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Graphic artwork on the magazine is courtesy of Michael Miller. He appears on the magazine and will also be engaged in articles. See his games column next time in games on page 41.

## GAMES BLITZ!

You would not believe the software we've seen this month. Well, you wouldn't unless we'd filled the whole issue with it. Just taking a gander through the breakdown of games features this month is enough to get your head spinning. For a start there's a round up of genre games, and then a swift look at a new Kick Off booster from Sensible Software. Then there's a report for all you lucky console people on Kick Off on your machine. Fantasy fans can drool over Games'n's Danceswithsteak and Mega In Mania from Microsoft, there's enough weirdness in Renegade's Magic Pockets to keep anyone happy and along with The Simpsons, Wing Commander 2, Robin Hood, EA Hockey and The Godfather, even the most choosy gamer will find plenty of interest. So get going!

# features

## 20 GORE BLIMEY!

ACE bravely examines the spookier, more gory close side of software to remind those gamers with a penchant for splatters of the very finest moments in computer game shock, job-bags, if you insist "fancy".

## 22 MIND MACHINE

What is it about 17 ounces? Are they unusually dense or something? Drink too much caffeine? Whatever the reason, the people behind the latest piece of skull-scouring technology want you to strap some flashing lights to your head.

## 24 SPACESHIP WARLOCK

Madintosh owners have never had it so good. Full colour digitised and hand-drawn graphics telling an interactive roller-coaster ride through the space lanes from the author of Star Trek.

## 26 SENSIBLE SOCCER

Refreshed from their recent world domination with Wings to Mana (see page 56) Sensible Software are prepared to embark on a far tougher challenge, producing a real Kick Off booster.

## 30 KONSOLE KICK-OFF!!!

YEAH YEAH YEAH You lucky people! Performing a lightning mid-air 180-degree turn at the console said on Area HQ, we wrap the WORLD to bring you this totally exclusive report!

## 35 IN THE WORKS

There's a million development stories in the big software city. And these are just four of them.  
• Danceswithsteak • Godfather  
• Grand Prix • Hudson Hawk

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Latest news on the games scene from Programmer master, exclusive dealer, no cheater, no bullshit editor, news hunter, up-fronter straight up this wayned.

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Snack, standards, stamped or stuffed? Help is at hand.



Graphic artwork on the magazine is courtesy of Michael Miller. He appears on the magazine and will also be engaged in articles. See his games column next time in games on page 41.

# ACE

OCTOBER 1991



## COVER STORY

FEELs is probably going to clean the floor with the competition when it's released in October. Micropress are understandably proud of their latest creation, but does it really offer the player anything new or just a list of nice graphic improvements over what a reworking of the original title?

Take a slightly closer look under the canopy with our three page special on page 12.

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# NEWS GAMES NEWS

Rik Raynes gets to grip with the latest releases from Europe, Japan and the USA...

## The Simpsons

Regarded by many as the hottest game in the annals of the console, General is currently converting The Simpsons hit-colour to major video formats. Based around the cult cartoon TV series, The Simpsons is a dedicated four-player sprite game feuding a great sense of humour and offbeat action.

Players setting on behalf of Homer, Marge, Lisa and Bart must rescue baby Maggie, who has been kidnapped by Itchy in pursuit of a stolen diamond. The family head off the crooks by using ordinary household items like Marge's vacuum cleaner and Lisa's jump-rope. The Simpsons' friends, too eventually leads the rescuers to Homer's environmentally-controversial place of work - the local nuclear power plant - where they tackle a right hard game.

"Bart Simpson has quickly become an entertaining character of rebellion and natural humour for both children and adults," remarks Mike Dinko at Konami's Computer Software Division.

In bring the characters and their personalities to life, Konami quest of the game with the assistance of Simpsons creator Matt Groening.

The Simpsons are hugely popular in the USA. Over 27 million viewers tune into their show on the Fox Channel every week. And now Bart Simpson even became a rap star earlier this year when his catchy "Be the Bartman" single topped up the charts.

Everybody is trying to muscle in on the marketing opportunities. Universal Studios is about to open a Simpsons attraction at their theme park in Florida and Burger King recently ran a hugely successful Simpsons gift promotion in America and over here... Bart baby will have his own head in a Thanksgiving Day Parade in a couple of months. And the only thing he hasn't done is run for President. Yet.

As for the arcade game, several European software publishers are believed to be bidding for what could be the license of the past after Terminator 2. A deal and release date are likely to be announced soon.



## Castlevania IV

Konami, one of the leading third party suppliers of video games for Nintendo systems, is set to introduce a "blast-busting cartridge" to support the new Super NES.

Taking advantage of the superior graphics and sound capabilities of the Super NES, Castlevania IV is a continuation of the mega-hit series.

This intense arcade-adventure game, in the classic Japanese style, offers the player more than 1.8 haunting stages to explore. Dracula has returned to torment the Belmont family and players must tackle many speedy dangers before they can vanquish the vicious vampire.

In Simon Belmont, players will travel through forests, castles, forests, underground caves and a myriad of other settings.

Falling enemies, people using plants and attacking phantoms are among the many evil entities to be encountered in Castlevania IV. A password feature allows you to take a break if things get too tense.

Would you be willing to accept an invitation to a ghoulish ghost party?



Castlevania IV's intense arcade-adventure game is the most exciting video game since the introduction of the Super NES.

## Super Tetris

A novel successor to the award-winning arcade puzzle game is fast approaching and the people at Spectrum Software are promising this sequel will take advantage of the latest technology and create new challenges for fans alike.

"Although more difficult," says spokeswoman Liz Rick, "Super Tetris will retain the engaging easy to learn and hard to put down nature."

All the mind-benders in the "Tri series" will now come with simplicity that allows solving challenges. Kern believes and rapid thinking in the order of play is so easy. Rip and drop blocks down into columns or to the bottom of the screen. No wonder Nintendo chose the original Tetris as the perfect game to accompany the Game Boy handheld console.

Like its predecessor, Super Tetris is being designed by the London game-developer Andrew Hopton.

Graphic artists at Spectrum Software will make the game with early design screens from Konami's culture and believe three months will mark each level.



Andrew Hopton, the game-developing genius from London, can turn his brilliant imagination into a game to thrill for a lifetime.



## The Killing Cloud

Looking up at the polluted red skies hanging over the streets of San Francisco, you begin to wonder whether you can master the 10-mile slices that come with the newly disclosed PC adaptation of *The Killing Cloud* from leader Intel and Imaginative.

As a cop in the year 2017, your tough assignment is to bring in the Black Angels gang. After viewing the details of your next mission and the felon currently under investigation, it's time to place your red traps somewhere in the metropolis and visit the armory to equip your pursuit vehicle with a few rounds of explosive tipped ammunition and a reserve fuel tank.

Following complaints from human rights organization Amnesty International, all harassing interrogation centers have been toned down but the programmers still push out an impressive display of 3D polygon graphics legends. This version of *The Killing Cloud* supports the major graphics and sound cards for the PC. How can you get what it takes to be a cop of the future?

Each enemy unit in this game has its own level of your enemies in the Killing Cloud for the Amiga, PC, and Macintosh.



**Info and Info Sources:**  
 For the most current Intel's business line, call up and visit our website at [www.intel.com](http://www.intel.com) or contact your local Intel office.



## Crisis In The Kremlin

Following the recent headline-grabbing turmoil in the Soviet Union, Spectrum Strategy couldn't have waited for a better backdrop to its forthcoming simulation of the Russian economic, political and social culture. Perhaps the top issue in Moscow should be a copy?

Complete with 'realistic animation', this geopolitical game challenges players to face one of the most debated topics of our time—how to pull the Soviet Union out of crisis and into the 21st century.

Vladimir Steynin, who joined Spectrum Strategy directly from the Soviet Union, is the lead programmer of the project. Steynin has incorporated simulated "TV broadcasts" which continuously update the player on events occurring throughout the USSR while news office sources report information from the KGB, Academy of Sciences and other top officials. Some require immediate attention and action, others could even be in the form of a joke.

With an accurate economic model of the Soviet Union, players are given the opportunity to initiate realistic policies, budgets and reforms. They can choose to be a hard-line Stalinist and impose laws restricting civil rights and freedoms of the press. What about amnesty? How would the Soviet society and economy react to eliminate these ideas?



Players receive info in this game, they just have their own ideas and need to act upon them first!

## Mercenary III

Ever shy of publicity and self-promotion, programmer Paul Winkler of Encounter and Genesis Inc., has calmly awaited a request to his first space job.

*Mercenary III* from Foreign Software is a logical extension of Winkler's game style, with the added thrill of air combat to help the challenge last. The 3D "virtual world" of the Diablo solar system are populated with new characters to behold or blast.

## Double Dragon II



Double Dragon phenomenon popularity has certainly inspired the production of a sequel game that brings the old action adventure genre into the 21st century. It's a sign of the changing digital world.

More punch-drunk martial arts mania is due to be injected into the Genesis by Acclaim's adventure which features new moves, gameplay and graphics. Who would have thought the original low budget boot-up arcade video game could spawn so many sequels?

Powered by a pitiful member of the Scorpions martial arts club, the game's hero Billy Lee is a second of eliminating a low threat. Defeated but not defeated, Billy and twin brother Jimmy journey across the ally "tough" jungle to prove his innocence.

Through 13 levels of non-stop combat, Billy and Jimmy utilize their unique superiority of punches, kicks and lunging high jumps to defeat the crooking and Mafiosi warriors.



## Planet's Edge

A diverse group of scientists, engineers, doctors, pilots and technicians are on a mission to rescue an Earth rocketed into an intergalactic void. Then alien suffering from an unknown source of radiation poisoning will daily arrive in the same. Will they gain information from the alien lab before another ship appears in the fabric of the universe?

You must lead this group of space survivors to the hopes of somehow bringing the lost mother planet back into the physical universe. Nobody said it was going to be easy!

New World Computing and US Gold reveal that Planet's Edge contains over 60 uniquely designed worlds to discover and explore, story puzzles with more than one solution, and strategy-based space and ground control. "A real-time option is included for those who prefer an arcade flavor of play," a spokesperson explains.

After building your party of characters with all the necessary suits, weapons and scientific devices, you can have a go at building your first interstellar kit. (or, from here you're able to custom design and construct dozens of spacecraft, starting with a bare hull and adding navigation, weapons and other useful items. It's go faster space ships.



Will you be able to bring the world to its knees, or will you be the one to be crushed? Will you be able to bring the world to its knees, or will you be the one to be crushed?



## Guardian Angles

Some easy companies will license anything that comes in the quest for a video game (black-belt) Novellus Entertainment has looked towards the Guardian Angles vigilante force leading it over some subway systems for its new Megabyte game.

Players lead the elite "battler" out mission in a battle for right against overwhelming forces in the next century. They use their defensive device and tactical case moves to round up criminals and clean up the streets.

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# Shoe People

What's friendly, fun and educational? The answer, according to Good&Beautiful, is a new early learning computer software label called First Class. *Shoe People* is the first release and is targeted at four to six-year-olds. Based around the award-winning TV cartoon series, characters lead children through many important concepts so they can practice essential early learning skills of their own pace.

Following initial parental assistance, the games are designed so that children can play and learn on their own. Your first 30 or 45 minutes could thus become a cheap alternative to creating those little video followed by our favorite little books.

There are six activities in all. *Traverse* takes the friends across the oil-can market to match colors, shapes, sizes, letters and words while *Choo's Big Day* is a game of event and sequence prediction. The *Great Alphabet* activity is an entertaining way to recognize letters and words. *Widdling-Goo* in the Park is concerned with simple addition and name recognition, and the no-nonsense *Big Injurer* (lots of O's) teaches the classification of shapes, colors, size and patterns.

*Merge's Magic Calculating Book* is perhaps the longest lasting activity included with the *Shoe People*. This simple point program lets the child have fun playing with colors, creating lines and shapes.

Each activity features colorful animation and exciting sound effects which reward the child for correct choices. It certainly makes a delightful change from the dominating *Fun & Fun*.

# Might And Magic III

Expanses the line of hero and monster "thousands of powerfully illustrated illustrations created by the industry's top animators" is the latest installment of the popular role-playing series from New World Computing and US Gold.

"We're set out to make *Might and Magic III* easier to see, more fun to play and as visually and audibly compelling as possible," declares author Jim Van Campher.

Players lead a party of hand-picked adventures through dark, dingy dungeons to help three mystical monks as they seek to introduce with the legendary wizard Cona, a central character in the MM series. However, a spokesperson adds that former experience with previous games from New World Computing is not needed.

As you see now in this intense game of software, the built-in automatic help facility shows you the way when you're stuck. That's not all. Creative artists when danger or opportunity is near and an adventurer's attempt to keep track of your progress is included in the packaging.

*Might and Magic III* for the PC requires a hard drive and is compatible with VGA and VGA/MCGA graphics cards. Gamblers with an Ad Lib, Soundblaster, Roland or Tandy three-line soundboards can have music, sound FX, speech and screens during play. Other options are under consideration.

Keep your sword ready for the evil "lord of shadows" that appears when you're cornered when you're a hero.

# Super Space Invaders

Those little green monsters are back with a vengeance with this dynamic reversion of the title odyssey for the home. Things have moved on since the aliens first landed this time, years ago so don't expect this to be an easy case of past triumphs.

*Super Space Invaders* continues a host of features from arcade classics like *Phoenix*, *Sea and Soldiers*. Waves of aliens sweep in from all angles. Big boss battles make a great appearance at the end of each stage, and there are a multitude of military shooting playfields to keep your eyes peeled. Oh, don't forget that wacky bonus bonus level and secret screens.

The basic idea remains intact. Your job is to simply blow them in the name of advancing your invaders. Advanced-type power ups can be obtained by shooting the occasional enemyship that makes a move across the top of the screen. These include a powerful Hyper Laser to strike the opposition and a facility which freezes the invaders' return fire for a short amount of time.



# Super Fulcrum

Introducing the world's most advanced fighter aircraft has been the daunting task for Simtek, the simulation programming specialists behind Simtek's previous MSX-inspired game.

Luckily, the guys were able to glean top secret information on the design and specifications of the Super Fulcrum from their contacts in the trade. Before writing games, they use to code fully-fledged simulators for the likes of British Aerospace.

Fueled by private money, the Super Fulcrum has supposedly been redesigned to include many innovative features to create a brutal fighting machine. There's a new cockpit layout, enhanced head-up display and the aircraft now has the ability to carry a new range of missiles.

The follow-up MSX-2B flight sim centers around a large scale war campaign instead of flying a set number of missions. As a crack battle pilot, you're drafted in as part of a multinational peace keeping force to ensure the stability of your allies. Desktop pilots now have to master AWACS spy planes, anti-aircraft tanks, SAM sites and helicopter gunships.

All the buildings, bridges, trees and tanks are produced in 3D polygon form and a clever hazy shading of the horizon creates a feeling of space and distance.

Simtek claims Super Fulcrum will test every nerve and reflex like no other before.

Small software house CCS is working on an extraordinary simulation based around the series. South

American game developer The Gamers. Gamers is slated to a strategy campaign inspired by the 1987 *Polaris* will be conducted by Orlando

'Owl' Gamers. Programmer Pedro (Pablo) apparently used Gamers' darts for reference.



What the heck is stochastic modelling?

Rik Haynes doesn't know either...

## Groove is in the Mouth

For all those medical young people out there on the music scene of things, here comes the MC. (Remember Mike from Buster's Productions in the States.)

The groovy gadget comes in either a wireless microphone or speaker-led speaker. The latter model incorporates a digital rap beat, scratch feature and flashing LED lights to help you take an instant rapper.

The hip stuff on ACT are in full effect and hoping for a similar dance-music device from too T...



# Stop Press! Amstrad Release 'All-in-one' PC

And about time too. Many gameplayers have been attracted to the PC's capabilities but frustrated range of add-ons and configurations available. Now Amstrad look set to revolutionise the PC games scene with the launch of the PC5286 Games Pack.

For \$299 plus VAT, the buyer gets a 52MHz 386-based PC compatible with 16MB of onboard memory, 5.25 MB 3.5" floppy and a 40MB fast-access hard drive. The machine also features enhanced VGA graphics. Also included are a 24" monitor, a keyboard, a PS/2-type mouse, DOS 3.3, an easy-to-use graphical interface, analogue joystick, a 100% AT-18™ compatible standard with joystick port and two external speakers and three games: Links, P-25 Strike Eagle II and Prince of Persia.

Explaining the move, Mikael Milles, Amstrad's sales and marketing director, states "For many years now Amstrad has been to build the home games computer arena and of course the IBM-compatible business PC market. We now see a massive opportunity in bringing these two worlds together."

Amstrad sees the computer bringing several markets: student, gameplayer and business - with no compromise. "The home where only one computer is a possibility," continues Milles, "the PC5286 Games Pack should be the only computer needed by the family."

It's an exciting - and potentially highly lucrative - move by Amstrad. More news next time.

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# Japanese Software House in Games Designer Shortage Shocker!

