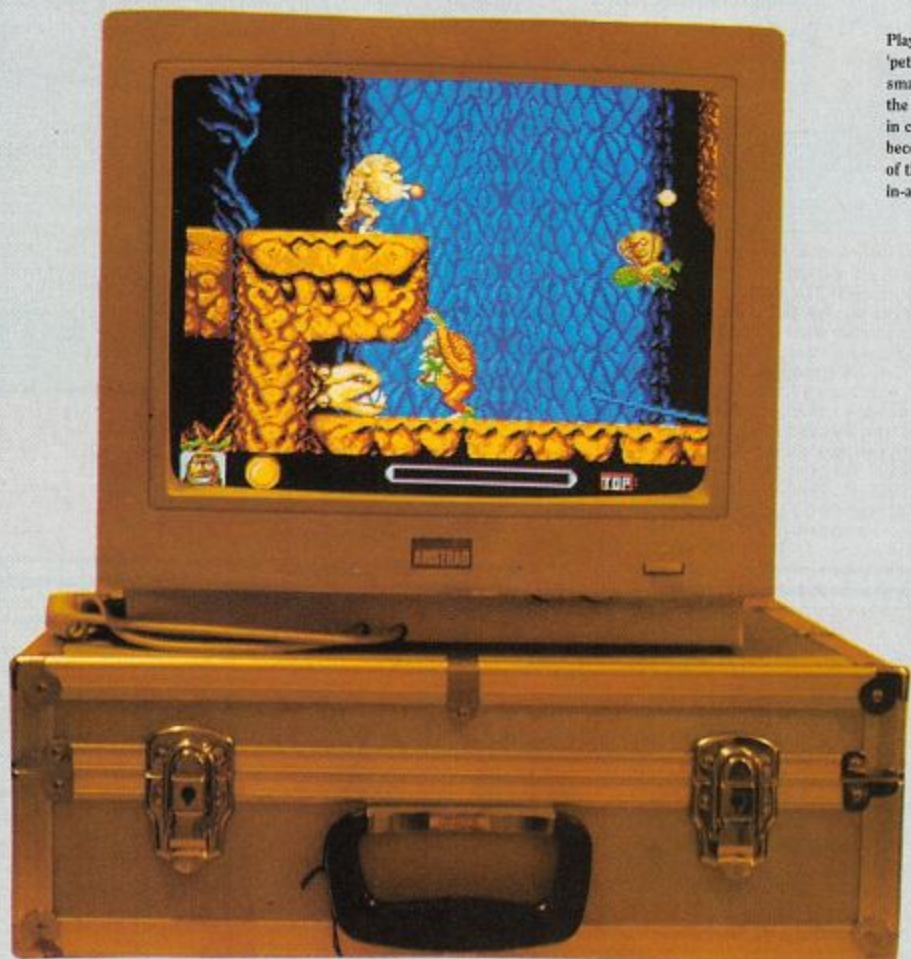
WIN A FANTASTIC TOKI COIN-OP...

Toki, brave and muscular hero of a colourful and magical world, has been turned into a super-cute monkey by an evil wizard. As if that wasn't bad enough, the evil mage has spirited away Toki's girlfriend to his mountain-top castle. Toki must use his newly-acquired primate powers to the full if he is to scale level-upon-level of multidirectional scrolling mayhem.

Climbing vines, scaling rock-faces and avoiding traps - it's a dangerous life being a monkey, especially when every creature in the jungle is out to get you. The meanies fly into you, fall onto you, drop things on you and fire things at you. And all the time you're having to climb up, up, up!!

Toki is one of those infuriatingly addictive games which mixes all-out arcade action with simple puzzles and fantastic graphics.

It has to be the dream of every arcade fanatic to have a coin-op in their own home. Imagine: constant freeplay and the envy of all your mates! Well, now your dreams can come true! Along with Ocean, ACE is offering you lucky readers the chance to win the super *Toki* coin-op, all crammed into a handy, portable camera case!

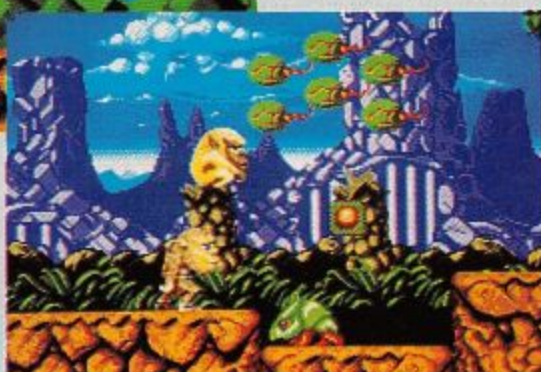


Playable, portable and 'petite' (that's cutely small to you). Become the winner of our phone-in contest and you'll become the proud owner of this fabulous 'coin-op-in-a-case'.

...COURTESY OF OCEAN!



The giant gargoyle at the end of Level 1. He's had enough, but even deadlier are the hordes of bouncing baboons he can summon with a wave of his hand.



No rest for the hairy. Flying squids and icky insects are just some of the foes you'll need to flatten.

PRIZES GALORE!

The first prize winner will receive the *Toki* coin-op, an Ocean baseball cap and a copy of the game for their computer.

Twenty runners up will receive baseball hats and copies of the game for their computer.

TAKING A LOOK AT TOKI

The screenshots on these pages were taken from the Amiga conversion of *Toki*, which is being programmed by Ocean's French division who recently converted *Pang* so successfully. So far, it's looking excellent. The fast parallax scrolling graphics are big, well-detailed and very colourful. Sound, too, is excellent,

with a jolly tune to spur you on to greater efforts. The version we saw still had a fair bit of work to be done on it, but so far it's looking like it'll be a near identical home version of the coin-op. More news soon!

HOW TO ENTER

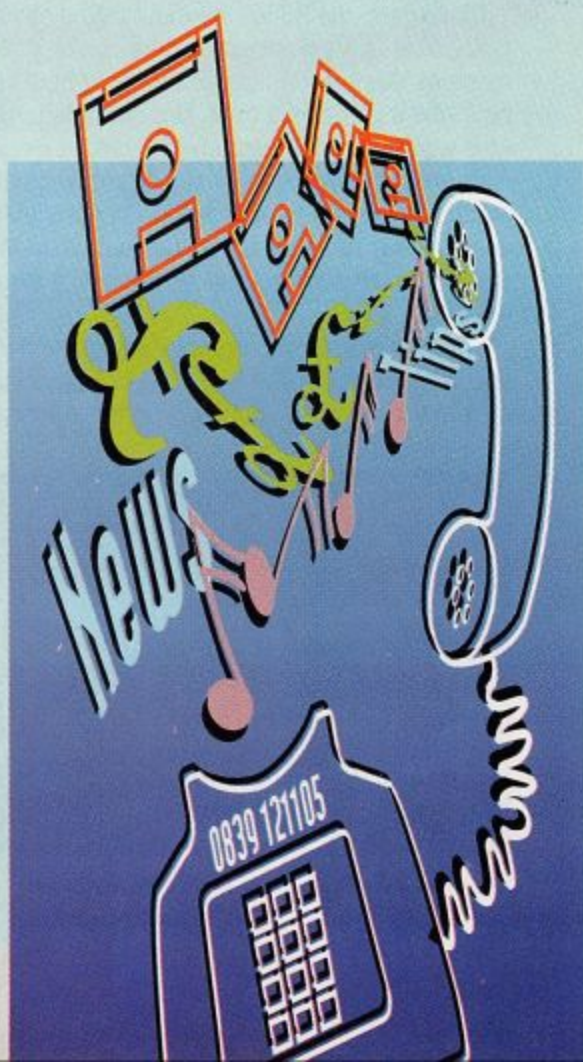
Couldn't be easier! All you have to do is dial the ACE Interactive Phoneline and answer the questions posed by the mystery man at the other end of the line. Answer all the questions correctly and you'll be informed whether you've won or not.

COSTS AND CONDITIONS

Calls cost 33p per minute cheap rate and 44p at other times. No employees of EMAP Plc or Ocean Software Ltd are eligible for entry. The Editor's decision is final, and no correspondence will be entered into. Entry to this contest signifies understanding and acceptance of these rules.

The Number:

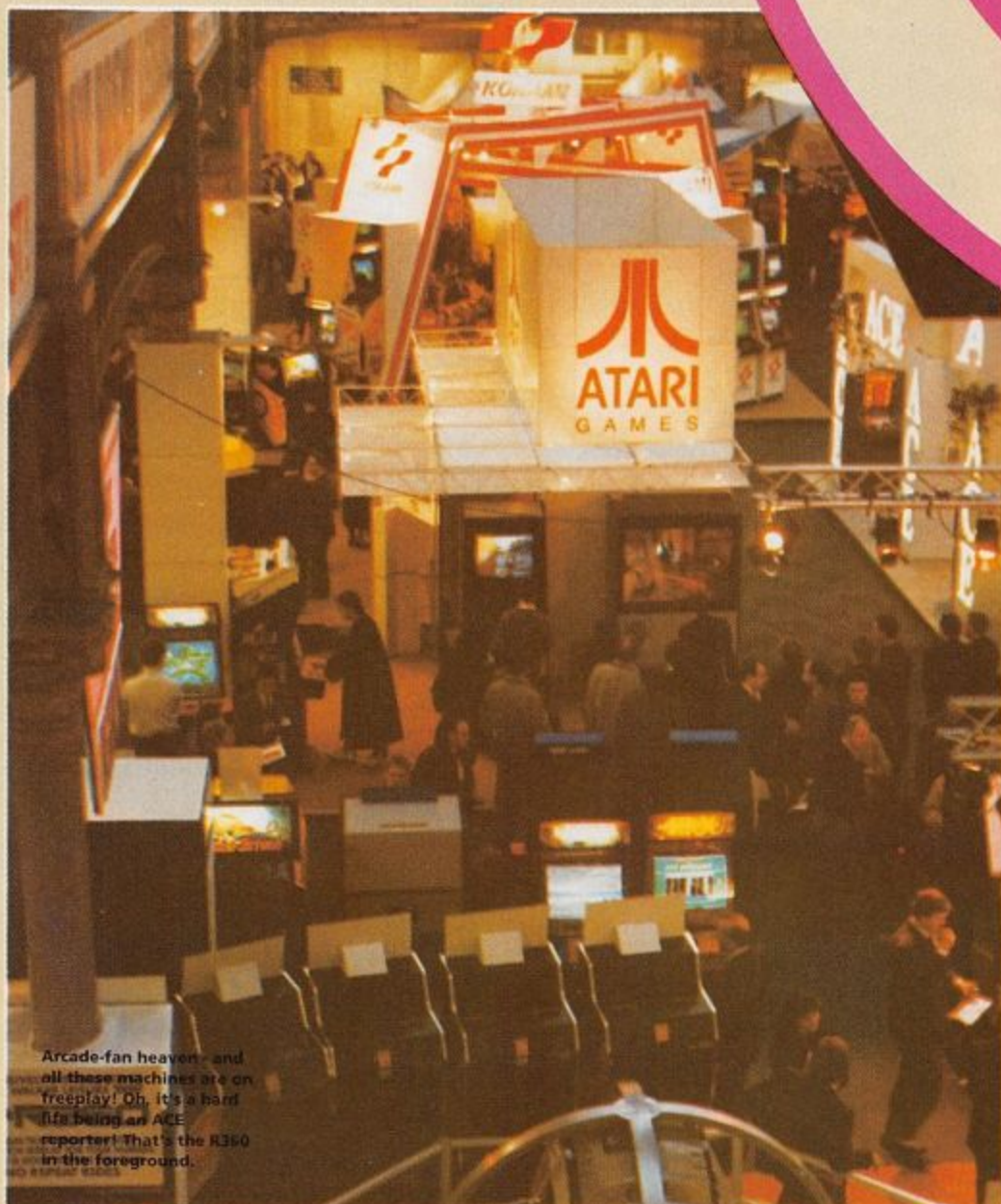
0839 121105





The R360 in sideview. It's real Rock 'n' roll, folks!

The Amusement Trade Exhibition forms a keynote for the whole of the European Coin-Op year - John Cook was there to make the most of the freeplay



Arcade-fan heaven - and all these machines are on freeplay! Oh, it's a hard life being an ACE reporter! That's the R360 in the foreground.

R360?

No thanks - I just ATE!

Golly. Arcades are getting almost respectable. This year, the ATE was graced by the presence of Peter Lloyd MP, Under Secretary of State at the Home Office, who opened the proceedings of arguably Europe's most prestigious arcade event, with a whopping 210 exhibitors.

The money that accrues to the Treasury as a result of the AWP trade is enough to warrant the wheeling out of a junior Minister on occasions like this, just to keep the trade happy - although whether the House of Commons will ever open an Arcade Annex (presumably just off from the Tea Room) is open to debate.

Whatever, Mr Lloyd's eye might have stopped on the R360, which looked as if it could prove a useful tool for disciplining the more independent-minded backbenchers. Strap 'em in, start the game and before you can say, "Did I just throw up, or is that last night's pizza on my trousers," they'll be jumping through the lobbies on a three-line whip, no worries.

That's right, the R360, the most talked about piece of arcade equipment in dry-cleaning circles, made its Western Hemispherical debut here and - boy! - did it go down a treat. Up, down, left, right - the works, and impressively fast too.

It's undoubtedly the most significant piece of arcade equipment to appear for a number of years, if only to empassise to the home market that instant hit coin-op licences are now a thing of the past.

It doesn't matter who licences any game that is specially written for the R360 (G-Loc is running on it at the moment) - putting it on home format



The bizarre new puzzle game from Sega: *Borech* or just *Boring*? You, the penny-paying jury, decide!



Reckon yer 'ard? Try taking on Taito's *Sonic Blast Man* and see who comes out top.



"Wouldn't three-screen two-player *Race Drivin'* be a good idea?" ponders John Cook. "Your wish is our command, oh master!" booms Atari!

is going to be next to useless because (a) you probably couldn't do a very good version and (b) you wouldn't get any of the motion effects.

Several years ago, coin-op licences were priceless because home computers had virtually the same technical capability of the hardware in the coin-op. You could do a near perfect version for home format - great stuff!

Then, in following years, licences were useful because the coin-op manufacturers were coming up with most of the good ideas - *Operation Wolf*, for example.

With the present climate, in an arcade industry that is paranoid about the incursion of the home market into its income, there seems to be little innovation (cf the sequelmania at AMOA this year) and a ghoulish interest in profit margins. It's just not worth spending the big money on what's out there right now on PCB.

What are making headway are the games that are trying to maximise the use of the unique aspects of arcade play - multi-player capability, real motion effects, hard-wired routines. The success of the R360 is that it can deliver what a home system can't - upside down gameplay! Try licensing that!

Of course there will always be a place for the odd coin-op licence, but it's domination on home format has gone forever - but rather than being replaced by quality original product, it appears that by and large the money is now being spent on film and TV licence tie-ins. Will they ever learn, eh?

There were plenty of new coin-ops on display - but there was also a fair amount of totally silly stuff that can make this business great, from

time to time. For example, *Crazy Golf*, with plastic turf that reforms to a new configuration on each hole and inflatable bouncy things in all shapes and sizes. You tell 'em what you want, and they'll make it. Yes, really - anything!

But my favourite was computer palmistry. Put your hand on this scanner and 10 seconds later, there are your innermost secrets being hammered out on a dot-matrix printer. Apparently, I have a very pronounced Mound of Venus...

The latest SWP innovation is one you're not going to believe - so sit down and get yourself a glass of water before the read the next sentence. After playing *Tetris* for money and *Loopz* for money, now you can play... *Space Invaders* for money! Obviously the coin-op business has come under the influence of the Green movement at last - with (presumably) recycled Orics being used to run the software on this one.

Feeling frustrated? Then try *Sonic Blast Man* from Taito. Protect your hands using the boxing gloves supplied with the cabinet, read the disclaimer (if you break your hands, we break our hearts, but not our bank) then hit the unit as hard as you can. Depending on your cumulative performance over three hits, you either knock the teeth out of this hard-looking b*stard and get the girlie, or get a free Bullworker. Well, something like that, anyway.

OK - so much for the novelties, but what was new otherwise? Quite a bit, as it happens, with more new releases on show than were at the recent New Orleans AMOA.

Jaleco must be pleased with the reception for 'Cisco Heat - best driving game of the moment -



Giant Gekkos and awesome apes abound in SNK's *King of the Monsters*.

but the new one they were pushing this time was a futuristic four-player motorbike/combat game called *Cycle Warriors*. With distinctive and stylish graphics, it's an eye catching unit that is bound to appeal to the younger player.

Likewise *Rad Mobile*; another superb demonstration that Sega's got the best software engineers in the world, if not the best game designers. It's a 20-level driving game that has you cruising across continental USA which is high on visuals and low on gameplay. One day, Sega will come up with something worthy of its excellent sprite-manipulation techniques - until then, sit in the unit and marvel how they do what they do.

An interesting PCB game from Sega was called *Borech*. It's an isometric-view arcade puzzle game. Initially seeming a bit dull, continued play suggested it might have some hidden depths - we'll give you the definitive view next month.

Atari. What can you say about Atari that hasn't been said before? Sometimes they seem completely barmy - however, occasionally you pick up a flyer on something and just hope it inspires the public consciousness.

You could almost see the crossed fingers on its stand, where the new game *Ramparts* was on show. *Go* meets *Missile Command* meets *Tetris*. It's that strange. Again, continued play suggested there was more to it than the initially met the eye. You'll either be intrigued by it, or feel moved to send Atari a "Get Well" card.

However, the firm has been clever enough to grab the rights to a video disc game, *Mad Dog McCree*. Shoot at the screen with an electronic six-gun - but with added good storyline and a rudimentary adventure structure. It's good, very good. Play it if you can.

Meanwhile, there was a three-screen deluxe version of the *Race Drivin'* machine, plus one that you can link up to another unit, racing in true one-on-one style and thus fixing my major gripe about the game as exhibited a couple of issues ago. Thanks, guys!

Two great sporting games showed up, one from Williams, high on the success of *Smash TV*, and another from Konami, looking for something to supplement the phenomena of *Turtles*.

The Williams game is called *High Impact*. Based on American Football it can be played by one to four people. Simply the best, this is one game that's going to be snapped up by the home software companies. Then there's Konami's *Golfing Greats*. At last Konami have found a good use for its sprite technology in this wonderful PCB game. Impressive effects, great playability - if golf games are your thing, start saving up!

Finally, software support for the Neo Geo continues to get better and better; *King of the Monsters* being outstanding both creatively and technically. And good news for all you *Street Fighters*: now you can do it all again, only more so, thanks to Capcom.

That was ATE - some in-depth examination of these and other new releases next month, including possibly the best pinball table ever.

PRO TENNIS TOUR

THE BEST JUST GOT BETTER

2

Features:

- CREATE your own MALE or FEMALE player
- Play SINGLES or DOUBLES
- MORE tournaments (Davis Cup...)
- ANY stroke is possible
- IMPROVED graphics and musical ambiance

Serve yourself a real Ace
Take advantage of
ProTennis Tour 2

UBI SOFT U.K.
Saddlers House
100 Reading Road
YATELEY, CAMBERLEY
GU17 7RX SURREY
Tel. (252) 860 299

UBI SOFT
Entertainment Software





The Nintendo Entertainment System tries to offload its 'pointless video games' image with the advent of peripherals such as the Miracle keyboard. To decide which console you should go for, check out pages 87 to 89.

82 ACE Charts

If you want to add top quality software to your collection, check out the ACE Charts every month – they're the only listings in the country that tell you which games are getting the highest review marks in ALL UK magazines. If it's number one here, it should be number one on your list. And you can also win free software by predicting next month's entries.

103 Hot off the Shelf

This issue of ACE tells you what's hot NOW – but what about those other titles still sitting on the shelves? Our software buyers' guide pinpoints the games we've tipped for the top in the last few months and which should still be available.

87 Hardware Buyer's Guide

Our definitive tech listings and buyer's guide. This month: consoles.

91 Direct Line

...to YOUR micro. If you own one of the ten major micros or consoles, there's a section for your computer here as ACE correspondents talk man to machine...

119 ACE Crossword

The infamous ACE Crossword – crack it and win a prize.

113 Adventureline

Pat Winstanley with her regular section for dedicated adventurers.

109 The ACE Diary

Our monthly guide to what's on where and what's out when

111 ACE Deals

ACE rounds up some of the latest freebies you can get at your local dealer...If you go down to the shops today, be sure you check this column out first.

120 Encyclopaedia Micromannica!

If you've missed a vital issue, check here...

85 PD Update

Mark Smiddy with another selection of cheap software

112 ACE Readers Pages

Small ads, big sales. Your chance to buy, sell and tell the world.

101 Bookmarks

There's a whole month to wait until the next ACE issue, so why not pick up a book in the meantime? Sandra Vogel turns the pages of the latest titles.

in the



ACE has brought you over 40 issues, all packed with info on games technology. If you're missing any back issues – such as this one, which broke the news of the CDTV in the UK – then check out page 120

ACE CHARTS

The ACE Charts give you the definitive list of top scoring games EVERY MONTH – as reviewed by ALL British games magazines.

DID YOU WIN LAST MONTH?

ACE readers are developing chart prediction into a fine art. Every top game was spotted by at least one reader and one – *Powermonger* on the Amiga – was tipped by almost everybody. First off, **Pete Earnshaw** of Rotherham managed to pull *Wheels of Fire* out of the hat for the CPC. **Andrew Watson** of Edinburgh was one of the very few who managed to guess *Golden Axe* for the C64. A lot of people came up trumps with *Speedball 2* for the ST, but **Eric de Loos** from the Netherlands was first out of the hat. **John Shearing** of Godstone was first past the post with *Powermonger* for the Amiga. **Luke Smith** of Birmingham hit gold with *R-Type* for the Spectrum. **Riccardo del Greco** of Saltcoats took to the skies with *Wing Commander* on the PC. And finally, a special mention to Phil Maxfield, who got every game right but missed the draw every time. Tough luck Phil – but at that rate you're going to be winning as often as not.

What you can win...

You'll get a mystery game worth up to £25 for your machine if you can pick out NEXT MONTH'S top chart entries. Get all five right in any category and you'll get £150 worth of software! Entry instructions are opposite.

THE STOCKMARKET

In addition to our games charts, we also have a bit of fun with the figures each month when we produce the ACE Stockmarket. It's a list of the top 25 softcos as determined by the ratings their games are currently receiving. You can see their fortunes rising and falling in each issue...

Having collated all the games reviewed in the latest issues of computer magazines, we calculate the average mark that each publisher received for every one of its games on each format. This is the rating that you see in the second column. So, for example, if the company is great at sourcing 16-bit games but botches up its 8-bit conversions, that will pull down the average mark, even if you can see one of its titles heading up the Amiga, ST or PC chart printed over the page. If all the games are excellent, or if the company has just one brilliant program doing the rounds at the moment, it will consequently have a high rating.

The last column shows how well a company's games have fared compared to the Software Index. This single figure represents the average review mark (expressed as a percentage) that all games, all formats, received during the last month. It's a quick guide to how good the current crop of titles is, and each company's Index score shows how well their games compare to the norm. For example, in this month's chart, Psygnosis's current titles are worth 6.83 percentage points above average - according to the industry's reviewers.

We print only the top 25 companies each month. In fact, we keep tabs on all of them, but you don't want to read through a list of over 100 names in every issue. Occasionally, a new company will enter the listings, in which case its name is marked with an asterisk.

Finally, we take care that the information here is genuinely useful. To that end, we don't count companies which have only received a single solitary review.

Software index: 75.12
Down slightly, but over 3.5 marks up on the figure for this time last year.

PUBLISHER	SCORE	+/-	INDEX				
Microprose	80.88	-0.93	5.76	Microprose	80.88	-0.93	5.76
Origin	98.25	n/a	23.13	Activision	80.75	-1.23	5.63
Micro Style	90	+3.52	14.88	Players Premier	78.8	+15.23	3.68
Audiogenic	89	+8.67	13.88	Empire	78.56	-5.02	3.44
Gremlin	86.96	+1.69	11.84	Mastertronic	77.84	+13.34	2.72
Novagen	84.75	n/a	9.63	Virgin	77	-5.28	1.88
System 3	84.67	+5.67	9.55	Rainbow Arts	76.44	-5.09	1.32
Core Design	82	+4.42	6.88	Millennium	76	-0.61	0.88
Psygnosis	81.95	+5.77	6.83	US Gold	75.06	-1.37	-0.06
Dinamic	81.67	n/a	6.55	Action 16	74.6	-7.4	-0.52
ARC	81.6	+10.64	6.48	Accolade	74.07	-1.68	-1.05
Ocean	81.29	+4.91	6.17	Electronic Zoo	73.76	+10.05	-1.36
Electronic Arts	80.89	-2.64	5.77	Digital Integration	73.7	-0.47	-1.42

AMIGA

Prince of Persia	Domark	91
Battle Command	Ocean	89.99
Powermonger	Electronic Arts	88.25
Masterblaster	Rainbow Arts	88.25
NARC	Ocean	87.75

Powermonger is firmly dethroned by two brand new titles: *Prince of Persia* has been highly rated for its graphics and animation.

C64

Rick Dangerous 2	Micro Style	89.45
California Games	Kixx	87.25
Amazing Spiderman	Empire	86.25
Nightshift	US Gold	84.5
Platinum	US Gold	81.5

Last month we said *Rick Dangerous* deserved the top slot in the C64 chart – this month the reviewers agreed. Budget offering *California Games* shows the old can still hold their own against the new.

AMSTRAD CPC

Shadow of the Beast	Gremlin	85.84
Target Renegade	Hit Squad	83
Teenage Mutant Hero Turtles	Image Works	82
Ivan 'Ironman' Stewart	Virgin	77.3
Motorcycle 500	Cult	59

The *Turtles* have made it into the top five, but Gremlin's version of the 16-bit *Shadow* is a clear winner on points. *Ivan Ironman Stewart* continues a long run in the charts and there's a big gap between it and *M500*.

IBM PC

Wing Commander	Origin	96.5
Wonderland	Magnetic Scrolls	94
Knights of the Sky	Microprose	89.5
Interphase	Image Works	85.5
It Came From the Desert	Cinemaware	85
Covert Action	Microprose	85

Wing Commander improves its rating and *Wonderland* reappears at number two.

WHAT THE FIGURES ABOVE MEAN...

First, of course, you've got the game. Then the software house and – in the last column – the average score (converted to a percentage with typical ACE precision to two decimal places) the game received in ALL reviews during the last month. Don't forget that the review ratings are taken from all UK magazines, not just ACE, so we don't necessarily agree with some of the judgements here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS
OPPOSITE

HOW TO ENTER

STEP ONE

Find a **postcard** – or write your entry on the **back of an envelope**. Enter your name and address, a daytime telephone number if you have one, and the Round Number.

STEP TWO

Tell us your age and which machine you own. Just in case you win!

STEP THREE

Examine this month's charts. Then, using your knowledge of the games scene, try to predict which games will come top of the six machine specific charts. Finally, enter on your postcard:

- the top game for the Spectrum
- the top game for the C64
- the top game for the CPC's
- the top game for the IBM PC
- the top game for the Amiga
- the top game for the ST

YOU DON'T HAVE TO ENTER A SUGGESTION FOR EVERY MACHINE! But remember that your chances of winning may increase if you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top of next month's Stockmarket listing (see this page). Enter on the card: **The top softco will be...(name of company)**

STEP FIVE (OPTIONAL)

If you want to go for the jackpot £150 prize,

then select any of the previous categories and try to predict the top FIVE entries for next month instead of just the top one. Then tell us which category you're predicting for – it can be either the Stockmarket or any of the machine categories in Step Three. **REMEMBER – YOU CAN ONLY SUBMIT ONE JACKPOT CATEGORY!**

STEP SIX

Post the card (WITH a stamp!) to us to arrive not later than the closing date for this round (31st February). The address is:

**ACE Stockmarket
30-32 Farringdon Lane
London
EC1R 3AU**

The first correct forecast for each category taken out of the hat wins the prize. If you get more than one entry correct, you'll be entered in further draws for each category, thus increasing your chances of winning a prize.

THIS IS ROUND 16

Each month's competition has a round number so that we can correctly identify entries. You **MUST** include the round number on your postcard otherwise your entry may not be processed correctly.

THE RULES

- All entries must be received by February 31st 1990.
- No employees of EMAP, or of any company involved in the production, distribution, or sale of ACE Magazine are eligible for entry.
- Only one entry per household. Proof of posting not held as proof of delivery.
- We cannot undertake to deliver specific software titles as prizes, but rest assured that we will make every effort to ensure that the games get the adrenalin pumping!

ATARI ST

Speedball 2	Image Works	92.99
Lotus Turbo Esprit	Gremlin	89.75
Ninja Remix	System 3	86.33
Toyota GT Rally	Gremlin	83.5
Golden Axe	Virgin	82.5

Speedball 2 retains the number one position despite a fine rally by Gremlin's fleet. **System 3** prove that there's still a warm reception ready for kick'n'punch scenarios.

SPECTRUM

R-Type	Hit Squad	90.25
Lotus Turbo Esprit	Gremlin	89.25
Teenage Mutant Hero Turtles	Image Works	87.25
Target Renegade	Hit Squad	85.25
Super Cars	Gremlin	83.75

R-Type continues to hold sway, as the **Turtles** lose ground and Gremlin motors in with two racing games, showing here and in the CPC charts a resolute 8-bit presence.

ATARI 520STFM DISCOVERY PACK

Atari 520STFM with double sided disk drive mouse, owners manual, first basic, Neochrome, ST Tour, S.T.O.S., Carrier Command, Space Harrier, Bombjack, Outrun.

PLUS FREE!! Our software Pack comprising Wordprocessor, word count, Mailmerge, Spellchecker, Database, Mono Monitor Emulator, Spreadsheet, Virus Killer, Your 2nd ST Manual, 11 games, desk accessories, plus 5 great programs for small children.

DISCOVERY PLUS PACK

Contains all the items in the Discovery Pack above plus!! Vinyl Computer Cover, mouse mat, Twin joystick extension lead 10 Blank disks, joystick.

ONLY £299.95
Includes our free starter pack as listed above

ATARI 520STE NEW!! TURBO PACK PACK A

Atari 520STE with 1mb disk drive Mouse, First Basic, Hyper paint 2, Music Maker 2, STOS game creator, Anarchy, Blood Money, Impossible Mission 2, Dragons Breath, Human Killing Machine, Indiana Jones, Outrun, Super Cycle, Joystick

ONLY £359.95
Includes our free software starter pack as listed above

FREE With all Atari ST Computers up to 14 nights FREE Hotel accommodation for up to persons

SPECIAL OFFER
Ten Game software pack Asterix, Chess Player 2150, Drivin Force, Onslaught, Live and Let Die, Skeeek, Pipe Mania, Rock and Roll, Trivial Pursuit - New Rick Dangerous **ONLY £19.95 with any ST Pack purchased from us.**

COMMODORE AMIGA A500 SCREEN GEMS PACK

Commodore Amiga A500, Mouse, Owners Handbook, Basic Handbook, TV Modulator, **PLUS!!** Deluxe Paint 2, Days of Thunder, Shadow of the Beast 2, Knightbreed, Back to the Future 2

ONLY £359.95

SCREEN GEMS BOOSTER PACK

Commodore Amiga A500, Mouse, Owners Handbook, Basic handbook, TV Modulator.

PLUS!!
Deluxe Paint 2, Days of Thunder, Shadow of The Beast 2, Knightbreed, Back to the Future 2 Super Wonderboy, Turbo Outrun, Thunderblade, Dynamite Dux, Crack Down, Paperboy, Overlander, Space Harrier, Ghosts and Goblins, Joystick 10 Blank disks in a box, mouse mat.

ONLY £399.95

TRIPLE PACK

Commodore Amiga A500, Mouse, Workbench 1.3, Workbench Extras, Owners Handbook, Basic Handbook, TV Modulator.

Tile Game, Word Processor, Paint Package, Music Package, Ten Blank Disks, Vinyl Dust Cover, Deluxe Paint 2, Shadow of the Beast 2, Knightbreed, Back to the Future 2, Days of Thunder, joystick, Mouse mat, Mouse Pocket

ONLY £399.95

Please add £6 to Amiga Packs if delivery is required

*** SPECIAL OFFER ***
ADD A PHILIPS CM8833 COLOUR MONITOR TO ANY OF THE AMIGA OR ATARI ST PACKS FOR ONLY £240.00

ACCESSORIES - PRINTERS

Star LC10 Printer	£159.95
NEW!! Star LC200 Colour Printer	£219.95
Star LC24 - 200	£259.95
Star LC24 - 200 Colour	£299.95
Panasonic KXP1080	£169.95
Panasonic KXP1124	£259.95
Citizen 120D+	£138.00

All printer prices include connecting lead to ST, PC, AMI

MONITORS

SPECIAL OFFER FEBRUARY ONLY
PHILIPS CM8833 MK2 £239.95
INC LEAD & COURIER DEL
ATARI SM 124 MONITOR £109.95

DISK DRIVES

Cumana CSA354 1mb	ST £79.95
Cumana CAX354 1mb	AM £72.95
Mail Centa Amiga 1mb	AM £59.95
Mail Centa ST 1mb	ST £89.95

ACCESSORIES

Conrtriver Mouse ST	£19.95
Conrtriver Mouse AMI	£19.95
Amiga TV Modulator	£14.95
Amiga 1/2 MB RAM Expansion with Clock	ONLY £39.95

VINLY DUST COVERS

Amiga A500	£5.95
Atari 520ST	£5.95
Atari SM124/SM125	£6.95
PhilipsCM8833	£6.95
Star LC10	£4.95
Citizen 120D	£4.95
Panasonic KXP 1081	£4.95
Panasonic KXP1180	£4.95
Panasonic KXP 1124	£4.95

JOYSTICKS

Professional	£11.45
Professional +	£12.95
Cheetah 125+	£6.95
Cheetah Mach 1	£9.95
Quickjoy Megaboard	£20.95
Quickjoy Jettfighter	£11.95
Kanix Speedking	£9.95
Kanix Navigator	£12.95
Cruiser Black	£9.95
Cruiser Multicoloured	£8.95

FEBRUARY SPECIAL
MOUSE AMT, MOUSE BRACKET, TWIN JOYSTICK EXTENSION LEAD 10 BLANK DS/DD DISKS
ONLY £12.95

SPECIAL OFFER
SONY BULK
DOUBLE SIDED DENSITY DENSITY BLANK DISKS WITH LABELS
ONLY 50 FOR £24.95 100 FOR £39.95

SPECIAL OFFER
SEGA MEGADRIVE ONLY £179.95 OFFICIAL UK VERSION
INCLUDES : ONE CONTROLLER AND ALTERED BEAST

PC ENGINE GAMES
LAST FEW. MUST CLEAR. PACLAND, DRUNKEN MASTER, FANTASY ZONE, MOTO ROADER, DEEP BLUE
ONLY £9.95 EACH.