## AN ACE EXCLUSIVE FROM DOWNTOWN TOKYO

Leading Japanese game companies such as Nintendo, Sega and Konami are apparently suffering from a shortage of top quality programming talent to take care of new software for the Super Famicom, Magazine and colorized arcade video game systems.

Without imaginative and well-trained people these software houses will no longer be able to publish the likes of Super the Rio King, Super the Hedgehog and Gearsman!

To prevent the foreign competition from producing the best shoot-'em-ups and platform adventures, several schools and technical colleges have emerged in Japan over the past twelve months.

The Human Creative School (HCS) was one of the first of these enterprises to be established. It currently runs a two-year course in the art of games design and production.

Apart from attending lectures and handling coursework, students are expected to produce at least one marketable software product during their stay at the HCS. Only the best candidates are awarded by the organizers as competition is very fierce for the limited places available.

HCS' game creating curriculum will be joined by courses in New Media and Computer Graphics early next year.

Meanwhile, Nintendo and the Centris Group recently started a special school on the outskirts of Tokyo to teach the tricks of the trade to a select number of budding game programmers.

The way things are going, Japanese video game experts could be producing a degree course in video games within the next three years.

### VR AND FRISBEE

The virtual reality video game system from the studios seems to be bringing its shareholders of the market. Supply orders in the first quarter returned a healthy 100 percent order book for the July period and the first quarter is expected to be the first quarter of the year.

The company has also the virtual reality and the first quarter of the year. The company has also the virtual reality and the first quarter of the year. The company has also the virtual reality and the first quarter of the year.

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## Slave to the Rhythm

Music synthesizers have come along with the primitive decks of the '70s. With the demanding beats and complex of the average dance track, keyboard wizards are playing around with some sophisticated silicon chips.

Toshiba's SP99 synth is typical of the broad-wave heavy music modules currently on offer. Inside the familiar 76-key piano keyboard lurks an eight megabyte ROM with 267 preset waveforms, 3128 5558 programmable to three assignments that lets you download your own waveforms via MIDI to create stunning new voices. New high-performance digital signal processing systems providing a range of 65 effects with real-time control capability, and a built-in 1.5-inch floppy disk drive for storing your wave and sequence data.

If it's the sort of equipment you need to create that chest-thumping, soulful disco groove, call Toshiba Creative Music on (800) 471-3470 for a free brochure pack.



Only JVC's RC-8000 series can fit your needs to meet the demands of the new generation of parachute jumpers.

Only JVC's RC-8000 series can fit your needs to meet the demands of the new generation of parachute jumpers.



## Sharp Shooter

When do you do it? You require special effects footage for your feature film but can't afford the talents of industrial light & magic? Mitsubishi is the cost-effective solution answer to this today problem.

A 35mm camera suitable for aerial, ground and underwater shooting, Mitsubishi is probably the smallest and lightest scale controlled action camera available.

Additionally, this super shooter contains a new device which permits innovative camera movement in all directions. The camera film camera housing has been sloped to the front of a tube, in which the camera body can be rotated 360° within the optical axis.

Further information on Mitsubishi can be obtained from its makers of Harlingen Rd 149, A-1135 Perissa, Aardis.

## Real Cool Camera

The key exploits of the first tandem parachute jump at the North Pole and a side-stick up Mount Everest have been filmed by JVC's latest super VHS compact video camera.

After a successful demonstration on a warm sunny day in Mexico, the American developer of the Tandem Parachute System (which allows two people, one of which may have never jumped before, to safely descend under

one parachute) was challenged by a skeptical Soviet General on whether this would work on the North Pole. Experts guaranteed. None had and a Japanese journalist took the challenge.

JVC's RC-8000 super VHS 48 was chosen because of its small size, reliable durability and tremendous versatility.

"The system proved it could withstand the harsh weather elements and enabled the team to capture the excitement of the jump," states Nancy Fleming at JVC Company of America. "No other video system has matched the reliability of the RC-8000 for such challenging and adventurous industrial demands."

# JIMMY WHITE'S

## 'WHIRLWIND'

### SNOOKER

by ARCHER MACLEAN



ATARI 2600



ATARI 5200



ATARI 7800



ATARI LYNX



AMIGA



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# Letters

## NOW STEADY ON!

I am writing in response to the letter in issue 88 from Marc Nicholson. There must be hundreds of people in the same boat, myself included. However, this letter is being written from the other side of the counter.

Before I go on, I must state that myself have encountered the kind of hassle that Mr Nicholson and others have met; this letter is not meant to cast doubt on the reality of the dodgy shop situation.

This letter is more of a plea. I work in a certain high profile, high Street games centre which, along with K99, board games etc, sells computer and console hardware and software. This letter is about the kind of hassles I encounter.

It has always seemed to me that a large proportion of customers walk off their brain before entering a shop; I wish they wouldn't. In the case of some shops, this leaves them vulnerable to counter cowboys. In the case of the store I work at, it leaves us open to silly questions at one end of the scale, open abuse at the other.

People have to realize that a shop, to be successful, puts a lot of stock out on the shelves; we don't hide staff under the counter for our own gratification. This means that when we say "sorry, we are out of that item at the moment", we amount of meaning or verbal insult will impact a copy of the game you seek into existence. All that will do is irritate the counter staff to your cause. Believe it or not, we want to help you. If you ask, we might be able to order it, or keep a copy for you when the game comes around again.

However, if the counter staff say that they can not do something, it will be for a good reason, not because we have decided we don't like you. Often what we can and cannot do is defined by our losses. Again, no amount of whining will change this.

A good example of the kind of inconsiderate customer I encounter is the "Go a shit" or the "Magazine game, mister" type. This type usually wait until the shop is stuffed with people before they ask for (or in some cases demand) a unit. We are not actually supposed to let folk have a go, but if the shop is open and you want to see a particular game up and running because you may buy it or are having trouble deciding between two may buy, don't demand.

I could go on for hours. My workmates and I have been abused verbally both in person and over the phone by customers who, 98.9% of the time, do not have a leg to stand on. The funny

thing is, the ones who have a genuine grievance are usually polite. We help them.

As a general guide, get the person behind the display/cashier box before you leave the shop. Flick through the manual to make sure that there are no blank pages.

Unless the shop is quiet, don't ask to test the game. If it turns out to be faulty, we will change the game; that is, your right. Don't get offended if we fail; it is to make sure it is faulty, we have to ensure that we are not being conned.

If you get less of the same game one fortnight and want to change them, take in both copies. Don't please R.I.A.S.E. keep your receipt if you cannot do anything without it. A receipt is your guarantee and proof of purchase.

If you have no instructions with a second-hand or illegal copy of a game, don't come to us, with no game or receipt and demand the instructions. We don't keep spares. We don't open home computer games and remove the instructions, even Concoze games, yes, but we always put the game and the instructions in the box when you buy the game.

If you remember that counter staff are human, if you are polite and have a genuine request or grievance, then we will help you. If you abuse us, then don't be surprised if we are in a hurry to help someone else. Of course, I can only speak for myself and my colleagues.

### Name and address supplied

It's true that there are inconsiderate customers as well as shoddy shop staff, although the mal we have so far received on this subject would indicate that the majority of trouble is caused by lack, unhelpful or just unhelpful retailers. Of course there's not all bad, but judging by certain readers' tales of woe, the situation isn't exactly perfect either. Perhaps some kind of watchdog service is needed? Or how about a Michele guide to good games shops, with marks for stock, atmosphere, service and so on? Fighting that KOOKI! the cowboy into shape can't be all bad!

## IT'S NOTHING PERSONAL

After reading your excellent feature on Terminator 2: Judgment Day in August issue, I felt I had to write to thank you for your help in making the film such a success in the UK. I must admit, I am very much looking forward to playing

the computer game as my fringe. Can you tell me if the game needs a Meg to run, as it looks very graphically intensive. I hope it doesn't, as I have only an unexpanded ASBO, and am a bit strapped for cash at the moment. Hopefully when my T2 royalties come through I will be able to upgrade to a 1500. I'd much rather have that than the ridiculous one plane that Canada tried to take me off with. What bloody use is that! As its done so far is it set at my own making/makes in the grass.

By the way, I'm thinking of upgrading to a Super Nintendo next, and want to get some good games to go with it, but I'm a bit behind on the console scene, so could you tell me what the best games are? Also, how do you get past the second trial in The Secret of Monkey Island? I've tried everything, and Maria is starting to get a bit fed up with me punching the keyboard and shouting all the time.

By the way, I wholeheartedly agree with Marc Nicholson's comments about shoddy writers last month. I remember not too long ago I bought a game, but it wouldn't load, so I took it back to the shop, but just because I didn't have my receipt I had to show I threw the game bag away, they wouldn't replace it. I was so mad I bought the shop and closed it down. I tell you, none gives me a raw deal.

Anyway, keep up the good work - AGE is really great! So until next time, Hasta La Vista, Baby.

A. Schwanegger  
Los Angeles  
California USA

While checked with Green and Terminator 2 will, you'll be pleased to know, run on an unexpanded Amiga. You'll want to examine our back issues for the Monkey Island clues; we began a complete solution a couple of issues ago and it concludes this month. As for quality titles for your new Panasonic, Superintendents recommended without hesitation, as a Final Fight and L.A. Squadron.

## DAAAAAAA!

Congratulations on another excellent issue - try as I might, I just could not find the remote screenshots and badly written reviews which Mr Seme completed about so much in September's Letter's page.

I am not denying that the PC and Amiga have gotten leading ahead of them, with the advent of multimedia, their role will probably be greater

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**F-14  
TOMCAT**

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## REVIEWS - ARE WE JOKING OR WHAT?

Are you taking the piss? What are I taking about? Your reviewing system, that's what. It's a bloody job. I've only recently started buying ACE, and I've already decided that yours is the worst and most inaccurate reviewing system on the planet.

For a start, scoring everything out of 1,000 instead of 100 doesn't make you review in the "big final bit" (endorsement). It just makes it harder to work out. And if I'm good saying "no it's not, because you just knock off the last figure to get a percentage" because that would rather defeat the whole point, wouldn't it?

And so for the PC, same? They all have the same? They all start quite high, flatter out for a bit and then trail off. I mean, who cares? Don't you think people know that's the way of games that the studios. It's hardly a revolutionary insight is it?

My other gripe with your reviewing system is that you score games in a wildly erratic manner, scoring virtually everything really highly because for little foreign console companies you can't put their adverts into get a right slagging but, here, wherever the review takes you, there's a top game which everyone knows is good and give it an especially rough ride just for the sake of it.

For example look at Cybernet 3, Duet, and Megafiber, three games which every other magazine rates above and yet you dunnit with last to pass. What I say, don't you stand to get credit where credit is due or are you have you got some sort of Time Out attitude and think it's trendy to dislike popular games, & progressions?

I read most of the magazines in the market: ITA, C&EG and Amiga Action and even Duet which I think is a bit taddy seems to give a more enthusiastic reception to games. You'd get even seem to be warped. You seem to be on the quest for some holy grail of game design. Some ideal title which we all know will never be produced. So why don't you stop being so bloody pedantic about everything, and enjoy games for what they are, and leave the intellectual posturing to those better equipped?

Mark Wainright  
Edinburgh

Good Lord! Get out of bed the wrong side, Markyboy! Yes, Hans at Fontana Towers are always like to be very very short games and always attack business by musing about good titles. Sometimes are lost a cut to deciding whether we want a Thriller or stop off a game.

Sometimes, write only too happy if we don't connect with other magazines some of the time, simply because we like to think we do a better job of determining the quality of any given game.

And we make absolutely no apologies for encouraging further thought and greater attention to game design. You're right, nothing ever will be perfect, but is that any reason to strap yourselves and accuse whatever you're given as the best that can be achieved? I think not.

So far as the scoring and the PC have business gone, we're always open to new ideas, and if anyone would like to suggest improvements to our scoring system, we'd be happy to consider them.

I've ever before. However, it seems slightly ill-natured to denigrate the entire console world as "all that rubbish", as Mr Sims did in his letter. With the arrival of games machines of ever increasing complexity and power - Supertrux 3D, Megafiber and now the Super FunCom - at relatively affordable prices the console industry has never looked more vibrant.

And not all the games available for these consoles are "shoot 'em up" or platform games (although it is indeed what these consoles excel at, witness the superb playability of Masterblaster 3D). As a proud owner of one of today's 16-bit beauties I have found no trouble in finding long lasting carts of other genres - Compton, John Madden, Tennis and Fantasy Star 3 to name but a few. I'm afraid that denigrat-

ing the entire console world (which is, after all, the fastest growing sector of the computer industry) out of hand seems intemperate at best.

With a bit of luck we won't have to go through the "my computer is better than yours" routine of ever again - it was being enough the first time round. Consoles and computers have been peacefully co-existing for years now; it's bound to stay that way. Perhaps it's time for certain members of the public to feel better things to do with their time than writing deliberate, confrontational letters to computer magazines... I Hans's hoping.

Andrew Austin  
Cardiff  
Barry

## AND YET ANOTHER THING!

Having just read the letter entitled "Yet Another Thing" in issue 88 I felt I should voice my opinion on the matter. Mr Sims states that consoles are not the way forward, but the PC and Amiga. I feel he is right, but at the same time, wrong. Consoles may be the way forward for games and not computers, why? Because they have a KEY BOARD. I am not saying that this improves game playing, but it improves sales. Parents whose child is longing for something to play video games will rarely buy a games console in the hope that if a computer is bought it will be used for educational use too. This is very naive, seeing as the computer will be used 99% of the time for games anyway, wasting a lot of its potential.

I own an Amiga and am extremely happy that I chose it over the Megafiber, but only because I wish to use it for art with the superb Deluxe Paint 3D and for writing various things back as text. Basically what I am trying to say is that for me it is not being done to such wonderful machines as the Megafiber and Super FunCom because they are consoles. This is a great pity, especially one-day parents will realize the mistake they are making.

Robert Skilling  
Lymington  
Kent

Don't underestimate the power of parents. The days of being able to fool them and then writing out the cash for that Amiga because "it will help me with my homework" are long gone - they went out with the BBC News. Anyway, a lot of parents are quite happy and to buy their kids a games machine, and if little Jeremy wants a Megafiber, who's going to argue when it costs half the price of an Amiga? Anyway, consoles are becoming so cheap now that many kids can afford to buy them out of their own pockets - key-boards or not.

## WHO THE HELL DO WE THINK WE ARE?

Oh, come on, yes, you know what I'm talking about. Over the last six months, you computer magazines have been busting your guts trying to copy the style of game magazines like Q, Empire and Progress. Not only are the magazines starting to emulate the design style of these magazines in an effort to look snooty and cool, even the writing is starting to get all pomp and ostentatious!

Well, of course who the hell are ACE is of course guilty of the famous crime, as anyone who has read Empire or Progress recently will know only too well. But by the way and most blatant offender is Future's new Amiga Power publication, the so-called "Magazine with attitude (sniff)", which since its launch has spent just about every idea going! The way that they





order and fits up to the software/business and development teams so liability is apportioned. Speaking as an ex-journalist, I know that it is important to keep on good terms with the people you deal with, but Power is obtaining the goods a lot.

Do they really think that the kids are interested in reading articles about how good-looking Ben Stewart is (how kind, or how good Doug's Jennifer Smith homework score was on the cover)?

And what about those ripoff-of articles? The so-called Ultimate Arcade Preview is just a carbon copy of the Summer Music Preview that Computer does. It was written in a disturbingly similar fashion, and even some of the categories were the same! And that "Peter Malpas what have you started" thing was just a combination of two up-editorial and a rip-off of the "Who the hell does such and such think he is?" design style that's coming with you people, isn't it? You have original ideas of your own?

For heaven's sake, I don't think this whole "examiners-as-you-start" thing foods any water at all. In fact the whole thing really stinks in my tent. It's not like the music industry, where you hear the performer as the record, or the movies, where the stars are up there on the screen. With games, all you see is the end product, so who the hell cares who flavor guy Eric Matthews likes, and Games-C is also a cardinal offense... making the irrelevant assumption that kids need to put posters of game-addict programmers up on their wall? What medication are these kids on?

So come on ACE and everyone else. Get your act together, eh? After all, you don't see Q and Piersie doing too for Gods, do you?

**David Evans  
Haverthorn**

Scott, bit of a fair cop, we suppose. FYI, we do use similar ideas from time to time, but only if they can be relevantly applied to the industry (such as the Power Columns chart in this month's Gary Games feature). And while we agree that readers could probably do alright without having to listen to software CEOs insulting their company, but, information on the people who actually do the games - the developers - is relevant. Anyway, what do other readers think about this? Your editors would be appreciated.

**SHOWDOWN**

So, what's the deal? One week I buy a copy of ACE magazine with a two-page colour feature going on, and on about four years the GIGS show is going to be, and the next week I buy a copy of your sister magazine CU Kings, covering the very same pages but with a big "exclusive" notice stamped across it. Is this some kind of joke or what? Now, I came to the Show last year and despite having to queue up for nearly two hours, once I actually got into the hall I found the show to be an enjoyable and actually rather epic affair.

And for once I felt as if I could be proud to be a gameplayer, and could hold my head up high as I walked home carrying my plastic GIGS bags instead of being made to feel like a social leper.