CLEARANCE SOFTWARE

Airbourne Ranger	7.95
Carrier Command	7.95
Baal	6.95
Stryx	6.95
Nevermind	6.95
Kid Gloves	6.95
Cloud Kingdoms	6.95
X-Out	6.95
Crack Down	6.95
E-Motion	6.95

MAIL-CENTA

17 Campbell St, Belper, Derby. DE5 1AP. Tel : 0773 826830

All prices include VAT and Delivery unless stated otherwise. However for orders under £10.00 please add 50p handling charge. Personal callers welcome at our retail shop but please bring this advert as prices may vary. Closed Wednesdays. All items despatched same day whenever possible. Cheques may require a seven day clearance period. Proprietor Martin Bridges.



LOMBARD



PREMIER MAIL ORDER

We are on stand No 124 at the 16 Bit Computer Show. Titles marked * are not yet available and will be sent on day of release.

Please send cheque/PO/Access/Visa No. and expiry date to :

Dept AC01, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ.

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail order only. Telephone orders: mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders : 0268 590076. Tel Orders : 0268 - 590766

GAME	ST	AMIGA
1/2 Meg Upgrade	-	39.99
1/2 Meg Upgrade with clock	-	44.99
AFT 2	16.99	16.99
Assault on Alcatraz *	16.99	16.99
Addidas Football	13.99	16.99
688 Attack Sub	-	16.99
AMOS	-	34.99
Armour - Geddon *	-	26.99
Awesome *	-	24.99
B.A.T. *	26.99	19.99
Back to the Future 2	16.99	16.99
Back to the Future 3 *	16.99	16.99
Badlands	16.99	16.99
Bards Tale 1 or 2	5.99	5.99
Hint book	-	-
Bards Tale 3 *	-	16.99
Battle command	16.99	16.99
Battle of Britain	19.99	19.99
Battle Chess 2*	19.99	19.99
Betrayal *	19.99	19.99
Battlemaster	16.99	19.99
Billy the Kid *	16.99	16.99
Blade Warrior *	16.99	16.99
4D Boxing *	16.99	16.99
Boxing Manager	13.99	13.99
BSS Jane Seymour	16.99	16.99
Budokan	-	16.99
Buck Rogers *	-	19.99
Cavadar	16.99	16.99
Captive	16.99	16.99
Carthage *	16.99	16.99
Chaos Strikes Back	12.99	16.99
Chase HQ	13.99	16.99
Chase HQ 2	16.99	16.99
Champions of Krynn (1Meg)	-	21.99
Chuck Yeager	16.99	16.99
Codename Iceman (1Mg)	-	26.99
Colonels Bequest (1Mg)	-	26.99
Commando War *	16.99	16.99
Conquest Camelot (1Mg)	-	26.99
Combo Racer	16.99	16.99
Corporation	16.99	16.99
Cricket Captain	16.99	16.99
Crime Wave *	16.99	16.99
Cruise for a Corpse *	16.99	16.99
Curse of Azure Bonds (1 Meg)	-	19.99
Days of Thunder	16.99	16.99
Death Trap *	16.99	16.99
Deluxe Paint	39.99	-
Damocles	16.99	16.99
Dick Tracy *	16.99	16.99
Dragons Lair 2	-	26.99
Dragon Strike *	-	19.99
Dragon Wars *	-	16.99
Dragons Lair (1Meg)	-	26.99
Dragons Lair Time Warp *	-	26.99
4D Drivin	16.99	16.99
Dungeon Master	16.99	16.99
Duck Tales	19.99	19.99
Duster *	16.99	16.99
Dynamite Debugger *	-	16.99
Dynasty Wars	13.99	16.99
Edition One	16.99	16.99
E-Swat	16.99	16.99
Epic *	16.99	16.99
Elite	14.99	14.99
Emlyn Hughes	13.99	13.99
Emlyn Hughes Quiz *	13.99	13.99
Escape from Robot	13.99	13.99
Monsters	-	-
Escape from Colditz *	16.99	16.99
Eye of the Beholder (1 meg) *	-	19.99
F15 Strike Eagle 2 *	19.99	19.99
F16 Combat Pilot	16.99	16.99
F19 Stealth Fighter	19.99	19.99
F29 Retaliator	16.99	16.99
Falcon	16.99	19.99
Falcon Mission Disk	13.99	13.99
Falcon Mission Disk 2	13.99	13.99
Final Battle *	16.99	16.99
Fireball *	16.99	16.99
Fire and Forget 2	16.99	16.99
Fire and Brimstone	16.99	16.99
Flight Sim 2	26.99	26.99
Flip it and Magnose	16.99	16.99
Flight of the Intruder *	16.99	19.99
Fit Disk European	13.99	13.99
Fit Disk Japan	13.99	13.99
Football Director 2	12.99	12.99
Ft'ball Manager2 gift pk	12.99	12.99
Ford 98 Rally *	16.99	16.99

GAME	ST	AMIGA
Flood	16.99	16.99
Fun School 3 5-7	16.99	16.99
Fun School 3 over 7	16.99	16.99
Fun School 3 under 5	16.99	16.99
Fun School 2 (6-8)	11.99	11.99
Fun School 2 (over 8)	11.99	11.99
Fun School 2 (under 6)	11.99	11.99
Future Wars	16.99	16.99
Gauntlet 3 *	16.99	16.99
Gremilns 2	16.99	16.99
Gold of Aztecs	16.99	16.99
Golden Axe	16.99	16.99
Gunship	14.99	14.99
Gunboat *	16.99	19.99
Hard Drivin 2	16.99	16.99
Hollywood Collection	19.99	19.99
Heroes	19.99	19.99
Hydra *	16.99	16.99
Imperium	16.99	16.99
Indy Jones Adventure	16.99	16.99
Indy Jones Hint Book	5.99	5.99
Indianapolis 500	-	16.99
Int Soccer Challenge	16.99	16.99
Int 3D Tennis	16.99	16.99
It came from the Desert Data	-	9.99
Ivanhoe	13.99	16.99
Jack Nicklaus Extra courses	-	9.99
Jack Nicklaus Golf	16.99	16.99
Jack Nicklaus unlimited Golf	-	19.99
Judge Dredd *	13.99	13.99
Kennedy Approach	14.99	14.99
Kick Off 2	12.99	12.99
Kick Off 2 (1 Meg)	-	14.99
Killing game Show	16.99	16.99
K.O.2 Final Whistle *	8.99	8.99
K.O.2 Giants of Europe *	7.99	7.99
K.O.2 Return of Europe *	7.99	7.99
K.O.2 Winning Tactics *	5.99	5.99
Knights of the Sky *	19.99	19.99
Leisure Suit Larry 2	19.99	26.99
Leisure Suit Larry 3	26.99	26.99
Life and Death *	19.99	19.99
Light Force	16.99	16.99
Line of Fire *	16.99	16.99
Lombard Rac Rally	14.99	14.99
Loom	19.99	19.99
Lords of Chaos *	13.99	16.99
Lords of the Rising Sun	-	17.99
Lost Patrol	16.99	16.99
Lucas Film Double Pack	19.99	19.99
Magnum 4	16.99	16.99
Magic Fly	16.99	16.99
Mean streets	16.99	16.99
Me 29 *	19.99	19.99
Manchester United	13.99	16.99
Matrix Marauders *	13.99	13.99
Maniac Mansion	16.99	16.99
Microprose Soccer	14.99	14.99
Monty Python	13.99	13.99
M1 Tank Platoon	21.99	21.99
Mid Winter	19.99	19.99
Midnight Resistance	16.99	16.99
M.U.D.S. *	16.99	16.99
Murder	16.99	16.99
Music X Jnr	-	49.99
NARC *	16.99	16.99
Navy Seals *	16.99	16.99
New Zealand Story	13.99	16.99
Nightbreed RPG	16.99	16.99
Ninja Spirit	13.99	16.99
Nightshift *	16.99	16.99
Nitro	16.99	16.99
Obitus *	-	26.99
Operation Stealth	16.99	19.99
Oriental Games	16.99	16.99
Operation Thunderbolt	13.99	16.99
Operation Harrier	16.99	16.99
Off Road Racer	16.99	16.99
Overrun (1 meg) *	-	19.99
Pang	16.99	16.99
Paradroid 90	16.99	16.99
Pipemania	13.99	16.99
Pirates	15.99	15.99
Player Manager	12.99	12.99
Platinum	16.99	16.99
Plotting	13.99	16.99
Police Quest 2	16.99	26.99
Power Pack	16.99	16.99
Pool of Radiance	-	19.99
Populous	16.99	16.99
Populous Promised Land	7.99	7.99

GAME	ST	AMIGA
Powermonger	19.99	19.99
Precious Metal	15.99	15.99
Predator 2 *	16.99	16.99
Pro Tennis Tour	16.99	16.99
Projectyle	16.99	16.99
Puzznic	16.99	16.99
Rainbow Islands	13.99	16.99
Red Storm Rising	15.99	15.99
Reach for the Skies *	16.99	16.99
Rogue Trooper *	16.99	16.99
Rotator *	16.99	16.99
Rick Dangerous 2	16.99	16.99
Rocky Horror Show *	16.99	16.99
Robocop 2	16.99	16.99
Search for the King *	16.99	16.99
Secrets of the Luftwaffe *	19.99	19.99
Secret of Monkey Island *	19.99	19.99
Sega Master Mix	16.99	16.99
Shadow Warriors	13.99	16.99
Shadow of the Beast	16.99	16.99
Shadow of the Beast 2	-	26.99
Shadow Sorcerer *	-	19.99
Skull and Crossbones *	16.99	16.99
Shoot em up Con Kit	19.99	19.99
Silworm IV *	16.99	16.99
Sim City	19.99	19.99
Sim City Terrain	-	13.99
Skate or Die *	16.99	16.99
Sly Spy	16.99	16.99
Sound Express	-	29.99
Spellbound *	16.99	16.99
Space Ace	26.99	26.99
Space Quest 3	26.99	26.99
Speedball 2	16.99	16.99
Spy Who Loved Me	13.99	13.99
Star Trek V *	19.99	19.99
Stratego *	16.99	16.99
Strider 2	16.99	16.99
Star Flight	16.99	16.99
Star Flight Hint Bk	-	5.99
Steven Hendry *	16.99	16.99
Stun Runner	16.99	16.99
Subbuteo	16.99	16.99
Supercars	13.99	13.99
Supremacy	19.99	19.99
Team Suuki *	16.99	16.99
Team Yankee	19.99	19.99
Teenage Mutant Turtles	16.99	16.99
Test Drive 2	-	16.99
T1 Drive 2 California Chall	-	9.99
Test Drive 2 Muscle Cars	-	9.99
Test Drive 2 Supercars	-	9.99
The Immortal (1 meg)	16.99	16.99
Thunderstrike	16.99	16.99
Tie Break	13.99	16.99
Time Machine	16.99	16.99
TNT	19.99	19.99
Tournament Golf	16.99	16.99
Toki *	16.99	16.99
Torvak	16.99	16.99
Toyota Celica *	16.99	16.99
Total Recall *	16.99	16.99
Treble Champions	13.99	13.99
Turbo Outrun	13.99	16.99
Turbo Challenge	16.99	16.99
Turrican	-	16.99
Turrican 2	16.99	16.99
TV Sports Baseball *	-	19.99
UMS	14.99	14.99
UMS 2 *	19.99	19.99
UMS Scenario 1	8.99	-
UMS Scenario 2	8.99	-
Unreal	-	19.99
Untouchables	13.99	16.99
UN Squadron	16.99	16.99
Vaxine *	16.99	16.99
Walker *	16.99	16.99
Wildfire *	19.99	19.99
Wolf Pack *	19.99	19.99
Wonderland *	19.99	19.99
World Champ Soccer *	16.99	16.99
Wrath of the Demon	19.99	19.99
Wings	-	19.99
Wings of Fury	13.99	13.99
World Cup Compilations	14.99	14.99
Wiz Kid *	16.99	16.99
Xenon 2 Megablast	16.99	16.99
Xiphos	16.99	16.99
Zak Mckracken	16.99	16.99
Z-Out	13.99	13.99
Zombi	16.99	16.99

SPECIAL OFFERS

GAME	ST	AMIGA
Adv Rugby Sim	4.99	-
Adv Ski Sim	4.99	4.99
Airbourne Ranger	9.99	9.99
Austerlitz	9.99	9.99
Batman 2	5.99	5.99
Barbarian (pal)	7.99	7.99
Bards Tale 2	-	7.99
Barbarian (Psy)	7.99	7.99
Barbarian 2	-	7.99
Blood Money	7.99	7.99
Bionic Commando	7.99	7.99
BMX Sim	4.99	4.99
Buggy Boy	7.99	7.99
Ferrari Formula 1	7.99	7.99
Gravity	9.99	9.99
Hollywood Poker	4.99	4.99
Hounds of Shadow	7.99	7.99
Hunter Killer	4.99	4.99
Hunter for Red October	-	9.99
Keef the Thief	-	7.99
Kick Off	7.99	7.99
Interceptor	-	7.99
It came From Desert	-	-
+ Ant Heads	-	19.99
Last Ninja 2	5.99	5.99
Macadam Bumper	4.99	-
Marble Madness	7.99	7.99
Moonmist	7.99	-
Motorbike Madness	4.99	-
Nitro Boost	4.99	4.99
Outrun	7.99	7.99
Prohibition	4.99	-
Power Drome	7.99	7.99
Resolution 101	9.99	9.99
Rock Star	4.99	4.99
Rick Dangerous	7.99	7.99
RVF Honda	9.99	9.99
Silent Service	9.99	9.99
Stunt Car Racer	9.99	9.99
Soldier of Light	7.99	7.99
Speedboat Assassins	-	4.99
Super hang On	5.99	5.99
Theme Park Mystery	9.99	9.99
Treasure Island Dizzy	4.99	4.99
Track Suit Manager	7.99	7.99
TV Sports Basketball	-	14.99
TV Sports Football	9.99	12.99
Virus	9.99	-
Warlocks Quest	4.99	4.99
Waterloo	-	7.99
Wishbringer	7.99	-
Zork 1or 2	7.99	-
Zany Golf	7.99	7.99

JOYSTICKS

Quickjoy Jetfighter	10.99
Cheetah 125+	6.99
Cheetah Mach 1	9.99
Quickjoy 2 Turbo	8.99
Quickshot 3 Turbo	8.99
Sega Control Stick	13.99

BLANK DISKS

Unbranded

10X3.5" DSDD	5.99
20X3.5" DSDD	10.99
50X3.5" DSDD	23.99
100X3.5" DSDD	49.99

Branded

3.5" DSDD	(each) 1.25
5.25" DSDD	(each) 0.75

FREEBIES

ACE roving reporter MARK SMIDDY returns from another voyage of discovery and debate into Shareware land...

This month has seen an interesting, some would say inevitable turnaround from the commercial software scene. Not only have some houses recognised the existence of PD games, they have gone as far as banning two altogether because they feel their intellectual (design) copyright has been infringed. According to one source, the first threatened with the might of copyright lawyers were the numerous *Tetris* "clones" appearing almost daily.

More recently, distributors of *Pipe Mania*-inspired *Plumb Crazy* were "asked" to remove the game from their shelves. An inside source commented: "They were very polite about it. They just said they were planning to give *Pipe Mania* a budget release and felt *Plumb Crazy* might jeopardise sales." So the message to all PD libraries carrying *Plumb Crazy* is, stop now and destroy all copies.

In my opinion this seems a shame – both games have their strengths. But this brings the whole ugly question of intellectual copyright to the fore. If the whole world had been really pedantic, arcade games would probably have stopped at *Pong*. Also, if IBM had adopted a similar attitude, the PC would probably have died out long ago. But enough of that – on with the show.

DYNAMITE DICK

Amiga £2.50 - Joystick

With four-directional scrolling and a character furiously burying his way for hidden treasure, the uninitiated could be foxed into thinking this is just a *Boulderdash* clone. Nothing like it folks. It bears passing resemblance to the

ACE FREEBIES WORKS!

ACE knows this column actually results in more sales for participating libraries - at least one has had to be rescued from under the deluge of extra mail. So why, we wonder, are all those nice PC people sitting back and saying it's not for us? Come on folks - if you don't hurry your boat will get sunk by the ST and Amiga crowd. Are you really going to suffer that outrage?

overplayed *Repton* series on the BBC and Electron - remember those? But for once this seems largely like a game in its own right.

Dick is a miner, a subterranean explorer or, as some would have it, a one-man demolition team. In pursuit of happiness and a Skoda GTI, Dick has decided to do a bit of prospecting. Anyone in their right mind would just blag their local gold mine or perhaps rob Fort Knox. Dick is a man who enjoys challenge – armed guards and security cameras are not his scene – he prefers to do battle with vampire bats, runaway railcars and homicidal moles.

So, armed with only a battery-powered miner's helmet (and a few sticks of trinitrotoluene for good measure) he enters an abandoned smuggler's cave ready to make his fortune. Viewed from overhead, you take on the task of guiding Dick through the mine, collecting as much gold as possible, blowing the odd bat away, collecting the key to the next level and making a swift exit. Maintaining the furious pace is a timer indicating the level of battery power in the helmet. Even if the lamp does run out another battery appears - the trick is finding your way to

SHAMELESS PLUG

Thanks to the following:
AMOS PD Library - 0942 495261
PDSOFT LICENCEWARE - 0702 612259
Goodman PDL - 0782 335650
Advantage Shareware - 0242 224340

it in the dark.

Dynamite Dick is another AMOSed game, but its quality owes more to its design and superior graphics than the AMOS package. Everything from the hypnotic title screen to the animated death sequence is so polished, the only thing distinguishing it from a commercial release is the limited number of moving graphics. This is an obstacle AMOS programmers have yet to overcome - no doubt they will though. This highly addictive game is easy to get into, and devilishly difficult to put down. At this pocket-money price every arcade-adventure nut should have a copy.

MR DIG

ST/Amiga £3.00 - Joystick

Time now for a bit of nostalgia. Old-timers like me still remember the days when 2MHz 8-bits were fast, 16K was a massive amount of RAM and colour was a pretty neat idea. To this day, I can still recall lusting over the Atari 400's 256 colour palette and superb sound. So what? Well, there was something indefinably warm about the Atari's display and chunky fonts; and these fond memories come flooding back when *Mr Dig* boots up. Only the hackneyed (but nicely done) scrolltext gives away its Amiga identity.

Mr Dig is undeniably 'inspired' by the arcade classic, *Dig-Dug* – like all the oldies it's simple to play but very addictive. The idea is to guide Mr Dig around the screen digging tunnels to the bonuses and buried treasure – collect all the items and Dig moves to the next level. During his excavations Dig is relentlessly pursued by some nasties – but these can be killed either by "smart bombs" or being flattened with oversized mutant apples. Although I have yet to see one, later screens offer the promise of mutant baddies – who, if memory serves, can dig tunnels themselves.

Graphics and sound are at least up to the standard of a budget title (surpassing some). Play is fast, furious and addictive – as one might expect from a title which had to rely more on playability than technology when it was introduced. *Mr Dig* was converted by Robin Edwards of *Space Blob* infamy (see below). At this price, every home should have one.

SPACE BLOB

ST/Amiga £3.00 - Joystick

Space Blob is one of those daft games where you guide a cute little character around gathering toys, while trying not to get impaled, shot, dripped on, marmalised, squashed or any one of a number of ways of dying. *Space Blob* is an early game and fails to make use of available graphics. However, like Robin's later offering, *Mr Dig*, it is undeniably addictive and has a help feature to get you past some of the worst levels. Reminiscent of a magazine listing, *Space Blob* isn't going to win any prizes for technical excellence, but nevertheless is still worth a look.

See you next month – and don't forget to keep me informed about your PD entertainment releases.

ABOUT PDSOFT LICENCEWARE

Not another variation on the same theme - what will they think of next? The idea here is an interesting one because it aims to maintain the spirit of PD or Freeware BUT prevents libraries making a profit from someone else's work. The idea is simple, if you buy a game from a PDSOFT vendor, then you can give copies away to your friends for free. If, however you want to sell the title - even charge a copying fee - then you must charge a 50p royalty which is payable to the author. Sounds like a neat idea – let me know what you think. Write to me at c/o ACE, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 0NE. I am particularly interested in hearing from the authors themselves.

ROMSOFT

3 ABBEY WALK, CHURCH STREET, ROMSEY, HANTS

TEL: SHOP & MAILORDER 0794 518268 FAX 0703 740048

TEL: SHOP & MAILORDER 0794 518268 FAX 0703 740048

**AMIGA ATARI C64 PC ENGINE
NINTENDO AND GAMEBOY
ATARI LYNX
SEGA MASTER SYSTEM
THE SEGA MEGADRIVE 16 BIT**

ALSO SOFTWARE AND ACCESSORIES FOR ALL THE ABOVE MACHINES

COMMODORE AND ATARI PACKS IN STOCK

**PC ENGINE AND TURBOGRAFX
HANDHELDS AND GAMES IN STOCK**

**LARGEST SELECTION OF MEGADRIVE
AND GAMEBOY SOFTWARE IN
HAMPSHIRE**

SEGA AND PC - ENGINE CARTRIDGE HIRE SERVICE

WE ACCEPT ACCESS AND VISA CARDS

HAMPSHIRE'S' NEW COMPUTER CENTRE

HARD SELL

Handheld gaming looks set to get a big boost in 1991 with the continued success of the Game Boy and the Lynx price cut. In fact, the encouraging news of Lynx sales in the States plus rumours of a further price reduction has prompted us to revise our predictions for this hitherto overpriced and under-supported machine.

To help you make that all-important decision, here's a full run-down on all the major contenders. These packages and prices are the ones you'll find on the shop shelves.

Generally, local dealers should be the first place to make further enquiries, although we've provided company contact numbers in case you're having real problems.

The Star Ratings are there as a rough qualitative guide; the more stars the better.

AMSTRAD GX4000

Package: GX4000 console, 2 controllers and *Burning Rubber* game.

Processor: 4MHz Z80A

Console Memory: 64K

Recommended Retail Price: £99

Contact: Amstrad 0782 566344

IN BRIEF

Amstrad have partly gone up the Commodore path, but have wisely taken the opportunity to upgrade the hardware. The palette is increased, with multitasking hardware scrolling and 16 hardware sprites increasing to 32 with interrupt tricks. Unfortunately the sound chip is the same old tinny one used in the CPCs, albeit in stereo - you can't have everything, I suppose. While some software houses express reservations of the machine being a success outside Europe (and hence reticent about committing support to it), many are working on titles for the machine.

GRAPHICS

Resolution: Same as Amstrad CPC.

Palette: 4096

Colours: 32

TV: Yes.

Monitor Output: Yes.

Monitor Supplied: No.

Monitor Options: SCART, Amstrad socket.

Sprites: 16, 32 with hardware interrupts.

Speed: Pretty good for 8-bit technology.

SOUND

Speaker Quality: Depends on TV/monitor.

MIDI: No.

Stereo Output: Yes.

Performance: Unimpressive 3 channel chip as on old CPCs, but now runs independently of main processor.

HARDWARE

Joystick: 2 game controllers supplied.

Ports: Monitor/TV ports, stereo headphone socket, 3 joystick ports (2 digital, 1 analogue).

SOFTWARE

Price: Around £25.

Cartridge Memory: 128K

Existing Software Base: Small, but growing fast.

Current Releases: Thirty titles due by January 1991.

Prospects: Very good, with several software houses working on titles.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: None as yet.

Maintenance: One year guarantee.

STAR RATINGS

Graphics: ★★★

Sound: ★★★

Expansion: ★★

Overall: ★★★★★

ATARI LYNX

Package: Lynx with *California Games*.

Processor: 16MHz 6502

Console Memory: 64K

Recommended Retail Price: £129.95

Contact: Atari PR 071 388 9871

IN BRIEF

The Lynx was designed by a team including RJ Mical, one of the men behind the Amiga. If that doesn't convince you consider it runs a fast 6502, has 8Mb of game storage on its cards and supports multi-player games. The graphics hardware has built in hardware scrolling and image scaling. Software is a little thin at the moment but bound to increase during 1991.

GRAPHICS

Resolution: 160 x 102

Palette: 4096

Colours: 16

TV: No

Monitor Output: No

Monitor Supplied: Yes - 3.5 inch backlit colour LCD

Monitor Options: None

Sprites: Special graphics hardware effectively treats ALL screen objects as sprites!

Speed: Fast

SOUND

Speaker Quality: Very good

MIDI: No

Stereo Output: Yes

Performance: 4 channel, 5 octave stereo sound has to be heard to be believed.

HARDWARE

Joystick: 4 way joypad.

Ports: Cartridge port; multi-player port; stereo headphone mini-jack.

SOFTWARE

Price: £30-35.

Cartridge Memory: 8Mb

Existing Software Base: Very small.

Current Releases: *California Games* is a great freebie.

Prospects: 200K sales in the States and increased interest means this machine is perhaps the best colour portable bet at the moment.

BUYLINES

Best Buy Price: As RRP

Second Hand Availability: Very few

Maintenance: 1 year's guarantee.

STAR RATINGS

Graphics: ★★★★★

Sound: ★★★★★

Expansion: ★

Overall: ★★

ATARI VCS

Package: Both VCS2600 and VCS7800 come with controller and free game.

Processor: 6502 (2600)/6502 (7800)

Console Memory: Not known.

Recommended Retail Price: VCS2600 £39.99; VCS7800 £69.99

Contact: Atari PR 071 388 9871

IN BRIEF

The VCS2600 is a reboxed version of the original Atari games console which, until a couple of years ago, remained the best selling home video games system of all time. The VCS7800 is a revamped version of the VCS2600 with a faster processor,

slightly better sound and vastly improved graphics.

GRAPHICS

Resolution: 192 x 160 (2600); 320 x 242 (7800)

Palette: 16 (2600)/256 (7800)

Colours: 4 (2600)/16 (7800)

TV: Yes

Monitor Output: No

Monitor Supplied: No

Monitor Options: No

Sprites: N/A/64

Speed: Slow

SOUND

Speaker Quality: Depends on TV

MIDI: No

Stereo Output: No

Performance: Limited to 1 channel on 2600 and two on 7800.

HARDWARE

Joystick: Supplied

Ports: 2 x 9 pin D for joysticks; TV; cartridge port.

SOFTWARE

Price: £7-13.

Cartridge Memory: Not known.

Existing Software Base: Small

Current Releases: Rare

Prospects: Unsure in the light of new competition from Japan.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: Worth looking

Maintenance: One year's guarantee.

STAR RATINGS

	2600	7800
Graphics:	★	★★
Sound:	★	★★
Expansion:	None	None
Overall:	★	★★

C64 GAMES SYSTEM

Package: C64GS console, controller and 4 games (*Klax*, *Fiendish Freddy*, *Flimbo's Quest* and *International Soccer*).

Processor: 1MHz 6502

Console Memory: 64K

Recommended Retail Price: £99.99

Contact: Commodore 0628 770088

IN BRIEF

Take a Commodore C64 computer, remove the keyboard and stick it in an unattractive slab of a box and what have you got? A "new" console! It's an unusual move, and the signs are that Xmas '90 sales were not encouraging.

GRAPHICS

Resolution: 160 x 200 in multi-colour mode.

Palette: 16

Colours: 16

TV: Yes

Monitor Output: Yes

Monitor Supplied: No

Monitor Options: RGB

Sprites: 8

Speed: Slow CPU, helped out by custom graphics and sound chips.

SOUND

Speaker Quality: Depends on TV/monitor
MIDI: No
Stereo Output: No
Performance: 3 channel SAM - one of the best 8-bit sound chips.

HARDWARE

Joystick: Joypad supplied.
Ports: None

SOFTWARE

Price: Around £25.
Cartridge Memory: 4Mbits.
Existing Software Base: Potentially huge, but small at the moment. Commodore anticipate around 100 titles by Xmas.

Current Releases: Plenty forthcoming from various software houses.
Prospects: Uncertain. Do people really want a console version of an ageing, though admittedly good, computer? Software support is likely to be pretty good for a while at least.

BUYLINES

Best Buy Price: As RRP.
Second Hand Availability: None
Maintenance: One year guarantee.

STAR RATINGS

Graphics: ★★★
Sound: ★★★
Expansion: ★
Overall: ★★

NINTENDO NES

Package: Standard Pack includes console, plus 2 game controllers and *Super Mario Brothers* game. Mutant Machine pack as above but substitutes *Turtles* game for *Mario*. Action Pack as Standard, but includes Zapper gun and *Duck Hunt* game.

Processor: Not known.
Console Memory: 2K.
Recommended Retail Price: Standard Pack £79.95; Deluxe Pack £99.95.
Contact: Deighton PR 071.836 2973

IN BRIEF

The world's largest selling console, largely because of the playability of some of its games rather than its hardware specification, which is 8-bit average.

GRAPHICS

Resolution: 256 x 240
Palette: 52
Colours: 16
TV: Yes

Monitor Output: No
Monitor Supplied: No
Monitor Options: None
Sprites: N/A

Speed: Average

SOUND

Speaker Quality: N/A
Stereo Output: No
Performance: Average

HARDWARE

Joystick: 2 dedicated controllers supplied. IR wireless controllers with 30ft range available for £39.95.
Ports: None out of the ordinary.

SOFTWARE

Price: £20-40.

Cartridge Memory: Not known.
Existing Software Base: Over 50 titles available here. Many more available in Japan but these require a converter to run.

Current Releases: Nintendo predict about 2-3 titles per month.

Prospects: In the UK, improving due to increased support - but this is yesterday's technology.

Software Loading: Instant

BUYLINES

Best Buy Price: As RRP.
Second Hand Availability: A few.
Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: ★★★
Sound: ★★
Expansion: ★★★★★
Overall: ★★★

NINTENDO GAMEBOY

Package: Main unit with *Tetris* game.
Processor: 1MHz customised 8-bit Z80A.
Console Memory: 16K
Recommended Retail Price: £69.99.
Contact: Deighton PR 071 836 2973



IN BRIEF

Nintendo were the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On reflection even the Game Boy was a long time coming since the technology employed by the display is starting to look dated. Not to be dismissed simply because of mono graphics - this machine has some superb titles and the two-player link-up option has tremendous potential.

GRAPHICS

Resolution: 20 x 18 characters.
Colours: 4 grey shades.
Monitor Supplied: Yes - LCD display is lit by ambient light.
Sprites: 40 8 x 8 pixels.
Speed: Fast for what it is.

SOUND

Speaker Quality: Depends on headphones.
Stereo Output: Yes
Performance: Plays a lot better than it looks.

HARDWARE

Joystick: Built-in 8-way joypad.
Ports: Headphone socket; dual-machine interface.

SOFTWARE

Price: £20-25.
Cartridge Memory: 64K
Existing Software Base: The best for any handheld.
Current Releases: Increasing
Prospects: Excellent

BUYLINES

Best Buy Price: As RRP
Second Hand Availability: None.
Maintenance: One year's warranty

STAR RATINGS

Graphics: ★★★
Sound: ★★★★★
Expansion: Dual machine interface has lots of potential.
Overall: ★★★★★

NEC PC ENGINE

Package: Console unit, controller and free game
Processor: Customised 8-bit.
Console Memory: 64K internal, 8K video. (Turbographx: 128K internal, 32K video.)
Recommended Retail Price: N/A (US price around \$199)
Contact: Local dealers

IN BRIEF

Sadly, it now seems unlikely that this machine will ever be officially supported by NEC in the UK. Its CD-ROM add-on drive is now the largest selling CD unit on the market and is responsible for much of the recent increase in CD development. There's also a 16-bit version, vastly more powerful, called the Turbographx, but this is only rarely available through importers and at a price - usually around £300. NEC also have a handheld version of the Engine which is software compatible with its larger brother.

GRAPHICS

Resolution: 256 x 216
Palette: 512 (Turbographx: 1024)
Colours: 32 - 16 background and 16 shared by sprites.
TV: Yes

Monitor Output: N/A
Monitor Supplied: No
Monitor Options: N/A

Sprites: 64 (Turbographx: 128)
Speed: Very fast considering this is an 8-bit!

SOUND

Speaker Quality: Depends on monitor.
MIDI: No
Stereo Output: Yes
Performance: 6-channel stereo

HARDWARE

Disk Format: CD ROM at extra cost.
Disk Price: Read-only so N/A
Disk Performance: Superb - the CD ROM adds a new dimension.
Joystick: Supplied with dedicated controller.

SOFTWARE

Price: Around £25-40 imported.
Cartridge Memory: Not known.
Existing Software Base: Large
Current Releases: Increasing.
Prospects: Good.

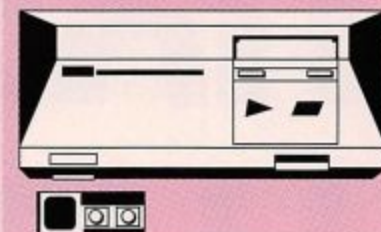
BUYLINES

Best Buy Price: Currently grey import.
Second Hand Availability: V Rare
Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: ★★★★★
Sound: ★★★★★
Expansion: ★★★★★
Overall: ★★★★★

SEGA MASTER



Package: Console using cartridge or smart card plus game controller and *Alex Kidd in Miracle World* game.
Recommended Retail Price: £79.99; £99.95 (+ light gun); £129.95 (+ light gun and 3D glasses).
Processor: Z80.
Console Memory: 32K.
Contact: Virgin Mastertronic 071 727 8070

IN BRIEF

Japanese software base is not as good as Nintendo's but more titles reach UK. Mastertronic have given good support to the machine so the prospects look good. Like the Nintendo, however, this 8-bit machine uses established but dated technology.

GRAPHICS

Resolution: 256 x 192
Palette: 64
Colours: 16
TV: Yes
Monitor: No

SOUND

Speaker Quality: Depends on TV.
Performance: 3 channels.

HARDWARE

Joystick: Game controller supplied.
SOFTWARE
Price: £10-40 (typically £25)
Cartridge Memory: Not known.
Existing Software Base: Very good.

Current Releases: Good
Prospects: As good as any 8-bit console.

BUYLINES

Best Buy Price: As RRP
Second Hand Availability: Some
Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: ★★★
Sound: ★★★
Expansion: ★★★
Overall: ★★★

SEGA MEGADRIVE

Package: Console unit, controller, and *Altered Beast* game.
Processor: 68000 + Z80B support.
Console Memory: 74K main, 64K video.

Recommended Retail Price: £189.99.
Contact: Virgin Mastertronic 071 727 8070

IN BRIEF

Excellent example of the new 16-bit console technologies. The first decent 16-bit console to receive official support in the UK.

GRAPHICS

Resolution: 320 x 224

Palette: 512

Colours: 64

TV: Yes

Monitor: No

Sprites: 80

Speed: Very fast

SOUND

Speaker Quality: N/A

MIDI: No

Stereo Output: Yes

Performance: 12 channel stereo sound is produced by a custom FM chip and sounds fantastic.

HARDWARE

Joystick: Dedicated controller supplied.

SOFTWARE

Price: £30-50 (typically £35).

Cartridge Memory: Not known.

Existing Software Base: Good

Current Releases: Few in UK at present

Prospects: Very good.

BUYLINES

Best Buy Price: As RRP

Second Hand Availability: N/A

Maintenance: One year on UK

machines.

STAR RATINGS

Graphics: ★★★★★

Sound: ★★★★★

Expansion: ★★★

Overall: ★★★★★

Package: Console unit, controller

SNK NEO-GEO

unit and memory card (can store 27 games scores).

Processor: 12MHz 68000 + 4MHz Z80A support.

Console Memory: 64K work RAM, 64K video RAM.

Recommended Retail Price: £399

Contact: Active Sales 081 752 0260

IN BRIEF

Technically the most advanced console currently available, the games are of arcade quality, with huge sprites and excellent sound, although the gameplay is a little lacking in the current crop of titles. The game cartridges can store up to 330 Mbits of data, but this is reflected in their price - £199.99! All is not lost, since Active Sales have launched a club where members can rent software for £25 a month. Definitely the system to have if you want to pose, and to be very poor!

GRAPHICS

Resolution: Arcade quality.

Palette: 65536

Colours: 4096

TV: Yes

Monitor Output: Yes

Monitor Supplied: No

Monitor Options: RGB, SCART

Sprites: 380

Speed: Remarkable

SOUND

Speaker Quality: Depends on TV/monitor

MIDI: No

Stereo Output: Yes

Performance: 13 channel stereo.

HARDWARE

Joystick: Supplied, second available for around £70.

Ports: Walkman socket

SOFTWARE

Price: £200.

Cartridge Memory: 330 Mbits.

Existing Software Base: Few at present.

Current Releases: 12 planned by the end of the year.

Prospects: Uncertain, but the members' club could help swing chance in its favour.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: None as yet.

Maintenance: One year's guarantee.

STAR RATINGS

Graphics: ★★★★★

Sound: ★★★★★

Expansion: ★

Overall: ★★★★★

**HARD MAN
AWAITS CALLS**

Following David's promotion to Production Editor, the team have persuaded me to step into his shoes and manage the ACE hardware section. If you have any suggestions regarding the section then write to me at the usual ACE address or call during the Hotline hours.

Steve Cooke



WIN! WIN! WIN! WIN! WIN! WIN! WIN!

**THE ALL NEW FORMAT COMPETITIONS FROM
PLAY TO WIN**

(so slick they even tell you if you got it right)

SEGA MEGADRIVE

0839 - 121111

the sizzling 16 bit console

SEGA GAMEGEAR

0839 - 121109

the sensational handheld

SOFTWARE BONANZA

0839 - 121130

£200 worth for you to choose

PC ENGINE

0839 - 121178

imported just for you!

The more entries you make, the better your chances

PLUS PLUS PLUS PLUS PLUS PLUS PLUS

Ring any of the above lines for details of our great March bonus draw
the prize up for grabs a **NINTENDO SUPER FAMICOM**

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times

if you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR

TEL: 0582 413943. WE ALSO SELL EVERYTHING!!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

MIDLAND COMPUTER REPAIR SERVICES

Unit 1, The Old Dairy, North Street, Melton Mowbray, Leics LE13 1NL (0664) 410148

ATARI ST. POWER SUPPLY UNIT COMPATIBLE REPLACEMENT

24 HOUR REPLACEMENT SERVICE
12 MONTH WARRANTY ON UNIT
SEND COMPUTER AND **£39.95** FOR
COMPLETE REPLACEMENT AND
RETURN CARRIAGE

STORAGE BOX AND DISKETTE SPECIAL

3.5" 40 STORAGE WITH 20 DSDD	£14.99
3.5" 40 STORAGE WITH 40 DSDD	£25.99
3.5" 80 STORAGE WITH 20 DSDD	£16.99
3.5" 80 STORAGE WITH 40 DSDD	£27.99
3.5" 80 STORAGE WITH 80 DSDD	£47.99
DISKETTES CERTIFIED 100% ERROR FREE	

AMIGA A500 COMPATIBLE POWER SUPPLY UNIT

This unit is produced for us, under contract, by a specialist international power supply manufacturer. It is some 10mm slimmer than others on the market and is rated at 4.5 amps on the 5 volt line. This is a higher rating than most units available. A twelve months warranty is given on the unit. **The price reflects direct to the end - user sale with no middle man profit!** Guaranteed quality product. **£34.95** (plus £1.50 p&p)

ACCESSORIES - AMIGA & ST

CONTRIVER MOUSE, mouse mat & house	£20.95
AMIGA DUST COVER, high quality, stitched seams	£2.50
4 PLAYER ADAPTERS	£4.50
ST DUST COVER, high quality, stitched seams	£2.50
ST TWIN J/STICK EXTENDER	£4.50

EXTERNAL DISK DRIVES

AMIGA - 3.5 CUMANA	£74.95
ST - 3.5 CUMANA, with PSU	£74.95

COMMODORE I.C's - C64/C64C/AMIGA

901225 CHAR. ROM	£5.65
901226 BASIC ROM	£6.35
901227 KERNAL ROM	£9.95
906107 6510 CPU	£8.75
906111 6569 VIC	£14.95
318072 5719 GARY	£7.95
252126 8362 DENISE	£24.00
252127 8364 PAULA	£35.00
318071 8371 FAT AGNUS	£49.95

FAULT FINDING AND DIAGNOSTIC AIDS

C64/C64C/1541	
Diagnostician II, USA Product (Laminated sophisticated matrix chart)	£5.25
C64 & C64C	
Fault finding and diagnostic manuals	
C64 - 40 pages	£6.95
C64C - 30 pages	£6.95
AMIGA A500	
Troubleshooter (sophisticated matrix chart)	£1.95
Fault finding and diagnostic manual (25 pages)	£7.95

C64/C64C POWER SUPPLY UNIT

Brand new, established UK manufacture
12 months warranty

£17.95 (plus £1.50 p&p)

VIC 20/C64/C64C/C128 DATA RECORDER CASSETTE DECK

Brand new

£16.95 (plus £1.50 p&p)

COMPUTER REPAIRS

C64	£30.00
C64C	£35.00
C128	£40.00
AMIGA A500	from £40.00
ATARI ST	from £40.00
AMIGA & ST INTERNAL DISK DRIVE REPLACEMENT (Involves slight modification to top case on ST)	£79.00
ATARI PSU REPAIR	£39.95

AMIGA A500 MEMORY UPGRADE BOARDS

HALF MEG. without clock	£34.95
HALF MEG. with clock	£39.95
1.8 MEG. gives total 2.3 MEG RAM	£173.90
4.0 MEG. gives total 4.5 MEG RAM	£299.95

All prices include VAT. Post & packing extra only where stated
Cheques or Postal Orders only please. Allow time for cheque to
clear before despatch

All products carry no quibble warranty

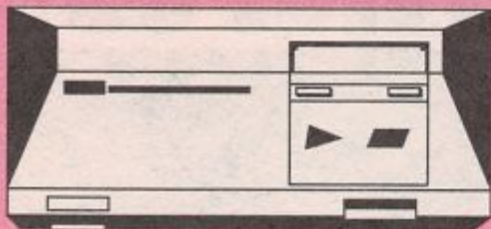
FAX (0664) 67095

NEW EXPENSIVE A500 REPAIRS?

One year contract repair cover for as little as
£25 (includes disk drive replacement). Free
computer products on registration (worth £25).

Call for details

SEGA MASTER



Virgin Mastertronic have a bevy of beautiful new games lined up which should be hitting the shelves of your local Sega stockist now or very soon.

MOONWALKER

Moonwalker, based on the special FX laden movie of the same name, gives you the chance to guide everybody's favourite waxwork Michael Jackson around umpteen levels of platform beat-'em-up action in a quest to put an end to the antics of the evil 'Mr Big'.

Although *Moonwalker* may sound a little so-so, it has several features that lift it above other beat-'em-ups. For one, the graphics are superb; highly detailed and colourful the casual viewer could easily mistake them for those of a Megadrive - and that's high praise indeed! Also, some of the fighting moves - twirls and hat-throwing - are amusingly unusual. The only dark cloud is that the gameplay is a little easy, maybe because the game is aimed at the younger Sega owner.

DICK TRACY

Yet another film tie-in, but a little more up-to-date this

time. *Dick Tracy* was a big hit in the US and UK last year (although I can't understand for the life of me why - apart from the amazing set design there was very little to hold your attention. I wished I'd stayed at home and put the money I saved towards a new Master game - they're much more fun!). Basically a scrolling shoot-'em-up, interspersed with bonus levels at a shooting gallery, it's not bad fun. The graphics are a bit small but well-detailed and animated. Look out for the full review soon in ACE.

MICKY MOUSE

Who's the leader of the gang that's great for you and me? M-I-C-K-E-Y M-O-U-S-E. (As if you hadn't guessed from the heading!) Disney's rodent rascal makes his first appearance on the Sega in a fantastic platform game. Virgin Mastertronic hope to have this on official release in the next couple of months. And let's hope they do because this is one cracking game. The authors have managed to cram every ounce of cuteness and humour from the original cartoons into this silicon masterpiece. Full of puzzles and playability, and sporting graphics and animation of the highest order, this is one cart you really can't afford to miss!

There are no fixed release dates or prices as yet. As soon as I know more I'll let you now.

One thing these releases show is that there's still lots of life in the Master system yet - witness the graphics of *Mickey Mouse* and *Moonwalker* to see just what the console can do when pushed.

Phew! That's just about it for this month. Good games playing until next time!

of-level bad guy. It's okay, but not overly inspiring (cf 'Weedy Seed' overview of *Dangerous Seed* in this column for more of the same).

Shadow Dancer is a so-so multidirectional scrolling beat-'em-up-come-shoot-'em-up and was reviewed in last month's ACE. Basically 'One Ninja and his Dog'.

Dynamite Duke is a horizontal scrolling beat-'em-up in the style of *Street Fighter*. I haven't actually seen it so I can't give you my opinion on it. Look out for the ACE review soon.

WEEDY SEED

And what's this plopping on to my mat? Why, it's an imported copy of Namcot's *Dangerous Seed*. Guide your spaceship over vertical parallax scrolling alien worlds killing the manic miscreants, collecting multiple-level power-ups and slowly making your way to your final confrontation with the end-of-level mother alienssssszzzzZZZZZ

Oooops, sorry, fell asleep on the job there. I'm afraid to say that *Dangerous Seed* is a very unexciting release - this style of game has beendone elsewhere loads of time and generally much better as well. The sprites are small, the power-ups uninspired and the scrolling less than perfect. Unless you're really desperate for a new shoot-'em-up and you've bought all the good ones then don't make the mistake of parting with your cash for *Dangerous Seed*.

SEGA STATESIDE

Electronic Arts, not resting on the success of their excellent *John Madden Football* game, unveiled some very interesting new releases at the Las Vegas CES (see report elsewhere in this issue).

Sega owners who are also fortunate enough to own an Amiga or Atari ST may be familiar with the exploits of

DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the ten most popular machines, written from a personal viewpoint by other users...

James Pond, the fishy superspy from Millenium. I remember thinking at the time how suitable for conversion to console the game was. Great minds obviously think alike because EA are due to bring out the game on the Megadrive (or Genesis in the US) in March.

More puzzle and platform antics are the order of the day in *Dark Castle*. Originally written for the Apple Macintosh, the conversion promises improved animation and sound effects, and full use of the Megadrive's expanded palette. It's due for a Spring release.

Sega owners starved of RPGs will be pleased to hear that *Might & Magic II* is also due for conversion. Naturally the conversion will take advantage of the Megadrive's advanced graphics and sound capabilities and have a new user interface to allow input by pop-up menus. Expect a Spring release.

CONTROVERSY CORNER

Now don't get me wrong, I think the Sega Megadrive is the best thing since Michelle Pfeiffer. However, it seems to me that there's been a bit of a decrease in the consistent quality of Megadrive releases. Whereas in the early days every cart was a scorcher (*Altered Beast*, *Golden Axe* and *Ghouls n' Ghosts* spring instantly to mind), recently it seems that for every *Strider* we have to make do with a *Hellfire*, *Dangerous Seed* or *Sword of Sodan*.

I suppose this phenomenon is inevitable as more and more is produced for the Megadrive - not every cart can be a classic. Of course this is just my personal opinion - what do you think? Am I just talking out of my... er... rear entrance? Write and tell me what you think at the normal ACE address - and considered debate only, please, no mindless abuse!

● David Upchurch

MEGADRIVE



Virgin Mastertronic are pulling out all the stops to try and reduce the annoying gap between the Japanese cartridge release dates and those of the UK. There's nothing more annoying than reading about some juicy new game on the shelves in Japan and then having to wait for what seems like an eternity for the official UK release. So what can we expect to see soon?

PLEASE RELEASE ME, LET ME GO

Strider has been out for quite a few months on grey import, but now it's finally due for UK release. I've raved about the game before in this column, so I won't go on too long. Suffice to say this has to be one of the most accurate conversions ever seen. Every aspect of the original coin-op has been squeezed in this truly astonishing cart, and since the coin-op was brilliant anyway, you've got one of the best Megadrive games currently available! Definitely a 'must buy'!

Arrow Flash is another in the long line of shoot-'em-ups, this time horizontally scrolling. You know the routine - shoot baddies, collect power-ups and kill the end-

Amiga and Atari ST compatible 3 1/2" External Floppy Drives

Evesham Micros



- Very quiet
- Sleek, high quality metal casing
- Slimline design, with Cooling Vents
- Quality Citizen Drive Mechanism
- Full compatibility with any Atari ST and with any Commodore Amiga
- Throughport (Amiga)
- External plug-in PSU (Atari ST)
- On / Off switch on rear of drive
- Full 1Mb Unformatted Capacity
- Long reach connection cable

Don't Forget - All our prices include VAT and Delivery

ATARI ST VERSION ONLY

£59.95

AMIGA VERSION ONLY

£54.95

including VAT and delivery

ATARI

**EVEHAM
MICROS PRICE
PROMISE - WE
WILL BEAT
ANY GENUINE
ST COMPUTER
OFFER ON A
LIKE-FOR-LIKE
BASIS**

KICK OFF WITH THIS DEAL FROM EVEHAM MICROS!

'Kick Off 2' ● 'Tracksuit
Manager' ● 'Subbuteo'
& Quickshot 3 Turbo
Joystick

**FREE WITH
EVERY STE
or STFM
PACKAGE !!**

520 STFM 'DISCOVERY PACK'

High quality, good value package based around the 520 STFM computer including 512K RAM, 1Mb Drive and built-in TV modulator. Also supplied is:

STOS Games Creator Outrun
Carrier Command Bomb Jack
Space Harrier Neochrome
FirST BASIC Atari ST Tour
plus 'Discovering your Atari ST' Book

**£269.99 inc.VAT and
delivery**

ONLY £299.99 WITH 1MB RAM FITTED

520 STE 'TURBO PACK'

Includes an Atari 520 STE with 1Mb Drive, joystick, plus a high quality selection of software including:

Indiana Jones & Last Crusade Blood Money
Impossible Mission 2 Super Cycle
Human Killing machine Out Run
Dragons Breath Anarchy
Hyper Paint 2 (STE version) FirST BASIC
Music Maker 2 (STE version) STOS

**£359.99 inc.VAT and
delivery**

ONLY £389.99 WITH 1MB RAM FITTED

ONLY £439.99 WITH 2MB RAM FITTED

ONLY £519.99 WITH 4MB RAM FITTED

1040 STE 'EXTRAS PACK'

Superb starter package, consisting of a 1040 STE with an excellent selection of starter software. The package includes:

Kuma Wordprocessor FirST BASIC
Kuma Spreadsheet Hyper Paint
Kuma Business Graphics 'Prince' game
Kuma Database STAC Advent. creator

**£449.99 inc.VAT and
delivery**

ONLY £529.99 WITH 2MB RAM FITTED

ONLY £609.99 WITH 4MB RAM FITTED

SM124 monochrome hi-res monitor £ 99.00 Plug-in, Solderless 512K RAM upgrade for any
Philips CM8833 Mk.II, inc.cable £ 249.00 model of Atari 520 ST £ 69.95
Philips 2530 TV/Monitor inc.cable £ 269.00 Reference 40Mb SCSI Hard Disk inc.PSU £ 399.00
Truemouse excellent replacement mouse £ 17.95 Reference 100Mb SCSI Hard Disk inc.PSU £ 599.00
Joystick Accessibility Adapter for ST's £ 4.95 Golden Image Handy Scanner Package £ 169.00

AMIGA SPECIAL DEALS

AMIGA 500 SCREEN GEMS PACK

Top-selling A500 package includes
'Night Breed', 'The Beast 2',
'Back to the Future 2', 'Days of Thunder',
'Deluxe Paint II' and TV modulator.

**A500 SCREEN GEMS PACKAGE
ONLY £379.00**

**A500 Screen Gems Package inc.
512K RAM/Clock Upgrade
SPECIAL! - £ 399.00**

**A500 Screen Gems Package
PLUS 3.5" Drive
ONLY £430.00**

**A500 Screen Gems Package
including 512K RAM/Clock
Upgrade AND 3.5" Drive
ONLY £450.00**

BUY AN AMIGA FROM Evesham Micros AND YOU ALSO GET

THESE FABULOUS GAMES:

Tracksuit Manager '90 Subbuteo Diet Riot
Block Alanche Lost'N Maze Discman
Battle Squadron Tennis Cup Tank Battle
Treasure Trap Jaws

PLUS! A wordprocessor and spreadsheet

AMIGA 500 CLASS OF THE 90'S PACK

Includes A501 512K RAM Upgrade, TV Modulator, 8 software Titles, 10 Disks, Mouse Mat, Video Tape and more

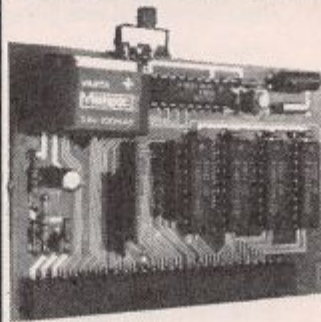
CLASS OF THE 90's Package £ 549.00
Class of the 90's Pack PLUS 3.5" Drive .. £ 600.00

AMIGA 1500 STARTER PACK

Includes A1500 computer (1Mb RAM, 2 x 3 1/2" Drives, 8 expansion slots), Commodore Hi-Resolution Colour Monitor, plus Software including: 'Deluxe Paint III', 'Battle Chess', 'Sim City' and 'The Works' (business software).

A1500 STARTER PACKAGE £ 999.00

AMIGA 500 512K MEMORY UPGRADE



- Direct replacement for the A501 Expansion
- Convenient On/Off RAM Switch
- Auto-recharging battery-backed Real-Time Clock
- Compact unit size
- Ultra-neat design

ONLY £32.95

including VAT and Delivery

Available without clock for only £27.95

Evesham Micros

RETAIL SHOWROOMS

Unit 9 St. Richards Road
Evesham
Worcs WR11 6XJ
☎ 0386 - 765180
fax : 0386 - 765354
Open Mon - Sat, 9.00 - 5.30

5 Glisson Road
Cambridge CB1 2HA
☎ 0223 - 323898
fax : 0223 - 322883
Open Mon - Sat, 9.00 - 5.30
IBM Dealer ● Corporate Specialist

1762 Pershore Road
Cotteridge
Birmingham B30 3BH
☎ 021 - 458 4564
fax : 021-433 3825
Open Mon - Sat, 9.00 - 5.30

ALL PRICES INCLUDE VAT AND DELIVERY
Same day despatch whenever possible. *Express Courier Delivery* £5.00 extra.

MAIL ORDER DEPARTMENT

Unit 9 St Richards Road, Evesham, Worcs WR11 6XJ



Call us now on ☎ 0386-765500

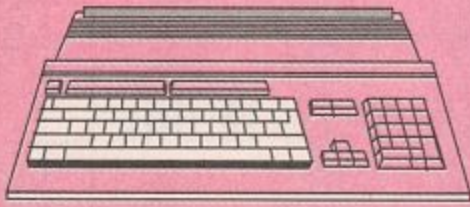
Lines open Mon-Sat., 9.00 - 5.30. Fax: 0386-765354
Technical support (open Mon-Fri, 9.30 - 5.30): 0386-40303

VISA

Send an Order with Cheque, Postal Order or ACCESS/VISA card details. Please allow 5 working days for Personal Cheque clearance.

Government, Education and PLC orders welcome
All products covered by 12 Months Warranty
All goods subject to availability, E. & O.E.

AMIGA



This has to be the most depressing part of the year. Christmas is already a fading but happy memory and there's nothing but cold, wind and rain for a good four months.

But that's not to say it's a dull time. Indeed, this March could go down in computer entertainment history as the month when the long-anticipated CD revolution started - at least if things go according to Commodore's plans! Yes, the CDTV is nearly here - honest!

At the recent Las Vegas CES (see the full report elsewhere in this issue) Commodore unveiled the much-vaunted CDTV to the waiting pack of media wolves (again) and announced that the machine would retail at \$999 in the US and £699 in the UK, with the first stock hitting the shelves in mid-March. However, there are reports that Commodore are quietly confident that they can get the CDTV's price down to around £600 - which would obviously make the machine more more likely of achieving the projected minimum 50,000 UK sales Commodore are understood to be hoping for by December.

In addition, Commodore are apparently hoping to bundle some software with the package in addition to the 'Welcome' disc so you'll have something to play with when you first buy the CDTV, which should make it a more attractive purchase.

Availability shouldn't be a problem, because Commodore have signed a deal with Dixons, the high-street consumer electrical goods retailers. They'll be selling the CDTV from 100 of their stores nationwide alongside the videos and TVs (a move obviously designed to separate the machine from the computer 'ghetto').

But what of that all-important (to us Amiga owners anyway) CD add-on that'll upgrade the Amiga to a full CDTV? Well, that was on display too (below). No news as to how much it'll cost yet, but rumours are it could be a little expensive. The only thing that doesn't come with it is a remote-control unit, but we can live without that, can't we?



As with any computer hardware, it's only as good as the software available for it, so what was the product on display like? Well, reaction was mixed - but it was obvious that the developers were trying hard to use the advanced capabilities of the CDTV and it had to be remembered that quite a lot of the software on display was very pre-production and could change significantly by the time it's eventually released.

PSYGNOSIS IN CD SHOCK

I managed to get a sneak look at Psygnosis' CD product in development during a recent visit to their Liverpool

offices. Unfortunately I'm sworn to secrecy and can't give you full details (just like a spy film, isn't it? - "No," cry the readers). However, what I can tell you is that it's absolutely stunning. Take my word for it, if future CD product is all like this then the chances of the CDTV being a hit are assured. Look out for the full ACE report on this exciting new work in a month or two.

I CAN SING A RAINBOW

Okay, enough of this mouth-watering news about the future, what of the stuff that's out now?

Well, we've just had a copy of *Turrican II* in for review, but unfortunately it arrived too late to get into this issue. However, platform shoot-'em-up fans will be pleased to hear that Rainbow Arts have skillfully avoided the fate of most sequels and produced a stunning game that improves on the original in every way ("Not possible," I hear you cry). Over the past four days when I should've been trying to reach deadlines I've been more worried about reaching the end of Level One. Do these Germans know how to program the Amiga or what? Brilliant! Look out for a full ACE review next month. (I wanna write it, me, me, me!)

The latest release from US Gold is *Super Monaco GP*. The Megadrive version was great, but lacked the giant roadside objects of the excellent coin-op. The preview of the Amiga version I saw had managed to retain these, and the speed and smoothness of the screen update was stunning. Oh dear, I can feel that worn old phrase 'arcade perfect' rearing its hoary head. Unfortunately the version we saw had only one (admittedly quite long) track but US Gold assure us they are adding more. Again, look out for the ACE review next month.

● David Upchurch

ATARI ST



This month our ST software update is devoted to a look at Electronic Arts' sophisticated graphics package, *Deluxe Paint ST*, recently released at £59.99. Why is *Deluxe Paint ST* such an important release? There are several established ST graphics packages such as *Neochrome*, which was at one stage given away free with STs, and *DEGAS*, which offers better facilities.

But both look extremely aged up against more recent packages, particularly *Deluxe Paint* which is now up to V3 on the Amiga. *DPaint ST* includes picture distortion and animation facilities developed for the Amiga version, which make it much more than just a paint package. *DPaint ST* is not copy-protected and can be transferred to hard disk, and doesn't need more than the 512K minimum to run, though unlike *DEGAS* it demands a colour monitor or TV since it has no mono mode. It comes with a 200-page ring-bound manual, a keyboard control reference card and three disks; one the program, one contains animation utilities and the last has example graphics files.

The main display has a toolbox stretching across the

middle of the screen. This contains a 16-colour palette from which you select your chosen colour, and icons representing functions such as line, brush, polygon, text, zoom and so on. As you click on each icon a further option box appears on the right hand side of the screen; this contains brush shapes, disk operation selectors and so on.

At the bottom left of the screen is the zoom box which shows the centre of the current working area in close-up. To get at your work, you can either scroll the display screen, or hide the toolbox and palette bar. So far, so what. All these facilities are available in *Neochrome* or *DEGAS*. But *DPaint's* facilities go much further than either of these. For instance, when drawing freehand you have the choice of continuous or dotted lines; you can also freehand draw filled objects. You can define your own brush shapes by "grabbing" areas of the screen, then stretch and distort them to any shape you want, and save them either individually or in "libraries" of brushes.

Drawing irregular curves, practically impossible on *Neochrome* or *DEGAS*, is easy in *DPaint*; the Curve tool lets you define a start point, end point, and two control points, so even the most complex curved shapes can be drawn. Although there's a standard Undo tool for erasing mistakes, there's also a useful Stencil function which lets you fix a picture in memory; then, no matter what you draw over it, you can restore the original by "scraping off" the overlay.

More exotic functions include colour cycling, graduated fills and a Filter mode, which changes a range of different colours into a single colour with a range of brightnesses. Apart from the standard system fonts, *DPaint* comes with a number of more exotic type styles and the facilities to create your own fonts. But *DPaint's* most impressive features are the animation functions.

The animation sub-menu allows you to define the number of frames in your animation, and automatically creates inbetween frames based on the position of the objects in your start and end frames. Because X, Y and Z co-ordinates can be defined, you can make objects appear to approach and recede into the picture, as well as moving up/down and left/right. Combining several kinds of rotation at once can create impressive *Top of the Pops*-style special effects! The number of frames available is limited only by the memory of your machine; you can cut and paste between drawings too. The "tweening" process takes all the hard work out of creating displays of moving images, though of course for complex lifelike Disney-style animations there's no substitute for a pencil and paper and lots of sweat. *DPaint* supports the STE's extended palette of 4096 colours, and a wide range of mono, colour and laser printers connected to either the serial or parallel port. A Viewer utility allows you to display *DPaint* pictures or animations without running *DPaint*.

Apart from being able to load *DEGAS* low-res ordinary or compressed and *Neochrome* files, it's interesting to note that Amiga *DPaint* animations (in 16 colour 320x200 format) can be converted to run on the ST, and any ST animation can be converted to run on the Amiga. *DPaint* Amiga is supported by several third-party companies producing clip art and animations, and there's some indication that the same will happen for *DPaint ST*. If that's the case, there's no reason why this powerful and economical program should not become the standard graphics package for the ST. For more information contact: **Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berks SL3 8YN. Tel: 0753 49442.**

● Chris Jenkins

TV GAMES → THE SEGA SHOP
 IF SEGA MAKE IT FOR THE UK

→ THEN WE SELL IT !!!!!

THE MASTER SYSTEM RANGE OF HARDWARE AND ALL THE GAMES
 THE MEGADRIVE RANGE OF HARDWARE AND ALL THE GAMES

MAILORDER SERVICE OF CALL INTO OUR SHOP

☎ 081 786 7816/0831 520474 FAX 081 786 7192

11 CASTLE PARADE
 EWELL BY-PASS
 EWELL SURREY KT17 2PR

TV GAMES IS AN OFFICIAL UK SEGA STOCKIST

YOUR SEGA SHOPPING LIST

MASTER SYSTEM 79.99	CLOUD MASTER 29.99	LORD OF THE SWORD 29.99	SPACE HARRIER 3D 29.99	MEGADRIVE 189.99
MASTER SYSTEM PLUS 99.99	COLUMNS 24.99	MAZE HUNTER 3D 29.99	SPELLCASTER 29.99	POWERBASE CONVERTER 29.99
CONTROL PAD 6.99	CYBORG HUNTER 24.99	MIRACLE WARRIOR 32.99	SPY vs SPY 17.99	ARCADE POWER STICK 34.99
HANDLE CONTROLLER 39.99	DEAD ANGLE 29.99	MISSILE DEFENCE 3D 29.99	*SUBMARINE ATTACK 29.99	AUDIO - VIDEO CABLE 7.99
LIGHT PHASER 29.99	DOUBLE DRAGON 29.99	MONOPOLY 29.99	SUPER MONACO G-PRIX 29.99	CONTROL PAD 14.99
LIGHT PHASER + CART 44.99	DOUBLE HAWK 29.99	MY HERO 17.99	SUPER TENNIS 9.99	ALEX KIDD ENCH/ CASTLE 29.99
RAPID FIRE UNIT 5.99	DYNAMITE DUX 29.99	NINJA 9.99	TEDDY BOY 9.99	ARNOLD PALMER T/GOLF 34.99
CONTROL STICK 14.99	ENDURO RACER 9.99	OPERATION WOLF 29.99	TENNIS ACE 29.99	BUDOKAN 39.99
MAINS ADAPTER 6.99	*E SWAT 29.99	OUT RUN 29.99	THUNDER BLADE 29.99	COLUMNS 29.99
AERIAL ASSUALT 29.99	F16 FIGHTER 17.99	OUT RUN 3D 29.99	TIME SOLDIERS 29.99	*CYBERBALL 34.99
ACTION FIGHTER 12.99	FANTASY ZONE 12.99	*PAPER BOY 29.99	TRANS BOT 9.99	ESWAT 34.99
AFTER BURNER 29.99	FANTASY ZONE TM 24.99	PARLOUR GAMES 17.99	ULTIMA 4 39.99	*GAINGROUND 34.99
ALEX KIDD 24.99	FANTASY ZONE 2 24.99	PENGUIN LAND 29.99	VIGILANTE 29.99	GHOSTBUSTERS 34.99
ALEX KIDD - HIGH TECH 29.99	FIRE & FORGET II 29.99	PHANTASY STAR 39.99	WANTED 24.99	FORGOTTEN WORLDS 34.99
ALEX KIDD - LOST STARS 29.99	*GAIN GROUND 29.99	POSEIDEN WARS 3D 29.99	WONDER BOY 24.99	GHOU'L'S 'N' GHOSTS 44.99
ALEX KIDD - SHINOBI 29.99	GALAXY FORCE 29.99	POWER STRIKE 24.99	WONDER BOY - MON/LAND 29.99	GOLDEN AXE 34.99
ALIEN SYNDROME 29.99	GANGSTER TOWN 24.99	PRO WRESTLING 24.99	WONDERBOY III 29.99	*HERZOG ZWEI 34.99
ALTERED BEAST 29.99	*GAUNTLET 29.99	PSYCHO FOX 29.99	WORLD CUP ITALIA '90 24.99	LAST BATTLE 34.99
AMERICAN BASEBALL 29.99	GHOSTBUSTERS 29.99	QUARTET 24.99	WORLD GAMES 24.99	MOONWALKER 34.99
AMERICAN PRO-FOOTBALL 29.99	GHOST HOUSE 17.99	R.C GRAND PRIX 29.99	WORLD GRAND PRIX 12.99	MYSTIC DEFENDER 34.99
ASSUALT CITY 29.99	GLOBAL DEFENCE 12.99	R-TYPE 29.99	WORLD SOCCER 24.99	RAMBO III 29.99
ASTRO WARRIOR/PITPOT 24.99	GOLDEN AXE 29.99	RAMBO III 29.99	Y's 32.99	PHANTASY STAR II 59.99
AZTEC ADVENTURE 12.99	GOLFAMANIA 32.99	RAMPAGE 29.99	ZAXXON 3D 29.99	POPULAS 39.99
BANK PANIC 17.99	GOLVELLIUS 29.99	RASTAN 29.99	ZILLION 24.99	REVENGE OF SHINOBI 34.99
BASKETBALL NIGHTMARE 29.99	GREAT BASEBALL 24.99	RESCUE MISSION 9.99	ZILLION II 24.99	*STRIDER 44.99
BATTLE OUTRUN 29.99	GREAT BASKETBALL 24.99	ROCKY 29.99		SPACE HARRIER II 34.99
BLACK BELT 24.99	GREAT FOOTBALL 24.99	SCRAMBLE SPIRITS 29.99		SUPER HANG ON 34.99
BLADE EAGLE 3D 29.99	GREAT GOLF 24.99	SECRET COMMAND 12.99	SEGA GOODIES	SUPER LEAGUE BASEBALL 34.99
BOMBER RAID 29.99	GREAT VOLLEYBALL 24.99	SHANGHAI 24.99	SEGA BUMBAGS 5.99	SUPER MONACO GP 34.99
CALIFORNIA GAMES 29.99	*IMPOSSIBLE MISSION 29.99	SHINOBI 29.99	SEGA HAT 5.99	SUPER REAL BASKETBALL 34.99
CAPTAIN SILVER 29.99	*INDIANA JONES 29.99	SHOOTING GALLERY 24.99	SEGA T-SHIRT L/S 9.99	SUPER THUNDERBLADE 34.99
CASINO GAMES 29.99	*JUNGLE FIGHTER 29.99	SLAP SHOT 29.99	SEGA HOLDALL 13.99	SWORD OF THE VERMILION 49.99
CHASE H.Q. 29.99	KENSEIDEN 29.99	SPACE HARRIER 29.99	SEGA WATCH 14.99	THUNDERFORCE II 34.99
CHOPLIFTER 24.99	KUNG FU KIDD 24.99		SEGA POWER MAGAZINE 1.25	TRUXTON 34.99
			SEGA POWER BACK ISSUES 1.25	*TWIN HAWK 34.99
				WORLD CUP ITALIA '90 29.99
				ZANY GOLF 39.99
				ZOOM 29.99

ALL ORDERS WILL BE SENT ASAP PRICES INCLUDE VAT * COMING SOON PLEASE SEND PAYMENT WITH ORDER ADD £2 FOR DELIVERY

...OUR SHOP IS NOW OPEN...