Why? Because for once the games industry seemed to have a bit of credibility. Frank House, Cyber Hall, you, dead the Tatters, Meme. All of these people were perfectly acceptable to the public and were associating themselves with the show.

Surely the industry must have received a slight boost in terms of the coverage that those celebrities attracted.

But isn't it just going to happen? What about all the TV and Radio coverage we were promised? What about all the poor students who bought advanced tickets? And what about the industry itself. Aren't the software companies angry about not being able to deal with their audience the public, or are they happy to simply shut out the paying customers so they can sit in their expensive hospitality suites?

Please tell us what's going on and, more importantly, why?

**Carren Rowell  
Highgate**

Okay, heard the deal. The consumer side of the show has been cancelled, which basically means no public admission. And the reason for this is that many television in favour of the publishers of ACE? Were unable to get enough quantities of exhibitors in time to continue with the show. More lets of software companies were saying "oh, yes?" We were actually saying:

Now, depending on how you view this, you could either decide that what with the long a recession, it is a hardship for exhibitors to cover their cost (going to shows and building stands etc) is very expensive or that it was a stupid and ill-considered short term attitude denying themselves revenue to the very people that keep them in jobs, as the customers and therefore supporting themselves for next year and ensuring away of the good that was done (image building last year).

Exhibitors could have continued with the show and sold out public tickets, but it would have been unfair to take the public's money and then deliver a disappointing event with only a few exhibitors.

So, all we can do is say we're as sorry as you and we hope people got their brains together by next year.

**GOOD LOOKING  
BUT SUPERFICIAL**

Why do so many people rate games by what the graphics are like? What about the game play? For example, look at Mario on the Nintendo. The graphics aren't brilliant but the game play is fantastic. The also happens with computers, the Scimitar has the worst graphics of all the main computers but the the game play makes up for it.

I think people should stop rating the games & computers by what's on the outside and look on the inside.

**Peter Haynes  
Bentleyville**

Also worth, Peter, Games, like people, are so very very often not what they appear. And we're pleased to say that we believe exactly in your attitude, and we're continuously trying to get across those very points in our reviews. And if you needed any more confirmation of the fact, why not take a look at our New Month feature on page 22. You may be in for a pleasant surprise.

**AGE CONCERN**

I'm worried. As a parent and keen gamer, I've always enjoyed sharing the fun of computer games with my young son. There's nothing I enjoy more of an evening than sitting down and playing a good old fashioned adventure game, you know, applying some of the little grey cells in pursuit of rest and relaxation. But recently I've grown increasingly worried by the spread of consoles and, more importantly, arcade games. Don't get me wrong, I'm not one of those who writes into the mag trying to tell you fellows you're bad business, but I just wonder if all this coverage of console games isn't encouraging less use of the thought processes that God allows us and more mindless button bashing.

So, you're going to adopt a far more game up approach to gaming, then certain things I could mention, and my final part of ACE believe I hope is all this gaming alphabet and take up a hobby more easily aligned with my age - the gaming.

With cheap and cheap game machines coming onto the shops, seems computers like the Amiga, ST and PC are going to find their market share eroded very quickly. The most worrying aspect is that even the cheaper machines are being bought by - and software support seems to cater for - much younger people. This age bracket will become the norm and people like me who aren't that interested in battling the Mighty Sword of Gorgo in Super-Sincoln's Smashing Pentium will get left behind! I suppose all I want to do is remind the software producers that there's a market for us, not-so-wild grown-ups too!

**Nicholas West  
Lancast**

**WIDE BOYS!**

Following the recent re-release of several classic titles (such as the Star Wars Trilogy, Alien and Die Hard) on video in the new wide-screen format, I got to thinking: when are we going to see widescreen computer games?

As I recall, the technique has already been used several times in the arcade, with games like Centur, The Mega-Turk and Bluggy Boy, which used multiple screens to provide a panoramic game area. In the home, the video-style "letterbox" format could create the same effect. So how about it, software companies?

**Gavin Gainsborough  
Gateshead**

Search for a good idea to suit if anybody has suggestions for game types which would be appropriate for wide-screens, write and let us know!

# DEUTEROS

Actual 16 Bit Screens

## THE NEXT MILLENIUM

It is the end of the 21st Century. Nearly one thousand years ago man colonized the moon, and from there created a range of human stations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION

# GORE

During the history of the rich and varied tapestry of creativity that is more candidly labelled "game design" there have been certain moments of quite spectacular gore. While any game that you may care to shake a stick at could claim to include a reasonable level of conflict, there are certain titles (primarily those listed here) that sit head and shoulders above the competition in the "gory" stakes.

*These are the games that are talked about in the pubs.*

*These are the games that get more sensitive folks notably fazed and on their soapboxes. These are the games that no master here dares show their plebeian or ingenuity, have a special place in the hearts of the ACP staff.*

*So, dear reader, if yourself shows in your knowledge that you're a hard-core fan, prepare those handkerchiefs and get ready for a few (if not a few) quite visceral moments.*

# BLIMEY

## GAME

## SCENARIO

### FOREAN GOLF BURNED (1988)

Historical scenarios have rejected us all up to the Punic Gulf, taking everyone on board (except me) and shortening to show up the whole scenario with an obvious device: either their demands are met, either you, who must take on the master position in this platform-based shoot 'em up, can invade adventures.

### LEMMING PROGRAM (1989)

Fluffy rounded lemming avatars team the liberally around under the user's limited command, the plan is to lead a specified percentage of lemmings around their dangerous environment and through the exit.

### ODS FIL (1988)

ODS were imprisoned on a collection of horrendously cavernous alien worlds must be rescued by the player who pilots an futuristic space ship with conventional controls, constant enemy hordes and jet directors. Destroy the principal Lord on the planet before the next.

### BARBARIAN PALACE (1987)

Barbarian (the slightly poorly dressed Mads Mikkelsen) has it a (bad) few hours to escape the mad scientist-hacking wizard boss, and only you, in a body that makes Conan look like the Blue Boy, can save his. Grab your sword and slash your way, one at a time, through Conan's brutish henchmen.

### TECHNOOP OPERATION (1988)

It's a trip from the future, from 2000 and you're history. This play features a time and control in the arena (then) century. An army of winged creatures known as BOB are causing all sorts of trouble and the ODS, and you have to save them (in a ODS-III space suit). How does the hell out of the game is a beautifully-realized shoot 'em up. Low quality, modified with a few enhancing features.

### DEANAROKI ON MARTIAN ARTS (1988)

It's a long drive, in 2000 around the famous landscape of our, entertaining and fun to play, if you've got the deal level turned down in a few and must quest to satisfy their need, if you "want" to spend.

### MAAC WILLIAMS (Arcade 1988)

Special Drug Enforcement Administration (SDEA) and Max Force must fight their way through the streets to bring down the big and his crew dealing against, along the way they utilize every high power killing tool they can get their hands on.

### WAZZON Cave Bridge (1987)

Wazzon give the bit of life to the Punic (the ship) shoot 'em up. Tying up the screen, follow yourself in time, a shooting and a playing of and ready with the huge variety of power-ups on offer.





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LAW!



# S P A C E S H I P

**Blade Runner** or in the comfort of your own home, thanks to the friendly Macintosh and some compact discs...

**T**he Macintosh has always been sold as a "frontrier" computer than the IBM PC (but for some strange reason always lacked an abundance of interesting game software).

SpaceShip Interlock by Mike Spore - the creator of the first computer generated comic book "bustler" - goes some way to redress this imbalance because it is uniquely Macintosh fashion. Sold as an interactive movie CD-ROM, that's what it is - sold in Cinema4D copies. A trick which is good to get more images of the disk.

The basic story line is steady that of a 1950's science fiction B - film. You end up powerless on an alien world lying in ruins on the red streets and ultimately get off the default to more favorable climates. Once you've succeed you

promptly get captured by The SpaceShip Interlock to be taken on a quest of plundering the galaxy and battling the evil empire.

The levels of interactivity are very simple, they really can't be used, and you can't and that. But this is a film after all and using the term "game" would put some pretty heavy requirements on it which it would fail miserably in passing.

The film is set in the distant past when humans had conquered space and established the Terra Empire which ruled throughout the known galaxy. Unfortunately the humans weren't the only ones out there and they soon had their grip when the great warships of Kool Empire "darkened suns and destroyed worlds". A long haired war straggler and meeked left to the Kool empire. They also took the Earth which was taken as trophies and moved to a secret solar system within frontier space.

While the masses of humankind bowed to serve the evil empire a group of Space Pirates defied the Imperators to strike back at their valued mate ships. Led by the legendary rebel commander Kaelner, they challenged the empire and searched for their last home world of Terra.

With all this history in mind you start in the tiny depths of space with only one planet visible in the distance. The ambient music fades up in the background as you get closer with each click of the mouse button. Planetary forms appear below







# WARLOCK

the wide angle screen. The city you arrive in must have been inspired by Blade Runner since it's look-feel is identical even the tax cab-horn anti-gravity units in place for streets.

Professors on the skyscraper walk warn of a dangerous criminal in the vicinity with large reward on its head if you manage to survive the encounter. At each interaction are large video screens with a robotic that animatedly telling you to pay your taxes and stay in line. On the same post is a Comlink, from there you can place ad calls, order information and purchase tax tickets if you have the credits.

The entire area you have arrived is has been combined off by trigger happy alien police in pursuit of the criminal. Finding a bar you try to order a drink, but being credited you are kicked out before the holographic waitress show starts.

Your luck changes for the worse and you meet the wanted alien criminal who wants of your money. Fortunately aliens are a purchase to Microchips saving humans and you inside him unconscious by repeatedly closing the mouse on his face. Stealing his credit card you also collect the reward for the captives. And so the adventure begins.

While SpaceShip Warlock allows movement and interaction with the various characters, total freedom of movement is not allowed as in adventure games. Following the narrative of the film is important otherwise you end up in a dead end

and have to start again from your last saved position. There are some side route diversions but the level of problem solving is minimal. Your mainly along for the ride.

The design of the CD-ROM is amazing, well conceived and meticulous in its design. It has superb Macintosh II-tilt colour graphics, atmospheric soundtrack, vivid sequences that can compare dramatically with Star Wars or Blade Runner. The program is however limited by its level of interactivity as well as being slowed down by the hardware (a Mac II with a CD-ROM drive with 380 milliseconds access time or faster is suggested) and software naming it (Micro Mind Interactive).

Given a year as software and hardware catches up with the demands of Mike Sayers's company leader, we should start seeing some brilliant games for the Mac at long last - if you have fast enough hardware to run them.



# HUNTER

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His only accomplices are the weapons, vast 3D dimensional universe; his objective: to survive.



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# HUNTER

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**WORLD EXCLUSIVE!**

# BIG MATCH



At last! Sega and Nintendo owners are set to experience the software experience of the century as *Kick Off* blasts onto the consoles. ACE, as always, is the first with the full story...

**K**ick Off has been the bane of console owners' lives the world over ever since it first appeared in 1985. You can have all the Mario and Sonic in the world, but it don't amount to a hill of beans if you can't play The Most Excellent Game Ever on your machine. Of course ST and Amiga owners have been having a right old laugh at the state of affairs for most two years now - but now, for those earnest would-be computer owners who are into state-of-the-art, the party's over - while for console gamers, it's only just beginning. After a wait that seems altogether too long, Acec has finally done the decent thing and put Kick Off on cartilage.

First of all, there is one rather sad piece of bad news. There isn't a MegaDrive version - at least not yet. Plans do exist for a 16-bit Sega conversion at a later time, but for now the lucky fortunate are the Nintendo Super Famicom, the 8-bit NES and Sega Master System and, of course, the household trust, the GameBoy and GameGear.

As you'd expect it's the Famicom version that's looking most impressive. Top Japanese developer Imagine (who were responsible for bringing Populous to the Famicom) have handled the job, and have been careful enough not to turn the game into a ball-and-chain-laden misbegotten at the expense of the gameplay. As a result it's probably the best graphical experience Famicom game-to-date, with the 3-coloured monster players and sparse pitch. Admittedly things have been spaced up a tad to make use of the SN's cartridge capabilities, but the original classic's gameplay still remains intact - so much so that a seasoned computer Kick Off player could move straight onto this version with no trouble at all, for the inevitable differences thrown up by playing with a joystick.

The game has been written primarily for the Japanese market, and has had to be retitled *Pro Soccer* (or, worse, if at all possible, the name *Kick Off* already exists in Japan so the name of a top-tiered company) due to the fact that the Japs like their games to play a lot more honestly, the game has been altered down a tad, so it's more like playing at National

## THE 8-BITS

Not even owners of 8-bit consoles will miss out on the Kick Off phenomenon. In fact this and two of the best versions! Super Kick Off will appear on NES and Master System at the beginning of next, and both versions look remarkably similar to the original through the graphics are just a tad slower. Speed, of course, remains the same and so will there are no problems on the gameplay front. The Master System version brings them for an extra feature which may convince those leery. Instead of the regular Team A and Team B Goal there's no Arsenal, Bayern 1 and to make matter in eyes the Kick Off II than the original game. All versions play a special mode, with a game that incorporates teams made by Harry Jordan, all the usual football numbers including officials, a special European Cup tournament and a new feature: a secret bonus game. The ending is much played.



Super Kick Off on the MegaDrive. The game has been altered down a tad to make use of the SN's cartridge capabilities, but the original classic's gameplay still remains intact - so much so that a seasoned computer Kick Off player could move straight onto this version with no trouble at all, for the inevitable differences thrown up by playing with a joystick.



Thanks to Sega for helping when necessary for Pro Soccer has already been available on the NES. Thanks to Sega for the information on the Japanese game made for the NES. The Sega Master System version is the current version for the Master System.







# So what's new?

Yeh, yeh, as you've heard it all before. The last word in games. The definitive guide to your computer. A magazine magazine for the ultimate computer. A magazine

with an attitude (oh, please). The computer press seems most proficient at making wild claims, but less capable of fulfilling them. At ACE we prefer to let our product, not our slogans do the talking.

Main ACE reviews will be 500 pages long. Each month, between eight and ten of the most important games releases will receive a grilling unlike anything you've ever seen. A complete playtest guaranteed to take over the most polished games to their breaking point, and beyond. Take a look at the sample review shown on this very page and note some of the factors ensuring ACE's reviews bring you closer to the feel of a game than ever before!

Each screenshot will also feature a special pictorial treatment of the game on the third and fourth page, with criticism on design and hints on play.



Left: The beginning. Our initial impressions of the game are made from what is immediately visible to the player. We'll also compare and contrast the new game with a similar title to give you a better idea of what the game is all about. Right: The endgame report. Everything you need to know.

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As well as our major reviews, we'll be examining every title released in the month in a digest section. And there'll be a section detailing the quality or otherwise of games still on the shelves. ACE will provide all the information necessary to decide whether or not to purchase.

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November Issue Released October 20th.

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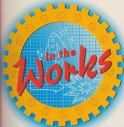


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## THE SOFTWARE HOUSE COOKERY COURSE

**YOU:** Hmmrr, those look good. What are they?

**ME:** They're called 'sprites' and they're for a game I'm making called *Laser DeathRiders 3*.

**YOU:** Sounds good. Need any help?

**ME:** Yes, please. Dice this parallax-scrolling routine I prepared earlier and put the pieces in the big mixing bowl.

**YOU:** Ouch! It's still a bit hot!

**ME:** Careful you don't cut your hand on those background graphics - they're a bit sharp!

**YOU:** Okay, I've done that, what next?

**ME:** Now add those sprites you saw and fold them in.

**YOU:** Right. This is good fun, isn't it?

**ME:** Yes, it is. Now, while you're doing that, I'll prepare some gameplay. This is made from a sprinkling of *Xenon 2*, a pinch of *Mario* and a dash of *Kami Warriors*. Blend thoroughly then add the mixture to the sprites and the scrolling.

**YOU:** Yum, it's looking good already. Mind if I have a quick taste?

**ME:** Oh, all right. But wash your hands first...

## 36 DRAGONSGATE

**M**ystic lands, fallen empires, stoic names, interactive characters and ONE HUNDRED AND THIRTY ONE THOUSAND TWO HUNDRED screens of glory await. All these and more can be found in the yearning-for-making epic from Games. Ian Douglas rubs his chin and has a look.



## 40 GODFATHER

**C**reative Materials - the folks behind *Line of Fire* and *ESPer 7* - are nearing completion of their all-time career loach of the Coppola opus. AOT's Luke Brax, Gary White, talked to the team about source material, period setting and guns.



## 44 GRAND PRIX

**U**nly 500 below! The legendary Geoff Crammond, creator of such software classics as *The Sentinel* and *Stunt Car Racer*, is programming what could well be the ultimate polygon-based car racing game. Jim Douglas takes a peak under the black topcoat.



## 46 HUDSON HAWK

**D**o, would you like to play a good level? Or would you rather play good? Thankfully, Special FX looks set to give those with a preference for the former the chance to do so with their Mario-esque game of the title. Gary White does chicken, a very gay and a bald patch and takes a look...