FREE SEGA BUBBLEGUM WITH ALL ORDERS

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

TV GAMES
 THE SEGA SHOP
 11 CASTLE PARADE
 92 EWELL BY-PASS
 EWELL SURREY
 KT17 2PR
 PHONE 081 786 7816
 0831 520474
 FAX 081 786 7192

AMIGA P.D. 99p A DISK

All the best public domain disks. Superfast turnover and first class recorded post ensures safe delivery - no waiting

complete fish library 420 disks updated monthly - Also :-

AN-001 (1 Meg) Juggler & Juggette	SS-017 (.5 Meg) Kylie Demo (2 disks)
AN-014 (.5 Meg) Swinging Frog	SS-026 (1 Meg) Madonna Slide Show
AN-024 (1 Meg) Stealthy II & Terminal	SS-030 (.5 Meg) Water Ship Down
AN-025 (1 Meg) Batman & Late Night	GA-001 (.5 Meg) Star Trek Game (2 disks)
AN-030 (.5 Meg) Puggs In Space	GA-015 (.5 Meg) Flaschbier Game
AN-051 (1.5 Meg) At the Movies	GA-030 (1 Meg) SilkWormIV TurriganII demo
AN-052 (1 Meg) Juggler II & Juggette II	GR-001 (.5 Meg) Alcatraz Mega Demo (3 disks)
AN-056 (2 Meg) Vaux Killer (2 disks)	GR-007 (.5 Meg) Rebels Mega Demo
AN-059 (1.5 Meg) Swiss F-16 Combat	GR-010 (.5 Meg) R.A.F. Mega Demo (2 disks)
MD-006 (.5 Meg) Laurel & Hardy (2 disks)	GR-012 (.5 Meg) Red Sector Mega Demo
MD-036 (.5 Meg) Miami Vice	GR-029 (.5 Meg) Trash Can
MD-075 (.5 Meg) Madonna Hanky Panky	GR-030 (.5 Meg) Robert the Mercenary
MD-093 (.5 Meg) Electric youth Debbie Gibson	MI-005 (.5 Meg) Not 9 O'clock News 3 (2 disks)
MD-104 (.5 Meg) I've Got The Power - Alcatraz	MI-007 (1 Meg) Comic Disk 1
MD-118 (.5 Meg) M-Python Lumberjack Song	ED-001 (.5 Meg) Learn & Play 1
SS-001 (.5 Meg) Miller Light	ED-003 (.5 Meg) Education 1
SS-007 (.5 Meg) Samanths Fox Slide Show	ED-006 (.5 Meg) Education 4
SS-009 (.5 Meg) Night Breed	ED-007 (.5 Meg) Treasure Island

*** PLUS LOTS LOTS MORE ***

For a full list send for our 2 Disk catalogue only £1.50
Please add £1.00 for postage and Packaging on all orders

Cheques & postal orders made payable to
UNIQUE COMPUTING

114 Salter's Road, Gosforth, Newcastle on Tyne. NE3-3UP.
Telephone NEWCASTLE (091) 2847976

G.P.S

All items include postage and are sent 1st Class insured post. Please add £6 for next courier for hardware.

Tel : (0268) 782949

ATARI LYNX

Blue Lighting.....	21.95	Rampage.....	24.50
Chips Challenge.....	21.95	Roadblasters.....	23.95
Electrocop.....	21.95	Robosquash.....	24.50
Gates of Zendocon.....	21.95	Rygar.....	24.50
Gauntlet 3.....	24.95	Shanghai.....	23.95
Klax.....	24.50	Slimeworld.....	21.95
MS.Pacman.....	24.50	Xenophobe.....	24.50
Paperboy.....	24.50	Zarlor Mercenary.....	24.50
Lynx Games Machine + California Games.....	114.95		
Buy Two Games and Purchase The Lynx For.....	109.95		
Lynx Car Cigarette Lighter Power Adaptor.....	9.95		
Lynx Sun Visor.....	6.95		

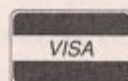
ATARI ST

Atari ST 'Discovery Pack'.....	259.95
Atari STE 'Turbo Pack'.....	339.95
Philips CM8833 MK2 Monitor + Cable.....	239.95

COMMODORE AMIGA

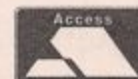
Amiga A500 + Modulator "no software".....	314.95
Amiga A500 "screen gems".....	354.95
A1500 + 1084 SD Monitor.....	1044.95
A501 + Captive.....	59.95
A1011 Second Drive.....	69.95
A1011 + Gremlins 2.....	89.95
A590 20Mb Hard Disk.....	264.95
Philips CM8833 MK2 Monitor + cable.....	239.95
A1084SD Monitor + Cables.....	224.95

Please make cheques and postal orders payable to:



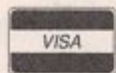
GPS

PO Box 571,
Rayleigh, Essex. SS6 9NE



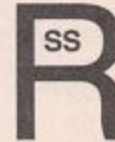
CREDIT CARD HOTLINE : (0268) 782949

Stocks subject to availability



RAPID SERVICE SOFTWARE

SUPPLIERS OF QUALITY SOFTWARE



TITLE	AMIGA	IBM/PC	ST	TITLE	AMIGA	IBM/PC	ST	PERIPHERALS	
Ancient Battles	18.99	-	-	Supremacy	22.50	-	22.50	Disc Drive Head Cleaners 3"	4.99
ATF 2	17.50	17.50	17.50	Stun Runner	-	22.50	-	Disc Drive Head Cleaners 3.5"	3.99
Battle Master	18.99	-	18.99	Team Yankee	22.50	26.25	22.50	Disc Drive Head Cleaners 5.25"	3.99
Battletech 2	-	26.25	-	Teenage Mutant Hero Turtles	18.99	22.50	18.99	Amiga Power Supply Unit	39.99
Buck Rogers	22.50	26.25	-	Toyota Celica	18.99	-	18.99	C64 Power Supply	18.99
Captive	17.50	-	17.50	Tournament Golf	18.99	-	-	Spectrum48K Power Supply	9.99
Challenges	20.99	20.99	20.99	Total Recall	18.99	-	18.99	Atari 520/1040 Power Supply (internal)	39.99
Corruption	-	7.50	7.50	Turbo Outrun	18.99	22.50	18.99	C16/+4/C64/VIC20 Tape Player	18.99
Curse of the Azure Bonds	22.50	22.50	-	TV Sports Basketball	-	26.25	-	Load It Tape Player (with 6 free games)	39.99
Dark Spire	-	22.50	-	Vidichrome	14.99	-	14.99	SPE/MSX/BBC/ELE Tape Player	15.00
Das Boot	-	24.50	-	Wish Bringer	7.50	7.50	7.50	Amstrad 664/6128 Tape Lead	4.99
Defender 2	14.99	-	14.99	Wing Commander	-	24.50	-	SBC/ELE Tape Lead (7 Pin Din to 3.5" Jack)	4.99
Death Trap	-	-	17.50	World Class Leaderboard	7.50	7.50	7.50	Spectrum 48/128 Tape Lead	2.99
Double Dragon	7.50	7.50	7.50	World Championship Soccer	-	-	14.99	+ 3 Tape Lead	3.99
Dragon Flight	22.50	-	22.50	Xenon	7.50	7.50	7.50	PC/AMIGA/ST Centronics Printer Lead	6.99
Elvira	22.50	29.99	-	Zellard	-	18.99	-	Amstrad 464/664/6128/ Centronics Printer Lead	8.99
ESWAT	18.99	-	18.99					Amiga to Amiga ST to ST Amiga to ST Lead	9.99
Fast Food	6.99	-	6.99					Amiga Scart Lead	9.99
Fantasy World Dizzy	6.99	-	6.99					ST Scart Lead	9.99
F19 Stealth Fighter	20.99	27.99	20.99					Computer RF TV Lead	2.99
Gazza 2	-	-	17.50						
Golden Axe	18.99	-	18.99						
Harpoon	22.50	-	-						
Hitch Hikers Guide to the Galaxy	7.50	7.50	7.50						
Imperium	18.99	22.50	18.99						
Joystick Lighting	18.99	-	18.99						
Kick Off 2	13.99	17.50	13.99						
Klax	18.99	18.99	18.99						
Last Ninja 2	7.99	-	7.50						
Leather Goddess	7.50	7.50	7.50						
Life and Death 2	-	20.99	-						
Light Speed	-	27.99	-						
Lotus Turbo Espirit Challenge	18.99	-	18.99						
Manchester United	17.50	17.50	17.50						
Moontbase	-	31.50	-						
magician	20.99	-	-						
Narc	18.99	-	18.99						
Narco Police	18.99	18.99	18.99						
Obitus	24.50	-	-						
Operation stealth	18.99	22.50	18.99						
Outrun	7.50	7.50	7.50						
Omnicon Conspiracy	18.99	-	18.99						
Pang	18.99	-	18.99						
Planetfall	7.50	7.50	7.50						
Power Crash	-	22.50	-						
Powermonger	22.50	TBA	22.50						
Powerpack	18.99	-	18.99						
Pro Flight	-	-	29.99						
Prince of Persia	18.99	18.99	18.99						
Rick Dangerous 2	17.50	17.50	17.50						
Red Baron (VGA + HD required)	-	29.99	-						
Savage Empire	-	24.50	-						
Speedball 2	18.99	-	18.99						
Sherman M4	18.99	18.99	18.99						
Starglider 2	7.50	-	7.50						

SEGA MEGADRIVE GAMES

Arnold Palmer Golf - Columns - Cyberball - Eswat - Ghostbusters - Herzogzwei - Superleague Baseball - Super Monaco Grand Prix - Super Real Basketball - Twin Hawk - Revenge of Shinobi - Space harrier 2 - Super Thunderblade - Thunderforce	£31.99	£31.99
Budokan - Battle Squadron - John Maddon Football - Sword of Sodan - Technocop - Zany Golf - Populous	£35.99	£35.99
Sword of Vermillion - Ghouls and ghosts	£44.99	£44.99
Fantasy Star 2	£53.99	

LYNX SOFTWARE

Blue Lighting - Chips Challenge - Electrocop - Gates of Zendocon - Klax - Slimeworld - Road Blasters - Paperboy - Xenophobe - Ms Pacman	£22.49	£22.49
Gauntlet 3 - Rampage	£26.25	£26.25

LOOK! LOOK! LOOK!

FREE PUBLIC DOMAIN OR DEMO DISC ON ALL ST/AMIGA SOFTWARE ORDERS OVER £10.
ALL ST/AMIGA SOFTWARE CHECKED FOR LOADING.

PLEASE MAKE CHEQUES/PO PAYABLE
RAPID SERVICE SOFTWARE
P.O. BOX 57
MACCLESFIELD
CHESHIRE
SK11 6JE
Tel : 0625 615639

For your FREE Catalogue and £1.00 Software Voucher (.) : Call 0625 615639
(.) Valid against orders of £10.00 and over.
* Not released at the time of publication. Please phone for details.

This is a small selection of the software we supply.
Please phone us for a title you want that is not listed.

* NOW WITH OUT OF HOURS ORDERING ON OUR

Amiga 1/2 MEG RAM Expansion £32.50 without clock £36.99 with clock			
Amiga Modulator	24.99		
ST/Contriver Mouse	19.99		
Amiga Contriver Mouse	19.99		
ST Internal Drive	69.99		
ST Second Drive	69.99		
Amiga Second Drive	69.99		
ST/AMIGA/64C/+2 Dust Covers	2.99		
Mouse mat	2.99		
JOYSTICKS			
Quickshot Apache 1 (Q5131)	6.99		
Quickshot Turbo	8.99		
Cheerish 125+ (Suitable for Spectrum ++ and +3)	8.99		
Cruiser	9.99		
Cheerish mach 1	9.99		
Zipstick Super Professional with A/F	12.99		
Competition Pro 5000	12.99		
Quickjoy Top Star	19.99		
Spectrum Single Port Interface	9.99		
Spectrum Twin Port Interface	14.99		
PC Joystick	17.99		
PC Game Card	17.99		

Disk and Boxes

5.25" Bulk Packed DSDD 96 TPI Including Labels				
10 - £4	25 - £9	50 - £17	100 - £32	
3.5" Bulk Packed Including Labels				
10 - £5	25 - £12.25	50 - £23.50	100 - £46	
3.5" Bulk Packed High Density				
10 - £10	25 - £22.50	50 - £42.50	100 - £80	

ALL DISKS 100% CERTIFIED

40 Capacity 3.5" Disk Box	5.99
80 Capacity 3.5" Disk Box	7.99
110 Capacity 5.25 Disk Box	8.99

ALL PRICES INCLUDE VAT AND DELIVERY IN UK
EEC ADD £1 PER ITEM REST OF THE WORLD £2.50 P/ITEM

GAMEBOY

Hope you enjoyed the Gameboy roundup in the console section this month. From the next issue, you'll be pleased to know that we're giving the gameboy a lot more space in the magazine.

The quality of Gameboy titles does seem to fluctuate a lot doesn't it? I mean, one month there will be nothing like high-quality releases, and then games which really aren't suited for the machine appear. This month was an especially good example, with big-name low-fun games like Ghostbusters and Chase HQ disappointing fairly comprehensively. Maybe Nintendo should toughen up their approval system again. How do you feel about it? Would you be prepared to see a reduction in the number of titles if you were assured of higher quality?

TIPS

More excellent tips flooding in from all around the globe. This month, Nicholas Cope from Manchester comes to the aid of gamers with *Nemesis* and *Mickey Mouse*.



MICKEY MOUSE

Here are 40 passwords:

41 PSRW	61 PPMX
42 PSFW	62 PYCX
43 YSJW	63 YPAX
44 YZKW	64 XYOX
45 PWMW	65 S352
46 PXCW	66 S1W2
47 YWAW	67 Z322
48 YXOW	68 Z1P2
49 ZZ5X	60 YTKY
50 ZTWX	70 SHE2
51 T22X	71 ZE42
52 TTPX	72 ZH92
53 ZP3X	73 W3R2
54 ZYEX	74 W1F2
55 TP4X	75 X3J2
56 TYAX	76 X1K2
57 P2EX	77 WEM2
58 PTFX	78 WHC2
59 Y2JX	79 XC92
60 YTKY	80 XH02

NEMESIS

If you're having trouble, you can gain ultimate fire power by pressing up, up, down, down, left, right, left right, b,a,b,a while the game is paused. Now you can exact some revenge on the alien hordes.

Antipodean correspondence now, from Christian Bassos from New South Wales. He sent us a

massive tome of Gameboy facts and opinions. He also included some tops on the Aussie favourite, Solar Striker. So here they are!

SOLAR STRIKER

Level 1 boss: Epikhan

This big spaceship moves left and right across the screen firing bullets in three directions. To kill it, move along with it left and right, while firing, avoiding the bullets which rain down.

Level 2 boss: Destructor

The desctructor spaceship moves over the whole screen releasing large bombs. Don't panic. The bombs can be easily shot down. To destroy the ship, follow it around the screen firing. At some point, the destructor will move down the screen and then across towards you. To avoid both it and the bombs, stay in the extreme left corner until it moves up again, when you can resume blasting.

Level 3 boss: The Crusher.

The crusher tank can be defeated by sticking to the left hand side of the screen and firing at it when it crosses to your side. Watch out for its lazer beams and bullets. As the Ultra Crusher descends, move to the left and shoot it.

That's all we've got space for. Keep the letters coming!

IMAGINATION

MAIL ORDER

120 CROMPTON AVENUE,
SPROTBROUGH,
DONCASTER,
DN5 8EG

Tel : (0302) 786135

SEND FOR OUR
CATALOGUE FOR ALL
YOUR ROLE - PLAYING.
GAMES AND COMPUTER
SOFTWARE FOR THE
ATARI ST, AMIGA, C64, PC,
SPECTRUM, AMSTRAD &
CONSOLE GAMES AND
MINATURES AND
MODELS.

IBM PC



Although it may have come on in leaps and bounds in recent times, there are still precious few reasons for PC owners to feel smug about their choice of games machine. However, there is one place where your business-based machine scores highly over both the ST and the Amiga - and it more than makes up for the disadvantages... that reason is Sierra On-Line. Since its birth on Ken and Roberta Williams' kitchen table more than 10 years ago, Sierra has grown into the largest single games publisher in the United States - and it's nowadays not only the most productive, but also the most innovative of developers for the IBM and its compatibles. Sierra has become such a by-word for PC adventuring that there's now hardly a PC owner out there who hasn't trawled the seediest of bars with Leisure Suit Larry, helped good King Graham in his seemingly never-ending *King's Quests* or gone on the beat with Sonny Bonds in one of the first two Police Quests.

But the company's development of landmark games is only the beginning of it: having been one of the first to spot the potential of the sound

add-ons which first began to appear in the late '80s, Sierra quickly decided to include sound support in all of its software. Then, having done that, it also offered the hardware to Sierra software users at competitive rates in order to speed up the emergence of the PC as a leading games machine. And now that AdLib and Roland sound have become established (Stateside at least, where nearly 70 per cent of home PCs have either one or the other peripheral installed), Sierra has turned its attentions to the fledgling CD-ROM format and is hoping to perform a similar 'spreading of the word' by bundling its Compact Disk version of *King's Quest V* with a CD drive in yet another low-cost bundle.

And so, to the point...

All of this was impressive enough when Sierra On-Line was just some vague US-based developer who sent over the occasional game (via its Activision link-up) to keep its slobbering fans happy, but now it's about to move up a gear by opening a European base in one of the continent's more romantic urban centres - Reading. So now British Sierra addicts, this doesn't only mean that you'll be able to keep up with the quests, quicker and more frequently, you'll also be able to avail of Sierra's acclaimed customer support service (this has always been possible, but up until now it meant making a troublesome and costly transatlantic phonecall).

Sierra plans to introduce a fully automated service to dish out tips, technical support and sales advice, but until this is up and running call 0734 303171 to talk to one of Sierra's two full-time customer service chaps.

The quest has never been easier. Speaking of quests, by now you should have seen the guide to *Prince Of Persia* in this month's Tricks 'N Tactics supplement (if you haven't, get

Perhaps Commodore are expecting a new breed of owners to emerge. Maybe they are right and the all-cartridge playing gamers will be happy to pay these sort of prices and will be happy with a much smaller catalogue of games. However, such a large user base of existing tape-based machines should not be ignored.

What do you think about this situation? Do you welcome a technological step forward which will yield larger (if more expensive) games. Or would you rather have the continued variety of budget software? Write to us and let us know your thoughts.

PUBLIC DOMAIN

We've had a good response to our enquiries about public domain software. Demos in particular seem to still be the thing of the moment. So, special thanks go to Chaz Bradshaw from Sheffield for sending us the following addresses. For more information, try writing to the following people.

PDW, 42
Chesterfield Road,
Worthing, BN12
6DD.

straight back there and catch up with the rest of us later). For those of you who are still with us, here's another advantage to owning a PC, because while Amiga and ST owners have to content themselves to following that guide, you can make things simpler still by using this built-in cheat mode as discovered by one Michael Battersby of Pakenham in Australia (g'day clobber, may your billy never boil over).

The reason that these tips are only for PC owners is that they are accessed through DOS: all you have to do is, when starting the game, instead of typing 'Prince' <Enter>, type 'Prince Megahit' <Enter> and then the following options come into play:

Pressing <Shift> and W allows you to float down any distance, but this only lasts for a limited period (a similar effect to that achieved by drinking the green potion on one of the earlier levels); press <Shift> and T to gain an extra point of health; <Shift> and I toggles the inverted screen; <Shift> and S heals a lost point of health; <Shift> and L allows you to go up a level.

And as if all of that wasn't enough, the plus key increases your available time (and for those who insist on making things difficult for themselves, the minus key loses time), while pressing U, H, J or N allows you to view what's ahead on the next screens up, left, right and down respectively. There's now little need for you to make a map, as using these little helpers should allow you to be off in dreamsville with your fair princess while all of your usually smirking Amiga and ST-owning chums are still back down in the dungeon marveling at how many colours they have on screen (the poor chumps).

●Ciaran Brennan

D. Walton, 18 Heysham Park, Heysham, Lancs. LA3 2UD.

Silver Wing Software, 185 Callowbrook Lane, Rubery, Birmingham, B45 9TG.

Disk owners can also get their mitts on some breebies from:

Adam, Crystal Unicorn, "Redways", Harps Hall Road, West Walton, Nr Wisbeck, Cambridgeshire. PE14 7DJ.

Unfortunately, that's all there's space for this time, but keep your 64 mail coming!

●Richard Evans

C64



The cartridge sword, is of course, double edged. While 64 owners have been looking forward to the numerous benefits which cartridges offer them, many perhaps haven't realised that with the faster loading times and "enhanced" games comes the end of budget 64 material.

Commodore are phasing out the trusty C2N tape decks, and soon there will be no more 64s made to run from tape based loading systems.

This move is obviously intended to bolster support for cartridge software. Fine. However, this move spells the end of tape games and - of course - budget software.

With no new machines being easily able to run tape software, the incentive for games producers to continue to support the system will be slight. Since such a large portion of C64 software sales are budget games

The higher unit price of cartridges means an inevitable minimum price of around £16.99

Of course, many of the cartridges will feature enhanced front ends, extra levels and an end to loading difficulties. But at the expense of variety?

DARE YOU RING THE...

**NAUGHTY
JOKE
LINE**

0898 800 240

JOKE OF THE CENTURY
0898 800 206



0898 800 207

**FAT
FREDA'S
RUDE
JOKES**

**HORROR
LINE**

0898 800 208

AUSSIE NAUGHTY JOKES
0898 800 209

**TASTELESS TIM'S
BAD
TASTE
JOKES**

0898 800 210

ROGER SMELLEE
0898 800 211

50p per 9 seconds cheap rate. 7 pence all other times inc. VAT
ULTRA-NAUGHTY LINE FOR READERS OF SMALL PRINT 0898 800 205

PC ENGINE

After several months of anticipation, the P.c Engine hand held has reached our shores. Two versions of this machine are available, and they are the American version called the **Turbo Graphx**, and the Japanese version called the G.T. supposedly to stand for Games and Television (remember a t.v. tuner is optional). Because there are two versions available there are some disadvantages, because if you buy the American version you will have a different pin configuration to the Japanese version and so you will only be able to play American game cards, immediately cutting down the number of software titles available, but if you buy the Japanese version you will have access to all the latest and greatest games, such as Formation Football which has not yet been released in America.

Both machines are made up of a tough grey plastic which should protect them from any knocks. As a safety precaution the crystal clear, back lit, 2.6 inch colour screen has been sunken into the panel, thus protecting it from scratches. Situated below the screen is the speaker which takes over the job of blasting out the 6 channel sound. Then below the speaker is the standard joystick, with rocker, 2 fire buttons, 2 turbo fire buttons and the select/run buttons. Along one side of the machine is the tuner input jack. On the other side is the brightness and volume controls, ear jack and mains input. Along the top of this box of delights is the power switch and a recessed back panel which contains the card slot. Finally the bottom of the machine contains the multi player com-link, which enables people to play their multi player games with their friends if they have the same game and a hand held.

What about the power life I hear you cry? This is around 6 hours and is powered by 6AA batteries. What about the price? When several importers were asked there was a great variation in price. Some were quoted at £350 and others £250. The latter was fortunately the average asking price, so start saving to buy

the Rolls Royce of all hand helds.

CD ROM

If you're one of the lucky people to own a CD-Rom for your P.c. Engine you must be getting a bit annoyed about the lack of software available. All this is about to come to an end, because as you may well know that the CD-Rom was released in America, and unlike card software is compatible with all Japanese machines. This means that from now on you will have access to several new titles a month, all in English text. Some forthcoming titles which will soon be available are:

T.V. SPORTS FOOTBALL AND BASKETBALL:

These products are brought to us by cinamaware and both have brilliant management screens, action screens and on some occasions take the form of a television reporter in the studio or at the sports venue, giving a report on what is happening.

It came from the desert: This game was released last year to critical acclaim, and like T.v. Sports was produced by Cinamaware. The idea of the game is to save a small American town from giant ants. It also casts actors in real roles and screen to give it a cinematic effect. Sounds like a winner to us.

By the time you read this Taito, the makers of Don Doko Don and The New Zealand Story will have released two new Engine Titles, and they both sound perfectly good. Firstly comes Champion Wrestler. Up to four players can play at one time and generally try and beat each other into a tiny unrecognisable pulp. Bound to bring back some memories of the wrestling which used to be on the tele on Saturday morning. The second release from Taito is Parasol Stars (Bubble Bobble III), again featuring cute heros, cute baddies and an even cuter way of killing them. Also released this month is Thunder Blade. Yes after several years Thunder Blade is going to be released. It is supposed to feature some of the best 3D graphics on the Engine, but I'll leave it to you to decide.

If you have any comments or hints write to me Gareth Harper C/o Ace Lines. Please mark your envelope P.c. Engine.

POST HASTE

ALL PRICES INCLUDE VAT, POSTAGE AND PACKING TO YOUR DOOR!

THIS MONTHS SOFTWARE SPECIALS

Select any 3 titles priced at 7.99 or less for only £20

AMIGA	AMIGA	ATARI ST
3D Pool 9.99	A500 Screen	3D Pool 9.99
Barbarian (Psygnosis) 6.99	Gems Pack	After the War 9.99
Bionic Commando 6.99	£359	Airbome Ranger 8.99
Blood Money 6.99	-----	Anarchy 9.99
Captain Fizz 6.99	Philips 8833-II	Bard's Tale 4.99
Carrier Command 9.99	Colour Monitor	Black Tiger 9.99
Cosmic Pirate 6.99	£229	Blood Money 6.99
Dastardly 7.99	-----	Carrier Command 9.99
Double Dragon 7.99	AMIGA	Chambers of Shoolin 9.99
Dragons Breath 12.99	512K RAM	Conqueror 7.99
Dungeon Quest 7.99	EXPANSION	Double Dragon 7.99
E-Motion 7.99	only £29.99	Dragons Breath 12.99
F-18 Interceptor 7.99	-----	Elite 12.99
Fantasy World Dizzy 6.99	Star LC200	Fantasy World Dizzy 6.99
Fast Food 6.99	Colour Printer	Fast Food 6.99
Fast Lane 4.99	£209	Fast Lane 4.99
Fernandez Must Die 7.99	-----	Ferrari Formula One 7.99
Ferrari Formula One 7.99	Atari ST	Fendish Freddy 9.99
Fighter Bomber 12.99	Discovery Pack	Fighter Bomber 12.99
Final Whistle (Kick Off 2 Data) 9.99	£265	Final Whistle (Kick Off 2 Data) 9.99
Garrison 1 & 2 6.99	Turbo Pack	Football Man. World Cup 12.99
Gin & Cribbage King 9.99	£355	Ghouls 'n' Ghosts 7.99
Guardian Angel 6.99	-----	Guardian Angel 6.99
Hammerfist 7.99	Naksha Mouse	Hammerfist 7.99
Hard Drivin' 7.99	£29	Hard Drivin' 7.99
Hitchhikers Guide to the Galaxy 7.99	-----	Hitchhikers Guide to the Galaxy 7.99
Hong Kong Phooey 6.99	Atari LYNX	Hong Kong Phooey 6.99
Hostages 7.99	£119	Hostages 7.99
Hound of the Shadow 7.99	-----	Hound of the Shadow 7.99
International 3D Tennis 9.99	Sega Megadrive	Jet Vs 2.00 12.99
It Came From the Desert 9.99	Jap. Import	Jean of Arc 6.99
Keef the Thief 7.99	£129	Keef the Thief 7.99
Kick Off 8.99	Gameboy	Kid Gloves 7.99
Kid Gloves 7.99	£68	Last Ninja 2 7.99
Killing Game Show 15.99	-----	Leather Goddesses of Phobos 7.99
Last Ninja 2 7.99	-----	Manic Miner 7.99
Leather Goddesses of Phobos 7.99	-----	Moonwalker 7.99
Manic Miner 7.99	-----	Mr. Hell 7.99
Menace 6.99	-----	Pacmania 7.99
Microprose Soccer 7.99	-----	Planetfall 7.99
Ninja Spirit 7.99	-----	Postman Pat 7.99
Obliterator 6.99	-----	Powerdrome 7.99
Planetfall 7.99	-----	Pub Trivia 4.99
Postman Pat 7.99	-----	Ruff 'n' Ready 6.99
Powerdrome 7.99	-----	Shadowgate 9.99
Powerplay 6.99	-----	Silkworm 7.99
Pub Trivia 4.99	-----	Spellfire the Sorcerer 6.99
Rick Dangerous 9.99	-----	Star Wars Trilogy 9.99
RVF Honda 7.99	-----	Sword & the Rose 6.99
Ruff 'n' Ready 6.99	-----	Swords of Twilight 7.99
Shufflepuck Cafe 6.99	-----	Targhan 4.99
Silent Service 9.99	-----	Tower of Babel 7.99
Silkworm 7.99	-----	Treasure Island Dizzy 4.99
Skate of the Art 6.99	-----	Wishbringer 7.99
Spellfire The Sorcerer 6.99	-----	X-Out 7.99
Starglider 2 9.99	-----	Xenon 7.99
Stunt Car Racer 9.99	-----	Yogi's Great Escape 6.99
Sword & the Rose 6.99	-----	Zany Golf 7.99
Swords of Twilight 7.99	-----	Zork 7.99
Targhan 4.99	-----	
Terrorpods 6.99	-----	
Times of Lore 9.99	-----	
Toobin' 6.99	-----	
Tower of Babel 7.99	-----	
Tracksuit Manager 4.99	-----	
Treasure Island Dizzy 4.99	-----	
Typhoon Thomson 6.99	-----	
Vindicator 6.99	-----	
Willow 7.99	-----	
Wierd Dreams 9.99	-----	
Wishbringer 7.99	-----	
World Class Leaderboard 7.99	-----	
Xenon 7.99	-----	
Yogi's Great Escape 6.99	-----	
Zany Golf 7.99	-----	
Zork 7.99	-----	

LATEST SOFTWARE RELEASES

READY RECKONER

RRP	Our Price
£34.99	£23.99
£29.99	£19.99
£24.95	£16.99
£19.99	£13.99

You name it...
We do it!
Phone for Quote!

It pays to shop
POST HASTE!

All computers are fully tested before despatch!!

Min. Order £5. Overseas Software Postage £2.00 Extra.
All Cheques & Postal Orders made payable to:
Post Haste, 12 St. Lawrence Road, Canterbury, Kent. CT1 3EY
Telephone Hotline (0227) 764204
(9am-9pm) Visa/Access welcome
ACCESS/VISA and P/O orders despatched same day!
Cheque orders despatched immediately after clearancel



ALIENS

Can You Kill
The ALIENS
For
CASH PRIZES

0898 313 573

Infocall PO Box 36 LS1 4TN Call Charges 33P Per min Cheap Rate 44P all other times

SAME DAY DESPATCH

AT LAST!!

ALL PRICES INC V.A.T

A PREMIER TRADE SUPPLIER COMES DIRECT TO YOU - THE PUBLIC!

3 1/2" DISKS

Large or small users - we have the prices for you!

SONY D/S D/D 135 tpi		
50's	42p each	£21.00
100's	41p each	£41.00
400's	39p each	£156.00
800's	36p each	£288.00
1200's	35p each	£420.00
MITSUBISHI		
50's	39p	£19.50
100's	38p	£38.00
400's	35p	£140.00
800's	32p	£256.00
1200's	30p	£360.00



All disks are PIN numbered and carry a 100% quality control/no quibble guarantee. Disk labels supplied

STORAGE BOXES

3 1/2" (10 capacity box) "Sлимпak"	£0.95 each
3 1/2" (10 capacity box) see through "Vision 10"	£1.00 each
3 1/2" (40 capacity box) lockable disk storage box	£3.50 each
3 1/2" (50 capacity box) lockable disk storage box	£3.95 each
3 1/2" (80 capacity box) lockable disk storage box	£4.30 each
3 1/2" (100 capacity box) lockable disk storage box	£4.95 each
3 1/2" (120 capacity box) lockable disk storage box	£6.50 each
3 1/2" "POSSO" stackable box (holds 150)	£15.95
3 1/2" "BANX" lockable/stackable (holds 90)	£9.95

All disks boxes are anti-static, Amiga beige, contain keys, dividers and rubber feet (with the exception of 10's)

ACCESSORIES

Printer Stands (80 col)	£6.50
Printer Stand with tray	£9.95
Tilt 'n' turn monitor stands for Amiga	£9.95
Monitor Arms (fully adjustable with keyboard keeper)	£69.95
Data Switches (2-way serial or parallel)	£12.95
Copy Holders (Thingy III)	£3.95
A4 Desk Top Holder	£7.90
Mousemats (boxed 8mm) red, blue, grey	£2.95
Mousemats 5mm packaged	£1.95
Mousebrackets	£1.95
Amiga printer leads	£5.95
3 1/2" cleaning kits	£1.95
Amiga Dust Covers	£2.95
Amiga Screen Filters	£12.95
Roll of 1000 3 1/2" labels	£7.50
1000 Tractor feed labels	£9.95
Fastrack II (attaches to side of monitor for easy swapping of diskettes)	£2.95
Keyboard Cleaner	£2.95

PRINTER RIBBONS

	QTY1	QTY5	QTY10
Amstrad DMF 2000/3000	£2.90	£2.60	£2.20
Amstrad DMF 4000	£3.90	£3.60	£3.20
Amstrad PCW 8256/8512	£3.50	£3.20	£3.00
Amstrad PCW 9512	£2.90	£2.60	£2.20
Brother HR15/20/25/35	£2.50	£2.30	£2.15
Brother M1009/1109	£3.90	£3.60	£3.20
Citizen 1200/LSP10	£2.90	£2.70	£2.40
Epson MX/FX80/85/800	£2.90	£2.70	£2.40
Epson FX100/105/1000	£3.60	£3.40	£3.10
Epson LX80/86	£2.90	£2.70	£2.30
Panasonic KXP 1080/81/82	£3.90	£3.70	£3.20
Star LC10	£2.90	£2.70	£2.40
Star LC10 4 colour	£5.90	£5.30	£5.00

PLEASE NOTE THAT THIS IS JUST A SMALL SELECTION OF OUR LARGE RANGE. TELEPHONE 0530-813591 FOR PRICING ON OTHER RIBBONS NOT LISTED

RAM EXPANSIONS

1/2 meg upgrade (without clock)	£29.85
1/2 meg upgrade (with clock)	£34.85

Features include: ON/OFF memory switch, auto-recharge battery backed clock, 4 low power fastrams.

SPECIALS

MOST CONSOLES SUPPLIED INC MEGADRIVE. CALL FOR DETAILS

STAR LC-200 COL-PRINTER	£209.95
STAR LC-24/200 COL PRINTER	£269.95
PHILIPS COLOUR MONITOR MKII	£249.95

(ref CM8833)

11 x 9 1/2 S.P plain 70 GSM Micro perf paper	
Pack 100	£2.50
Pack 250	£3.95
Pack 500	£5.95
Pack 1000	£8.95
Pack 2000	£16.95

OMC AMIGA STARTER PACK

COMPRISES:
500 Flight of Fantasy/Screengems
1/2 meg additional RAM upgrade
3 1/2" external disk drive
10 3 1/2" D/S D/D 135 tpi diskettes
1 (40 cap) lockable storage box
1 mousemat
1 mouse
1 mouse bracket
1 joystick
1 Amiga dustcover
PLUS the usual 4 great software titles

NO NEED TO SHOP AROUND
R.R.P £679

OMC All inclusive price of £465.00 inc. VAT

A saving of £190.00

PHONE FOR DETAILS ON CLASS OF 90's PACK

AMIGA SCREEN GEMS

Including Deluxe Paint 2, Days of Thunder, Back to the Future II, Shadow of the Beast II, Nightbreed, TV Modulator, Mouse etc

ONLY £349.94

POWER SUPPLY

Fully compatible replacement Power Supply for Amiga 500

ONLY £38.95

DISK DRIVES

3 1/2" External disk drive for Amiga, Slimline design colour co-ordinated throughport connector. 1 year guarantee

ONLY £59.95

MICE

Amiga mouse, two button fully compatible as replacement	£19.95
Atari ST mouse, two button fully compatible replacement	£19.95
Naksha	£39.00
IBM cordless	£49.95

"OMC MOUSE DEAL" Replacement mouse + mouse bracket + mousemat

ONLY £22.95

SOUNDBLASTER

Turns your Amiga into a powerful sound emitting system, pack includes:

- 50 watt 3-way speakers
- 3" woofer
- 2" mid range 1" tweeter
- power supply
- cables
- full instructions



£49.99 inc VAT

TO ORDER

CHEQUES AND P.O.'S PAYABLE TO OMC LTD AND SEND TO ADDRESS BELOW.
CREDIT CARDS SIMPLY TELEPHONE YOUR ORDER ON 0530 813591 (8 LINES)
FAX 0530 813595 FOR OUR IMMEDIATE ATTENTION



THE ORIGINAL MEDIA COMPANY LTD
DEPT AF, MEDIA HOUSE, UNIT 14, ASHBY ROAD,
COALVILLE, LEICS LE6 2LA

TEL 0530 813591 FAX: 0530 813595

Trade a/cs welcome. All prices include VAT. Corporate, education orders welcome. Personal callers welcome



POSTAGE: £3.50
CARRIAGE: £8.50

BOOK MARKS

Sandra Vogel checks out the bookshelves in search of literature suited to the intellect and refined taste of the average ACE reader...

STAR TREK: THE LOST YEARS

J M DILLARD.

Pan Books, £3.99
Science Fiction

Have you ever wondered what happened in the time between the last episode of Star Trek the TV series and Star Trek I The Motion Picture? Well, you need wonder no more. The official version of events has been put on paper by Jeanne Dillard. The book has the backing of Paramount Pictures.

The action starts when the 'five year mission to seek out new planets...' comes to its end, and the officers of the Enterprise move on to other things. Read the book and you will find out why Kirk changed from star ship captain to the paperpusher we meet in the first of the movies, chart Spocks life as he returns to Vulcan, and watch McCoy as he gets into an almighty scrape.

The idea behind the book is a good one, though I'd like to have seen more of the TV series characters covered. Perhaps they will crop up in 'A Flag Full of Stars' and 'The War Virus' - forthcoming sequels - watch this space.

GENERAL COMMENTS

For real trekkies this is an absolute must. For the rest of us it is probably a 'one read only' book.

IQ FACTOR	6/10
SHELF LIFE	4/10
VALUE FOR MONEY	7/10
OVERALL	7/10

MONTY PYTHON'S FLYING CIRCUS: JUST THE WORDS VOLUMES 1 AND 2

Mandarin Books £6.99
Humour

'Hello, I'd like to talk to you tonight about a minority group of people who have no mental or physical handicaps, and, who, through no fault of their own, have never been deprived, and consequently are forced to live in conditions of extreme luxury.'

This is a quote from episode 45 of the Monty Python series. No, I haven't memorised all the episodes ever

broadcast - I've got hold of a copy of volumes 1 and 2 of the scripts, which cover every word spoken in episodes 1-45. They're bound together in a single volume complete with piccies, which any Python fan would be proud to possess. One word of warning though - don't go, looking for the Dead Parrot - it 'aint there!

Hours of fun for all the family can be had just picking a sketch at random and assigning parts. Entertainment the way the Victorians used to do it (well, OK, not quite!).

GENERAL COMMENTS

Government Health Warning: Reading more than two sketches a day from this book can seriously damage your mental health.

IQ FACTOR	6/10
SHELF LIFE	9/10
VALUE FOR MONEY	7/10
OVERALL	5/10

TALES FROM THE PLANET EARTH

ARTHUR C CLARKE

Arrow Books £3.99
Science Fiction

This is a collection of Arthur C's best short stories. Most of them have been published before, but are difficult to get hold of. There are a number of older stories - The Road to The Sea, for example, the first story in the collection, was completed in 1949. This story contains one of Clarke's amazing predictions - for portable personal hi-fi systems, known today as the 'Walkman'.

There are sixteen stories in this 300 page book - which works out at excellent value for money. Each of them has an introduction by Clarke himself, specially written for the volume, and the book has a short preface by Isaac Asimov.

GENERAL COMMENTS

Clarke fans should rush out and buy this now. Science fiction fans should put it on their 'wants' list.

IQ FACTOR	7/10
SHELF LIFE	8/10
VALUE FOR MONEY	8/10
OVERALL	8/10

THE COMPUTER HOBBYISTS HANDBOOK

RA & JW PENFOLD

Bernard Babani £5.95
Technical

If you, or anyone you know, has just got their mits on a computer, and want to know more about how it works etc, the first thing people will tell you is 'don't bother with the manual - it's useless'. The Computer Hobbyists Handbook could be just the answer to this dilemma. In a little over 100 pages it covers everything the beginner needs to know, from explaining processors (what's the difference between a 8080, 288 and 8068? (answers on a post-card please), interfaces (MIDI, printers, monitors, etc), languages, number bases, operating systems, graphics. It also has the standard appendices covering ASCII charts, decimal binary and hex conversions, computerese abbreviations and a bit of stuff about support chips.

The book is well illustrated with black and white photographs and graphics to explain things, and it is written in language which won't put the beginner off. Worth buying at the same time that you get hold of your first computer.

GENERAL COMMENTS

A useful non machine specific starter book.

IQ FACTOR	5/10
SHELF LIFE	6/10
VALUE FOR MONEY	7/10
OVERALL	7/10

IT'S A FUNNY THING

COLLECTED BY ROGER FRAMPTON

Hale. £4.95
Humour

This is a collection of funnies from the world of IT. Many of the pieces have been contributed from computer users, suppliers and publishers, though few are actually attributed. Most of the jokes are from the business rather than the home computer world. There is also a good smattering of cartoons - for my money many of these are better than the written parts.

Memorise just a few of the stories from this volume, and you will be able to amaze and astound your friends at social gatherings with vast range of computer small talk. Or, bore them to death!

GENERAL COMMENTS

Proceeds from the book go to the Great Ormond Street Hospital for Sick Children.

IQ FACTOR	5/10
SHELF LIFE	8/10
VALUE FOR MONEY	7/10
OVERALL	8/10

★★★ SHEKHANA CONSOLES Estab: 1978 ★★★



★★ ACCESS ★ CREDIT CARDS LINE - 081-340-8565 ★ VISA ★★



from £299.99



£69.99



from £129.99



£299.99



£129.99

★★ PC ENGINE ★★

- PC Engine Core Grafz
- + Joypad
- + Power Supply Unit 129.99
- Control Pad 19.99
- PC - UK Power Supply 12.99
- 5-Player Adaptor 24.99
- Pro 1 Joystick 24.99
- PC XE-8 Joystick 24.99

**ONLY
£19.99**

Cyber Core, Fantasy Zone, Honey in the Sky, Knight Rider, Kung Fu Master, Paranoia, World Tennis, Son Son II, Tiger Road, Xevious

**ONLY
£24.99**

City Hunter, R-Type, Shinobi, Vigilante, Super Volleyball

- Batman 29.99
- Formation Soccer 29.99
- Outrun 34.99
- Street Fighter-CD 39.99

★ NINTENDO GAMEBOY ★

- Gameboy System + Tetris 69.99
- Light Boy 24.99
- 2 Player Cable 12.99
- Gameboy Hint Book 12.99
- Power Supply Unit 12.99

**ONLY
£24.99**

Baseball, Batman, Chase HQ, Bugs Bunny, Castlevania, Cosmotank, Double Dragon, Ninja Boy, Duck Tales, Gargoyles Quest, Ghostbusters II, Hal Wrestling, Lock 'n' Chase, Dragons Lair, Nemisis, NFL Football, Northstar Ken, Paperboy, Robocop, Popeye, Teenage Turtles, Spiderman, Super Mario Land, Tennis, World Bowling

ALL ABOVE GAMES HAVE ENGLISH INSTRUCTIONS

- Alley Way 19.99
- Golf 19.99
- Mario Brothers 19.99
- Tennis 19.99

★ SPECIAL OFFER ★

TEENAGE TURTLES JAPANESE VERSION ONLY £19.99

★★ SEGA 8-BIT ★★

- Sega Master System Plus (inc 2 Games + Gun) 94.99
- Quickshot Joystick 12.99
- Quickjoy SG Fighter 14.99
- Quickshot Maverick 15.99

**ONLY
£26.99**

Afterburner, Aerial Assault, Battle Outrun, California Games, Chase HQ, Outrun, Gauntlet, Impossible Mission, Indiana Jones, Operation Wolf, Paperboy, Battle Outrun, Wonderboy III, World Games

- Ace of Aces 29.99
- Assault City 24.99
- Double Dragon 24.99
- Eswat 29.99
- Gain Ground 29.99
- Ghouls n Ghosts 29.99
- Golden Axe 25.99
- Golf Mania 29.99
- J.B. Douglas Boxing 29.99
- Jungle Fighter 29.99
- Mickey Mouse 29.99
- Moonwalker 29.99
- R-Type 24.99
- Submarine Attack 29.99
- Ultima IV 36.99
- World Cup Italia 90 21.99
- World Soccer 21.99

★★ ATARI LYNX ★★

- Lynx Console 129.99
- Mains Power Supply 12.99
- Rampage 26.99
- Paperboy 26.99
- Gauntlet 31.99
- Slime World 26.99
- Klaxx 31.99
- Shanghi 31.99
- Ms. Pacman 26.99

★★ SEGA GAME GEAR ★★

- Sega Game Gear System 129.99
- Sega Game Gear + Any 3 Games 199.99
- Power Supply Unit 14.99
- G-Loc 24.99
- Columns 24.99
- Monaco Grand Prix 24.99
- Pengo 24.99
- Wonderboy 24.99
- Dragon Crystal 24.99

★★ NINTENDO FAMILICOM ★★

- Famicom + Game (Scart) 299.99
- Famicom + Game (Pali Version) 325.00
- F-Zero 49.99
- Super Mario 4 49.99
- Bombuzal 49.99
- Populous 49.99
- Gradius III 49.99
- Final Fight 49.99
- Pilot Wing 49.99
- Akutorisa 49.99
- S.D. Gundam 49.99

★ SEGA ADAPTOR ★
SEGA MEGADRIVE CONVERTOR TO ENABLE YOU TO ALL JAPANESE GAMES ON THE U.K. OFFICIAL SYSTEM
£14.99

★★ SEGA MEGADRIVE ★★
★★ OFFER ONE ★★
★★ IMPORTED MEGADRIVE ★★
Sega Megadrive Pal or Scart + Control Pad + Power Supply Unit. Works on British T.V's or on a Monitor 129.99

★★ OFFER TWO ★★
Sega Megadrive As Above + Free Game of our choice 139.99

★★ OFFER THREE ★★
Sega Megadrive As Offer One + Game of your own choice (To 29.99) 149.99

- Sega Control Pad 14.99
- New Pro 2 Pad inc Autofire 19.99
- Arcade Power Stick 34.99
- Power Supply Unit 12.99
- Scart Lead 12.99
- Quickjoy SG Jetfighter 14.99
- Pro 1 Joystick 24.99
- Quickshot Maverick 15.99

- Aleste 34.99
- Alex Kidd II 24.99
- Altered Beast 29.99
- Azis-Z 29.99
- Batman 34.99
- Crackdown 34.99
- Curse 24.99
- Dangerous Seed 29.99
- Darius II 39.99
- Aero Blaster 34.99
- Dynamite Duke 29.99
- D.J. Boy 29.99
- Elementor Seed 29.99
- Eswat 29.99
- Fatman 29.99
- Gain Ground 34.99
- Genorg 34.99
- Ghouls + Ghosts 34.99
- Ghostbusters 29.99
- Golden Axe 29.99
- Grander 34.99
- Hard Drivin 34.99
- Heavy Unit 34.99
- Hellfire 29.99
- Moonwalker 29.99
- Phantasy Star II-English 39.99
- Rastan Saga II 24.99
- Ringside Angels 34.99
- Shadow Dancer 34.99
- Strider 34.99
- Thunderforce III 34.99
- Wonderboy III 34.99
- Star Cruiser 34.99
- Mickey Mouse 34.99

★★ NINTENDO ★★

- Turtle Bundle Set 89.99
- Quickshot Python 9.99
- Quickshot Maverick 2 15.99
- NES Advantage 39.99
- Speed King 14.99
- Days Of Thunder 39.99
- Duck Tales 39.99
- Gauntlet II 39.99
- Robocop 39.99
- Batman 39.99
- Double Dragon II 39.99
- Festers Quest 29.99
- Mike Tyson 29.99
- Paperboy 34.99
- Rygar 29.99
- Mega Man II 39.99
- Super Mario 2 39.99
- Teenage Turtles 34.99
- Bad Dudes 34.99
- Jack Nicklaus Golf 34.99
- Zelda II 39.99
- Adventure of Linxs 39.99
- Bubble Bobble 24.99
- Paperboy 24.99

★★ SEGA MEGADRIVE ★★ ★★ OFFICIAL VERSION ★★

Sega Megadrive + Altered Beast Game 179.99
As above + Free Game Adaptor To Run All Japanese Games 189.99
(Worth £14.99)

- 8-Bit Converter 34.99
- Arcade Power Stick 34.99
- Sega Control Pad 14.99
- New Pro 2 Pad inc Autofire 19.99
- Pro 1 Joystick 24.99
- XE-8 SG Joystick 24.99
- Quickshot Maverick 2 15.99
- Quickshot SG Fighter 14.99
- Alex Kidd 26.99
- Arnold Palmer Golf 31.99
- Baseball 31.99
- Forgotten World 31.99
- Ghouls + Ghosts 39.99
- Golden Axe 29.99
- Last Battle 31.99
- Mystic Defender 31.99
- Rambo III 26.99
- Revenge of Shinobi 31.99
- Space Harrier II 31.99
- Super Hang On 2 31.99
- Super Thunderblade 31.99
- Thunderforce II 31.99
- Truxton 31.99
- World Cup Italia '90 26.99
- Zoom 26.99
- Air Diver 34.99
- Arrow Flash 39.99
- Battle Squadron 34.99
- Budokan 34.99
- Buster Douglas Boxing 39.99
- Eswat 31.99
- Hard Drivin 39.99
- Hellfire 34.99
- Joe Montana Football 34.99
- John Madden Football 34.99
- Populous 34.99
- Stormlord 39.99
- Super Monaco G.P 32.99
- Sword Of Sodan 34.99
- Sword Of Vermillion 44.99
- Techno Cop 34.99
- Zany Golf 34.99

ALL ABOVE GAMES HAVE ENGLISH INSTRUCTIONS

★ PC ENGINE PORTABLE ★

- PC Engine Portable 299.99
- Amstrad Console GX 4000 79.99
- Commodore C64GS Console 79.99

MAIL ORDER CUSTOMERS:
CHK/P.O PAYABLE TO: S.C.S. (C&V) 655 GREENS LANE LONDON N8 0QY. P&P ADD 75P PER SOFTWARE. £1 FOR ACCESSORIES. £5 FOR MACHINES. EEC ADD £1 PER ITEM. ELSEWHERE ADD £2 PER ITEM FOR AIRMAIL. PLEASE SPECIFY MACHINE TYPE IN ORDER. NEW RELEASES WILL BE SENT TO YOU ON DAY OF RELEASE. TEL: 081-340-8565 FAX: 081-889-9413

PERSONAL CALLERS:
CAN PURCHASE SOFTWARE AT OUR BRANCHES AT:
2 GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN, N22 0AA.
(OPP TOP RANK CLUB) TEL: 081-889-9412
221 TOTTENHAM COURT ROAD, LONDON W1R 9AF.
(NEAR GOODGE STREET TUBE STATION) TEL: 071-631 4627. ABOVE ARE MAIL ORDER PRICES ONLY

CREDIT CARD HOLDERS:
ACCESS AND VISA CARDS ACCEPTED. CREDITS CARD ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY.
TEL: 081-340-8565 FAX: 081-889-9413.
LICENCED CREDIT BROKER. TRADE ENQUIRIES WELCOME.

PLEASE NOTE OUR IMPORTED SEGA MEGADRIVE WILL RUN BOTH JAPANESE AND CURRENT OFFICIAL SOFTWARE. PLEASE NOTE MOST OF CONSOLE PRODUCTS ARE IMPORTED. ALL PRICES SUBJECT TO CHANGE WITHOUT PRIOR NOTICE. E. & O. E.

HOT OFF THE SHELF

It's a cold and grim Monday morning in February. What a downer! You need some hot 'n' spicy new software to bring some sunshine into your life. Where better to find the best games than here on the Shelf?

Fully revised and featuring all the highest-rated titles featured in ACE over the past three months, as well as older but essential buys. All you see here should be available from your local dealer now.

AWESOME

Psygnosis ● Amiga £34.99
A shoot-'em-up where you'll need to master four different gameplay styles if you're to survive. The first is similar to *Asteroids*, except that here your ship stays stationary and the

aliens and rocks rotate about you. Next is a *Space Harrier*-like battle against a giant space dragon. After that you pilot your ship over the multi-directional parallax scrolling surface of an alien world, shooting aliens and searching for the landing bay. The final style is a *Gauntlet*-style run around the starbase looking for the entrance to the space station. The graphics for all sections wouldn't look out of place in an arcade. A stunning game, if a little derivative, and well worth its ACE rating.

★ ACE RATING 900 ON AMIGA

B.A.T.

Ubisoft ● Amiga £34 ● Atari ST ● PC £TBA ● C64 £TBA/cart
Set in the 22nd century, you play an agent of the Bureau of Astral Troubleshooters, or B.A.T. for short. The arch-criminal Vrangor (made-up name!) is holding the planet Selenia, home of the Galaxy's major businesses, to ransom with chemical weapons. There's no time to spare - you've got to find Vrangor and stop him, pronto! Two years in the making, all that effort shows in this graphic adventure *par excellence*. Every location and event is depicted graphically, with all game interaction carried out using the mouse. Not so much a game, more a way of life. As an added bonus, there's a plug-in sound card to give the humble ST Amiga-like samples.

★ ACE RATING 908 ON ATARI ST

BATTLE CHESS 2

Electronic Arts ● Amiga £24.99 ● Atari ST £24.99 ● PC £29.99
Sequel-itis spreads from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a river bisecting the board (which some pieces can't cross) and limits the King's movement to an 'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-animated ways. While a bit slow and irritating running from floppies due to all the disc swapping, a hard disc shows the game to be far faster and more lethal than normal Chess. A good purchase for jaded Chess fans.

★ ACE RATING 895 ON IBM PC

BATTLE COMMAND

Ocean ● Amiga £24.99 ● Atari ST ● PC £29.99
The latest solid-polygon epic from Realtime. You control a Mauler tank through 16 tough missions, varying from straightforward seek and destroy to escorting a convoy of supply trucks to picking up a downed satellite in enemy territory. Although the accent is on action, several of the missions require quite a bit of thought to complete. During your travels you'll encounter a wide variety of enemy craft, all rendered in exceptionally fast 3D. A tad more

originality and it could've been a Trailblazer.

★ ACE RATING 899 ON AMIGA AND ATARI ST

BUCK ROGERS: COUNT-DOWN TO DOOMSDAY

SSI/US Gold ● Amiga £TBA ● PC £TBA ● C64 £TBA
The year is 2456, and Buck Rogers, tactical genius and fearless defender of freedom, is defrosted from cryogenic suspension to help lead rebels on a ravaged Earth to victory and freedom from a tyrannical government. An RPG with similarities to the SSI *AD&D* games, the action is viewed in familiar pseudo-3D. All interaction is menu-driven, with selections made by clicking the mouse. The number of locations are many and varied, and most are introduced by an attractive picture. Fans of this genre should be more than happy with this, and the space setting makes a welcome change from the usual medieval setting.

★ ACE RATING 885 ON AMIGA

CAPTIVE

Mindscape ● Amiga £24.99 ● Atari ST/E £24.99 ● PC £29.99
Another in the ever expanding number of RPGs portrayed using first-person perspective. *Captive*, written by veteran programmer Tony Crowther, pits you against hordes of rampaging aliens, with nothing to defend you but a briefcase. This briefcase, however, contains a computer giving you remote control over a four-droid team with which you must free yourself from the fortress where you are imprisoned. Excellent bitmapped graphics, atmospheric real-time stereo sound and a total of 65000 levels to explore place *Captive* very much in the ACE-rated category.

★ ACE RATING 930 ON AMIGA

COVERT ACTION

Microprose ● PC £39.99
Yet another secret agent game! You play Max Remington, ex-CIA man, who is now earning a crust as a undercover investigator. However, Max is known to waive the fee for the President of the United States. On offer are four skill levels, three mission areas, three crime types and over a dozen enemy operatives to contend with. As you would expect from Microprose

presentation is something else. An isometric-3D angle is used to view the events, and your character moves around it freely, combating monsters and so on. Every move is beautifully animated. There are only 50 locations to visit, but every one is going to take a lot of work to puzzle through. **WARNING!** - this program only works on 1Mb machines!

* ACE RATING 910 ON ATARI ST

IVAN 'IRONMAN' STEWART'S SUPER OFF ROAD

Virgin/Mastertronic ● 16-bit formats £24.99 ● 8-bit formats £10.99cs/£14.99dk

A hugely enjoyable rollicking romp through 8 courses of rough 'n' tumble driving action, viewed in the overhead style championed by Atari's *Super Sprint*. All boy racers should look no further. Another stunning game from the consistently excellent Graftgold, authors of *Simulcra* and *Paradroid 90*.

* ACE RATING 870 ON IBM PC

KINGS QUEST V

Sierra ● Amiga £TBA ● Atari ST £TBA ● IBM PC £39.99(EGA),

£44.99(VGA)

The latest in the popular series, and typing is now a thing of the past because all interaction is via a series of multiple-choice menus. You have to guide King Graham of Daventry through yet another fantasy land in search of his castle, kidnapped by the wicked magician Mordack. However, the messages are sickeningly cute at times, and those with a low sweetness threshold may choke on *KQ5*. Others should enjoy this romp through 9.7 Mb of excellent animated graphic adventure.

* ACE RATING 850 ON IBM PC

MYTH

System 3 ● 8-bit formats £8.99cs/£14.99dk

The game that pushes the C64 and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the god Dameron. The game is captivating not only because of its size and depth but also because of the superbly animated sprites and sheer playability.

* ACE RATING 925 ON C64

POWERMONGER

Electronic Arts ● Amiga £29.99 ● Atari ST £29.99

A new computer classic, with the highest ACE rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to *Populous*, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

* ACE RATING 973 ON AMIGA

PRINCE OF PERSIA

Broderbund/Domark ● Amiga £24.99 ● Atari ST £24.99 ● IBM PC £24.99

A game that could so easily go unnoticed and unloved by the shelf-scouring hordes looking for the latest licence. The graphics, when static, are fairly

unimpressive (although they do get better on the later levels), but when they move... The animation as you guide a young Prince through umpteen levels of platforms, pits, spikes and swordsmen is quite excellent and life-like. And the gameplay, although it may sound uninspired, is as good as the graphics. Some of the action has a real cliff-hanger aspect to it. A gem.

* ACE RATING 915 ON AMIGA

SAVAGE EMPIRE

Origin/Mindscape ● PC £34.99 ● Amiga £TBA

Using the *Ultima VI* interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dinosaur-infested Lost World. A good yarn well told and actually better than *Ultima VI*.

* ACE RATING 955 ON IBM PC

SORCERERS GET ALL THE GIRLS

Legend/Microprose ● Currently



(MAIL ORDER)
PC Engine Supplies, 223B Waterloo Road,
Cobridge S-O-T, Staffs ST6 2HS
(Registered Office)

(SHOP & MAIL ORDER)
Console Concepts, Unit 18, The Village
Newcastle-U-Lyme, Staffs ST5 1QB

Telephone 0782 712759 (9.00 am TO 6.30 pm) (Orders and Enquiries)
0782 213993 (6.00 pm to 7.30 pm) (Orders only)
All enquiries daytime number only. Trade enquiries welcome.

Access and Visa now accepted VAT No. 536 8202 45. Fax No. 0782 208429



SEGA MEGADRIVE PACK 1
INCS:- MEGADRIVE (TV OR SCART), JOYPAD & ANY GAME UPTO £33
£180.00 + P+P

SEGA MEGADRIVE PACK 2
INCS:-MEGADRIVE (TV OR SCART), JOYPAD & ANY 3 GAMES FROM BELOW: AXIS, BURNING FORCE E-SWAT, FAT-MAN ALTERED BEAST, GRANADA
£190.00 + P&P

NINTENDO SUPER FAMICOM
INCS:- SUPER, FAMICOM (TV OR SCART), 2 JOYPADS, BOMBOOZAL & F ZERO OR SUPER MARIO WORLD (2 games)
£call for latest pack price

PC ENGINE
GT HANDHELD & FREE BATMAN GAME
£ call for latest. prices

P C ENGINE
INCS:- PC CORE GRAFX, (TV OR SCART), 1 JOYPAD, 1 GAME (YOUR CHOICE), 2 GAMES (OUR CHOICE),
£165.00

SEGA MEGADRIVE TOP 20

JOHN MADDON	£39.99
RINGSIDE ANGEL	£33.00
BATTLE SQUADRON	£33.00
CRACKDOWN	£33.00
DANGEROUS SEED	£33.00
ATOMIC ROBOKID	£33.00
ELEMENTAL MASTER	£33.00
MAGICAL HAT	£33.00
GAINERES	£33.00
GAINGROUND	£33.00
HEAVY UNIT	£33.00
DARIUS II	£35.00
SWORD OF SODAN	£39.00
MICKEY MOUSE	£33.00
SHADOW DANCER	£33.00
MUSHA ALESTE	£33.00
JOE MONTANA	£39.00
KAGEKI	£35.00
WONDERBOY III	£33.00
AEROBLASTER	£33.00
SUPER VOLLEYBALL	£33.00
TIGER HELI	£33.00
HARD DRIVIN	£29.00

PC ENGINE TOP 10

OUTRUN	£33.00
JACKIE CHAN	£33.00
VIOLENT SOLDIER	£33.00
TAITO WRESTLING	£33.00
SAINT DRAGON	£33.00
SON OF DRACULA	£33.00
THUNDERBLADE	£33.00
TOY SHOP BOYS	£33.00
AEROBLASTER	£33.00
COMBAT POLICE	£33.00

NINTENDO GAMEBOY TOP 20

NINJA TURTLES (USA)	£24.00	BATMAN USA)	£24.00
DOUBLE DRAGON	£19.95	FI BOY	£19.95
ROBOCOP (USA)	£24.95	CHASE HQ	£19.95
GHOSTBUSTERS (USA)	£24.95	BOULDERDASH	£19.95
1 MAN AND A BLOB	£19.95	DUCK TALES	£19.95
PACMAN	£19.95	CONTRA II	£19.95
RADAR MISSION	£19.95	DRAGON TAIL	£19.95
SPIDERMAN (USA)	£24.95	SKATE OR DIE	£24.95
KARATE BOY	£24.95	HEAD ON	£19.95
CASTLEVANIA (USA)	£24.95	GREMLINS II	£19.95

SUPER FAMICOM TOP 10

FINAL FIGHT	£CALL
GRADIUS III	£CALL
PILOT WINGS	£CALL
BOMBOOZAL	£CALL
F-ZERO	£CALL
POPULOUS	£CALL
GREAT BATTLE	£CALL
SIM CITY	£CALL
HOLE IN 1 GOLF	£CALL
RTYPE II	£CALL

ATARI LYNX

ATARI LYNX	£129.00
BLUE LIGHTNING	£30.00
CALIFORNIA GAMES	£30.00
CHIPS CHALLENGE	£30.00
ELECTRO COP	£30.00
GATES OF ZENDECON	£30.00
GAUNTLET III	£35.00
SLIME WORLD	£35.00
PAPER BOY	£35.00
ZARLOR MERCENARY	£35.00
KLAX	£35.00
ROAD BLASTERS	£35.00

BEWARE OF IMITATORS
We are one of the largest importers of Japanese consoles/games in the UK. We will still be here when others disappear.