# in the Works DAEMONS

**W**hen it comes to promoting Daemongate, Gremlin certainly isn't sparing the hyperbole: "the cutting edge of computer RPG technology" and "the largest and most in-depth game of its genre yet" are just a couple of the choice buzz-building phrases being bandied about by the booming Sheffield-based software house.

The vast project is being handled by Imagitec, a 40-strong development team situated in the heart of Yorkshire. The company have been responsible for a huge number of top software titles - far too many to list here - across all formats, including the 2000 console and the handhelds.

But without a doubt Daemongate is Imagitec's most complex project: for the past two years a small army of designers, programmers and graphic and sound artists have been working on it. Martin Hooley, Imagitec's MD, explains Daemongate's genesis: "In the past we've done work for Origin converting Ultima IV and II and Lords of Lore into various formats, and these gave us ideas for an RPG of our own. We wanted to write a game with a truly atmospheric and realistic game world."

"We spent six months researching and creating a complete and believable game world, complete with a fully-detailed mythos, a social hierarchy, a realistic ecology and a logically laid-out geography. The documentation for the game world alone is over six inches thick! We feel it's the most realistic fantasy environment ever created for a computer game."

## STANDARD PLOT

Put very simply, the plot centres around the adventures of the noble Captain Garsone-Joe, of course, who travels around the continent of Eltopia in search of the ancient mythic who holds the knowledge that will save Surlinova's home city of Torneo from a mysterious and unbelievably powerful Daemonic army. Along the way Garsone meets all manner of friends and foes, some of whom can be recruited to join his quest.

The most immediately impressive thing about Daemongate is its size. It's big, big, very big. The land of Eltopia measures 600 km x 1200 km, which translates to over three-thousand screens of play area. Says Martin: "The game is being developed primarily on the PC, with the PS and Amiga versions lagging slightly behind it. It's the reason it looks like the PC game will come out five days earlier with compressed data in two versions, one for ISA users and one for ISA users. Unfortunately the Amiga game, which is looking very slick, is likely to be 1MB only."

**Come in Ultima, your time is up! ACE takes an early look at what GREMLIN hopes will be its Christmas cracker.**



Several locations are represented from hundreds of miles away through the screen, giving almost total freedom in getting the work done. In this case, the character is going to the north, going to the sea or to the mountains - and so on. The player has a lot of options, and the game is very open-ended. The player can do anything they want to do, and the game will respond accordingly. There are no restrictions on what the player can do, and the game will respond accordingly. There are no restrictions on what the player can do, and the game will respond accordingly.

Right-click on the map to see the character's current location and the surrounding area. The player can also see the character's current location and the surrounding area. The player can also see the character's current location and the surrounding area.

Unlike a certain RPG series one could name, the map will scroll smoothly as the Garsone-Joe party, represented by an icon, trek across it. As other groups of characters approach they appear on the map as featureless icons. The player can click a mouse or key to find out if the groups are friendly or hostile and then whether to intercept or avoid them as appropriate. The groups are not random - each is related to the political and geographical nature of the area being passed through.

Weather and terrain all affect how fast a character can get from A to B. Explains Martin: "Although the game's playing speed remains constant, the game-time elapsed varies according to



the speed you're currently moving at. Say you're travelling across a bog. Although it'll take the same time to cross as any other map area in real time, the in-game clock will have registered that it takes longer to cross a bog than normal ground. We were going to have the character's on-screen movement actually slow down, but although this looks good it eventually just becomes annoying for the player."

# S GATE

On *Galileo's* travels, he'll come across many computer-controlled characters, up to eight of whom can be recruited into his merry band. Martin is keen to stress that these computer characters are not just creations that only come to life when the player is nearby: "These characters are not merely a collection of objects. They're intelligent inhabitants of the world who, when not controlled by the player, go about their own business, completely independent of the player's action. We've spent a lot of time perfecting the character interactions, so that the player feels he's 'being' in a real world."

Orbiting out of the seven major cities in Europe, the view switches to a close-up plan layout of the streets and buildings. Each city has its own individual street map measuring out the thousand squares in size, separated into five

levels: the basement, lower and the ground, first, second and third floors. Some of the landscape features, such as fountains and fountains, are animated for increased atmosphere, and a striking visual effect characterizes to pass under certain objects.

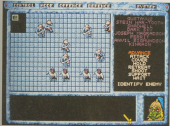
Apart from the cities, there are five other maps detailing various villages, fortresses and dungeons. In total, there are over one-hundred thousand squares of terrain maps and over four-thousand inhabitants, which Martin claims is "the largest map size and the most multiplayer characters yet seen in an RPG."

Europe is a pretty rough place and it's unlikely to be too long before Galileo and the boys get involved in a fight. The player acts as commander of the group, sending orders to the members of the party. The computer then interprets the player's orders depending on the character's personality (i.e. brave, cowardly, rash, etc.). The complex combat handler can take account of all manner of variables, such as the size of poison and magic.



Each character has a collection of abilities, such as spells, magic items and magic items. Depending on the character's personality, some abilities are more effective than others. For example, a character with a high intelligence attribute will be more effective at using magic items than a character with a low intelligence attribute.

When the time comes to fight, the player can choose to fight in a variety of ways. The player can choose to fight in a variety of ways, such as using magic items, using spells, or using physical attacks.



Each character has a unique set of abilities and skills. The player can choose to fight in a variety of ways, such as using magic items, using spells, or using physical attacks.

When the time comes to fight, the player can choose to fight in a variety of ways. The player can choose to fight in a variety of ways, such as using magic items, using spells, or using physical attacks.

## DISABILITIES

As the game's full title (*Demomaggot 1: Doctor's Mind - Europa*), this is just the first in a series of adventures. Was this always intended? "Yes, from day one," explains Martin. "The core system was designed in modules so that it's easy to expand and enhance any aspect of it for future games. In addition, we've spent months writing development utilities to make game creation easier, so the lead in the series should take between six and nine months to appear."

But what we don't want to do with *Demomaggot 2: Madness* and *Demomaggot 3: Homecoming*, explains Martin, "is just to produce *Demomaggot 4* with a different storyline and new graphics. We want the player to feel he's getting new features that he didn't get in previous games. We're not in the game of making people off. One of the things I'd like in *Demomaggot 4* is to have caused from that adventure have effect in *Demomaggot 5*. Therefore, if you killed Bob Smith in 1 then in 4 his relatives might be out for revenge."

In conclusion, what does Martin have to say about *Demomaggot* in comparison to Origin's much-lauded Ultima series? "Oh, I'm not very good at making these sorts of statements," he laughs. "It... *Demomaggot* is an Ultima clone." And the nice thing is he may well be right.

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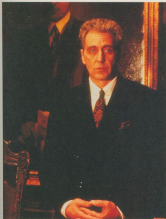






Can you really squeeze eighty years of history and one of the greatest cinema epics of all time into 16 bits? US Gold and Creative Materials think so, and they're not taking the Michael.

# THE GODFATHER



Several days of time spent in computer-based development for the Godfather game meant that much more time was spent on the game itself.



"I follow in America. America has made my fortune."

**A**nd with that immortal line begins The Godfather, Francis Ford Coppola and Mario Puzo's epic three-volume tale of violence, corruption and crime over eighty years in the life of the Corleone mafia family. Since the first film was released in 1972, the trilogy has spanned 19 years, won 12 Oscars - and now inspired a computer game.

It's a lot of an odd choice. Granted, it fulfills most of the criteria required of a film license title - the title itself is bomb, it's a household name more or less everywhere and is packed to the brim with shootouts and other violent episodes. However, unlike the Total Recall and Terminator 2, The Godfather's rather serious theme and

serious mood isn't exactly suited for translation into the fun-oriented world of computer gaming. Or is it? Delphine Software in France (authors of Future Wars, Operation Stealth and Cruise For A Corpse) are currently working on an adventure-oriented interpretation for release next year, but in the meantime US-based Creative Materials is putting the finishing touches to its effort, an arcade actioner that takes elements from all three stories and pours them all into one level-based pot that encompasses the entire trilogy.

"We were offered the chance to do a game design for The Godfather in December last year," says Creative Materials top boss and Godfather project leader Nick Riccio, "and the first thing we thought of was doing some kind of adventure game. Then we were told that that side of things



was already being taken care of by Delphine, so that just left us with doing an action game. At the time I'd seen the first two Godfather films, and after we got the project I saw the third in America in January."

"There was no way we could ever replicate all the story of the Godfather in one game, so we chose an episodic approach to the action," Hirsch explains. "The gamers made up of a series of levels that starts in 1950s New York and advances a decade at a time to the final level, which is set in Mobile America in the present day. Originally what we wanted from the game was to have something that had more to it than just shooting and killing people. We experimented with elements like that, but the game became too adventurous and the mix of styles just didn't work. Another consideration for us was, because we're doing the Sega console version of the game as well, we had to do something that could be similar across all the formats."

"It's often the same that when a film license is signed, the music starts nearly like to do with the development of the game itself and is rarely seen to offer much in the way of help. Paramount Pictures, however, from whom the Godfather was signed, has a reputation worse than most. It is at Paramount licenses, a strict set of guidelines have to be strictly adhered to as penalty of something very nasty indeed."

Previous Paramount licenses such as the *Intochables* and *Days of Thunder* have all had to conform, and things didn't get much better with *The Godfather*, as Hirsch explains. "With a Paramount license, you're not allowed to copy the storyline of the film directly, or have pictures of characters that resemble the real actors, or use digitized images from the film or reproduce the film's theme music. The film people wanted to



Paul Dow of the Corporation that high-end version. This is the better's side game, as inside the package comes code on the inside of your game housing. They're not here for a light touch, unless left and right these plans demonstrate how the game's movement building are created and so on. Right. However, the primary motion game, which is mostly like a figure to produce the most effect.



Al Pacino and Robert De Niro from the Godfather Part II. (Left) The movie fans of the Godfather series have been captured in its video adaptation. In this early, more basic version.

see things on a constant basis, but because they don't have computers, we had to supply them with videos, which proved that they had no idea of what the gameplay was all about. When they saw early versions of the game, they said it was too violent. We argued that it has to be like that to reflect the film, and then they started saying that *The Godfather Part II* wasn't a violent film in the end, though, we managed to talk them down and we didn't have to compromise on the violence."

The game itself casts the player as an anonymous hood who must work his way up through the ranks of the Corleone family by not carefully completing missions for the Don. The action starts in the slums of New York, 1949 and progresses through 50s Las Vegas, Cuba during the revolution in the 60s, Miami in the 1970s and finally the present day. Due to Paramount's scenario restrictions, most of the levels are based on specific movie scenes - instead they're intended to capture the overall mood and setting of certain parts of the trilogy, hence the progression through the decades.

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Subterranean levels are designed for more vehicles. Look the front entrance featuring built-in car spaces in this space. Multiple sets of stairs leading to elevated street levels to facilitate the game's grand entrances.



Each level is essentially a horizontally-scrolling shoot 'em up with a built-in task that, when completed, will gain you access to the next details. The tasks range from killing somebody in a cutting an object, but they all basically entail getting through the army of hoods and assassins that are all out to get you and make it to the end of the level. As you start down the street, hordes appear from windows, fire escapes and marquees and open fire, cars drive by, guns blare, and heavy assassins appear across streets without warning. Crime is a dangerous business, after all. You're often accompanied with an ultra-realistic version of the game, where bullets traveled at their real speed, so you usually never see them, and one bullet was enough to kill you," Hest explains. "But that didn't work so we changed it back to the more traditional Retro-Cop style."

Furthermore, levels are split into smaller sub-sections that must be completed if you're to advance the task set by the Don. The sub-levels are scored by entering buildings, whereupon the action switches over to an Operative that





style shoot. Again we're on familiar territory ground, with garaging cool cars appearing from every hiding place imaginable (including behind curtains and in valeting barber's chairs) and having to be shot down before they can start fire. In these sections your on-screen persona appears as a transparent shadow, similar to the technique seen in *Proton 2*.

Walt admits that conceiving something like *The Godfather* is a far cry from handling the usual Nintendo titles, such as *Total Recall* and *Barkun*. "It's a less conventional license than most," he says. "When we started working on the game, the first thing we compared it to was *The Untouchables*. We've tried to capture the film's overall imagery and style."

That was the job of veteran graphic artist Pete Lyon, who over the years has produced the visual art for more games than most people would care to remember - it's a good bet that you've got at least one of his games in your collection. *The Godfather* is already being hailed as his best work to date; it certainly represents a major change in style to the more realistic "period" visuals than the futuristic and baroque variety he's produced in the past for all manner of space-based shoot 'em-ups. "One of the things that Pete said during the project was that he's enjoyed during this game more than anything to date, because it makes such a nice change from the shoot 'em ups he's had to do before," says Mac.

While Pete was in America earlier in the year, he used the opportunity to research his *Godfather* graphics, taking snapshots and making sketches as he wandered around New York and Las Vegas. This, in combination with the skills provided by Paramount, enabled him to knock out some very impressive and moody backdrops. So graphically-intensive is the game in fact, that it looks like the final product is going to be appealing to no less than a staggering 16 disks - a number previously only attained by Haslup's conversions of the *Die Hard* television scripts. Don't get too worried at the prospect of all that disk accessing however - On-line is hoping to use the same "load as you play" system that it implemented in its last project, the 32-bit conversion of *CapCom's Final Fight*.

With the majority of work on *The Godfather* completed, it's now just a question of tidying things up and submitting the whole thing to a strenuous playtesting ordeal to make sure every thing is fire before CD-ROM puts it on the shelves in November. Until then, lock up your horses and don't stop at any toll booths...



Here, the player can activate them. The Godfather has an experimental control scheme in the game as a beta version. It's the only designed this stage-related action allowed to be.

Michael Michael Corleone looks of the streets on his father's life in the original *Godfather*.

With the Godfather game finished, you'll have some new and unusual graphics in the game. It's a beautiful world that other titles will see.



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# GRAND PRIX

For programmers, car racing is seen as clean & safe. Meet Geoff Crammond. Even the most impacted staffers of today's top flight games have a sturdy old nickel game or a football management disaster or an air traffic control skeleton lurking in their back catalogue cupboard. Not so for Crammond. For although his titles are relatively few and far between, numbers being only six games in ten years, each has been heralded to a greater or lesser extent as a landmark. And so it is understandable that although his blonde, preppy type or celebrity has been attached to the product, there's still a greater than normal degree of interest in the E.C. news.

#### GOLD BLEND

Crammond has been working on Grand Prix since March '90. A big racing fan, he wanted to produce a game that would appeal to both a racing enthusiast who gets off on the whole grand prix scene and a more straightforward games player.

The title is pitched right in the middle between *Riviera* and *Stunt Car Racer* in the British vs. Entertainment stakes. As well as having the choice of four different skill levels, the player can choose how close he wishes to be to the feeling of driving a real car thanks to options like automatic gears, automatic braking & changeover etc. "I wanted to draw in non racing fans but at the same time hold the interest of those who know a lot about the sport."

When questioned as to the perennial popularity of the race game, Crammond is sure of a few facts. "The profile of racing games on television has increased recently, especially with the major camera facility. The viewer gets a real buzz from seeing the driver's point of view and let's face it, you want to get into the car and have a go, don't



Following his crashing smash *Stunt Car Racer* and his voyage into weirdness with *The Sentinel*, Geoff Crammond goes back to his formula one roots. ACE has some questions.

just I think one of the things that motivated me on this project was the fact that I could put all the elements that I like into the game."

#### PRAGMATIC LAP

Producing *Riviera* before attempting *Grand Prix* highlighted lots of problems with 3D race games but also provided the author with plenty of ideas. "There's bits of stuff that I couldn't fit into *Riviera* which I have managed to work in there. Realist maps, more realistic graphics, better scenery, more intelligent opposition, realistic marshals," says Crammond. "I got some good experience with *Riviera*, and have been able to build on it. I also carried out the computerized car behaviour. In *Riviera* the cars tended to behave rather simply, but now they work in a completely different way. They skid and spin and even take the best line."

"With *Riviera* on the BBC, memory was a constant strain. The rings and ST obviously have the facility to store more code, perform more multiplications and therefore produce a better game."

However, even with the luxury of such comparably enormous pages of available memory afforded by the Amiga and ST, space is still a problem. It's still uncertain whether all the features planned will be incorporated.

#### THE INEY FACTOR

An understandable concern for both Geoff and Microprose was that Indianapolis 500 from Electronic Arts is still regarded as the finest race game around, and its plentiful supply of features, camera's angles, crashes and crashes, would make it very hard to beat for sheer spectacle. Although the game appeared well over a year ago, it's worth remembering that it came out immediately after Crammond began work on *Grand Prix*. "I was really impressed when I saw



same for the left, Gran Turismo's main console racing machine is a console that sports a graphics engine designed to support 720p resolution at 60 FPS, as well as the fact that Gran Turismo is available on real console and offers a better display. "The other game is the most sophisticated of any that you'll find here."



it," he says, "and I know that my game had to be better."

Indeed, if the less than fascinating oval track of Indianapolis failed to grip the imagination, Grand Prix's 20 international circuits, all as carefully modeled on the real thing, allow the player to race a whole season should your five credits be compromised.