WE ALSO STOCK C64G / ATARI 2600 SEGA GAMEGEAR AND MANY ACCESSORIES FOR ALL CONSOLES

Same day despatch on all VISA/ACCESS/POSTAL ORDERS subject to availability (call 0782 712759). All our consoles carry 12 months guarantee. Please add £5.00 P+P for con soles £1.00 P+P for each game title rapid despatch 24hr parcel force + Royal Mail

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION SEGA/NINTENDO/NEC FAMICOM ARE TRADEMARKS OF THEIR RESPECTIVE OWNERS

★ ★ ★ YOU'VE TRIED THE REST!! NOW TRY THE BEST ★ ★ ★



Legend Software



16 Linden Gardens, Chiswick, London W4 2EQ

Telephone: 081-747 4757
Fax: 081-995 1325

TOP TITLES

	ST	AMIGA
Super Hangon	7.99	7.99
Batman Caped Crusader	7.99	7.99
Last Ninja	7.99	7.99
Thunderblade	7.99	7.99
Blasteroids	7.99	7.99
Vigilante	7.99	7.99
Roadblaster	7.99	7.99
WC Leaderboard	7.99	7.99
Gauntlet II	7.99	7.99
Barbarian II	7.99	7.99
Axel Magic Hammer	7.99	7.99
Out Run	9.99	9.99
Moonwalker	9.99	9.99
Hitchhikers Guide to the Galaxy	9.99	9.99
Planet fall	9.99	9.99
Zork I	9.99	9.99
Wish Bringer	9.99	9.99
Leather Goddess Phobos	9.99	9.99
Hard Driving II	15.99	15.99
Stun Runner	15.99	15.99
Turrican II	15.99	15.99
Hunter	15.99	15.99
Gazza II	15.99	15.99
Cruise for a Corpse	18.99	18.99
Zarathrusta	16.99	16.99
Operation Stealth	16.99	16.99
Tom and the Ghost	16.99	16.99
Back to the Future	16.99	16.99
Brain Blaster	15.99	15.99
Jupiters Masterdrive	16.99	16.99
Mighty Bombjack	16.99	16.99
Sirus 7	15.99	15.99
Lord of Chaos	15.99	15.99
Death Trap	16.99	16.99
Lemmings	15.99	15.99
Shockwave	15.99	15.99
Masterblazer	15.99	15.99
Rotator	13.99	13.99
Deuterios	14.99	14.99
Tenticle	14.99	14.99
Car Vup	14.99	14.99
The Final Whistle	8.99	8.99
Sim Earth	16.99	16.99
The Hunt for Red October	15.99	15.99
Mig 29	15.99	15.99
Wings of Death	15.99	15.99
Super Off Road Racing	13.99	13.99
Ishido	15.99	15.99
European Super League	15.99	15.99
The Ultimate Ride	15.99	15.99
Gremlins 2	15.99	15.99
Wolfpack	15.99	15.99
Distant Armies	15.99	15.99
The Immortal	15.99	15.99
The Final Battle	15.99	15.99
Murder	15.99	15.99
Dragon Wars	15.99	15.99
F16 Combat Pilot	15.99	15.99
Time Machine	15.99	15.99
Ultimate V	19.99	19.99
Midwinter	19.99	19.99
Pool of Radiance	19.99	19.99
Conqueror	15.99	15.99
Turrican	13.99	13.99
688 Attack Sub	15.99	15.99
USS John Young	16.99	16.99
Sword of Aragon	19.99	19.99
B.A.T.	15.99	15.99
Badlands Pete	13.99	13.99
Powermonger	19.99	19.99
Wings	19.99	19.99
Crime Wave	15.99	15.99
Their Finest Hour	19.99	19.99
Loom	19.99	19.99
Defender 2	13.99	13.99
Subbuteo	15.99	15.99
Flight of the Intruder	19.99	19.99
Speedball 2	15.99	15.99
Nine Lives	15.99	15.99

COMPILATIONS

HOLLYWOOD COLLECTION
RoboCop, Ghostbusters 2, Indiana Jones, Batman The Movie
ALL FOUR GAMES FOR ONLY £16.99

POWER PACK
Xenon 2, TV Sports Football, Bloodwych and Lombard Rally
ALL FOUR GAMES FOR ONLY £16.99

TNT
Hard Drivin, APB, Xybots, Toobin and Dragon Spirit
ALL FIVE GAMES FOR ONLY £15.99

LIGHT FORCE
Bio Challenge II+, Voyager and R Type
ALL FOUR GAMES FOR ONLY £14.99

FUN BOX
Kull Purple, Saturn Days, Hostages and Op Neptune
ALL FOUR GAMES FOR ONLY £8.99

MASTER MIX
Super Wonderbox, Turbo Outrun, Dynamite Suz, Thunderblade and Crackdown
ALL FIVE GAMES FOR ONLY £16.99

PLATINUM
Black Tiger Strider, Forgotten Worlds and Ghosts and Ghost
ALL FOUR GAMES FOR ONLY £16.99

HEROES
Barbarian 2, Running Man, Star Wars and Licence to Kill
ALL FOUR GAMES FOR ONLY £16.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf and Batman Caper
ALL FOUR GAMES FOR ONLY £16.99

WHEELS OF FIRE
Hard Drivin, Chase HQ, Powerdrift and Turbo Outrun
ALL FOUR GAMES FOR ONLY £15.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars and Arkanoid
ALL FOUR GAMES FOR ONLY £14.99

EDITION ONE
Double Dragon, Xenon, Gemini Wing and Silkworm
ALL FOUR GAMES FOR ONLY £15.99

SOCCER MANIA
Football Manager 2, Gazza's Soccer, Microprose Soccer and Football Manager 2 World Cup Edition
ALL FOUR GAMES FOR ONLY £16.9

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One
ALL SIX GAMES FOR ONLY £17.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer
ALL FIVE GAMES FOR ONLY £17.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase
ALL FIVE GAMES FOR ONLY £9.99

COMPUTER HITS VOL 2
Tetris, Joe Blade Golden Path and Black Shadow
ALL FOUR GAMES FOR ONLY £6.99

MIND GAMES
Austerlitz, Waterloo and Conflict in Europe
ALL THREE GAMES FOR ONLY £14.99

TOP TITLES

	ST	AMIGA
Shockwave	16.99	16.99
Ooops Up	16.99	16.99
Gunboat	16.99	16.99
Harpoon	16.99	16.99
Street Hockey	15.99	15.99
Wings of Death	16.99	16.99
Insect in Space	16.99	16.99
Edd the Duck	15.99	15.99
Kaiser	16.99	16.99
The Champ	16.99	16.99
Crash Course	21.99	21.99
King Quest II	21.99	21.99
Panza Kick Boxing	16.99	16.99
Death of Glory	16.99	16.99
Killing Cloud	16.99	16.99
Splint of Excalibur	21.99	21.99
Battletech II	23.99	23.99
Midwinter II	19.99	19.99
Spin Dizzy Worlds	15.99	15.99
Buck Rogers	17.99	17.99
Gettysburg	19.99	19.99
M1 Tank Platoon	19.99	19.99
Captive	13.99	13.99
Wonderland	15.99	15.99
M.U.D.S.	15.99	15.99
Lotus Esprit	15.99	15.99
The Final Conflict	15.99	15.99
Operation Harrier	15.99	15.99
Voodoo Nightmare	15.99	15.99
Z Out	13.99	13.99
Nightshift	15.99	15.99
The Secret of Monkey Island	15.99	15.99
Rick Dangerous 2	15.99	15.99
Wrath of the Demon	15.99	15.99
Team Yankee	18.99	18.99
Teenage Mutant Hero Turtles	15.99	15.99
Cyber Assault	15.99	15.99
F19 Stealth Fighter	19.99	19.99
Operation Stealth	15.99	15.99
Back to the Future 2	15.99	15.99
Gods	15.99	15.99
Xiphos	15.99	15.99
Swiv	15.99	15.99
Cadaver	15.99	15.99
Supremacy	19.99	19.99
4D Sports Boxing	15.99	15.99
St. Dragon	15.99	15.99
Indianapolis	15.99	15.99
Ranx	15.99	15.99
The Savage Empire	16.99	16.99
Final Command	15.99	15.99
UN Squadron	13.99	13.99
Celica GT4 Rally	15.99	15.99
Stratego	15.99	15.99
Test Drive 3	15.99	15.99
Altered Destiny	15.99	15.99
Loopz	15.99	15.99
Vaxine	15.99	15.99
Betrayal	15.99	15.99
Line of Fire	15.99	15.99
Eswat	15.99	15.99
Legend of the Lost	15.99	15.99
Days of Thunder	15.99	15.99
Spellbound	13.99	13.99
UMS 2	15.99	15.99
War Jeep	15.99	15.99
Enterprise	13.99	13.99
Legend of the Faerghail	13.99	13.99
Pro Tennis Tour 2	16.99	16.99
Strider 2	15.99	15.99
Dick Tracy	14.99	14.99
Team Suzuki	15.99	15.99
James Pond	14.99	14.99
Armour Geddon	14.99	14.99
Obitus	22.99	22.99
Battlechess 2	17.99	17.99
Future Basketball	14.99	14.99
Paradroid 90	13.99	13.99
Torvak the Warrior	14.99	14.99
A.W.S.O.M.E. Corporation	21.99	21.99
Golden Axe	14.99	14.99

CHART TOPPERS

ADDIDAS CHAMPIONSHIP FOOTBALL
ONLY £14.99

RAINBOW ISLANDS
£12.99

PUZNIC
ONLY £15.99

DRAGON NINJA
ONLY £13.99

NIGHTBREED
ONLY £15.99

SHADOW WARRIOR
ONLY £15.99

CHASE HQ 2
ONLY £15.99

ROBOCOP 2
ONLY £15.99

THREE BREAK
ONLY £15.99

ROBOCOP
ONLY £15.99

IVANHOE
ONLY £15.99

CABAL
ONLY £15.99

BILLY THE KID
ONLY £15.99

TOTAL RECALL
ONLY £15.99

S.T.U.N. RUNNER
ONLY £15.99

BATTLE COMMAND
ONLY £15.99

NITRO
ONLY £15.99

EPIC
ONLY £15.99

SLY SPY
ONLY £15.99

NARC
ONLY £15.99

TOKI
ONLY £15.99

DRAGONFLIGHT
ONLY £15.99

CHASE HQ
ONLY £14.99

LOST PATROL
ONLY £15.99

RESOLUTION 101
ONLY £15.99

DAMOCLES
ONLY £15.99

DAILY DOUBLE HORSE RACING
ONLY £5.99

STEVE DAVIS SNOOKER
ONLY £5.99

OPERATION THUNDERBIRD
ONLY £15.99

KILLING GAME SHOW
ONLY £15.99

PLOTTING
ONLY £15.99

PANG
ONLY £15.99

SATAN
ONLY £15.99

F29 RETALIATOR
ONLY £15.99

MIDNIGHT RESISTANCE
ONLY £15.99

DELIVERANCE
ONLY £15.99

SHADOW OF THE BEAST
ONLY £8.99

WHITE DEATH
ONLY £18.99

DELUX STRIP POKER
ONLY £5.99

CENTREFOLD SQUARES
ONLY £5.99

TANK ATTACK
ONLY £5.99

FIRE AND FORGET 2
ONLY £15.99

COLOSSUS CHESS X
ONLY £5.99

SPACE AGE
ONLY £24.99

FREE GAME WITH EVERY £20 SPENT OF OUR CHOICE

SEGA MEGADRIVE LIMITED SPECIAL OFFER - £135 inc p&p
1/2 MEG UPGRADE WITH CLOCK - £29.99

Please make cheques and PO's payable to Legend Software

Computer _____

Title _____

Price _____ Title _____

Price _____

Access

Visa

Date _____

Name _____

Address _____

Postcode _____

Telephone _____

FREE



POSTAGE

STATE OF THE ART

Software

ALL PRICES INCLUDE POSTAGE AND PACKING

FREE



POSTAGE

AMIGA A500

Every Amiga sold includes:
Workbench 1.3 Extras disk, Tutorial
disk all with manuals. Full one year
warranty
and mouse, free
TV modulator with
cables.

£349 inc

SCREEN GEMS

Back to the future 2, Shadow of the
Beast 2, Days of Thunder, Night
breed, Deluxe Paint 2

£369 inc

AMIGA A590 HARD DRIVE

SPECIAL OFFER

£289.00

Including 3 software - Comic setter,
Fantavision, Spritz

ATARI STFM DISCOVERY PACK

520 STFM built in Power Supply, 1
Meg Drive, Mouse, First Basic, STOS,
Bomb Jack, Outrun, Carrier Command
and Space Harrier £276 inc

ATARI STE TURBO PACK

520 STEM built in Power Supply, 1
Meg Drive, Mouse, STOS, Hyper Paint
2, Music Maker 2, First basic, Dragons
Breath, Blood Money, Super Cycle,
Anarchy, HKM, Outrun, Indiana Jones
Last Crusade, Impossible Mission 2
£359.00 inc

CUMANA CAX354

2ND DRIVES

Enables/Disable switch. Through port.

AMIGA £75 INC

ATARI £84 INC

POWER COMPUTING

2ND DRIVES

Enables/Disable switch. Through port.

AMIGA £69 INC

ATARI £77 INC

M.E.S.

RAM UPGRADE

0.5MB Expansion. Enable/Disable
switch plus £5 for clock

AMIGA £39 INC

WITH CLOCK £49

ZYDEC

0.5MB EXPANSION

AMIGA £36

WITH CLOCK £39

FREE GAME OR MOUSE MAT

With every software over

£40

PHILIPPS CM8833

Colour Monitor, Scart Socket, stereo
sound, 2 inputs and free one year on
Site maintenance

£249 inc

GAMES LIST

	AMIGA	ATARI	IBM PC
688 Attack Sub	18.90	18.90	21.90
Addidas Champ Football	18.90	18.90	-
Addidas Tie Break	18.90	18.90	-
Altered Beast	12.99	12.99	-
Anarchy	17.99	-	-
Antheads (Data Disk)	12.99	-	-
Apprentice	16.90	16.90	-
Aquonaut	18.90	-	-
Armalyte	16.99	16.99	-
Awesome	18.90	-	-
Baal	9.99	-	21.90
Back to the Future 2	18.90	18.90	18.90
Bad Company	18.90	18.90	-
Balance of Power 1990	21.90	21.90	21.90
Barbarian 2 (Psychosis)	18.90	18.90	21.90
Bards Tale	10.99	10.99	10.99
Bards Tale 2	18.90	18.90	18.90
Batman the Movie	17.90	17.90	17.90
Battle Master	21.90	21.90	21.90
Beach Volley	11.99	13.99	-
Billy the Kid	18.90	18.90	-
Black Tiger	18.90	18.90	-
Blade warrior	18.90	18.90	21.90
Blasteroids	7.99	7.99	16.99
Blood Money	11.99	11.99	16.99
Bloodwych	10.99	11.99	-
Bloodwych Data Disk	9.99	9.99	-
Blue Angels	17.90	17.90	-
Bomber	21.90	21.90	24.90
Bomber (data Disk)	13.99	13.99	-
Breach 2	18.90	18.90	21.90
BSS Jane Seymour	18.90	18.90	-
Budokan	18.90	-	21.90
Cadaver	18.90	18.90	-
Captain Blood	6.99	-	-
Captive	18.90	18.90	21.90
Cartoon Capers	15.99	15.99	-
Castlemaster	18.90	18.90	21.90
Champions of Krynn (1Meg)	21.90	21.90	24.90
Chaos Strikes Back	18.90	18.90	-
Chase HQ	16.99	16.99	-
Chase HQ 2	18.90	18.90	-
Chronoquest	14.99	16.99	-
Chronoquest 2	21.90	21.90	24.90
Cloud Kingdoms	11.99	16.99	17.99
Codename Iceman	24.99	24.99	29.99
Colorado	17.90	17.90	21.90
Combo racer	17.90	17.90	-
Conqueror	18.90	18.90	18.90
Conquests of Camelot	27.90	27.90	-
Corporation	18.90	18.90	-
Crack Down	17.90	17.90	-
Crazy Cars 2	17.90	17.90	17.90
Cyberball	16.99	15.99	17.90
Damocles	18.90	18.90	-
Dan Dare 3	16.90	16.90	16.90
Days of Thunder	21.90	21.90	24.90
Death Trap	18.90	18.90	-
Defenders of the Earth	11.99	12.99	-
Dragon Force	21.90	-	-
Dragon Wars	18.90	-	18.90
Dragons Breath	21.90	21.90	-
Dragons Lair (IMB)	28.99	26.99	32.99
Dragons of Flame	18.90	18.90	21.90
DRagons Lair 2 Timewarp	28.90	-	-
Dungeon Master (IMB)	16.99	18.90	27.99
Dynasty Wars	17.90	17.90	-
E-Motion	17.90	17.90	17.90
Edition 1	18.90	18.90	-
Escape from The Planet of the Robot monsters	14.99	14.99	17.99
Escape from Singhas Castle	28.99	29.99	-
F16 Combat Pilot	17.90	17.90	17.90
F19 Stealth Fighter	21.90	21.90	26.99
F29 Retaliator	18.90	18.90	-
Falcon	19.90	18.90	24.90
Falcon Mission Disk	15.90	15.90	-
falcon Mission Disk 2	16.90	16.90	-
Falcon Plus Mission Disk	29.99	29.99	-
Ferrari Formula One	16.90	16.90	18.90
Final Battle	18.90	18.90	-
Fire and Brimstone	18.90	18.90	-
Flight of the Intruder	21.90	21.90	24.90
Fimbos Quest	18.90	18.90	-
Flood	18.90	18.90	-
Future Basketball	16.99	16.99	-
Future wars	17.90	17.90	-
Ghostbusters 2	17.90	17.90	19.90
Ghosts and Goblins	18.90	18.90	18.90
Goblins and Ghouls	18.90	18.90	-
Gold of the Americas	18.90	18.90	18.90
Grand national	16.90	16.90	-
Gravity	13.99	13.99	-
Gremkins 2 The New Batch	18.90	18.90	-
Gunship	16.99	15.99	22.99
Hammerfist	17.90	17.90	-
Hard Drivin	11.95	12.99	18.90
Harley Davidson	21.90	21.90	21.90
Heavy Metal	18.90	18.90	18.90
Heroes	20.90	20.90	-
Heroes Quest	24.90	24.90	29.99
Hot Rod	17.90	16.90	-
Immortal	18.90	18.90	-
Imperium	18.90	18.90	-
Indy Jones Action	13.99	11.90	16.99
Infestation	18.90	18.90	21.90
Interphase	9.90	9.90	-
Iron Lord	18.90	18.90	-
It came from the Desert (img)	16.90	21.90	-
Italy 1990	17.90	17.90	-
Italy 1990 Winners Ed	16.99	16.99	-
Ivanhoe	17.90	17.90	-
Jack Nicklaus	18.90	17.90	18.90
Jack Nicklaus Unlimited Golf	21.90	-	21.90
Jack Nicklaus Courses	11.90	11.90	11.90
James Pond	18.90	18.90	-

GAMES LIST

	AMIGA	ATARI	IBM PC
Judge Dredd	16.90	16.90	-
Jumping Jackson	16.99	16.99	-
Khalaan	18.90	18.90	18.90
Kick off	11.99	11.99	-
Kick Off Extra Time	7.90	7.90	-
Kick Off 2 Data D'k Final Whistle	10.90	10.90	-
Kick Off 2 D.D Winning Ractics	5.90	5.90	-
Kick Off 1 Meg Edition	18.90	-	-
Kick Off 2 (World Cup 90)	16.90	17.90	18.90
Kid Gloves	10.99	11.99	-
Killing Game Show	18.90	18.90	-
Kings Quest 4	24.90	24.90	24.90
Kings WQuest Triple Pack	26.99	26.99	26.99
Klax	15.90	15.90	17.90
Knight Force	17.90	17.90	18.90
Knights of Crystallion	21.99	21.99	-
Knights of Legend	20.90	20.90	21.90
krystal	14.90	14.90	-
Kult	17.90	17.90	-
Laser Squad	12.99	12.99	-
Last Ninja 2	18.90	18.90	20.90
Legend of Faerghail	18.90	18.90	21.90
Leisure Suit Larry 2	24.90	24.90	24.90
Leisure Larry 3	28.90	28.90	28.90
Life and Death	21.90	21.90	21.90
Light Force	17.90	17.90	-
Lords of the Rising Sun	14.95	-	-
Lost Dutchmans Mine	21.90	-	-
Lotus Esprit Turbo Challenge	18.90	18.90	-
Loom	21.90	21.90	21.90
Lost patrol	17.90	17.90	-
M1 Tank Platoon	21.90	21.90	26.90
Magic Fly	18.90	18.90	18.90
Magnum 4	20.90	20.90	-
Manchester Utd	17.90	17.90	17.90
Manhunter New Yorker	21.90	19.90	19.90
Manhunter San Francisco	22.99	22.99	22.99
Matrix Marauders	18.90	18.90	19.90
Microprose World Cup	-	-	-
Soccer 2	16.90	15.90	-
Midnight Resistance	17.90	17.90	-
Midwinter	17.90	17.90	22.90
Might and Magic 2	21.90	-	-
Millenium 2.2	12.90	11.90	12.90
Monty Pythons Flying Circus	18.90	18.90	18.90
Mr Do Run Run	17.90	17.90	-
Murder	17.90	17.90	17.90
Neurancer	18.90	18.90	19.90
Nightbreed	16.90	15.90	-
Ninja Spirit	16.95	15.99	-
Ninja Warriors	17.90	17.90	-
Nitro	16.99	16.99	-
North and South	17.90	17.90	-
Nuclear war	21.90	-	-
Operation Stealth	18.90	18.90	18.90
Operatio Thunderbolt	17.90	16.90	-
P47 thunderbolt	17.90	17.90	18.90
Paradroid 90	17.90	17.90	-
PGA Tour Golf	-	-	19.99
Pipemania	17.90	17.90	17.90
Pirates	17.90	17.90	18.90
Pollice Quest 2	24.90	20.99	-
Power Drift	10.90	11.90	16.90
Powermonger	21.90	21.90	-
Projectile	17.90	17.90	-
Rainbow Islands	16.90	16.90	-
Reach for the Stars	18.90	-	-
Red Storm Rising	18.90	18.90	-
Resolution 101	17.90	17.90	17.90
Rick Dangerous 2	18.90	18.90	-
Robocop	15.90	15.90	15.90
Robocop 2	18.90	18.90	18.90
Rocket Ranger	13.99	13.99	16.99
Roger Rabbit	8.99	-	-
Rorkas Drift	17.90	17.90	-
Rotox	16.90	16.90	-
RVF Honda	16.99	15.99	17.90
Seven Gates of Jambula	9.90	10.90	-
Shadow of the Beast	17.99	18.90	-
Shadow of the Beast 2	24.90	24.90	-
Shadow Warriors	17.99	16.99	-
Shoot em up Construction	20.90	20.90	-
Sim City	19.99	19.99	19.99
Sim City Editor	11.99	11.99	-
Simulacra	18.90	18.90	-
Skizd	16.90	16.90	-
Sly Spy	17.90	17.90	-
Snow Strike	17.90	17.90	-
Space Ace	29.90	28.99	-
Space Rogue	20.99	28.99	-
Space Quest 3	24.99	24.99	25.99
Speedball	14.90	14.90	14.90
Speedball 2	17.90	17.90	-
Star Trek 5	22.90	22.90	24.90
Steel	11.90	-	-
Strider	17.90	17.90	17.90
Stunt Car Racer	14.90	14.90	16.90
Subuteo	17.90	17.90	-
Super Cars	16.90	15.90	-
Super Off Road Racer	18.90	18.90	18.90
Supremacy	21.90	21.90	24.90
Switch Blade	12.90	12.90	-
Swords of Twilight	17.90	17.90	-
TD2 Supercars	11.90	11.90	11.90
TD2 Musclicars	11.90	11.90	11.90
TD2 California	11.90	11.90	11.90
Team Yankee	21.90	21.90	26.90
Test Drive 2	17.90	17.90	17.90
The Colonels Bequest	28.90	28.90	28.90
The Cycles	13.90	13.90	17.90
The Keep	18.90	17.90	-
The Plague	17.90	17.90	-
Their Finest Hour	21.90	20.90	21.90
Theme Park Mystery	11.90	13.90	17.90
Thunderstrike	17.90	17.90	17.90
Time Machine	17.90	17.90	-

GAMES LIST

	AMIGA	ATARI	IBM PC
Toobin	11.99	11.99	16.99
Torvak the Warrior	18.90	-	-
Total Recall	18.90	17.90	-
Tower of Babel	10.90	12.90	16.90
Triad Vol 2	17.90	17.90	-
Triad Vol 3	21.90	21.90	-
Turbo Outrun	16.90	16.90	-
Turrican	17.90	17.90	-
Tuskar	18.90	18.90	-
TV Sports Baseball	21.90	-	-
TV Sports Basketball	17.90	21.90	-
TV Sports Football	17.90	19.90	19.90
Ultima 5	21.90	21.90	21.90
Ultima VI The False Prophet	21.90	21.90	23

ACE DIARY

FEBRUARY 1991

10-16 FEBRUARY SOFTWARE RELEASES

Electronic Arts: *Warlords* (ST, Amiga £24.99).

Coktel Vision: *Cougar Force* (ST, Amiga £19.99; PC £24.99). James Bond-style shoot 'em up.

Empire: *Amazing Spiderman* (Spectrum, CPC £9.99 tape, £14.99 disk). Run, jump, climb walls and fire deadly webs in comic character-based game.

Readysoft: *Dragon's Lair II - Time Warp* (PC £44.95). Return of Dirk the Daring in interactive cartoon spread over six disks. *Wrath of the Demon* (PC £29.99). Defeat countless monsters to a background of superb graphics and smooth animation.

Dinamic: *Narco Police* (Spectrum, C64, CPC £9.99 tape, £14.99 disk). Defeat the drugs barons in horizontal shoot 'em up.

Novagen: *Damocles Mission Disk II* (ST, Amiga £9.99). Accessory disk to original *Damocles*; gives you five extra missions.

Thalion: *Dragonflight* (ST, Amiga £19.99, PC £24.99). Limited edition version including T-shirt and badge in the box. *Tower FRA* (ST, Amiga £19.99, PC £24.99). Flight sim. *Enchanted World* (ST, Amiga £19.99, PC £24.99).

Sunday 10
Birthday of Greg Norman, star of golf course and computer screen, in 1955.

Monday 11
Nelson Mandela released from prison in South Africa on this day in 1990.

Tuesday 12
Shrove Tuesday: the day before

Lent begins, when pancakes should traditionally be eaten. Yellow lines forbidding parking were introduced on this day in 1956 in Slough.

Wednesday 13

Ash Wednesday: first day of Lent
Cricket: England play one day international vs New Zealand in Wellington.

Thursday 14

St Valentine's Day

Friday 15

Saturday 16
Cricket: England play one day international vs New Zealand in Auckland. Rugby Union: England vs Scotland at Twickenham; Wales vs Ireland at Cardiff.

17-23 FEBRUARY SOFTWARE RELEASES

Accolade: *Gunboat* (Amiga £24.99). Take on various missions around the world in your river patrol boat. *Conspiracy - the Deadlock Files* (PC £29.99); *Test Drive 2* accessory disk (PC £11.99)

Empire: *Gazza II* (PC £29.99). Distinct improvement on all formats from the original *Gazza* football game - should have him crying all the way to the bank.

Ubi Soft: *Pro Tennis 2* (ST, Amiga £24.99). Sequel to last year's well-received *Pro Tennis Tour*. *Jupiter's Masterdrive* (Amiga £24.99). Space racing in various weird and wonderful vehicles.

Sunday 17
Birthday of Barry "Dame Edna Everage" Humphries, in 1934.

Monday 18
National Day, Nepal
Independence Day, Gambia
Washington-Lincoln Day, USA

Tuesday 19
The first episode of *EastEnders* was broadcast on this day in

1985.
Wednesday 20
Thursday 21
Friday 22
Saturday 23

24 FEB - 2 MARCH SOFTWARE RELEASES

Accolade: *Star Control* (C64 tape £10.99, disk £16.99)
Euro Challenge (ST £11.99). Europe-based scenery for *Test Drive II*. *Muscle Cars* (ST £11.99).

Coktel Vision: *Geisha* (ST, Amiga £19.99, PC £24.99). Somewhat risqué title by the programmer of CV's earlier offering, *Emmanuelle*.

Readysoft: *Wrath of the Demon* (C64 cartridge).

Sunday 24
Monday 25
National Day, Kuwait
Tuesday 26
Wednesday 27
Thursday 28
Birthday of Finbar McGuigan, better known these days as Barry, in 1961.

MARCH

Friday 1
St David's Day. St David is the patron saint of Wales.
Saturday 2
The Bristol Computer Fair, a one day show covering most formats, is being held at the Holiday Inn, Lower Castle St, Bristol. Rugby Union: France vs Wales in Paris; Scotland vs Ireland at Murrayfield.

Don't forget!

ACE is now on sale on the 8th of every month. If you have an event, software release, or other bona fide announcement you'd like to make on this page, contact the diary editor c/o ACE Pink Pages at the usual address.

3-8 MARCH SOFTWARE RELEASES

Coktel Vision: *Galactic Empire* (ST, Amiga £19.99; PC £24.99). Space flight game involving different gameplay styles - some martial arts, some arcade action, some trading, etc. Empire: *Mega Traveller 1* (ST, Amiga, PC). Trading and exploration in deep space.

Ubi Soft: *Music Master* (ST, Amiga, PC, prices TBA, expect around £49). Composition and music editing utility, MIDI compatible.

Rainbird: *Betrayal* (C64 disk £19.99; ST, Amiga £29.99; PC £34.99) *UMS II* (ST, Amiga £29.99, PC, Mac £39.99). Follow up to the acclaimed wargame generator.

Image Works: *Back to the Future III* (Spectrum, C64, CPC, ST, Amiga, PC). Rejoin Marty McFly for adventures in the Wild West.

Sunday 3
National Day - Anniversary of the Throne - in Morocco.

Monday 4
Birthday of Kenny Dalglish, in 1951.

Tuesday 5
Wednesday 6
Independence Day, Ghana.

Thursday 7
Friday 8
Saturday 9
FA Cup sixth round matches to be played today and tomorrow. April issue of ACE hits the streets!

MEGA TRIVIA!

Our crossword missed the press this month, so to make up we're giving you a mega-quiz. Don't miss it on page 111. page

ACE MAGAZINE DOES NOT CONDONE PIRACY! ANY ENTRIES WILL BE FORWARDED TO THE FEDERATION AGAINST SOFTWARE THEFT.

ACE

READERS' PAGES

FOR SALE

Amiga 500 for sale £260 almost new. Still boxed. Also PC Engine for sale £140. Tel Ashford (Kent) 627839 evenings

Atari 1040 STFM 1 meg, 2 meg. Drives, usual extras, 20 Meg H'Drive 40 Meg Hard Drive will split. (0495)272092

Atari 520STFM + 70 games £300 ono VGC Second disk Drive £60 various other games from £5-15. Tel: 0707-50152

AMSTRAD CPC 464 150 games Sim City Untouchables Gunship, colour monitor worth £500 sell for £200 Tel: 0706-357790 Paul

BBC B Tape recorder, joystick over 50 original software, many manuals and magazines. Worth over £500. Selling £125. Tel: Nileesh 081-205-5499

LAPTOP Computer Zenith Supersport, 512K Twin 3.5" drives, carrier case £200 worth software blank disks only £450 Tel: 081-946-5605

NINTENDO Entertainment system Ten months old Super mario Bros inc Still boxed VGC £50 only Tel: 081-946-5605

AMAZING Yamaha PW 80cc Motorbike. Hardly used cost £650 Brand new sell for £375 or swap for Good Amiga tel: 0446-760774.

FREE Nintendo Robo when you buy my console with over £400 worth of games All boxed for £220 Tel: 0446-760774

SEGA 8-Bit with four joysticks and lightgun for £50 Also many top games from £5-£12 Tel: Tobie on 071-629-7074

AMIGA 500 with 23 games, blank disks and demos. Sell for £400 Tel: Colin 0708-726685

ST Originals Larry 3 Space Quest 3, Rainbow Islands, Supercars and more. 1st Class post £8-16 Ring 04207-521 after 5pm.

NINTENDO Console, Lightgun 10 games and Japanese game convertor, perfect condition £150 ono Tel Jeremy 0938-555166 after 6pm any night

AMIGA 500 external drive 1/2 meg Upgrade monitor Loads software including Midwinter Photon Paint 2 Mouse/Joystick VGCE650 ono Tel: 0296-612959

AMSTRAD CPC disk games for sale many quality titles Robocop Vindicator Dragon Ninja Gryzur Budgets Enquiries Tel 0628 36657

SEGA M/S Light Phaser Rapid F/U Joystick including 25 games worth £745 will sell for £380 ono Call 04685-592SEGA Master system with great games plus a light Phaser 2 control pads all for just £146 Call Mitcham 6462773

ATARI 520STE Power Pack Still boxed £600 of software (including Kick Off 2 F19) joysticks manuals and magazines £350 Tel: Nileesh 081-205-5499

AMIGA B2000 New £699 10845 colour monitor £180 Vortex hard disk (40m) for A500 £399 Laodsagames Tel: NOW 0463 790340.

COMMODORE 64 over £150 worth games disk drive, blank disks two joysticks tape recorder excellent condition Contact 0666-822206 £120 approx any offers.

AMSTRAD PC1512 colour S.Disk LQ3500 24 pin printer still boxed Flight Sim 3 with Maxx control Yoke Speed King joystick 061-338-3102 £500

HELPLINE

Urgently seeking Commodore Amiga A500 willing to swap Commodore 64 plus £200 of original games and light gun. Contact Peter Hare 46 Fleetwood Walk, Murdishaw, Buncorn, Cheshire. Tel 0928-718366 any time between 4pm and 6pm weekdays.

WILL anybody please help me in getting off Level 5 "the office" on last Ninja 2 and what to do for levels 6-8 Help greatly appreciated Write to B.O'Shea, 12 Summers town Rd, Wilton, Cork, Ireland.

ATARI LYNX owners help is at hand. Fed up with no-one reviewing games for your machine then send SAE to Andrew Reid, 63 Croftway, Selby, North Yorks., Please write and support.

C64 Frank Brunos Boxing codes wanted Pay £1.50 for all of the eight codes Tel: 711817 Earlsdon as soon as possible.

Has anyone got a poke for the C64 version of Operation Wolf or any tips to get past the third level Urgently needed. Address Mr Taylor 125 Kingston Rd Earlsdon Coventry.

Hints and Tips wanted on any sega Master System game. Contact Ryan on 0924-252825 after 6pm.

I can help you with the following games :- Ultima 4, Leisure Suit Larry 1,2,3 Police Quest 2, Kings Quest 1 and 4, Space Quest 1 and 3, and Dungeon Master. Also can someone please supply me with some hints for Champions of Krynn and Ultima 5. If anyone is needing help send SAE to Greg Johnson, "Norelle" Roma, PO Box 138, Queensland 4455 Australia.

Help the Pawn has me up the wall. Can anyone help me with this plus Sun Dog and Catch 23. Write to C.Lrush, 70 Pargeterst, Birchills, Walsall, WS2 8RP

USER

Got an IBM Combat? Fly the Simfly Club SAE please for infopac 2 Henley Manor, Raincliffe Ave, Scarborough YO12 5BU.

NOTICE!

Unfortunately, due to piracy groups using the Penpals section, ACE have been forced to discontinue this part of the Readers Page. We apologise to genuine advertisers for any inconvenience.

Any suspicious entries will be forwarded to the Federation of Free Traders who will take action against Pirates.

NOTICE!

DO YOU WANT TO BE IN OUR READERS PAGES? YES? THEN GO TO PG.120 AND FILL IN THE ENTRY FORM AND STICK IT IN THE POST!

RAVEN GAMES LONDON

66 Durham Road, Bromley, Kent BR2 0SW
Tel: 081-464 2933 Ring now for latest releases

SEGA MEGA DRIVE

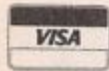
GAMEGEAR

ATARI LYNX

Nintendo

FAMICON

Second Hand Games available
SAE for Full Price List



GUARANTEED FAST DELIVERY

GAMEBOY

PC SUPER
GRAFX



SHOOT FOR GOAL!

Compete against other Football enthusiasts across the country in this new exciting soccer simulation....

You will receive a weekly update containing League, League Cup and FA Cup Matches, tables, club finances, transfers and much more. You may correspond as often as you wish to take your team to the very top...

Send SAE for FULL list of features, or £25 for one season or £15 for 19 weeks. You may

TELEGAMES

Europes Largest Stock of Video Games & Cartridges For —

SEGA MEGA DRIVE

Nintendo

**NINTENDO
GAMEBOY**

LYNX

PC SUPER GRAFX

SEGA

**SNK
neo-geo**

**ATARI
2600
and
7800**



The leading Video game specialists. Send for lists (state make of game)

TELEGAMES, WIGSTON, LEICESTER, LE8 1YE. (0533-880445)

ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....! News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

NOW HEAR THIS!

If you want to contribute to these pages, get your pen out and start scribbling! Particularly welcome are short, self-contained hints and single problem solutions. I'm also interested to hear of PD and Shareware programs - the best will be reviewed (space permitting), and that could win you undying fame...or shame! Take the risk!

LEISURE SUIT LARRY 2

Continuing Augustus De Silva's solution

Having visited the barber your hair should go long and blonde. Go west to the nudist beach, get the bikini bottom on the rock then go east and south. Wait once in the restaurant then leave. Wait then go to the guest room and to the dressing area near the window (this is embarrassing).

Wear the bikini and put either your money or the soap in the bikini top. Go to the barbecue to be waxed. Pass the KGB agents (they won't recognise you). Now go east to the edge of the cliff and change back to normal. Once at the aeroport to drop the flower for the KGB agents then enter.

Go west then north and sit inside the barbers. If you bump into a woman don't go with her. Get your hair cut then go east and east again. Wait at the baggage hall then pick up the bag with the bomb in it. After the explosion buy a ticket then show your passport and go east again. Read the sign and order a blue plate special, getting the hairpin from the meal when it arrives. Eat the food then use the machine on the right to get a parachute.

Go north and take the pamphlet, give the ticket in and go east. Once you sit down get the sick bag then give the pamphlet to your friend Ken. Stand up, go east, put on your parachute, use the pin on the right then push handle to open door.

CAPTIVE

A few hints to get you started.

Last month we looked at general tips and techniques to get started, and some of the pitfalls to avoid. This time we'll examine some of the goodies you can buy and find and how to use them.

Codes:

Two types of men, professors and guards, wander around the bases carrying clipboards. Both types of men are quite easy to kill - they won't attack you unless they are hurt first, at which time they become vicious. The professors drop codes for probes while the guards drop those for the gates and wall openings.

Not all codes are found near their point of use, some are even on different floors. Every time you find a new code, write it down CAREFULLY. There's nothing more frustrating than selling a clipboard only to find your notes are incorrect - yes, it did happen to me! Codes used to open gates or remove walls can be re-used to close them again (for word codes simply retype the code while for patterns simply spoil the arrangement).

Maps and Optics and Cameras:

As soon as possible, buy optics II, III and IV and a camera. Used in combination you will have a powerful method of finding your way around and spotting trouble before it hits you. To set up the camera, simply drop it on the floor ahead of you and it will spring to life.

Make sure the monitor is connected then simply click in its centre to move the camera forward and click on the arrows to swivel left or

right. Doors and walls will stop it but it can cross fire and water and walk through most monsters. (In some places there are invisible walls which block your progress. If you appear to be stopped by a glass wall simply smash it.)

Using the camera you can check out a new area with no risk. Pressing the green button changes the display and shows a small picture of the camera's viewpoint as you would see it. Pressing the red button detonates the camera which then damages any monster on the same square.

The Route Finder is used in the open to point to the base door or your lander, while inside the base it points the fastest way to the exit - wear it before you blow up the generators. The Radar gives early warning of monsters by displaying the floor ahead with any monsters shown as light squares. This is especially useful for the economic use of ammunition when shooting through holes.

The Mapper is VITAL although it takes some getting used to. As you move around it shows areas you have visited in some detail while unvisited and areas of darkness are black. One thing to watch for are holes in the floor and ceiling which don't hold a ladder. The upper ones are extremely difficult to spot by eye but show as stairs on the mapper.

The display can also be marked by clicking

LET ME KNOW!

If there's any special subject you'd like to see covered in Adventureline, then let me know at the address in the panel on the left. I'm particularly interested in any comments on the newer adventures, such as Sorcerors Get All The Girls, Wonderland, and Timequest. Is there ANYBODY still playing the old, traditional adventures?

the button. This will bring a flashing dot to the screen which helps to identify things like moveable walls for later. Another handy use for markers is to pin down code cupboards for later as these are easily missed once the cupboard doors have gone. Don't forget to delete markers after use or you'll soon become confused by all the little lights.

When orientating yourself with the mapper you might find the Magna-Scan (compass) handy at first. Later, when you have sorted out the mapper and when your monitors are bristling with shields and Anti-Grav it might be better to sell the compass back to the shop

Dev-Scapes:

In the early stages, the only Dev-Scape you need is Anti-Grav (Basic) which turns you upside down and allows you to reach ceiling holes. Walking around on the ceiling is handy round about level 4 where you meet floating monsters and your weapons only tend to shoot low down, passing straight underneath them. A quick flip of your party and you're back on level terms again. Watch where bullets go from different guns and try to carry a mix of weapons on these middle levels, some shooting high and others low. I found Hunters and Magnums to be a good combination.

As mentioned earlier, Anti-Grav is handy when shooting through holes. Cannons, for instance, shoot low, but turn over and you have a very potent weapon from fairly good cover. Don't get too complacent though - some monsters can shoot through the holes at you!

Other handy gadgets in the Dev-Scape range are Fixer and Restorer. The Fixer will repair any

ZAK McKRACKEN

Another helping of Mike Bareham's solution.

Walk to the centre of the room and use the glowing object on the base. Walk away from the machine and use the yellow crystal. Click on the Lima location which is on the middle bottom of the old map. You will now be teleported to the other eye in the huge carving. Pick up the candelabra. Use the yellow crystal and click on the Egypt location. Walk to the machine and use the candelabra on the glowing object. Put on the wetsuit and the oxygen tank. Use the duct tape on the fish bowl. Put on the taped fish bowl. You are now wearing your spacesuit.

Walk away from the machine and use the yellow crystal again. Click on the Mars face chamber. You are now in the Mars face chamber. Find this on the enclosed map. Use the yellow crayon on the strange markings and draw the diagram you made called number 3. The three doors at the back of the room will now open.

Now use the Mars face map and find your way out to the exit. You will have to use the lighter to find out where you are going because the doors are coloured. When you find your way out of the maze and into the great chamber, walk to the exit and walk left to the landing site. Switch to Melissa.

damaged body parts up to a maximum of 10% efficiency. Not only does this make damage cheaper to repair at the shops, it also allows you to get hands and arms back in use so you can fight, and legs back to speed you up when frantically fleeing. The Restorer is simply used to charge you up again when power points are sparse. Both these gadgets are worth buying as soon as possible and carrying constantly.

Shields are very efficient against the weaker monsters and you only need your two front men to wear them. It's worth leaving them on as long as possible as a first defence against sudden attack, but watch your power. Later you will find the deflector useful as it both shields you and

turns a monster's fire back on him. Unfortunately it is expensive both to buy and repair.

Both shields and deflectors disintegrate if they reach 0% efficiency so try not to let them get too damaged. It costs about half as much to repair a badly damaged device as it does to buy a new one (assuming you can find a nearby shop which stocks the device).

The other two Dev-Scapes, Greaser and Power-Sapper are less useful, and in fact, the power sapper is positively dangerous. Who in their right minds would spend money on a device to drain power? Any ideas?

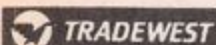
More hints next month but for now happy adventuring, and don't get too addicted.

NINTENDO OWNERS!

AMERICAN No1 ARCADE HITS

NOW AVAILABLE FOR EUROPE

ATARI GAMES from TENGEN
SUPER SPRINT - £34.95
GAUNTLET - £34.95
VINDICATORS - £39.95
ROLLING THUNDER - £39.95



DOUBLE DRAGON - £39.95



BAD DUDES - £39.95



ORDER FORM

NAME: _____
 ADDRESS: _____
 TEL: _____
 EXPIRY DATE: ____/____/____

Order now - be first with the best.

By Post, with cheque or postal order

Make cheques payable to UNITEC SYSTEMS

**Unitec Systems Ltd., 8 James Street,
 Helensburgh G84 8AS, Scotland**

Hotline - Tel: 0436- 79123

Phone between 9.30-5.30

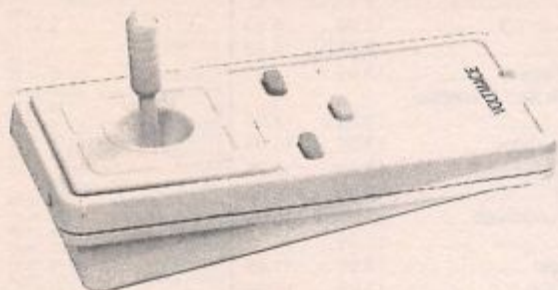
NINTENDO, ATARI, TENGEN, DATA EAST, TRADEWEST and product names are trademarks of the company or manufacturer respectively

T.C COMPUTERS
OFFICIAL COMMODORE AMIGA & PC DEALER

12A BARNARDS WAY, CHARLTON HEIGHTS,
 WANTAGE, OXON, OX12 7EB.
 TELEPHONE: WANTAGE (0235) 80177

AMIGA	Commodore PC
<p>AMIGA A500 Screen Gems (NEW) £ 369.00 AMIGA A500 Flight of Fantasy £ 369.00 AMIGA A500 with 1Mb RAM £ 415.00 AMIGA A500 with 2nd Disk Drive £ 435.00 AMIGA A500 DTP Pack £ 539.00 IPagesetter II, 1Mb RAM & 2nd Disk Drive £ 608.00 AMIGA A500 DTP with Star LC 24/20 £ 549.00 AMIGA A500 Class of the 90's (FIRST STEPS) £ 549.00</p> <p>NEW Official Commodore AMIGA 1500 (Amiga 2000 + 1084S + Software) £1099.99</p> <p>AMIGA 2000 with 20Mb Hard Disk £1099.00 AMIGA 2000 with 40Mb Hard Disk £1299.00 AMIGA 2000 with 20Mb HD & A2300 £1299.00 AMIGA 2000 with 20Mb HD & XT Bridgeboard £1325.00 AMIGA 2000 with 40Mb HD & AT Bridgeboard £1750.00</p> <p>AMIGA 3000 16MHz, 68030/68881, 40Mb HD £2300.00 AMIGA 3000 25MHz, 68030/68882, 40Mb HD £2700.00 AMIGA 3000 25MHz, 68030/68882, 100Mb HD £3200.00</p> <p>AMIGA Peripherals</p> <p>68030 25MHz PITU FOR A500/1500/2000 £299.00 2MEG 32BIT RAM FOR A500 £299.00 2090A/2090 20Mb AutoBoot Hard Disk £535.00 2091/2094 40Mb AutoBoot SCSI Hard Drive £880.00 HardFrame 2000 AutoBoot controller & frame £205.00 HardFrame 2000/40 40Mb AB SCSI Hard Disk £579.00 HardFrame 2000/80 80Mb AB SCSI Hard Disk £635.00 A500 20Mb AutoBoot Hard Disk for A500 £299.00 A500 20Mb AB Hard Disk with 1Mb RAM fitted £ P13A A500 20Mb AB Hard Disk with 2Mb RAM fitted £ P13A 8Mb RAM card fitted 2Mb for Amiga 2000 £289.00 8Mb RAM card fitted 4Mb for Amiga 2000 £ P13A 8Mb RAM card fitted 8Mb for Amiga 2000 £ P13A 8Mb RAM card fitted 2Mb for Amiga 500 £325.00</p>	<p>PC 10/20/30 Starter Packs</p> <p>PC10 III, DD, VGA Mono £ 720.00 PC10 III, DD, VGA Colour £ 825.00 PC20 III, SD, 20Mb HD, VGA Mono £ 925.00 PC20 III, SD, 20Mb HD, VGA Colour £1025.00 PC30 III, 286AT, SD, 20Mb HD, VGA Mono £1129.00 PC30 III, 286AT, SD, 20Mb HD, VGA Colour £1235.00</p> <p>PC 40/50/60 286/386 AT's</p> <p>PC40, 286AT, SD, 40Mb HD, VGA Mono £1299.00 PC40, 286AT, SD, 40Mb HD, VGA Colour £1499.00 PC50, 386SX, SD, 40Mb HD, VGA Mono £1810.00 PC50, 386SX, SD, 40Mb HD, VGA Colour £1999.00 PC60 TOWER, 386DX, 80Mb HD VGA Mono £3499.00 PC60 TOWER, 386DX, 80Mb HD VGA Colour £3699.00 PC60 TOWER, 386DX, 200Mb HD VGA Colour £4679.00</p> <p>Monitors - Modems - Disk Drives</p> <p>1084S Colour monitor (500/2000/PC) £ 249.00 Philips CM8833 Colour monitor (MARK II) £ 249.00 CBM 14" Multi-sync Colour monitor £ 559.00 CBM 15" Multi-sync Colour monitor £ 649.00 CBM 21" Multi-sync Colour monitor £1999.00 QUADRAM 14" Multi-sync Colour monitor £ 399.00</p> <p>PACE Linnet 1200 Modem £ 149.00 PACE Linnet 2400 Modem £ 359.00 PACE Linnet PC Card Modem £ 110.00 PACE Linnet 2400 PC Card Modem £ 275.00 <small>APPC Card Modems include LED module & FREE Datatalk software</small></p> <p>Amiga 2000 Internal disk drive £ 69.00 Amiga 500 Internal disk drive £ 69.00 Amiga 500/1000/2000 External disk drive £ 75.00</p> <p>3.5" DS DD Disk (1000/2000) £ 9.00 3.5" 3M DS DD £12.99 3.5" 5.25V DS DD £11.99 3.5" CBM DS DD £10.99 3.5" KODAK DS HD £19.99 3.5" 3M DS HD £28.00 5.25" 3M DS DD £ 9.99 5.25" KODAK DS DD £ 9.99</p> <p><small>All disks are priced for 10's and are fully GUARANTEED</small></p> <p style="text-align: right;"><small>All prices include V.A.T. at 15% Prices are subject to change without notice. Delivery is charged at cost, please phone for price.</small></p>

VOLTMACE



DELTA 3A ANALOGUE JOYSTICK FOR MICROPROSE F19 & SUBLOGIC FLIGHT SIM 2

Fly your planes the smooth and realistic way with an analogue joystick. The Delta 3A is a light action, hand held, sprung return to centre joystick of a proven reliable design used for many years by BBC and PC users.

It has two fire button functions. The top two fire the cannons and the centre lower button fires missiles. On FS2 version 1.1 the throttle, can be controlled by using the centre button and the stick

Delta 3 A Joystick	£14.95
Deltabase A yoke style joystick	£29.95
Ami-cat mouse eliminator joystick	£29.95
F19 Stealth Fighter.....	£29.95
Flight Sim 2.....	£27.95
Scenery Discs.....	£14.95
Amiga Disc drives (Chinon) cased with through port and disable swith.....	£59.95

*Delta 3A joysticks should be available from your Amiga Dealer.
If not they are available direct from us (price includes VAT & P&P)*

**VOLTMACE, UNIT 9 BONDOR CENTRE, LONDON
ROAD, BALDOCK, HERTS SG7 6HO
TEL : 0462-894410**



Club

GRAFIX

THE CLUB FOR CONSOLE OWNERS

Do you own a games console?
or
are you thinking of buying one?

Then join **CLUB GRAFIX**

At **CLUB GRAFIX** we offer help
and advice for you and your
machine

We can supply you with machines,
games, and accessories, all at
competitive prices

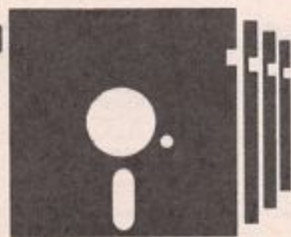
AMSTRAD GX4000
ATARI LYNX
COMMODORE 64GS
GAMEBOY
MEGADRIVE
NINTENDO
PC ENGINE
SEGA MASTER
SEGA GAME GEAR
SUPER FAMICON
SNK NEO GEO

So, if you are fed up buying games
etc from someone who does not
know what they are talking about,
then join Club Grafix, you will be
talking to someone who does.

For more information and **FREE**
membership send a SAE to

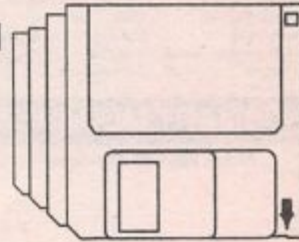
TEL: (0705)520093
24 HR answering
service or call us
personally from
6-10pm Mon-Fri
10-5pm Sat-Sun

CLUB GRAFIX
94 ROTHESAY ROAD, ELSON, GOSPORT,
HANTS. PO12 4PX



DISKS

UNBEATABLE PRICES



BULK DISKS WITH 2 FOR 1 LIFETIME WARRANTY

3.5" DISKS & BOXES WITH LABELS

20 x 3.5" MF2DD 135 TPI disks with free storage box.....	£12.95
25 x 3.5" MF2DD 135 TPI disks in 40 cap. lockable box	£15.95
40 x 3.5" MF2DD 135 TPI disks in 80 cap. lockable box	£24.95
75 x 3.5" MF2DD 135 TPI disks in 80 cap. lockable box	£39.95

BULK DISKS WITH LABELS

50 x 3.5" MF2DD 135 TPI disks in box.....	£24.95
100 x 3.5" MF2DD 135 TPI disks in box.....	£46.95
250 x 3.5" MF2DD 135 TPI disks in box.....	£96.50
500 x 3.5" MF2DD 135 TPI disks in box.....	£175.00

BRANDED PRODUCT

Mitsubishi 10 x 3.5" MF2DD 135 TPI disks	£9.95
Mitsubishi 30 x 3.5" MF2DD 135 TPI disks with 40 cap. box.....	£28.95
Mitsubishi 10 x 3.5" D/S HD disks	£16.50
Mitsubishi 30 x 3.5" D/S HD disks with 40 cap. box.....	£47.95
Goldmaster 10 x 3.5" MF2DD 135 TPI disks.....	£7.95
Goldmaster 30 x 3.5" MF2DD 135 TPI disks with 40 cap. box	£22.95
Goldmaster 10 x 3.5" D/S HD disks.....	£12.95
Goldmaster 30 x 3.5" D/S HD disks with 40 cap. box	£38.50

5.25" DISKS IN POLY BAG WITH SLEEVES AND LABELS

25 x 5.25" D/S DD 48 TPI disks	£8.95
25 x 5.25" D/S DD 96 TPI disks	£10.95

HIGH DENSITY DISKS

10 x 3.5" D/S HD disks with free storage box	£12.95
20 x 3.5" D/S HD disks with free storage box	£22.95
30 x 3.5" D/S HD disks in 40 cap. lockable box	£34.95
50 x 3.5" D/S HD disks in 80 cap. lockable box	£55.95
25 x 5.25" D/S HD 1.6 meg disks in 50 cap. lockable box.....	£18.95
50 x 5.25" D/S HD 1.6 meg disks in 50 cap. lockable box.....	£28.95

ACCESSORIES

Deluxe Mouse Mat.....	£2.95
3.5" Disk Head Cleaner.....	£2.50
50 x 3.5" Disk Labels	£1.50
Mouse Holder	£1.99
3.5" stackable 80 cap. disk box	£9.95

**Remember all disks are certified 100% error free and are supplied with full user sets, plus our amazing 2 for 1 Lifetime Warranty
Send or phone your order to:**



Mansfield Computers
33 Albert Street, Mansfield, Notts NG18 1EA
Tel: 0623 631202/23043 Fax: 0623 422968
All prices include VAT & delivery in UK.



MICROSMART

AMIGA UTILITIES & BUSINESS

Aegis Sonix	19.99	Pen Pal (Pal 1MB)	96.90
A-Max (Mac Emulator)	109.99	Prodata	54.00
A-Max with 128K ROMS	209.99	Protext 4.2 (1mb)	64.90
DevPac 11	44.99	Recommended	
Digicalc	27.99		
Hisoft Basic	59.99		
Kindwords	37.99		
Lattice C.V.4	164.99		
Mavis Beacons Typing	19.99		
Pagesetter	89.99		
Protax V.4	59.99		
Superbase Personal 2	21.99		

ART & SOUND

A.M.O.S	32.99
Can Do	69.99
Deluxe Paint 1	9.99
Deluxe Paint 111	59.99
Deluxe Paint 11	34.99
Deluxe Music Cons Set	49.99
Deluxe Video 111	59.99
Fanvision	24.99
Mastersound	32.99
Proton Paint 11	14.99
Quartet	34.99
Studio Megik	52.99
Accountant V3.3	121.90
Devpac ST V2.0	41.90
First Words Plus	55.90
Fleet Street Publisher	67.90
Hisoft Basic	55.90
Hisoft C	34.90
Prodata	34.90
K-graph 2	29.90
K-spread 1	16.75
K-spread 2	41.90
K-Word 2	29.90
Lattice C	104.90
Mailshot Plus	34.90
Prodax	55.90
Protax V4.2	69.90
Purchase Ledger	34.90
Sales Ledger	34.90
Swiftcalc	29.90
Timeworks DTP	69.90

GRAPHICS & VIDEO

AegisVideo Tiller	82.75
Credit Text Scroller	20.90
DPaint 111 (Pal 1mb)	57.50
Real things Birds	20.90
D'Lux Video 111(Pal1mb)	87.75
Digipaint 3.0 (Pal)	58.90
Photon Paint (Pal)	12.50
Photon Paint 11 (Pal 1mb)	21.50
Professional Draw 2 (1mb)	158.50
Pro Video Plus	177.90
Script 3DXL(Pal 1mb)	112.00
Trip-A-Tron	21.75
Turbo Silver	97.50
TV Show 2 2 (Pal 1mb)	57.00
TV Text Pro (Pal)	98.50
Video Frame Grabber (Pal/B+W)	98.75
Video Colour Upgrade	16.25
XCad Designer	79.50

MUSIC APPLICATION

Aegis Sonix 2.0	45.75
Deluxe Music	50.25
Music X (UK Version)	94.50
Master Sound Digitizer	34.90
Future Sound Digitizer	77.90
Midmaster Interface (5 ports)	31.90
Mid Lead	3.00

WORDPROCESSORS

Excellence 2	129.95
Kindwords 2	34.96
Penpal	99.82
Protext	64.86
ProWrite 3	99.82
Awesome *	24.99
Austeritz	9.99
Baal	4.99
Ballatrix	4.99
Barbarian 2 (palace)	7.99
Blasteroids	4.99
Blood Money	9.99
Bloodwych	9.99
Boulderdash Const Kit	4.99
Brian Cloughs Football	6.99
Buck Rogers *	19.99
Captain Blood	7.99
Captive *	16.99
Carthage *	16.99
Commando	4.99
Conflict In Europe	7.99
Cyberball	4.99
Curse of the Azure Bonds *	19.99
Daily Double Horse Racing	99.9
Dizzy Dice	4.99
Dynamite Dux	7.99
E-Swat *	16.99
Epic *	16.99
FT Ball Manager 11+Exp Kit	12.99
Gunlet 11	7.99

BUSINESS & EDUCATION

Advantage	77.50
Arena Int Accounts (1 mb)115.00	
Discover Maths	
Discover Numbers	
Discover Alphabet (each) £13.90	
Fun School 2 Under 6's	
Fun School 2 6-8's	
Fun School 2 over 8's(each) £12.50	
Robot Readers: 3 Bears	22.90
SpellBook 4-6 or 7+(each)	18.50
Hisoft Basic	56.00
Home Accounts	20.75
Home Office Kit	97.50
Kindwords 2.0 1MB	
Recommended	38.75
Mavis Beacon Typing Tutor 19.75	

VIDEO

Credit Text Scroller	29.90
Deluxe Video 3	69.92
Digi View Gold	119.83
FrameGrabber	569.94
Gold Disk Type Video	34.96
Hitachi Camera 816mm	34.97
Kars Headline Fonts 2	54.97
Minigen Genlock	99.82
Project D	31.97
The Director	47.84
The Director Tool Kit	27.83
Title Page	139.84
TV Text Professional	99.82
Video Tiller	84.87
Vidi Amiga PAL Digitiser	94.99
VidiChrome	19.76
Microbase Database	19.25
Zoetrope 1mb	79.81

THE NATIONS TOP 50 TITLES

	S.T.	A.M.		S.T.	A.M.
Budokan		16.99	Leisure Suit Larry 3	13.99	26.99
Castle Master	13.99	14.99	Lost Patrol	26.99	16.99
Chase HQ	13.99	16.99	Manchester United	13.99	14.99
Chess Championships 2175		18.99	Man Hunter In San Francisco (1 MB)	13.99	14.99
Codename Iceman		23.99	Midnight Resistance	13.99	16.99
Colonels Bequest		26.99	Midwinter	13.99	18.99
Conquest of Camelot		26.99	Neuromancer	18.99	16.99
Corporation		16.99	Operation Thunderbolt		16.99
Damocles	16.99	14.99	Pipe Mania	13.99	11.99
Dragons Breath	21.99	18.99	Player Manager	13.99	11.99
Dynasty Wars	13.99	16.99	Projectyle	12.99	16.99
Emlyn Hughes Soccer	13.99	12.99	Rainbow Islands		16.99
Escape From Singes Castle		26.99	Red storm Rising	13.99	16.99
Escape Planet or Robot Monsters	13.99	13.99	Shadow Warrior	15.99	16.99
F-29 Retaliator	16.99	16.99	Space Ace	26.99	26.99
Fire and Brimstone	16.99	16.99	Space Quest 2 (1 mb)		22.99
Flood		16.99	Super Cars (Gremlins)	13.99	16.99
Hero's Quest (1 mb)		23.99	Their Finest Hour	18.99	19.99
Imperium	16.99	16.99	The Plague	16.99	14.99
International 3D Tennis		14.99	Turrican	13.99	13.99
Iron Lord	16.99	16.99	T.V Sports Basketball	14.99	14.99
It Came From The Desert (1 MB)		16.99	Ultimate Golf		16.99
Kick Off 2 + World Cup	13.99	15.99	Unreal	16.99	16.99
Kings Quest 4	21.99	22.99	X-Out	12.99	13.99
Last Ninja 11	13.99	16.99			

MICROSMARTS £ SAVING OFFERS!!

	ST	A.M.		ST	A.M.
Airbourne Ranger	9.99		Golden Axe *	16.99	16.99
Art Heads	7.99		Gurboot *	16.99	16.99
ATF 2 *	16.99	16.99	Grand Prix Circuit	9.99	9.99
Awesome *	24.99		Hard Driven	8.99	8.99
Austeritz	9.99		Hollywood Poker Pro	7.99	7.99
Baal	4.99	4.99	Hollywood Collection	19.99	19.99
Ballatrix	4.99	4.99	Indianapolis 500*	16.99	
Barbarian 2 (palace)	7.99	7.99	Infection	9.99	
Blasteroids	4.99	4.99	Ingrids Back	8.99	
Blood Money	9.99	9.99	InterPhase	7.99	7.99
Bloodwych	9.99	9.99	Judge Dredd *	13.99	13.99
Boulderdash Const Kit	4.99	4.99	Kristal	9.99	9.99
Brian Cloughs Football	6.99	6.99	Kick Off (1 Meg)	14.99	
Buck Rogers *	19.99		Laser Squad	6.99	6.99
Captain Blood	7.99	7.99	Laserboard	6.99	6.99
Captive *	16.99	16.99	Line of Fire *	16.99	16.99
Carthage *	16.99	16.99	Lombard RAC Rally	9.99	9.99
Commando	4.99	4.99	Lords Of The Rising Sun	11.99	11.99
Conflict In Europe	7.99	7.99	Manic Miner	7.99	
Cyberball	4.99	4.99	Marble Madness	7.99	7.99
Curse of the Azure Bonds *	19.99	19.99	Mercer	4.99	4.99
Daily Double Horse Racing	99.9	9.99	Narc *	16.99	16.99
Dizzy Dice	4.99	4.99	Netherworld	4.99	4.99
Dynamite Dux	7.99	7.99	North & South	9.99	9.99
E-Swat *	16.99	16.99	Platinum *	19.99	19.99
Epic *	16.99	16.99	Passing Shot	4.99	4.99
FT Ball Manager 11+Exp Kit	12.99		Rocket Ranger	6.99	6.99
Gunlet 11	7.99	7.99	Reach for the Skies *	16.99	16.99
			Running Man	4.99	4.99
			Secrets of the Luftwaffe *	19.99	19.99
			Sega Master Mix *	19.99	19.99
			Shadow Sorcerer *	19.99	19.99
			Sound Express	29.99	
			Shufflepack Cafe	4.99	4.99
			Silent Service	9.99	9.99
			Strider 2 *	16.99	16.99
			Sim City	14.99	14.99
			Spy Vs Spy	4.99	4.99
			Spy Vs Spy 11	4.99	4.99
			Super Vs Spy 111	4.99	4.99
			Tank Attack	7.99	7.99
			Teenage Mutant Turtles *	19.99	19.99
			TNT*	19.99	19.99
			Tournament Golf*	16.99	16.99
			Toyota Celica *	16.99	16.99
			The Cycles	8.99	8.99
			Toobin	4.99	4.99
			Tower of Babel	8.99	8.99
			Treasure Dizzy Island	4.99	4.99
			TrivialPursuits	9.99	9.99
			TV Sports Football	12.99	12.99
			Weird Dreams	8.99	8.99
			Wolf Pack *	19.99	19.99
			Wonderland *	19.99	19.99
			World Champ Soccer *	16.99	16.99
			Wrath of the Demon *	16.99	16.99

THE ULTIMATE COLLECTION

	S.T.	A.M.		S.T.	A.M.
1/2 Meg Upgrade	44.99		Hint Laser Squad	12.99	12.99
Addax Football	13.99	16.99	Leaderboard Birds	13.99	16.99
688 Attack Sub		16.99	Leisure Suit Larry 2	19.99	19.99
AMOS	34.99		Leisure Suit Larry 3	26.99	26.99
Austeritz	16.99	16.99	Licence To Kill	14.99	12.99
Axis Magic Hammer	13.99	13.99	Life & Death	19.99	19.99
BAT	16.99	16.99	Light Force	16.99	16.99
Back To The Future 2	16.99	16.99	Lombard RAC Rally	14.99	14.99
Balance Of Power	16.99	16.99	Loom	16.99	16.99
Birds Tale 1 or 2	5.99	5.99	Lords Of The Rising Sun	17.99	
Blind Book Bands Tale 2	16.99		Lost Patrol	13.99	16.99
Batman Caped Crusader 12.99			Magnus 4	16.99	16.99
Batman The Movie	13.99	16.99	Manchester United	16.99	16.99
Battle Command	16.99	16.99	Manhunter New York	16.99	16.99
Battle Of Britain	19.99	19.99	Manhunter NY Hint book 99	6.99	
Battle Chess	16.99	16.99	Manhunter SF Francisco 21.99		
Battle Master	16.99	16.99	Maniac Mansion	16.99	16.99
Beach Volley	13.99	16.99	Matrix Mersaders*	13.99	13.99
Billy the Kid*	16.99	16.99	Microprose Soccer	14.99	14.99
Black Tiger	13.99	16.99	M1 Tank Platoon*	21.99	21.99
Blade Warrior	16.99	16.99	Midwinter	19.99	19.99
Blood Money	16.99	16.99	Midnight Resistance	13.99	16.99
Bloodwych Data Disk	9.99	9.99	Mini Office Comms	16.99	
Bomber	21.99	21.99	Mini Office Graphics	16.99	
Boxing Manager	13.99	13.99	Mini Office Spread	16.99	
BSS Jane Seymour	16.99	16.99	Murder*	16.99	16.99
Budokan	16.99		New Zealand Story	13.99	16.99
Cabal	13.99	16.99	Night Breed*	13.99	16.99
Carrier Command	14.99	14.99	Ninja Spirit	13.99	16.99
Castle Master	16.99	16.99	Ninja Warriors	13.99	13.99
Cavadar*	16.99	16.99	Nitro	16.99	16.99
Chase Strikes Back	16.99		North & South	16.99	16.99
Chuck Yeager*	16.99	16.99	Operation Stealth	16.99	16.99
Chase HQ	13.99	16.99	Ordeal Games	16.99	16.99
Colorado	16.99	16.99	Operation ThunderBot	13.99	16.99
Combo Racer	13.99	13.99	Operation Thunder	16.99	16.99
Corporation	16.99	16.99	Operation Harrier*	16.99	16.99
Commando	13.99	13.99	Operation Wolf	12.99	14.99</

MAIL ORDER

0908 564369

**Amiga A500 Screen Gems Pack
£379 inc VAT & Next day Courier**

Screen Gems Pack includes:

Amiga 500 512K keyboard with built in 1 Meg disk drive • Free TV Modulator worth £24.99 allowing you to use the Amiga with a normal TV • Joystick, mouse mat + 10 blank disks, mouse + mains plug • Amiga basic, Amiga extra's 13 workbench 13 PLUS Amiga step by step tutorial • With a further four new releases • Shadow Beast II, Back to the Future II, Nightbreed and Days of Thunder

**Amiga A500 Screen Gems Pack Extra
£399 inc VAT & Next day Courier**

Screen Gems Pack includes:

Amiga 500 512K keyboard with built in 1 Meg disk drive • Free TV Modulator worth £24.99 allowing you to use the Amiga with a normal TV • 10 free games PLUS software has a potential RRP of £200 • Joystick, mouse mat + 10 blank disks, mouse + mains plug • Amiga basic, Amiga extra's 13 workbench 13 PLUS Amiga step by step tutorial • With a further four new releases • Shadow Beast II, Back to the Future II, Nightbreed and Days of Thunder

Amiga 1500

The Amiga 1500 Personal Home Computer is the ultimate in Personal Home Computers for the whole family. Platinum works - integrated - Word Processor, Database and spreadsheet. Deluxe Paint 3 - the ultimate in paint packages. Populous and Sim City - State of the Art strategy games. Battlechess - the chess programme amongst all chess programmes. Their Finest Hour - The battle of Britain brought to life in a technical flight sim. A1084's stereo colour monitor to get the best from your Amiga. The Amiga 1500 has been designed around the already popular Amiga-A500, but with hardware facilities that would put any mid range business machine to shame.
Please call for further details
£1049.00 inc VAT + next day courier service.