#### ON THE GRID

Although at this stage the whole game can be safely described as seriously class, there are a couple of elements which Geoff is especially pleased with. "I had to pull out one thing that was both the most tricky and the most pleased with, it's got to be the artificial intelligence and tactics of the other drivers.

"The speed and detail of the cars is also quite an achievement. The problem was that Tony is always a potential, when going around corners and at the start on the grid, to have a huge number of cars on screen all at once. It was important that the whole game didn't slow down at these points.

"The pit stop and pitlane crew I'm equally pleased with. Inside the effect I was after and spend a long time working out how to achieve it. They were planned in from day one, but I can't tell you how they work. It's a trade secret!

"While the speed of the game is impressive to say the least, some players may crave a more faster frame update. To facilitate this, the detail level can be determined by the player, killing background effects like the grandstands etc. While it was decided to give this option to the real speed freaks, Geoff still thinks details like these are important. They add a lot of atmosphere.

The race tracks, performance of other drivers and their lap times have all been based on 1998 season details. And the information is continuously being updated to incorporate new results. Even the new track of Barcelona which will be used next September will be included into the game. The team managed to obtain copyrights for the circuit and reckon that once it's all together, they'll have two days before the title has to be completed to include the best lap times for the circuit.

It's this sort of detail which made games like Forza and Asphalt almost legendary, except this time it seems as if the detail is going hand in hand with the playability, rather than encroaching on it.

—Mike Douglas

#### The Five Games of Geoff's Excesses

Although it can hardly be called the most graphic software option of the time, Grand Prix, unlike many other contemporary games (1998), is the "top dog" when it comes to graphics. It's the only game that can be played on the PS2, and it's the only game that can be played on the PS2.

**Game:** Grand Prix  
**Developer:** Gran Turismo  
Although Gran Turismo was the only game to be released on the PS2, it was the only game to be released on the PS2. It was the only game to be released on the PS2. It was the only game to be released on the PS2.

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straight ahead in the PS2. One of the reasons that Gran Turismo is so popular is because of its graphics. It's the only game that can be played on the PS2, and it's the only game that can be played on the PS2.

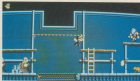


Panned by the critics, slaughtered at the box office, Bruce Willis' beleaguered personal opus may have one saving grace courtesy of OCEAN and Special FX. ACE finds out more...

# HUDSON HAWK

Should this sequel give the franchise a new lease on life? Or is it the end of the line? Here's what you need to know about the game that's about to be released in the States. (Warning: Spoilers ahead.)

When you're a fan of a franchise, it's hard to see the end of the line. But when you're a fan of a franchise, it's hard to see the end of the line.



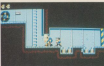
For old Bruce, starting off his time as a struggling actor, and later as a cinematic superstar, the thinking action star thought to get his idea, somewhat less than previously made into a movie, the whittled and debbed and whed and dined his way around Hollywood to get it made, then finally it all came true, with 20th Century Fox launching \$40 million on the project in the hope that it would be the big summer blockbuster. And what happens? It turns into the biggest fall-over-side flop since *Howard The Duck*. None of the critics had a good word to say about *Hudson Hawk*, and you could hear the sounds of crickets chirping in the cinema as it played in. Poor old Bruce, of course, got stuck with a lot of a turkey of a movie as a result, but now it looks as though the game itself may still come up trumps - and on its own merit, for once.

Unimpeachable development team Special FX, who are putting *Hudson Hawk* together, have been responsible for the majority of Ocean's more successful franchises in the past, including *The Untouchables*, *Batman* and, most recently, *Rocky 2*. *Hudson Hawk*, however, represents something of a departure for them. Gone are the large, intricately detailed characters and sprawling backdrops in favor of a more simple, "casual" approach, all the characters, including Bruce himself, are cobby cartoon-style sprites in the Mario vein. "The main game design came from the script, which we saw in January," says Special FX's Ian Davis. "We envisioned the film as sort of a James Bond spoof, so we went for this cartoony approach to the game."

Another reason for *Hudson Hawk*'s undeniably comical feel is the fact that Special FX is also



It's an excellent off-the-ground, road-but-not-traveling strategy game that we'll go over with screenshots, which for a full review go to [www.ign.com](http://www.ign.com). You can also find the game's trailer on the website shown here. Screen shot by IGN.



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including the NES and GameBoy versions, and the game is more or less the same across all the formats. It's classic console tradition. Hudson Head is a platform-based affair that bears more than a passing resemblance to the Japan-made *Rocky Top* series and *Shrek* games. The story is set in a world of giant, colorful, cartoonish creatures. If you don't see the film (and there are a million ways to do that), the story involves a group of giant, colorful, cartoonish creatures who've been driven out of retirement to steal three parts of Leonardo Da Vinci's made-up-for-movie airplane machine for a pair of evil scientists who plan to make billions out of creating their own god. Obviously it's the cartoonish creatures, which provide the movie with the bulk of its action, that form the basis of the game. The player has to sneak his way through twelve levels in order to steal the three precious objects: a horse statue, a crystal, and the codes. Da Vinci's famous helicopter.

It's hard to find a "cute" game of this type, the characters are all fairly stereotypical. Bruce always looks cool in his black burling threads and sunglasses (and his bald patch has been thoughtfully covered up), and the main threat comes in the form of fat burling security guards and various rough villain types, who are executed the movie via an unbelievably convoluted subplot. Here though, it all helps add to the comic-book feel that Special FX has been trying for.

Although Hudson Head is probably the best live-action translation of a movie for a while, the spaces of the film has been captured through various gameplay elements. For example, the player must often crawl or be otherwise ambushed in order to avoid laser alarms that could trip



you up, and shift from building to building on tightrope. There are also plenty of clever puzzle elements, such as the use of baseball bats thrown in a, for some inexplicable reason, armed with by set of pressure pads that open doors, throw switches, and so on. There's also the occasional puzzle subsection, which takes the form of a simple resistor test: a scale lock rotates at speed, and the trick is to stop the dial at each number of the five-figure combination. The correct figure has to be hit four times consecutively in order to crack the safe. One slip-up and it's back to square one.

The boys at Special FX say that the movie's lack of critical or financial success has put them off - in fact, only a couple of them have to date seen the film, as numerous attempts to go and see it as a group went wrong. But when you've got licensed games as good as this being to be shaping up, who needs the film?

—Gary Whitta



# Virtual Destruction

This month - Virtual Reality strikes again, this time in London's trendy Rock Garden and TV's *Crystal Maze* goes all computer controlled in Blackpool.



Right: An Aston Magnesium games enjoy the world's best VR racing area.  
 Below: The Machine.  
 Right: The first ever VR application in a TV show - it's only 20 per cent.



**W**hen the Media gets its mitts into something it considers to be sexy, it's goddess, don't they hold on to a PR fluff or imposterland? Ever since Virtual Reality hit the glossy fringe late last year, the press, TV and even *Maze* has gone pretty trying to work out exactly what is going on with this thing, where, supposedly, you put on a funny helmet in order to get something like an acid trip.

To add fuel to the fire, there are a whole lot of pseudo academics hovering round on the fringe of the VR scene, giving a whole lot of opportunity for a quick killing. Thus, there are people that have got grants from scientific authorities for studying things like the Anthropology of Virtual Reality. "Virtual Reality is Shamanism" - says the title of a paper I read recently. Gates gave Timothy Leary his been resurrected to earth how cool and grossly ill a game he. Cognitive Psychologists everywhere walk around dreamily-eyed, thinking that VR will be the same kind of New Age of Cosmos Business.

Well, who knows where the Age of Aquarius really will consist of people wandering around in headsets, but for the moment the fact is that there is a hell of a VR application that command public domain support - and therefore make money - and that is Games!

And what is the only company in the world that has VR games out there in the market right now? Good old 100% British, R Industries - recently a further flurry of activity with the launch of two new products.

First of all, there's the new 100003, the so-called CyberSpace machine, which has the Player wearing the familiar headset, standing in a room of public type of thing, using a Space Invaders controller. Space Invaders? Well, this is a headset with two fire buttons that is tracked by the system. So put it up in front of your helmet and you see - well, whatever the program wants you to see - in this case a really looking gun.

The first game, or Experience as they like to call it, is called *Aggression* and has you duelling it out with another human player in "a surreal mosaic of graphics and sound." Surreal is certainly the word, as it looks as if you are in the mode of a Star Trek chess board floating in Space - only you are at the board!

You move around this environment by pointing





So called 'Total Destruction' shows that computers still maintain the status of entertainment gaming machines.

Early Total Destruction shows the advantage of an edge in this slightly modified form of strategy as cars race across the road. The driver with control that now follows!

# tion

in the desired direction of travel and pressing one of the fire buttons. The other fires your gun, which rather than being a laser sort of thing, is more like a grenade launcher, with the projectiles having a light radioactive trajectory.

The game is filled with action and event sculpture and you make your way through the playfield, alert for the presence of the other player or. You both have the same aim - to try and shoot the other player as often as possible in the time allowed (about 3.5 minutes). When you do hit another player, they explode into millions of bits and returns in another part of the playfield.

Extra space is dished up in the form of a Blinky - a gigantic ghost (Parasocoy) who takes it upon himself to attack you from time to time. After he's being pocketed, a deep resonant voice orders out, "Blink! Blinky!" When you hear, "Blink! Blinky!" it's time to panic and look wildly around - it's an attempt to shoot him out of the sky before he plops you off, crashes your beams and drops you back onto the playfield from a great height.

Great sound effects, topped off with spunky CD music plus Nightmares in the "Mad Player" category for any exponent of Advanced Computer Entertainment. One of the best two player games ever got this to the Rock Garden, in Consort Garden Plaza, London, England, R&AP - although at £3 a throw, beating your friends over the head with a loud instrument does have the attraction of being fun cheaper.

Meanwhile in another part of the Planet's Capital, more things will get along with the coming of what is claimed to be the World's First Virtual Reality Simulation Centre, GOLF in the basement of Piccadilly Circus's main tourist trap, The Trocadero, the Simulation Centre consists of four modified 10000 units - all industries set down out.

Go on the two joysticks either side of you. The joystick - near them is a shaped cockpit that slides up over the front of the whole unit, with a steering wheel on it, two pedals on the floor and there's a gear shift on the left. Are you talking about a driving game, or what?

Actually we are talking about a Total Destruction, which is a driving game where you take around a track figure eight circuit complete with flying ramp leap along with up to three other human players and four other Computer Controlled cars.



Soon lots of body panel after the track, but if you get a bit too liberal with the panel beating you find yourself transported into a view outside of your car and watching it blasted into its component atoms and then reconstructed before your very eyes. You are then jerked back into the driving seat, and away you go! Control of the car is good, realistic without being too sensitive - and all the while that the race is on, there's a running commentary to keep you informed of the action, plus the usual lovely form of effects and CD music.

Although Total Destruction is primarily a race game - the nice thing about it is that it still gives you, the player, complete freedom while the race is on. So if you are losing along in last position, with no hope of winning - but you hear via the commentary that your best friend is in first - what do you do? Honour insists that you make your way across the track on the grass, to find the wacker and Mar ten to little bit!

Nevertheless, there's nothing like coming into the closing straight and seeing another player driving in the opposite direction, straight at you, to concentrate the mind.

The Centre itself is going great business and while you're queuing to get on, not only do you get to watch monitors that show you the viewpoint of each player, but also two screens that show the best of the action from around the trackside.

Best played with a few friends, Total Destruction is another milestone for Advanced Computer Gaming. And while you're waiting, the Tron, don't forget there's what is probably the UK's best arcade up on the top floor as well. But take along a lot of cash!

## CRYSTAL MAZE

Ever seen the old program Crystal Maze on Channel 4. Hosted by professional wizard Richard Dawkins, it has teams of gapped members around a set doing logic games - not the cup of dried walrus, but up to 4 million turns in the foot of the center on a regular basis.

Now you can apply to doing very much the same thing, if you're willing to travel to the Sand Centre on the South Shore of Blackpool Pleasure

Beach, controlled by rather a clever computer system.

The Crystal Maze is a computer moderated rabbit warren of three of the four zones based in the Tron program, Atlas, Future and Medeval, where the games are a combination of physical tasks and computer game skills. Uniquely, industry enters an Level 9 - better known for straightforward adventure games - were behind the game programming side of things.

After paying your desk - minimum of two needed for a team, you're given a credit card thing, which will control the rest of your game. You log onto the system by the control centre - and once you're done this, the clock is running!

The system directs to one of the games in the complex with a cryptic clue and off you and your team must go to search for it. Having located the relevant location, which will be displaying a welcome screen, you insert your card in a reader and get on with playing the game. Some of these are variations of old computer favourites, other are more imaginative - like the one where you do it at the top of a ladder controlling a trapeze to the instructions of the other, who's looking at a monitor down at the bottom.

You have to finish the game within a time limit - or lose a crystal, just like in the real thing. Finish the game and you get a crystal, which allow you more time in the Bonus at the conclusion of the proceedings.

So, you finish game to game - through the rapidly limited set - and end up with a number of crystals. You then go to the store, which has a myriad of buttons on the inside.

They light up from time to time - some are crystals which you must push to score, some are skulls, which boost your score. It's all bonuses trying to get as many crystals as possible and if you get more than 40, you win a prize...ours was a free drink in MacDonalds down the road.

Cyberzone, the company that run the place, call it fun for all the family - and it's certainly something different and makes a refreshing change from zapping aliens. If you're around Blackpool, try it!



Finally, see a fantastic game, this one where you happen to win!

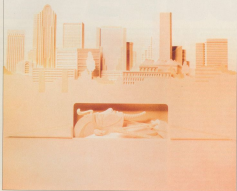
Richard Dawkins' instructions!



Travel to the ATOL until and look through the RED Tronster in the Tronster!

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# SCREEN TEST



**THE SIMS** Shows digital life at its most colorful, with a colorful SimCity-like style. But is it worth trying? You'll have to see for yourself.



**THE SIMS** Shows digital life at its most colorful, with a colorful SimCity-like style. But is it worth trying? You'll have to see for yourself.

## THE BEST IS YET TO BE

As you will have no doubt read by now, ACE reviews are changing, re-emphasizing into THE definitive guide to modern advanced computer entertainment. But, you cry, they already ARE! And indeed, dearest reader, you are correct. But regular readers should know by now that ACE is never a magazine to rest on its laurels. The best is yet to be. The ACE Screentest is dead, long live the ACE Screentest!



4 Lots of playing fun factor

4 Fun factor 10/10

4 The less player can get out of the game is



4 Reviewer didn't enjoy it

4 No option on some players

4 No joystick or mouse control

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 credit panel that tells you how we think it's shaping up. In most cases, a full review of the finished game will follow in a later issue.

## ACE AWARDS

ACE always awards an award of approval for outstanding software performance. If a game really leaves the competition in the dust, we give it an original award for the year. ACE awards that are the highest honor we can give. They are:



ACE only awards this year to games of outstanding quality. A truly great game is a classic that's remembered without hesitation.



Originally created for a few more days, and may games that have it deserve a special mention. This award is reserved specifically for these rare games.



One of the finest things to grade your a game is its graphics. Games that redefine the state of the art get this kind of approval from ACE.



One of the "biggest" awards of games — but one that's not given often. ACE only awards this one to the best use of words in a game.

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It's not an easy time to be a would-be fighter-aim purchaser. The last few months have seen a wealth of top-notch sims, such as 3D Realms' Jetfighter II and EA's Chuck Yeager's Air Combat, appear on the PC software shelves. And MicroProse's F-117A is not going to make an already tough purchasing decision any easier, because it's a file reader.

#### IN THE SCOPE

Even if F-117A came in a black featureless box, you'd be able to tell it was a MicroProse product. Open the box and out tumbles a weighty slab of



manual, a selection of handy keyboard overlays and enough backup material to fill about fifty ring binders. Some may find it a little over-the-top, but it certainly helps reaffirm the impression you always get from MicroProse games: that you're getting the best and most accurate simulation technically possible for your computer.

Once past the familiar plane-identification copy protection you're into the game proper. The intro sequence and menu screens are all done in a clean, polished style befitting F-117A's stealth milieu. Choosing an artistic style appropriate to the game in-hand is vital if the correct

atmosphere is to be generated. Console F-117A's graphics with the gridler style found in MicroProse's Gemini 2000 and its battlefeld setting.

Anyone who has played F-20 will be familiar with F-117A's wealth of menu options. The player can take the reins of one of the preset pilots or log on under a new name and build up their own flight history. Various difficulty parameters can be adjusted, including opponent quality, how red ink (and hence difficulty) landings are and even whether the program will let you crash or not: the perfect option for learners.

As in the original there are three 'War' settings: Cold War, Limited War, and Conventional War. These subtly affect the manner in which the game is played: in a Cold War setting the aim is to try and complete your missions without arousing enemy activity, while the Conventional War setting permits more gungahoush than-thou'd examples.

Perhaps the most controversial option (at least as far as sim purists are concerned) is the one that allows you to choose between flying a 'MicroProse' F-117A and the official Lockheed Stealth Fighter. The difference is in the payload,

# F-117A STEALTH FIGHTER 2

The F-117A Stealth Fighter may be able to sneak past radar, but nothing evades our highly-powered review scanners. ACE locks onto MICROPROSE's sequel to its '89 top hit.