**AMIGA A500 CLASS OF THE
1990's BUSINESS +
EDUCATIONAL PACK
£499.00 inc VAT & next day
courier**

FEATURES

Amiga A500 TV Modulator • Midi Interface-Software • Kind Words II wordproc'or • Page Setter DTP • Super Base Personal Database • Maxplan 500 spreadsheet • Amiga Logo BBC Emulator Deluxe Paint II • Mouse mat 10 Blank Disks and disk wallet

Amiga A500 Sound & Vision Pack

£399 inc VAT & next day courier

Amiga A500 512K keyboard with built in 1 Megabyte Disk Drive • Free TV Modulator worth £24.99 allowing you to use the Amiga with a normal TV • Deluxe Paint II Graphics Package • Shadow of Beast II horizontal scrolling games software • Back to the Future film action software • Nightbreed state of the art graphical arcade action • 10 free games worth £200 • Free joystick, mouse mat & 10 blank disks • Amiga Basic Amiga Extras 1.3 Workbench 1.3 PLUS the Amiga Step by Step Tutorial • All leads, manuals PLUS Mouse and Mains plug • PLUS Days of Thunder serious fast action games software • Deluxe Paint II

**HALF MEGS - Quality four chip
ram board with full clock
and calendar backup.
£32.99**

**AMIGA + ST DRIVES - A powerful
880K formatted drive with an
external on/off switch, anti clicking
and daisy chain facility.
£59.99**

MONITORS

Commodore Amiga A1084
Stereo Monitor inc
lead **£269.00**

CM8833II
Monitor Lead **£9.99**

Philips CM8833II stereo colour
monitor inc lead for ST and
Amiga **£259.99**

**Naksha Mouse - Quality micro
switched, accurate**

Amiga ST **£26.00**

**Contriver Mouse - The perfect
direct replacement mouse for the
ST or Amiga £18.00**

**The NEW 5 in 1 Contriver
Microswitched Mouse. The perfect
replacement mouse for the Amiga,
ST and the Amstrad, Commodore
and Schnieder PC's. Including
mouse holder + mat £19.99**

PRINTERS

Star LC24 200 24PIN including
ST/Amiga **£259.99**

Star LC200 including lead for
ST/Amiga **£210.00**

Star LC200 24 Colour including
interface lead for ST/Amiga **£219.00**

LC200 24 Colour - The most popular
letter quality printer on the market only
£219.00 with all Amiga + ST leads

Tel: 0908 564369, Fax: 0908 262551

MICROSMART 24HR HOTLINE (24 HRS) TELEPHONE 0908 564369

TITLE	COMP	PRICE
TOTAL COST £:		

Have you ordered from us before? YES NO

NAME:

ADDRESS:.....

.....

.....

TEL NO:

Please send this to Microsmart, 127 High Street,
Newport Pagnell, Milton Keynes. MK16 8SE



AMIGA/ATARI^{STE}
STEREO HEADPHONE ADAPTER

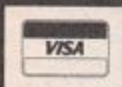


- ★ Volume Control
- ★ Output for 2 Players
- ★ Hi-Fi sound
- ★ Long lead

ONLY
£14.95

Including VAT,
Postage & Delivery

SOUNDS WICKED!



Compulink
10 Cleveland Way, London E1 4TR
Tel: 071-790 2424



GUNFIGHTER



USE YOUR VOICE
TO OUTDRAW
THE GUNFIGHTER
CASH PRIZES

0898 31 35 90

INFODIAL POBox 36 LS1 4TN Call charges 33p Per Min Cheap 44p Per Min All Other Times

Strategic Plus Software

Red Baron™

out NOW on the IBM £39.99

HARPOON

for the AMIGA £29.99

Harpoon Battleset #2 "North Atlantic Convoys"
IBM and AMIGA at £24.99

Harpoon Battleset #3 "The MED Conflict"
IBM at £24.99

Scenario Editor IBM £29.99 - AMIGA £24.99

Flight Simulations - Sports Simulations

Strategy - Role Playing - Wargames

Adventures- Sci-Fi Adventures

for IBM and Compatibles-AMIGA-ATARI ST-C64

VISIT our SHOP in Hampton Hill
or send £2.50 for our extensive CATALOGUE.

Mail Order and Overseas inquiries welcome
Phone 081 977 8088 Fax 081 977 4822
28 D&E The Courtyard, High St, Hampton Hill, Middx. TW12 1PD.

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment;
Entries to the Pink Pages cost just £6.00 each. (Except for helpline which is free).

- The maximum is 20 words except for Helpline. (Helpline entries can be extended to 100 words max – use another sheet of paper if necessary).
- The service is NOT open to trade advertisers.
- We will print your advertisement in the first available issue.
- Entries which could be interpreted as encouraging software piracy will not be accepted.

ENTRY FORM

POST TO: ACE Readers Page,
Emap B+CP, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

Category of entry:

- Helpline
- Wanted
- User Groups
- For Sale
- Pen Pals
- Other

Write your Advertisement here, one word per box.
Include your name, address and phone number if
you want them printed.

Please place my ad in the
next available issue of ACE.

Method of Payment

Name

- Cheque
- P.O.

Address

Please make cheques and
postal orders payable to
ACE MAGAZINE.

ACE DEALS

Sales are in full swing throughout the Virgin Megastore/Games Centre chain, with some appetising reductions on a number of game

Spectrum Holobyte's *Falcon*, for instance is being sold at £14.99 on the ST, and £19.99 on the Amiga – a cut of £10 from the original price. Similarly, *Dungeon Master* is also being sold at £10 off for both ST and Amiga versions, while *Harpoon* on the PC is going for £29.99.

Other titles from the Mirrorsoft stable are also going for a song, although stocks were limited when the sale began, so you may have to hunt through a couple of Virgin Games Centres to find them. There's a fiver off *Cadaver* (ST and Amiga, now £19.99), *TV Sports Basketball* (PC, £24.99) and *Wolfpack* (Amiga, £24.99), with £10 off the PC version of *Wolfpack* at £24.99.

Or perhaps you fancy some Accolade titles for less than £5? Virgin has limited quantities of the following: *Fast Break* (Amiga), *Day of the Viper* (Amiga), *Third Courier* (PC), *Don't Go Alone* (PC) and *Steel Thunder* (PC) – all selling for £4.99. And these Accolade games are going for £9.99: *Grand Prix Circuit* (Amiga), *Test Drive II* (Amiga) and Jack Nicklaus's *Golf* (Amiga and PC). These are just some of the items currently discounted in Virgin's Games Centres – and there are plenty of non-software sale items in the stores as well.

HARD SELLS

If it's hardware rather than software bargains that you're looking for, take a trip north to the Computer Store chain (details of branches below). Here you'll find the Commodore Amiga Screen Gems pack has been reduced to £359.99, plus all buyers will get 10 software vouchers at £1 each to be spent in the store.

If you buy a Sega Megadrive at any Computer Store outlet, you'll be able to pick up a free game of your choice to the value of £34.99 – that's in addition to the game already bundled with the Megadrive. And Sega Master Systems have been reduced by £10 in all Computer Store branches.

Further north still, in the ComputerShops/Byteware chain of stores, there are special promotions

Our crossword went missing this month – many apologies. There's a quiz on page 111 to make up for it, and here's our regular bargain spotters section...

going on throughout February concerning Gremlin's *Team Suzuki* and Psygnosis's *Lemmings*. Check your nearest ComputerShop outlet for full details.

WHERE TO GO TO FIND THEM

You can find Computer Shop outlets in the Arndale Centre, Manchester; Newcastle, Leeds, Preston, Sunderland, Stockton and Nottingham. Also part of the Computer Shop chain are the two Games Store outlets in Carlisle and Middlesbrough, which stock role-playing games as well as computer software.

Virgin has its Games Centre outlets on London's Oxford Street (at Marble Arch, within the Megastore, and at no 100), Bristol, Kingston and Oxford, and also in Megastores in Belfast, Birmingham, Brighton, Cardiff, Dublin, Edinburgh, Glasgow (at Union St and Argyle St), Leeds, and Nottingham.

The Computer Store chain is based in Yorkshire, with shops at Printing Office St, Doncaster; Ivegate, Bradford; Trinity St Arcade, Leeds; Market Place, Huddersfield; Westmoreland St, Wakefield; St Sampson's Square, York; The Woolshops, Halifax; Market St, Barnsley; High Street, Scunthorpe; Pinstone Street, Sheffield, and the Broadmarsh Centre, Nottingham.

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealers' plans.

ATTENTION DEALERS!

Don't keep your promotions, competitions, special offers, etc, a secret. Tell us at ACE and we'll tell everybody else.!

SHOP WATCH!

Software seller Dirk Longhorn looks back on the good old, bad old days and offers a small prize to nostalgia freaks...

While clearing out an old desk from the office recently, I came across a collection of photographs from Autumn 1986. Initially my attention was focussed on the way the shop itself had changed: most of the posters around the walls seemed to be promoting Ariolasoft products such as *Stealth*, *Archon*, *Racing Destruction Set* and an early icon-driven adventure, *Wild West*.

At the time I thought that those products were state of the art and essential purchases, but they sold like the proverbial sack of dead leaves dipped in urine, which is a shame. The software titles that really were doing the business were *Gauntlet*, *Jack the Nipper*, *Footballer of the Year*, and *Gunship*. Amazingly – or not – *Gunship* still sells well today on all formats, while the others have long since joined the budget boys on the bottom shelf and (quite right too) are submerged beneath the ever-increasing amount of £2.99 simulators.

The joystick section was dominated by one range: Cheetah. Even now, their two models (125 and Mach 1) still sell well, but nobody could claim the range has evolved in any way. Consequently their 'sticks appear (unfairly) dated in compari-

son to some of the 'triumph of the stylists art' that are currently dominating that section.

The peripherals section was largely taken up with add-ons for Spectrums: replacement keyboards, joystick interfaces (three different types!), sound samplers, printer interfaces, MIDI interfaces, light pens, drum machines, Microdrives etc etc etc. The gob-smackingly staggering thing is how few of these devices actually worked adequately (or at all, in some cases)

By far the biggest change, though is in the choice of machines we offered for sale. In those days, you could buy the Sinclair Spectrum +2 for £149, the C64 'Connoisseur Pack' for £249, the Sinclair QL (a few left at £199), the C128 for £299 and two new kids on the block, the Atari 520STFM for £469 and the Amiga 1000 for... gasp...£1195. We don't appear to have stocked consoles in any form!

Nowadays of course the choice is huge and far more reasonably priced, but isn't it disturbing that so many of the class of '86 are still with us? Albeit at reduced prices? Where are the class of '90's Young Turks? Desperately promising to kick ass, as the ST and the Amiga were back then?

Sadly, the only new kids are coming from the console streets: the Megadrives, Super Famicoms, Neo-Geos, PC Engines and the hand held delights of the Lynx, Game Boy, Game Gear, and Game Mate (try yelling that in certain pubs – 'Who wants to see my Game Mate!?!').

Unless one includes the PC clones, there has been NO new computer either readily available or waiting in the wings to replace some of the older examples in the public's affections – bad news for those of us who prefer a more complex user interface than a couple of buttons and a rocker pad:

One last thing – there was a game released at this time (at £49.99) called *Defender of the Crown* – I played it again before I wrote this piece and it really is time Mindscape (or whoever) re-released this little gem at a budget price. It's far too good to languish in a 'waiting room of fame' waiting for ACE to do a feature on it. Talking of which, John Minson's excellent review of *Ant Attack* stated that the follow-up by Sandy White was called *I of the Mask*, but it was actually *Zombie Zombie*, which had one of the most user-unfriendly loaders of all time: the volume AND the azimuth had to be spot-on for the average Speccy to load it, which is possibly why it disappeared without trace.

In those days, Sandy White's programming feats were always credited to "Sandy White &.....".....who? A CDTV shirt to the sender of the first postcard to the usual address, marked Pink Pages Shopwatch Compo, with the right answer.

ENCYCLOPAEDIA MICROMANNICA

Here it is...a list of those vital topics that every up-market gamer needs to have at his command. Just because you thrashed the host at two-player *Tetris* doesn't mean you'll be the star of the party. No chum, you need know-how. And here's where to find it...

Each entry has a brief explanation, followed by a reference to an issue, so that you can hunt down the full lucid, in-depth, ACE assessment.

At the time of writing, back issues are available for all issues from ACE 4 onwards except Aug88/11, Mar90/30, May90/32, Aug90/35 at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting airmail delivery should enquire as to the cost at the address below, listing the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to the address below. If the issue you require is not available, the return of your payment may take some time - you are therefore strongly advised to telephone 0858 410510 before sending your order to check that the issue you require is still available.

**ACE Back Issues, PO Box 500,
Leicester LE99 6AA.**

• **ASAT (AVIONICS SITUATIONAL AWARENESS TRAINER)**, combat flight simulator for the

ACE Back Issues can expand your collection - and your mind. Here's a checklist of topics covered in previous mags...

US Air Force by Perceptronics. Uses Falcon software by Spectrum Holobyte/Mirrorsoft. Features include: networking for multi-player action, tactile feedback and fingertip weapon selection. [ACE14]

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pepe Moreno. "Digital is the art medium of the future." [ACE30]

• **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player cockpits equipped with 40Mhz 16 million colour graphics processors, stereo spatial sound and lifelike controls as you command 31st century Mechs. [ACE28]

• **BIT BOPPER**, the world's first total audio-visual entertainment system by Technation. Alex Blok's cyberscratch bit-tripper packs twin 32-bit decks, Sony erasable optical disc and custom-made video samplers. [ACE19]

• **CD-I** (Compact Disc Interactive) is destined to become the entertainment and education medium of the 90's. [ACE9/21/22/24/32/33/35]. Check out Issue 30 for multi-media principles (hypermedia in particular) and issue 24 for a preview of the Philips CD-I system.

• **CDTV**, Commodore's attempt to bring multi-media to the mass-market. An Amiga with built-in

CD-ROM drive and CD-audio capability, redesigned to look like a VCR. [ACE34]

• **COSMIC OSMO**, the world's first hypergame - courtesy of Cyan Software/Activision. Check out issue 23 for the first review, issue 24 for a feature on hypergames, and issue 30 for general hypermedia coverage. New Osmo CD-ROM version featured in issue 36.

• **FLARE TECHNOLOGY**, trio of talented Cambridge-based games hardware engineers. Their custom-designed Flare One micro formed the basis of the Konix console. [ACE11]

• **FUJITSU FM TOWNS**, a 32-bit 16 million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one! [ACE27]

• **HYPERGAMES** like Cosmic Osmo and Batman Digital Justice are paving the way for CD-I entertainment. [ACE24/30]

• **INMOS FLIGHT SIMULATOR**, the world's first multi-player Transputer game running at 23 frames per second on 11 Transputers. [ACE7]

• **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Plessey's answer to boring plane journeys - video games displayed on the seat in front of you. [ACE25]

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-I. [ACE26]

• **KONIX CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or aeroplane yoke. Ultimately failed due to a lack of marketing money. Rumours suggest a new buyer is interested. [ACE18/25]

• **LIGHTSPEED SPRITES**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. [ACE34]

• **MEDIA LAB**, Boston-based research institute with one simple brief - invent the future. People at this Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. [ACE9]

• **NEO-GEO**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64Mb games cartridges and IC card capability. ACE gave you an exclusive chance to win one in issue 34. [ACE32/34]

• **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. [ACE35]

• **TURBOEXPRESS**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. [ACE35]

GAMESBUSTING WITH TNT BACK ISSUES

If you're looking for game solutions, here's a reminder of some of the games we've carried solutions to in past issues of ACE. We'll update this list next month and also be giving you a more comprehensive listing of topics covered in back issues.

ISSUE 29

Dungeon Master Guide (part one) - Les Rigden
AD&D and Bard's Tale - Colin Taylor
Batman - the Movie - Adam Morley

ISSUE 30

Dungeon Master Guide (part

two)

ISSUE 31

Space Ace - David Williams and Chris West
Dungeon Master Guide (part three)
Future Wars - Phil Thompson

ISSUE 32

Dungeon Master Guide (part four, final part)
Complete guide to *Y's* - Jojo Cicero and Mark Cook

ISSUE 33

No guides or solutions, but loads of shorties

ISSUE 34

Castle Master - Incentive
Midwinter - Microprose

Guide to hacking on the C64 (part one) - Jon

ISSUE 35

Drakkhen Guide (part one) - Adam Morley
Xenomorph (part one) - Alan Coates
Guide to hacking on the C64 (part two)

ISSUE 36

Defender of the Crown (mini players guide) - Paul Thomas
Lots of shorties

ISSUE 37

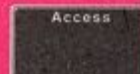
Drakkhen (part two)
Xenomorph (part two)
Guide to hacking on C64 (part three)
The ACE guide to solutions.

WORLDWIDE SOFTWARE
106A Chillwell Rd,
Beeston,
Nottingham NG9
1ES



WORLDWIDE

SOFTWARE



WORLDWIDE SOFTWARE
106A Chillwell Rd,
Beeston,
Nottingham. NG9
1ES

★ **FREE Catalogue disk (plus latest demos when available) with every order over £10 (Amiga and ST only)**

★ **All orders despatched by 1st class post**

★ **7 Day 24 hour ordering**

★ **Quality products at keenest prices**

★ **Credit card accounts debited only on despatch of goods**

★ **Complete customer satisfaction is our aim**

Order by Telephone:

Credit card order telephone lines

0602 252113 0602 225368

by Fax:

Fax your order with credit card details

0602 430477

by Mail:

Send payment with order

Please give your name, address, telephone no, software title, price advertised and computer type

Worldwide Pack 1

Amiga Second Drive + any 3 software titles with our advertised price or £17.95 or less
ONLY £109.99

Worldwide Pack 2

Amiga A500 Screen Gems Pack +1/2 meg upgrade + second drive + any 2 software titles with our advertised price of £22.95 or less
ONLY £529.99

Worldwide Pack 3

Atari ST Second Drive and any 3 software titles with our advertised price of £17.95 or less
ONLY £114.95

AMIGA/ST SOFTWARE	A.M	S.T	AMIGA/ST SOFTWARE	A.M	S.T	AMIGA/ST SOFTWARE	A.M	S.T	C64 SOFTWARE	CASS	DISK
4 Player Adaptor	5.95	5.95	Fun School 2 (6-8)	14.95	14.95	Powermonger	22.95	22.95	Badlands (Cartridge)	19.95	-
688 Submarine Attack	17.95	-	Fun School 2 (over 8)	14.95	14.95	Puzznic	17.95	17.95	Chase HQ 2 (Cartridge)	19.95	-
9 LIVES	17.95	17.95	Fun School 2 (under 6)	14.95	14.95	Rainbow Island	17.95	14.95	Cyberball (Cartridge)	19.95	-
Accolade in Action Compilation	22.95	-	Fun School 3 (5-7yrs)	17.95	17.95	Ranxerox	17.95	17.95	E-Swat	7.99	11.99
Action Stations	22.95	22.95	Fun School 3 under 5's	17.95	17.95	Reach for the Skies	22.95	22.95	Golden Axe	7.25	11.20
Advanced Tactical Fighter 2	17.95	17.95	Fun School 3 (over 7 yrs)	17.95	17.95	Return to Europe	7.99	7.99	Judge Dredd	7.25	11.20
Alpha Waves	17.95	17.95	Future Basketball	17.95	17.95	Rick Dangerous 2	17.95	17.95	Lotus Spirit Turbo Challenge	7.99	11.99
Altered Destiny	17.95	-	Gazzas New Soccer Game	17.95	17.95	Riders of Rohan	22.95	22.95	Midnight Resistance	7.25	11.20
Amazing Spider	17.95	14.95	Gold of the Aztecs	17.95	17.95	Robocop 2	17.95	17.95	NARC	7.99	11.99
AMOS	39.99	-	Golden Axe	17.95	17.95	Saint Dragon	17.95	17.95	Pang (Cartridge)	19.95	-
Armour Geddon	17.95	17.95	Greg Normans Ultimate Golf	17.95	17.95	Second Front	22.95	-	Puzznic	7.99	11.99
Atomic Robokid	17.95	17.95	Gremlins 2	14.95	14.95	Shadow of the Beast	17.95	17.95	Rick Dangerous 2	7.25	11.20
Awesome	28.95	-	Hard Drivin' 2	17.95	17.95	Shadow of the Beast 2	28.95	-	Robocop 2 (Cartridge)	19.95	-
Badlands	17.95	17.95	Harpoon	22.95	-	Shadow Warrior	17.95	14.95	Shadow of the Beast (Cartridge)	19.95	-
Battle Command	17.95	17.95	Heroes Compilation	22.95	22.95	Shock Wave	17.95	-	Shadow Warriors	7.25	11.20
BAT	22.95	22.95	Hollywood Collection	22.95	22.95	Sim City	22.95	22.95	Soccer Mania Compilation	11.20	12.99
Betrayal	22.95	22.95	Horror Zombies	17.95	17.95	Sim City Terrain Editor	14.99	-	Super Off Road Racer	7.25	11.20
Billy the kid	17.95	17.95	Imperium	17.95	17.95	Simulera	17.95	17.95	Teenage Mutant Hero Turtles	9.99	14.95
Blade Warrior	17.95	17.95	Indianapolis 500	17.95	-	Skate Wars	17.95	17.95	TNT Compilation	12.99	17.95
Blitzkrieg Battle at Ardens	22.95	-	International Soccer Challenge	17.95	17.95	Sly Spy Secret Agent	17.95	17.95	Total Recall	7.99	11.99
Blitzkrieg May 1940	17.95	17.95	It came from Desert (1 Meg)	22.95	-	Snowstrike	17.95	14.95	Vindicator (Cartridge)	19.95	-
Bomber Bob	17.95	-	Italy 1990 Winners Edition	14.95	14.95	Soccer Mania Compilation	17.95	17.95	Wheels of Fire Compilation	11.99	19.95
Bomber Mission Disk	11.99	11.99	Jack Nicholas Design	22.95	22.95	Special Criminal Investigation	17.95	17.95			
Breach 2 (Amiga 1 meg)	17.95	17.95	Jack Nicholas Golf	17.95	17.95	Speedball 2	17.95	17.95			
BSS Jane Seymour	17.95	17.95	Jack Nicholas Int. Courses	11.99	-	Spellbound	14.95	14.95			
Buck Rogers	22.95	22.95	James Pond Underwater Agent	17.95	17.95	Sporting Gold	22.95	22.95			
Cadaver	17.95	17.95	Judge Dredd	14.95	14.95	Spy Who Loved Me	17.95	17.95			
Captive	17.95	17.95	Kick Off 2 Expanded	17.95	-	Storm Across Europe	22.95	-			
Carthage	17.95	17.95	Killing Cloud	22.95	17.95	Stormonik	22.95	22.95			
Carv up	17.95	17.95	Killing Game Show	17.95	-	Street Hockey	17.95	17.95			
Colica CT4 Rally	17.95	17.95	Knights of Legend	22.95	-	Strider 2	17.95	17.95			
Challenges Compilation	22.95	22.95	Legend of Billy Boulder	17.95	17.95	Stun Runner	17.95	17.95			
Champions of Krynn 1 Meg	22.95	-	Legend of Faerghall	22.95	22.95	Super League Manager	17.95	-			
Champions of the raj	17.95	17.95	Lemmings	17.95	17.95	Super Off Road Racing	17.95	14.95			
Chaos Strikes Back (Amiga 1 Meg)	17.95	17.95	Life and Death	22.95	22.95	Supremacy	22.95	22.95			
Chess Simulator	17.95	17.95	Line of Fire	17.95	17.95	SWIV	17.95	17.95			
Chronicles of Omga	17.95	14.95	Loom	22.95	22.95	Team Suzuki	17.95	17.95			
Corporation	17.95	17.95	Loopz	14.95	14.95	Team Yankee	22.95	22.95			
Deluxe Scrabble	14.95	14.95	Lost Patrol	17.95	17.95	Teenage Mutant Hero Turtles	19.99	19.95			
Death Trap	17.95	17.95	Lotus Spirit Turbo Challenge	17.95	17.95	Test Drive 2 The Duel	17.95	-			
Dick Tracy	17.95	17.95	M1 Tank Platoon	22.95	22.95	The Final Conflict	17.95	17.95			
Distant Armies	17.95	-	Magic Fly	17.95	17.95	The Immortal (1 meg)	17.95	17.95			
Dragon Breed	17.95	17.95	Master Blazer	17.95	17.95	The Light Corridor	17.95	17.95			
Dragon Flight	22.95	22.95	Matrix Marauder	14.95	14.95	The Ultimate Ride	17.95	17.95			
Dragon force 1 meg	22.95	-	Mean Streets	17.95	17.95	Their Finest Hour Battle Britain	22.95	22.95			
Dragon Wars	22.95	-	Midnight Resistance	17.95	17.95	TNT Compilation	22.95	22.95			
Dragon Lair 2	34.95	34.95	Midwinter	22.95	22.95	Tokl	17.95	17.95			
Dragons of Flame	17.95	17.95	Mig 29 Fulcrum	26.95	26.95	Torvak the Warrior	17.95	17.95			
Dungeon Master Editor	7.99	7.99	Monty Python's Flying Circus	17.95	17.95	Total Recall	17.95	17.95			
Dungeon Master (Amiga 1 Meg)	17.95	17.95	Murders in Space	17.95	17.95	Tournament Golf	17.95	14.95			
Eagles Riders	17.95	17.95	Murder	17.95	17.95	Triad Vol 3	22.95	22.95			
Elvira Mistresses of Dark	22.95	22.95	Mystical	17.95	17.95	TV Sports Baseball	22.95	-			
Elite	17.95	17.95	M.U.D.S	17.95	17.95	Ultima 5	22.95	22.95			
ESWAT	17.95	17.95	NARC	17.95	17.95	UN Squadron	17.95	17.95			
F16 Combat Pilot	17.95	17.95	Necronom	17.95	-	UMS 2	22.95	22.95			
F16 Falcon and Mission Disk	28.95	22.95	Night Breed	17.95	17.95	Vaxine	17.95	17.95			
F16 Falcon Mission Disk 2	14.95	14.95	Nightshift	17.95	17.95	Voodoo Nightmare	17.95	17.95			
F19 Stealthfighter	22.95	22.95	Nitro	17.95	17.95	War Jeep	17.95	17.95			
F29 Retaliator	17.95	17.95	Obitus	26.95	26.95	Weltris	17.95	17.95			
Final Battle	17.95	17.95	Omicron Conspiracy	17.95	17.95	Wheels of Fire Compilation	22.95	22.95			
Final Whistle of Britain	22.95	22.95	Operation Harrier	17.95	17.95	White Death	22.95	-			
Finest Hour Battle of Britain	22.95	22.95	Operation Spruance	17.95	-	Wings of Fury	17.95	14.95			
Flight of Intruder	24.95	24.95	Operation Stealth	17.95	17.95	Wings 1 Meg	22.95	-			
Flight Sim 2 Hawaii Scenery	11.99	11.99	Over the Net	17.95	17.95	Wings (512K)	17.95	-			
Flight Sim 2 Scenery 11	14.95	14.95	Pang	17.95	17.95	Winning Tactics	6.99	6.99			
Flight Sim 2 Scenery 9	14.95	14.95	Paradroid 90	17.95	17.95	Wolfpack (Amiga 1 meg)	22.95	22.95			
Flight Sim Scenery 7	14.95	14.95	Platinum Compilation	17.95	17.95	Wonderland	22.95	22.95			
Flight Sim 2	28.95	28.95	Plotting	17.95	17.95	World Championship Soccer	17.95	19.95			
Flipit and Magnose	17.95	17.95	Pools of Radiance	22.95	-	Wrath of the Demon	32.95	32.95			
Flood	17.95	17.95	Populous New Worlds	7.99	7.99	Xiphos	17.95	17.95			
Football Simulation	17.95	17.95	Populous	17.95	17.95	Ziriix	14.95	-			
Full Blast Compilation	22.95	22.95	Power Pack Compilation	17.95	17.95	Ziriix	14.95	-			

SEGA MEGADRIVE (IMPORT)

Afterburner 2	31.00
Arrow Flash	32.00
Axis	34.00
Batman	35.00
Budokan	37.00
Burning Force	34.00
Dynamite Duke	34.00
E-Swat	30.00
Fatman	37.00
Flying Shark	30.00
Forgotten Worlds	27.00
Golden Axe	27.00
Hellfire	34.00
John Madden Football	37.00
Moonwalker	31.00
Populous	37.00
Rainbow Islands	34.00
Strider	34.00
Super Hang On	26.00
Super Monaco Grand Prix	31.00
Super Shinobi	26.00
Thunderforce 3	35.00
Zany Golf	37.00

Europe other than UK Shipping costs are
£1.0 per cass disk for national air
£2.50 per cass disk for express

Please make cheques or postal orders payable to Worldwide Software

ALL PRICES INCLUDE POSTAGE AND PACKING IN UK

NOT ALL TITLES RELEASED AT TIME OF GOING TO PRESS. TITLES AND PRICES ARE SUBJECT TO CHANGE

Outside Europe Shipping costs are
£2.00 per cass disk for normal airmail
£3.00 per cass disk for expressair

THE W R E A M E N D

CAN'T WE DO BETTER THAN CD ROM?

It could only happen in the computer business. We either spend our time and money trying to squeeze our games onto floppy disks, which are relatively expensive to produce when your game needs eight of them, and which can easily be copied by the unscrupulous, or we try and cram them into cartridges which cost a fortune and have limited capacity. And all the time we're sitting around telling each other that all will be well because soon we'll have this optical disk thingy called CD-ROM which can't be copied, carries oodles of data, and costs pennies to produce.

Unfortunately CD-ROM is a rubbishy standard based on a system devised by the music industry and quite incapable of delivering data fast enough to animate the complex screens of today's games. Instead of everyone getting together to produce a new CD standard, everyone is going off on their own to try and find ways of making CD-ROM go faster, using either add-on hardware like DVI that costs more than the drive itself, or else spending huge amounts of money trying to solve the problem in software and, as likely as not, getting nowhere fast.

The hideous truth is that CD-ROM just isn't good enough for gamers. We're still waiting for CD entertainment because everyone is still trying to make something of it. CDTV is a brave attempt, CDI an expensive one. Blitter reckons that the best thing to do would be to start all over, and design a basic optical storage system that gives us what we want. It wouldn't be a problem to produce – in fact one Lucasfilm employee claims he's already designed such a system on paper, giving the impression he did it during a lunch break.

But it won't happen. We'll still get those glorious CD games and yes, they will be everything they've been promised to be. They'll just cost us far more than they need have done because, at the heart of the system, that cranky old CD-ROM drive will be spinning away and the rest of the kaboodle will be straining to overcome its limitations.

✱

You expect to hear a few sick stories in Las Vegas, but this one really takes the biscuit. Members of a UK software house booked into a hotel and demanded to see their room. It stank.

On closer inspection, the smell appeared to be coming from a dead body, stuffed between the mattress and the bedframe. 'I say,' remarked one of the lucky lads, while the other was being sick in the bathroom, 'you obviously don't air your rooms nightly.'

✱

The ASA (Advertising Standards Authority) has rejected a claim against ACE which alleged that

the FAST ad encouraging youngsters to grass on their criminal colleagues is neither indecent nor encouraging greed. 'We do not object', say the ASA, 'to the advertisement which in our view presents a light-hearted story to draw attention to a serious issue.' Thanks and, by the way, ACE does pass on the addresses of all those trying to 'swap lists' through the magazine to FAST.

✱

Finally, our condolences to Ian Richardson of Gremlin, who was unable to fit into his Formula First car at the company's recent Brands Hatch launch. Rumour has it that the next Gremlin game will be...Range Rover Rally.

Blit blit!

NEXT MONTH'S SHOCK HORROR

Can you take it? Next month's ACE features a red-hot exclusive report on a new form of games technology that's going to turn the entertainment world completely on its head. Going one step BEYOND virtual reality, ACE will be revealing in detail the extraordinary developments being carried out by Apollo Technology in Wales. If you thought VR was out of this world, this is going to blow your mind!

In a lighter vein, we will also be bringing you another of our 'Temporal Fax' features (remember Gamesworld?), this time reporting on the unusual – and mildly disgusting – biology of extra-terrestrial gamers. You have been warned....

You'll also be faced with some numbing facts about who gets your cash when you buy a game. Spending those pennies may never be the same again.

ACE April 91 Issue 43
On Sale March 8th

GIVE THIS FORM TO YOUR NEWSAGENT!

Dear Newsagent,
I am highly intelligent, refined, sophisticated, modest, truthful, and hold the world high score record on Defender. I understand that there may be a massive rush for copies of ACE next month due to their world exclusive feature on Apollo Technology (Wales). I must NOT miss out!

Please therefore reserve me a copy. I shall be eternally in your debt and promise not to report you to the Customs and Excise department for alleged VAT fraud, involving you in endless paperwork and probably resulting in a terminal duodenal ulcer.

My name:
My address:

OOPS!

Our monthly crossword took a dive this month and missed the press, for which many apologies. It will be back again next issue. This has meant some minor rearrangements in this month's Pink Pages: the Dealers section is now on page 119 and on page 111 you'll find a very tough quiz set by Stuart Hardy. If you reckon you know about games, this could change your mind very quickly! The answers and ratings will be published in next month's Pinks.

SCHWARZENEGGER

STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...

TOTAL RECALL

AS DOUG QUaid YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO RECALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE EGO TRIP OF A LIFETIME

EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS, YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE

YEAR'S TOP MOVIE



...A NIGHTMARE
JOURNEY INTO THE
21ST. CENTURY

AMSTRAD · COMMODORE · SPECTRUM · AMIGA · ATARI ST



©1990 CAROLCO PICTURES, INC.

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

NO-ONE HAD THE GUTS UNTIL NOW!

MAIRCO

TM & © WILLIAMS ELECTRONICS GAMES INC.



WINNERS DON'T USE DRUGS
MAIRCO

ocean®

Arcade action and a BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's **MR BIG!**

**SPECTRUM • AMSTRAD • COMMODORE
CBM AMIGA • ATARI ST**

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TEL: 061 832 6633 FAX: 061 834 0650