Copyright © 1992 MicroProse Corporation. All rights reserved. MicroProse and the MicroProse logo are trademarks of MicroProse Corporation. F-117A is a trademark of Lockheed Martin Corporation. All other trademarks are the property of their respective owners.



Being a Stealth Fighter game, most of the information is on a HUD, and the rest of the simulator is on a top-down flight, if you feel up to it, you can fly without a HUD.



As is seen in the rest of all the best flight sims, the pilot can see the terrain in a 3D view, and the cockpit and HUD are also visible.



As the first Stealth Fighter game, most of the information is on a HUD, and the rest of the simulator is on a top-down flight, if you feel up to it, you can fly without a HUD.



IBM PC

895

Under Consideration

Under Consideration

Under Consideration

RELEASING DETAILS

IBM PC Under Consideration

IBM PC Under Consideration

IBM PC Under Consideration



After completing a mission, the player can see the terrain in a 3D view, and the cockpit and HUD are also visible.

the first F-117A has just two weapons bays, but Microsoft's has four, allowing for more action-packed play.

#### FIELD CHOOSING

The number of combat arenas has been reduced by Microsoft. Now the player can select missions from any one of nine battlefields, including all those from the original F-117 and F-117B plus a couple of new ones. The missions are pseudo-randomly generated, so the total number possible is practically infinite. Even followers of the Gulf War may be interested to know that some of the Persian Gulf scenarios are closely based on those flown by Stealth Fighters in Operation Desert Storm.

The player can enter any theater of war and choose or decline to go on any of the missions on offer at will. To help in making the decision, the player can review all the mission data, study the placement and ranges of the various nodes and enemy units in the area. Having chosen a mission the player enters the arena.

The player will find the plane already loaded with an arsenal suitable to the mission in hand as chosen by the computer. Generally the computer knows best, but you can check and change the preset payload with any of the ten tactical weapons on offer.

#### ARMY BARRY

At last, it's into the air, and this is where players with VGA boards will really begin to notice the difference between F-117 and F-117B. Taking advantage of the latest in top-speed 3D technology, F-117B's incredible graphics are a far cry from the basic polygons of the original F-117.

The full 256-colour VGA palette has been used to stunning effect, with graduated horizons and landscapes. The object complexity is remarkable - just fly past an aircraft carrier (complete with planes on the deck) and see what I mean.

Naturally there are some drawbacks, more so on a 286/486-based PC: the update is a tad jerky. Fortunately there are four detail levels, and naturally the lower the detail, the smoother the ride. At the lowest detail setting (which is still pretty damn impressive) the game dips along at a blistering speed.

The F-117A controls are non-identical to the original's, even the keyboard layouts are interchangeable! The missions are generally 'get in, destroy the objectives, and get out' affairs, with dogfighting (usually) kept to a minimum.

The F-117A was not designed to have off against a horde of Mig 2.9 (mostly because it



After completing a mission, the player can see the terrain in a 3D view, and the cockpit and HUD are also visible.





# PLAYER Manager 2

by Dino Dino

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

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

- Over 1M bytes minimum memory. An additional disk drive may also be required.
- Full implementation of KICK OFF 2 and FINAL STRIKE whenever possible. A double tactics editor will also be included.
- Three divisions/leagues with 14 teams, two Domestic and two European Cup Competitions.
- A young player must be named to the first team player otherwise he may burn out quickly.
- Numerous factors can cause player stress which will play a very important part in his individual match performance.
- Captain appointment. Man of the match. Manager of the month and the year award.
- Manager performance table per league/region. I.e. full league promotion after 10 weeks to maintain the position (the top may lead to being sacked).
- Introduction of some really nasty and high spending computer managers. A Player Manager may also get an offer to manage another team in the league.
- Facility to see the stats. of every player in the league and on the transfer market. Daily transfer level/players will have price indication.
- Option to bid for a player not transfer listed and overseas players. Introduction of loans.
- Much improved match report with introduction on scoring strategy, longer runs & possession in half of the match.
- International caps awarded and also compulsory retirement of players reaching maturity.
- Improved financial structure. Multi-player option.
- Improved coaching with facility to concentrate on an individual player.
- Transfer management stats, influenced by individual player and team performance.
- Referees, pitches and wind may be implemented. Pro season friendly.

#### SUGGESTIONS THAT CANNOT BE IMPLEMENTED

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

Each letter received until 15th July 1991 will go into a draw. First 10 letters drawn will receive an autographed copy of Player Manager 2 and next 10 letters drawn will receive CD ROM record tokens.

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

Please address the envelope to the address below:

# ANCO

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

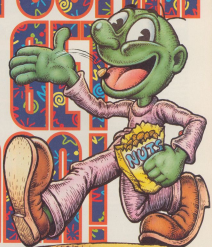








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# MAGIC Pockets

**F**ollowing hard on the heels of the excellent *Gods*, *Magic Pockets* has a lot to live up to. The game takes us around the pocket-dwelling antics of the most recent mascot, the Bitmap Kid. Thanks to a license feat of Physics, his pockets are far larger on the inside than on the outside. Big enough, indeed, to contain four traps and varied fields. Usually, the Kid has lost four of his wily favorite toys, one in each World. So the Kid dives into his own pockets to retrieve them. (Keep reading, it gets weirder...)

New this wouldn't be too difficult, but unfortunately the Kid has a monster in his pocket. Or, to be more precise, several monsters. The Worlds are populated by a brainy menagerie of monsters, all with a deep grudge against the Kid. Well, wouldn't you be a little pissed, having to spend your life in a slow grove (y'know, where's your power?)

Well, the Kid may be a little confused, but he's certainly not stupid. He knows he'll need something to protect him from the murderous attentions of the local wildlife (and are they ever wild). From his pockets he can produce a weapon, each based on some sort of natural phenomena, such as whirlwinds or snowballs, and varying according to the World he's in.

The weapons, though they differ in some respects, all act in fundamentally the same way: The Kid digs his hand into his pocket and has a good surprise await. The larger the surprise, the more powerful his weapon becomes. (Stop giggling at the back.)

At maximum power the weapon can be used to trap monsters. The Kid can then run into the wriggling nards and tear it into a bonny (either a sword or power-up). Alternatively, the Kid can jump into a just-thrown maximum power weapon and use it to whizz him about the screen, destroying anything in his path.

Each of the levels is huge, and it'd be very easy to get lost, but fortunately every time the Kid throws a weapon, a tiny arrow flies out of his pocket indicating where the Kid can find his lost toy. It's not vital that you retrieve the toy to finish a level—if you come across the Exit you can leave if you want—but they help in killing the badies and are worth a whole bundle of points.

At the end of a World the Kid has to face a super challenge. And for once it's not the usual boring, he-minute slugging against some

**Meet the Bitmap Kid. He's got the whole world in his... pockets? Just what is RENEGADE on?**



Special thanks to the Bitmap Kid. He's already been killed by accident with one weapon, and there's a considerable amount of damage to report to those who die. Sorry, but right he got being dead.



mega-baddy. Instead, it's a trial involving the top of the Kid's just been looking for. For example, in the Cave World it's a bike race against loads of other monsters, while in the Jungle World it's a boxing match between the Kid and the giant gorilla.

In addition, there are codes (of several kinds) to find and hidden passageways to explore, special bonuses to collect and magic all power-ups to experiment with, and enough surprises to keep you playing until The Cheat Engine appears.

#### THE MAGIC IS BACK!

From the description, *Magic Pockets* seems to have all the ingredients you'd want in a top platform game. But at any time leaves having the correct ingredients is only half the story. So to say, but *Magic Pockets* has several faults that mar its playability and the player's enjoyment.

The graphics, for example. There's no shading and no perspective shading and illumination effects make them in dense and hard on the eye. They just don't reflect the light and breezy subject matter. And the Bitmap Kid sports a just plain ugly, with not one iota of cuteness about him.

Technically, the game doesn't abound. The scrolling is chunky and jerky, and lets say the game's ST origins. The action is fast enough



### POCKET PANDEMONIUM

**THE CAVES**—The first world is made up of five huge levels and loads of things that floating down the falls. The kid takes steady advantage to use the bubble jet.

**THE JUNGLE**—The sub-tropical levels of action on the kid make for testing games. Would you believe that monkeys are the monster enemies? No, I thought not.

**THE LAKE**—Along the kid's search for his missing helmet takes him through seven underwater levels. Lucky to thought a couple good of monster enemies for better being, isn't it?

**THE MOUNTAINS**—The final and greatest challenge. Armed with everything, the kid has to negotiate eight levels of powerful new platforms. In search of his Super Hammer, (Golden Hammer, Super Hammer?) There's going to be a hell.

the famous bounce THREE times before they come to rest, and you just have to stand around waiting for them like an idiot.)

Not only does the control system take a lot of getting used to, but the game is tough too, and usually these factors combine to make the game very off-putting and frankly no fun at all.

However, consumers and things do improve substantially, with some clever original ideas on display. But sadly things never improve enough to bring Magic Pocket to the same league as Mario Bros. or Super Mario Bros.

■ **Final Thoughts**



Below: The yellow ball up in the danger level—hard to see, but you can see it. (Screenshot by Steve Nouri)

what there'll still be much in common, but also elements of meaning appear—not a great deal but enough to detract from the player's enjoyment.

Control over the kid is also problematic. In a platformer game the control method should really become invisible, and the player feel that he or she is responding to the onscreen action reflexively. This never happens in *Pocket Pandemonium*. You often feel that the controller is working against you, in part due to the sluggish game speed, control over the kid feels coarse, and lack of feedback you get controlling the flow of items or bubbles in Rainbow Islands.

The game's pacing is too slow to be totally satisfying. And when you start to build up momentum and the action's getting up, you feel you have to stop and wait for, say, your weapon to build up to maximum power, or the screen to stop-bouncing so that they can be picked up. This is particularly annoying.



**O**A, bloody hell. It's not as if we haven't already got enough golf games in it? Well, a new addition to the crowded genre is more or less inevitable around this time of year, when the turf's out and the big tournaments are in full swing. In this case, however, at least we're getting something that we've really not seen at a while, and that's a genuine attempt at a proper golf simulation, as opposed to the more arcade-orientated approach that has, to date, produced all the best golf games. *Links and PGA Tour Golf* have at last provided the great game to some extent and come up smelling of roses for their efforts, while the more intricate 'serious' efforts, such as Greg Norman's *Ultimate Golf* and *World Tour Golf* have ended up just - as they say - smelling.

MicroProse Golf's intention, seemingly, is to strike a happy medium between the two styles, combining all the aspects and factors present in real golf, while making things interesting and fun to play. The new level is the use of fixed 3D graphics of the field that Prose puts to such good use in its flight simulations, being allowed here to provide an accurate but more colourful landscape.

A first-person view map, where you can decide roughly where you want your shot to go in terms of distance and position. The computer caddy helps you with the club it deems best for the shot you wish to play (although experienced players may want to do their own choosing) and you're ready to go. Unless, of course you're really finicky and want to adjust the positioning of your feet (which ultimately affects the probability of playing a hook or slice shot) and, for tee shots, decide with the position of the ball on the tee, determining whether the ball will roll or stop where it lands.

When you're really happy and lumbered up, it's over to the familiar behind-the-player view to play. It's all done via an on-oval joystickometer which consists of two bars - the first, which operates during the backswing handles shot power, while the second, inside bar deals with shot direction and the dreaded hook and slice. The direction bar consists of a circle of white area and two outline (blue bars, one for hook and one for slice). The more powerful the shot, the smaller the 'safe' white area becomes, and the easier it is to maintain your second click and fall into this bit territory.



Clad in white, the new modern and in-profile features for prore the changing green, it lets the mouse control. (MicroProse Golf's Links and PGA Tour Golf)

# MICROPROSE GOLF

It's getting mighty crowded in the club house.

Can MICROPROSE offer anything new?

So courses are ready and waiting to be played around on, in any of a vast number of game variations - tournament, singles, three and four-somes, 'skins' and medal play and various others. Apart from that, most of the pre-game preparation is pretty much as standard - select a bagful of appropriate clubs from the available array, punch in your player data (which includes the ability to handicap players and, less useful but just as welcome, select your jersey colour) and you're off.

The shots themselves are played in a fashion that, while in effect is much the same as most previous golf efforts, is at least approached in a slightly different way. Shots are set up by way of

After the ball is in the air, a variable view TV camera tracks to the best of its ability, snatching angles and coming to give the best viewpoint at all times. When it comes to putting, things are equally as simple - the power bar is decorated with only one mark, which indicates the power required to get the ball to the hole in a normal, flat green. However, gradients and speed must be taken into account if the ball is to go anywhere near its target - some greens are like mountain ranges.

There's plenty of links to complement the links - shot replays, player stats and a very nice driving range and putting green where you can hone your skills. It's a very good golf game indeed,

**ATARI ST**

**800**

**RELEASE DETAILS**

AMIGA	£34.95	October
ATARI ST	£34.95	October
IBM PC	£24.95	January

and most of the ideas in evidence are both original and relevant. The power bar, for instance, doesn't have detailed number increments, enhancing the idea of playing by feel, rather than just stopping at the right number. There are problems, such as the map display which gets very cumbersome when trying to play close-range shots because the scale doesn't change, and the 3D display can get on the nerves after a time, but for those who've loved the time effort and practice, golf fans should find this equally as rewarding as the current crop (with *PGA Tour Golf* if not quite so notably anything).



# TIP OFF

The sheer pace of the game, and to and fro action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS  
GREAT FUN TO PLAY**

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:

- Multi directional scrolling screen.
- Five skill levels. Skill level of both teams can be set independently.
- 1 to 4 players option. Option to play against the computer or another player (to team up with another player against the computer or another player or two players).
- Facility to practice skills and tactics.
- Facility to create a team of all skill levels and design tactics.
- Interactive joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- Each player on the court is an individual with a unique mixture of attributes (Age, Height, Hair, Face, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- Two types of leagues. Action Replay at 3 speeds.
- Extra moves are available using two independent button joysticks using the EXORBITANCE System.



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**EASY TO PLAY - HARD TO MASTER**

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# ROBIN HOOD

**MILLENNIUM jumps on the Sherwood bandwagon - Populous style.**

**W**ell, there can't have been a better time to release a Robin Hood game. *Sherwood* fever is currently sweeping the UK, what with Robin Costain strutting his arrow-plated stuff on the big screen in *Prince of Thieves*, while the Bryan Adams theme music tops the charts. Yes, everyone's gone Hood crazy - and here he is on your monitor screen. What a gas.

So far as concerns the Millennium fan, gone for the classic approach, rather than the slightly altered telling that both of the recent cinematic efforts offer. The opening sequence sets the scene: while Robin of Locksley and his servants enjoy a sunny day in Sherwood Forest, it comes the insouciant-looking Sheriff of Nottingham and his Norman men to break up the party, strip Robin of his title and assume control of his castle and the surrounding lands. Of course, Robin is none too pleased about this, especially when his people desert him, and so he embarks on a mission quest to get back what is rightfully his and restore freedom to the beleaguered land.

At first glance, and certainly from these screen shots, *Robin Hood* looks suspiciously like a rather cynical *Populous*-style. Further inspection, however, reveals this not to be the case, and it is in fact a very enjoyable and innovative action-adventure over strategy game. As far as the genre's representation is concerned though, there can be little doubt that *Populous* was a source of inspiration somewhere along the line.



*Sherwood Forest* is a big place, consisting of the Sheriff's (oh Locksley!) castle and the surrounding city, the forest itself, a manor, a couple of villages, farms and a scattering of isolated hamlets. Robin starts out with nothing but his bow and his sword and must convince his flock to join - making the Sheriff is easy enough, but a much harder task is presented by giving to the people of Sherwood that you're a hero and to right wrongs, not for the Sheriff does his land to have everyone believe an outlaw and a thief. This is achieved by embarking on the classic Hood campaign of robbing from the rich to give to the poor. There are plenty of fat merchant types to take good loot, and an short supply of poor peasant folk to give it to. By doing so, along with other acts like killing Normans and rescuing people from the noose, you increase your popularity - the most vital factor in the game. Without it your acts will be frowned on by the people, and the job of the Sheriff is made that much easier.



Robin Hood's boss is easy to operate (but still on the brain) - this is the direction you're facing. Resources, units and how many you can build change slowly in the game. Robin is the Sheriff's underdog when starting off in any capacity. It's long on Nottingham - if you're caught, you'll be promptly taken to the Sheriff - and that means the game ends in a pretty swift way.

Indeed, the screen's change in the game progresses slowly, rather than in such a flash. The graphics change smoothly, and the occasionally difficult screen changes in the game occur without a hitch.

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They'll discover that their access by the common people isn't nearly as easy as it looks. A sidebar shows the current position of everybody in the town.



**PIL**

POPULATION INDEX (PI) shows the current level of the population and the rate of change. The population index is a measure of the overall health of the town. It is affected by a number of factors, including the number of people, the amount of food, and the amount of money. The population index is a key indicator of the town's success.

**830**

**RELEASE DETAILS**

PC	XBOX	PS2
October	October	October
October	October	October



It's a little annoying in the short term, but it's a lot of fun in the long run. It's a little annoying in the short term, but it's a lot of fun in the long run. It's a little annoying in the short term, but it's a lot of fun in the long run.

It's a little annoying in the short term, but it's a lot of fun in the long run. It's a little annoying in the short term, but it's a lot of fun in the long run. It's a little annoying in the short term, but it's a lot of fun in the long run.

While the majority of people in the game—nobles, peasants, and so on—are effectively one with little scope for interaction, there are a number of supporting roles that play an important part in the proceedings. Mad Madam is a friend of yours (she's the Sheriff's daughter), and she's a real sub-plot in operation as you try to win her—what basically consists of you paying her enough attention for the love of your life. There's also the love of Mary-Kate—Little Kate, who's a friend of yours (she's the Sheriff's daughter), and she's a real sub-plot in operation as you try to win her—what basically consists of you paying her enough attention for the love of your life. There's also the love of Mary-Kate—Little Kate, who's a friend of yours (she's the Sheriff's daughter), and she's a real sub-plot in operation as you try to win her—what basically consists of you paying her enough attention for the love of your life.

One of the game's most important aspects, naturally if you want to get anywhere, is the

acquisition of special agents. As you interact with the characters, and participate in mini-scenarios, you're given useful items, among them a magical ring that allows you to see what any character is thinking and, one of the most useful, a monk's habit disguise—especially handy when you've been outlanded and the Sheriff's men are out looking for you.

It's becoming increasingly rare these days that we see something that's both original and fun to play, and *Robin Hood* fits snugly into that category. It's easy to get into thanks to the intuitive coin system, and because much effort has gone into creating a real social structure in Sherwood Forest, there's a real sense of a world going on around you. The peasants hunt animals and chop wood for fire, women bake in the mill and monks collect and give proper tithes to the dead.

While character interaction is minimal, person-to-person are what the fat merchants are coveting and beg for their life when robbed, the very

men are suitably heroic and so on.

Furthermore, the whole thing has a very cinematic feel at times—such as when an undercover mission into the Sheriff's castle goes awry, and you're chased by the Normans through the town square. There's a strong atmosphere that serves to hold everything together, and this is strengthened by the cute character graphics and an element of humour that comes through in the dialogue.

Probably one of its nicest features though, is that you can play the game however you like—if you don't fancy fighting or rags and want to be a bit of a rogue instead, there's nothing to stop you from just making around, pulling arrows in the back of peasant women and leading farmhands down with your sword. But don't expect the people to love you for it.

The game is not without its shortcomings though—it would have been nice to have more control over the town and areas for instance, and in a broader vein, there are times when you get the impression that more could have been done with the game, that it could have been bigger, with more to do and more interaction. The central game idea certainly had more potential than has been realised here.

That's, however, an only minor objection, and what we have here is a very nice game indeed—primarily because it's simply a lot of fun to play, and very absorbing at such. Get this and you'll be a very merry man.



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# EA HOCKEY

There's nothing quite like an ice hockey match to get the rawest of human emotions on display. ELECTRONIC ARTS unveil their latest winner.

As for starting the console world with the snowball, John Madden's Football was the star. Park Place Productions have diverted their attention to a different winter-time pastime: *Ice Hockey*. The result is EA Hockey... and it's another winner.

The title screen sports a series of options that let you change the length of the game, choose what sort of game you want to play (either a one-off or a knockout play-off), select a team from the list of seven (Covers: Japan and USA are the best - Great Britain and Spain are hopeless), choose whether it's a one or two-player game (either team-to-team or two players with the same team) and turn off penalties and line rules (i.e. play the game properly or turn it into a horrendous orgy of violent violence).

Once the options have been set, it's time to pack off. Controlling the players is very simple (press and shoot when you're on the puck and control and bang/tackle when you're not) and consequently the game is very easy to get into. But although the control method is a breeze to use, it's beautifully designed and gives expert players the scope to really develop their skills. A stick can skate around, pass the puck and receive goals... but a real pro can string together beautifully timed passing plays, crash play in against the barrier, shoulder bang them to the ground and even shoot the puck at at

opponent and knock him flying. Once you start nailing up opponents, it's only a matter of time before a fight breaks out.

When one does, both players involved throw their gloves to the ground and face-off, ready to beat seven shades out of one another. These moves are available with either to beat the opponent - hold, face punch and stomach punch - and the object is to beat the opponent before the referee intervenes. After that, if the penalty option is off, play continues with a face-off. If penalties are on, both combatants are sent to the Sin Bin to cool off for a few minutes.

Scoring is a tricky affair because, like in *Ice Off 2*, the computer-controlled goalies are no slouches. However, when you do get one in the net, you can access the REPLAY option and watch your glorious effort in slow motion - and then re-watch it and watch it again to really choose off your opponent.

There are few sports simulations that can be called truly classic games. John Madden's Football and Kick Off are two of the very best. I also think that Ice Hockey should join them. Not just because it perfectly captures the blistering pace, the atmosphere and sheer bone-rattling action of the sport. And not just because it's incredibly enjoyable, packs a tough challenge, and has massive potential for players to really



EA Hockey is packed in a particularly exciting way, with the game's graphics and sound quality being some of the best in the genre.

EA Hockey is packed in a particularly exciting way, with the game's graphics and sound quality being some of the best in the genre.

develop their ice-skating or hockey skills. And not just because it features brilliant graphics and sound.

No, the reason it deserves classic status is simply because it's such a supremely playable game. It has that timeless quality that'll keep you going back to it months - even years - after you first played the game. If you're a Magistrate-winning sports fan, this is an essential purchase.

John Riggs

**EA HOCKEY**

EA HOCKEY is a sports game which only Electronic Arts could produce. It's a combination of the best of EA's sports games, with a focus on the most exciting and competitive aspects of the game.

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**RELEASE DETAILS**

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Usually, games of the Thrust genre are pretty low and far between. Apart from Oid, the most recent effort was *Deathrains* which possessed better graphics, but lacked some of the playability that made the former a classic.



The *Executioner's* interface (shown) appears and functions are operated by the ultraprogrammable joystick.

The *Executioner's* Hawk's attempt to improve on the idea. As in most inter-lidder games, horizontal joystick movements control rotation, while forward activates Thrust and in this case pulling back activates a "Factor coil" which allows you to collect objects on the planet's surface.

As a relatively bland intro, sequence you are informed by the Emperor himself that you must "execute" the evil leader of the Gargantoids. Unfortunately your task is hampered by the fact that his current location within the galaxy is unknown. To find him you must find four segments of an electronic key.

The galaxy is split into twelve sectors and in each lies a space station, a ship and about ten planets. The patterns of landscapes include all the usual: metallic, organic, stone, etc. Scattered around the landscapes are pods which shoot at you and sometimes launch ships, these take a form suitable to the current environment. And to be found are fuel pods, stranded pilots (who can be rescued), and, if you're lucky, a key segment.

Searching every planet for the pieces, would take you a lifetime so to make things easier you can quarantine any captives (these the pilots you "rescue") when at a space station. If they are proving a bit stubborn, then there are numerous methods available to you with which to loosen their tongues. Entry is one option but unfortunately the the captive money is pretty scarce and can only be obtained by selling your prisoners. For those who don't mind a touch of sadism "Torture" is both more effective and cheaper. This takes three forms: firing,

Stretching and Electrodes. Each when pushed turns the Difference bar of the captive, the less it gets the less money you get when they're sold (should it fail to zero before he talks, he dies taking his secrets to the grave).

Amassing cash is useful as it allows you to repair your dead ship with a wide variety of equipment. These include 2-Hey, 4-Hey, pod scanner, terrain scanner, fuel and Power shot. Restoring these are lost when your current level is destroyed, which due to the lack of shields, damage bar or any other protective device takes only one shot.

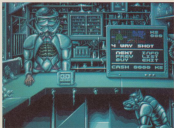
I must admit that the scenery graphics are a bit better than I expected, being colourful and well shaded, and they convey the atmosphere effectively. However, as we all know, graphics alone do not a great game make, and it is in the other departments that the game falls short. Sound is very poor with a few beeps and bangs, the Torture sequence has no effect to enhance and could have been a lot better had a few more sounds been included, such as screams and sounds appropriate to the method.

Playability suffers due to the fact that most of the planets are tiny (i.e. two screens wide) and they really aren't complicated enough, with just one mode to take. It's also too easy to die; in one case I had found a segment in one of the most difficult worlds and was destroyed just on the way out, and had to do it again (needless to say couldn't be bothered).

■ **Global Review**

# THE EXECUTIONER

HAWK's Oid's clone bears a rock-hard title. But will you lose your head over the gameplay?



734

RELEASE DETAILS

AMIGA ETEN OUTRICK

# KICK OFF 2



## Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- ★ 1 to 4 players option (Amiga & ST)
- ★ Kit Design (Amiga, Atari ST & IBM)
- ★ Facility to load Player Manager teams and designed tactics
- ★ Intuitive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
- ★ Two players teams mode against the computer
- ★ After touch controls to bend or dip the ball
- ★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards in need
- ★ In need of features to create the atmosphere of a soccer game which target fun to play.
- ★ League and Cup Competition with sudden deaths penalty shoot out

**THE ONE** - Ultimate soccer simulation. 96%.

**THE ACE** - Brilliant Buy, Buy, Buy. 93%.

**AMIGA FORMAT** - Best footy game to have appeared on any machine. 94%.

**ST FORMAT** - What a game! Gem to play. Magic. 90%.

**C & VG** - Championship winning material. 95%.

**GAMES MACHINE** - Probably the best sports game ever. 92%.

**COMMODORE USER** - No other footie game can touch it. 90%.

**AMIGA ACTION** - Surpasses all other football games. 93%.

**POPULAR COMPUTING WEEKLY** - Nothing short of brilliant.

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**What problem?**  
The original 16-bit format, especially attractive, interesting to look at, it was less than brilliant. However, the Power Macintosh has developed a solution.

**What?**  
The solution to the problem was a matter of time, not space. The game will be a different stage of the game. It will have a variety of items, which can be used to solve a variety of puzzles.

**When?**  
The game is the best the designer has ever seen. But with the Power Macintosh.

For example, if you are stopped from reaching an enchanted princess by a stream of bees, you simply feed a pot of honey and exchange it for another object in the bee's vicinity. As soon as you do, the bees will go for the pot, leaving you to go for the princess. Problem solved. I just exchange the honey because you can't just stop eating you're carrying... you have to swap it for something else first. It may sound a bit strange, but it works quite well. A small indicator at the bottom of the screen allows you to see how many princesses you have freed, along with a time limit, but remaining, an object inventory window and your score.

After completing a level, you will be presented with a bonus stage, in which you may gain extra

# STORMLORD

A visual treat on 16-bit formats, Stormlord is equally attractive on the Megadrive, but has the gameplay improved?

Stormlord was first introduced onto the 16-bit computer formats by Haver, followed by the 16-bit incarnations. It was widely accepted as a very good game indeed, and now Reasonart have taken the opportunity of producing a Megadrive version, improving graphics on its forebears, while maintaining the familiar gameplay.

An evil old wizard has rounded up all the fair princesses in the valley of the enchanted Realm. Her plans for the princesses are unclear, but are certainly best avoided. Anyway, for whatever reason, the old wizard scattered the fair maidens throughout the land, imprisoned in little bubbles. The player's mission, of course, is to free them.

This, however, is no merry little quest through the Enchanted Realm - in fact there's nothing enchanted about this realm at all. It's filled with vicious fire lizards, evil wizards, undead skeletons and other creatures all intent on giving you a hard time. If you do succeed in your mission, you will be rewarded by being talked about by everyone in an admiring way and, if you're really lucky, a song with one of the princesses. (Thank!

Those brave enough to venture into the Realm should prepare themselves for an eight-way stroll, thump, thump, bump arcade adventure.

As you stride purposefully through the unimaginable number of levels, encountering and slaying things as you go, you will be forced to solve puzzles in order to proceed. These puzzles can range from the easy to the downright frustrating, but normally you will figure them out because they're all very logical.



points and even lives. This stage is played by interesting princesses who, all endowed with their abilities, are falling slowly to their doom. There are no monsters bothering you, so you cannot shoot or jump. You must simply walk around rescuing princesses. Hmmmm...very nice. So that's it: Stormlord.

I'm not only briefly played the original game, I'm in no position to compare and contrast the two titles, but I honestly hope they're better. The main problem with Stormlord's (that it is) 3D is trying, and we're not talking hitting the table cycle here - frustrating, but throwing the copes the screen frustrating. It's not the problems the you are confronted with, they're easy, but the simple mistakes - even bugs - that are present.

One time, I'd successfully removed the bee from an area surrounding an object I needed to complete the first level by eating them with a pot of honey, but they still got in my way, so managed to kill me twice. But this is not always playing to me. It can annoy you. The graphics and sound seem their purpose, but both could have been much better. Most things of all, however, was the discovery that the items in the game are now wearing their little blamers out.

I could only recommend this game to the most ardent of arcade adventurers, or those who are who longer for something better really don't grab me, and I doubt it will enjoy the.



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# WING COMMANDER III

## • REVENGE OF THE KILRATHI •

**ORIGIN** boldly goes where it's already gone before

**THE STORY SO FAR:** The interstellar war between the humans and the evil-cybernetic Kilrathi continues. As the sinister, empire-building megakonians try to expand their empire throughout the free galaxy, the brave young pilots of the Terran Confederation Navy fight to keep their bark, and in particular from getting their claws on Earth.

Unfortunately, the war has not been going well, the most devastating blow coming from the destruction of the TON flagship *Tiger's Claw* by a squadron of state-of-the-art Kilrathi stealth fighters. Worse still, since nobody but you, a TON fighter ace, saw the Kilrathi ships prior to the attack, you've been held responsible for the *Tiger's Claw* incident - and nobody wants to listen to your stories about invisible ships. However, due to a lack of evidence, your punishment remains light - demotion to ace and transfer to the security services. But you're still an active flight duty, and with the Kilrathi getting closer all the time, action is just around the corner...

*Wing Commander III* is a sequel in the true cinematic tradition, carrying on the story directly from where it left off at the end of the second *Wing Commander* mission disk. But while the story is alive, the game itself remains basically the same, albeit with a number of tweaks and enhancements. Also, the basic structure of the thing remains - there are around 30 space combat missions to fly, and in between, each a new episode of the unfolding story presents itself in the form of an extended cinematic segment.

Your performance in some missions can alter certain aspects of the story, although the control plot remains unshakable, so basically it's just a question of surviving all the missions and the pre-ordained happy ending.

*Wing Commander III's* story is even more heady than the original, although the basic plot is that, armed with their new stealth fighters, the Kilrathi have breached their most sacred of plans yet to seize control of Earth. And in true action movie style, there's a tactical human mission subplot that deals with you trying to clear your name over the *Tiger's Claw* disaster and deal with the pissed-off flag officers who want you booted out of the service. The story also allows for a more progressive style of gameplay because you've been demoted; you've got to work your way back up the ranks if you want to get your hands on the bigger, more powerful



Intercept a Kilrathi ship. The great new capability of high-order fly-by tactics is demonstrated here, as you can square them off with the ship by being invisible, even without completing an open-point target. In the extended version, you can control multiple ships.

**PIC**

Highly detailed, realistic cockpit views and a complete cinematic presentation are among the new features of Wing Commander III. The story continues from where it left off at the end of the second Wing Commander mission disk, and you'll be able to see the *Tiger's Claw* disaster from a new perspective. The game also includes a new, more powerful ship, the *Thunderbolt*, and a new, more powerful weapon, the *Thunderbolt*.

**IBM PC**

Wing Commander III is available on IBM PC, DOS, and Macintosh. The game is available on CD-ROM and floppy disk. The CD-ROM version is available for \$49.99. The floppy disk version is available for \$29.99. The game is available in French and Spanish.

**RELEASE DETAILS**

IBM PC CD-ROM    CD-ROM    DOS    MACINTOSH

craft that only senior officers get to fly. The one you fly your initial missions with, called the *Ferris*, is armed only with steady lasers, while bigger craft such as the *Thunderbolt* and *Sabre* have multi-purpose armaments that can fire lasers, missiles, torpedoes and protective shields.

The missions themselves are wide-ranging, and change in style in accordance with the development of the plot. At the outset, when things are pretty quiet, your orders are simply to patrol, and these patrols lead to sporadic encounters with Kilrathi craft. As the war heats up, missions include escorting valuable freighter craft, protecting your own convoys and attacking Kilrathi flagships. One of the major gameplay changes since the original *Wing Commander* is also supplied by the scaling discipline. Instead of flying missions from just one base, *W3C* can be transformed around from various Terran ships as bases around the Galaxy. The *Comet* is the new TON flagship, but missions can also be fire-



Wing Commander's designers wanted the view through your eyes from all an enemy's perspective. They wanted to give you a sense of being in the cockpit, not just watching the action from the outside. The cockpit view of the air-fight mission scenarios, which also encompasses the same cinematic style as the rest of the video.



## CAST OF CHARACTERS (BUT NOT ALL OF THEM)



**WING**  
Wing Commander, excellent pilot, always looked off-camera the moment the figure's close. After the character's second mission and second appearance, after this is only it will show the figure.



**GENERAL TOLWYN**  
The general of the Navy Headquarters mission, during your game, will have you responsible for the figure's flight. It's his responsibility to help you at your control.

**LIE SHADOWY WOODCOCK**  
Your shadowy friend pilot, though somewhat easy to catch.



**ANGEL**  
Your friend pilot - your replacement in the original game, more one of the force. She handles the mission for the figure's second mission.



**THE EMPEROR**  
The evil emperor's appearance, Commander Tolwyn on taking over the Earth.



**JAZZ**  
Excellent pilot, arrogant, full of a jerk. Doesn't like you, as you're the only pilot better than he is.



**BOONERBAY**  
The pilot with a somewhat personality outside on the fly. Manager to get every one else responsible, especially talking about death.

**PRINCE THREATHATH**  
The emperor's grandson, also known as the character of the figure's responsibility for the whole of the Kibaku fighting force.



**THE EMPEROR**  
The evil emperor's appearance, Commander Tolwyn on taking over the Earth.



**ANGEL**  
Your friend pilot - your replacement in the original game, more one of the force. She handles the mission for the figure's second mission.

from the giant Caeranian space station.

Combat itself is fairly simplistic and not visually different from that in the original, though certain things have been added up - the mission targeting system, for instance, is now a whole lot more effective, causing complete with color-coded lock-on indicators and target lists. As opposed to the original Wing Commander, when targets were lost, as soon as they flew off-screen, the new IT'S Empirized Target Training System keeps its lock on when targets are beyond visual range, highlighting its radar signal to make finding easier.

Once an enemy is in your sights, however, it's now just a matter of pointing away on the joystick than applying much in the way of strategy or tactics. The whole thing is much more of a 3D shoot 'em up than flight simulation, and the idea tends to be a lot of the easy side when fighting missions with Shadow, your computer-con-

trolled female wingperson, because she's so adept that nine times out of ten she's wiped out most of the Kibaku ships before you even get a lock-in!

There can be little doubt that as a technical level, Wing Commander II is, very low indeed. It's lovely to look at and listen to, and the special is storyline that threads it all together works well, spurring you on to complete the mission in hand so you can see what happens next. However, as cinematic as it may be, it suffers from the same problem as the medium: it's trying to simulate - once you've seen it, you've seen it, and it doesn't bear repeated viewing. Things would have been considerably improved if your actions in space affected the way the story unfolded, so as to be a proper interactive movie, but instead the combat has very little bearing on the big picture. For a few limited references to the number of kills you made in the post-flight dialogue. So the task you're left with is basically just to be a good boy

and survive until the end, where it's assumed the Kibaku will be sent packing by another day.

A proper strategy element where your performance in combat would have changed the face of the war for better or worse, and the changes were reflected in the cinematic sequences would have gone a long way towards making the potential that, for the most part, has been missed here.

These outlays aside, Wing Commander II is still an enjoyable experience, and those who got their rocks off on the first adventure will lap this up - it's effectively just a very big mission disk with a smattering of extra features. For those who look for a longer lasting experience that the short-term bells-and-whistles extravaganzas that this basically amounts to, would probably do best just to let the Kibaku remain the universe and wait for the more thoroughly considered Strike Commander. Watch this space.

By Gary Whitta

Right: the stylized cartoon characters that Bart can often be seen in; below: the game's interface, which will help illustrate the cartoonish nature of the software that's being reviewed on this and four pages in this city, and can only be called by name.

Check the electronic version of this magazine for the same price to play on the game system and collect items at night in the North-Eastern part. Contact us for more information. Call, now.

Has OCEAN's long-awaited licence done justice to TV's favourite family - or does it come straight from the planet cornball?

the

# SIMPSONS

## BART VS. THE SPACE MUTANTS

Don't take offence at the honour of 'The Simpsons' television series as it should, there can be little doubt about their phenomenal success. Let's face it, Homer, Maggie, Blaine, Lisa and Bart must be doing something right if they can topple *El Compadre* from the top of the UK TV ratings and get their faces on just about every T-shirt, magazine cover, coffee mug and pair of socks in the Western world.

Sadly, the Simpsons' sibling humour is just one of the show's many plus points that isn't apparent in this computer interpretation. It comes to us courtesy of Art Developments, who have centred over America's popular PC game. The result is not an outstanding failure, but definitely a case of wasted potential.

Because Bart has proved himself to be by far the most popular and identifiable member of the

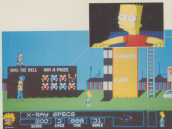
Simpsons, it's he who fronts this arcade platform romp set in the family's home town of Springfield. The basic premise is that some mutants have landed in the sleepy American town, and any planning to build a weapon that will take over the entire planet. Actually, it's not as tedious as it might sound, as space monsters have popped up in the TV show as a number of occasions - albeit never with a plan as clearly as this.

Seemingly, Bart is the only person in Springfield who knows what is going on, and he tries to be the hero in an attempt to wake people up to the problem and defeat the mutants before it's too late. Doing so entails making your way through five left-right scrolling levels, each a well-worn place in Springfield.

As Bart goes, he must generally get in the mutants' way by picking up or spraying using objects that the aliens are using to build the super-weapon.

On the first level (lots of Springfield), anything that's pink must be sprayed red - in level two, all bats must be eradicated from the sleeping town, and level three calls for the destruction of all balloons in the Krustyland Amusement Park. And so it goes - there's a basic on-site manual guide placed in the PC's Runscreen menu, as well as objects are easily accessible, and Bart must use a combination of lateral thinking and certainly to reach them.

To make things more difficult, there are always plenty of mini-mutants and other troublesome creatures bouncing about the Bart must be careful to avoid. An additional nice touch is that many of the Springfield residents have already been taken over by the mutants' mind-bending ray and can only be seen in their true form when Bart wears his special X-ray sunglasses. By bouncing on a mutant's head, Bart can obtain alien tokens which, if enough are collected, will summon a Simpson family member to help the



Space mutants will be back and the alien world will be yours. The best and worst parts of the game are the aliens. The best and worst parts of the game are the aliens.

fighting final battle the end-of-level adventures. Bart, Lisa, and subsequently Homer's attempt to create something a bit more sophisticated than the average on-line game is commendable, but the result is nevertheless frustrating because of the average on-line game that makes the whole thing too difficult to play. It's too easy to see through to real fun of your own, and the control is ineffective - to pass the game, you have to access the object menu and select the option from there, why couldn't we just press 'P' to be as adapting the TV show is concerned, the most is the most authentic aspect - but that it's not difficult to see it copy a bit. Bart is too small and 'funny', as are the other characters. The Simpsons has a very definite look, and it's not been captured here. The Simpsons can't get a much better idea of how the whole thing should have been approached. Hopefully the success of that, if it ever appears, will be a more successful venture.

By Guy White

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## BRAVE NEW WORLD

Gremlin's Utopia Takes On  
Populous and Sim City



## INSIDE THIS ISSUE:

- STUNNING - Eye Of The Storm by Empire
- THUNDERHAWK - Core Has Lift-Off
- ROD-LAND - So Cute It'll Make You Puke
- PEDAL TO THE METAL - With Lotus 2



Imagine walking along a secluded Caribbean beach with deep blue skies, clear seas and golden sands. What about a stroll through a field of glowing wheat? Or perhaps a fresh swim in a Aegean lake? Popper's version of Utopia, the perfect place to live, differs of course. Graham Ing and Robert Clark, the creators of DOS Jane Seymour, would like us to believe a 3D space colony is the only way to create perfection. At least that's the logic ahead of you in this hybrid game from Gremlin.

Popper's play-by software. Take the urban construction and administration elements of SimCity, place them over a hot Popover-style isometric 3D view of the landscape, and throw in a pinch of warmongering space invaders for added flavour. That's seems to be the recipe for Utopia. Does the combination turn sweet or sour?

It's not difficult to grasp the aims and controls of the game. You first, as colony commander is to create a Utopian society on some far away planet. Spend all your money on hospitals, food production and monthly long sports festivals and your populace will be content, but without any credits, defence the inevitable computer-controlled alien attack will wipe you out before you've had chance to construct your first missile launcher.

Controlling the social, economic, and military development of the colony is a balancing act on a grand scale. There is no finite aim or end to Utopia, although you're supposed to try for a 'Quality of Life' rating of 99% or above.

You start the game at a considerably lower level with a few low buildings already in place. From there on in, it's up to you. Most of your



time is spent learning just a magalled number's 3D view of the planet surface. A selection of command symbols situated along the right hand side of the screen allow you to generally play around with the administrative affairs, see the whole of the world and search for ore deposits. Choose a particular type of building to construct, flood the finances, and so forth.

This game is full of little touches which aid your split-second decision making. For instance, you can tell which buildings are still under construction/because they're surrounded by scaffolding. Simple yet effective.

Each construction has a function crucial to the colony. A hospital, for example, can be used to increase the number of colonists by improving their birth rate and health. In addition, you should monitor your medical budget when you build one, otherwise you'll get the equivalent of a run-in strike. Talking of strikes, you must remember to prepare for an alien invasion. This can come at any time, but you can take suitable precautions by building a fairly large army and adequate defence network. Programmer Graham by recommends you build a small expeditionary force, wait for the aliens to wipe these suckers

# UTOPIA

Is GREMLIN'S latest a vision of perfection?





Major scientific breakthroughs can change the course of history, so other real-time strategy titles use scientific breakthroughs for strategic focus or "people technology."

Major science titles of the late 1980s and early 1990s, showing 1988 Command & Conquer II in all its military glory.

out, find out the weaknesses of your opponents in the prisons, then build a big socialist army and save the day. But what does he know, money?

If things are going badly, flashing indicators light up to warn of insufficient air, food and power supplies. Ignore these warnings and you could end up facing terrorist attacks or mass assassination attempts. A team of experts can provide advice if it all seems too much.

You're able to move onto any of the other nine planet scenarios once you get bored looking at the barren-mountaintop ranges with sparse patches of space rocks, so the first one, where the designers of the game colour blind or what? Each interstellar landscape has unique terrain features and a different type of alien to contend with. Some



## MASTER AND SERVANT

Do you want to become a military dictator, or just have one? Real ACSI Sign Up Now to address your great social questions.

First, find a large one (planet) and build a couple of cities. Then you'll need buildings to transport, store, and use them. You'll need only a few construction yards. Next, increase income tax to raise funds, get rid of useless goods like guns, and focus on your military, research and security grants. If you only sit, getting money into paying a threatening great money army that all you need to know is that the money is coming sooner or later.

Like the Renaissance, your kind of state, every, certainly will eventually reach something useful like a formal state government or total dictatorship. Keep the air-to-air high and make sure you have enough flying machines and storage facilities. The land and air-to-air facilities need to be constantly fixed with people and supplies. Nothing should stop you from the final objective: total alien domination.

Since this scenario really you don't give a toss about them, you'll better there in a luxury 50 and make their security personal. After all, you don't want to be bumped off before the big show, do you? So for a little defense line of missile launchers and few towers around the borders of the colony. Don't forget your own army of elite coverage in case of invasion, mass attacks and a secondary strategy: command. Control could prove useful during the heat of battle. Good luck, Commander.

If these terrible aliens stroll down your planet, in Star Wars: The Force Unleashed, you'll kill them.

Have you got what it takes to build a Martian society or are you a fascist military dictator in disguise? There's only one fun way to find out...

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AMIGA	1.75.00	10.75.00
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# CASTLEVANIA 2 BELMONT'S REVENGE

Although yet another in the long line of Mighty Warrior (or Mighty Quest) games, this has the good distinction of being not at all bad, unlike 99.99% of the others in the genre.

In the original *Castlevania*, the good, benevolent warrior Christopher Belmont (doesn't he sound lovely?) finally put an end to Dracula's Munching-and-eating range of terror (A.R.A., The Night of the Long Teeth). The relevant members of *Castlevania* hoped that this would be the last they would ever see of the undead fiend. But no. Fifteen years later and he's back, his clockwork

arms emanating from four mighty fortresses. In Dracula's absence, it's up to his son Sotero (obviously the family's penchant for sensible if soft names stopped with Clario to enter the castles and slay the evil guardians in each.

*Castlevania 2*, to be honest, holds few surprises. It's basically an enhanced *Byzard*, with Sotero marching through screens after scrolling screens of moving platforms and ledges, battling enemies out of the way with his playtime weapons. Same enough, there are special cards which, once cracked open, reveal a variety of power-ups.

At first, it all seems disappointingly much of the mill. Oh, he and very playable at night, but still not all that great. But then some very nice features appear, like crushing walls where the player has to time his run from entrance to exit so as to avoid getting crushed, or massive spikes shooting out of the walls which not only have to be avoided but also used as platforms to climb up to new areas of the levels, or whirling conveyor belts which will either dash you or spike or mangle you in their hell drives if you aren't carefully.

In short, *Castlevania 2* mixes quality gameplay with a host of surprises and a never-ending stream of challenges that lift the game well out of the mire of the average and into 'must buy' territory. Action games this good are hard enough, but on the Gameboy they're practically non-existent. *Driver*, to the software shop...

David Lightburn



**880**

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# TAIL GATOR

offers the player some low-concept coin collection and some hilariously silly-but-combat.

Prepared to be speed to reach the end of the level by an assorted bunch of occasionally unimpressive enemies. Clearly much like the ball and send the bad guys spinning off the screen. Or when he gets really cross, he can activate an occasionally-forgotten smartbomb, clearing the current stage of all enemies for a brief period.

Checks which later each screen contain either power-ups, bombs or keys which will open the doors to new levels. Some levels contain randomly floors through which *Chucky* sinks, or waterfalls up which *Chucky* rises. But so far, as it could see, there are very few levels with things in which would have the slightest entertainment value for *Chucky* or anyone else for that matter.

While rarely moved on them games where the entire objective is to get off the current screen by collecting a key, or at least everyone except

Belmont have. For the moment instead of a second of a moment, *Tail Gator* looks as if it could be one of those simple-yet-addictive games which looks rubbish but plays like a dream. But it isn't. So don't be fooled.

De Douglas

**370**

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The peaceful kingdom of Babbary is under attack! A powerful dragon has swooped his castle and smelted into an annual feast that never time matters. The creatures went to their great tent to save them... Clearly, the highest adage: Help *Chucky* strike a blow for freedom in his tail-spinning adventure for the Game Boy!

Oh, my mistake. And there I was thinking this was not a sad little Mario clone up off with a stupid control character which would be serving the populace far better as a handbag and a pair of shiny shoes.

Presented in side-on fashion with graphics, set on the right side of acceptability, *Tail Gator*

# Tricks 'n' Tactics

The final secrets of Monkey Island are revealed, and there's a goodly sprinkling of short 'n' sweet tips. Lap it up, punters!

## The Secret Of Monkey Island

**P**ut on your eyepatch and share your wisdom, as we set sail for Monkey Island a second and final time, covering up John Bolla's closing guide. By the look of it, things don't start well...

### DISASTER

Listen to the Look-Who's-take-of-us, then head over to Starb's in the hopes of finding a boat. Try to buy a couple of boats with your meager fortune, then return to the store in the hope of gaining a note of credit. When the storekeeper takes the note from the safe, make a note of the combination used, as he is unlikely to be satisfied enough with your 'profession' to give you any credit. If he does not, then send him to speak with the Second Master for you. While the storekeeper's away, open the safe and remove the note for's left.

Return to Starb, and try to buy the cheapest boat you can get. Haggle over the price for a while, then pretend to leave, agreeing to come back when he asks. Offer or insist your offer of five thousand pieces of eight, and he should hopefully accept. However, you still have to find a crew.

The first and easiest member to recruit to your cause is the Second Master. Simply go to her house and tell her of the Governor's latest-ahe gains without delay. Next, travel to the shore to the North-East, and use the rubber chicken to get to the house. Speak with Meathead, and try not to insult him in other words, don't call him 'cannibal head' too often, when he claims that you are not a captain material and presents you with the fearsome (jeep) hat, realized that, by strutting it, he will be overruled by your captain and really agree to join your crew.

Finally, you need to hire (or to give your head crew member). To do so, collect some mugs from the Scavenger Inn, and fill one with grug from the cannel in the kitchen. As the grug boozes its way through the mug, descend it into another, repeating the process until you reach the pit.

Then pour the grug onto the lock, and Otis is freed! Don't be put off by his initial reaction—hell be back. Next, simply head back to the clock area, and you will be ready to leave for Monkey Island.

### PART 2: THE JOURNEY

To start with, collect the ink and feather pen from your desk, before opening the left-hand drawer and removing the book - be sure to read it too. Next, collect the Jolly Roger from the locked post, then go down into the hold. Collect the rope, some gunpowder from the bags, and the key wire from the chest in the bottom right-hand corner. Now proceed to the kitchen and get the pot and some cereal from the cupboard. Light the book in the fire. Open the cereal box, and examine the paper revealed. Unlock the safe net in your room with the key and pick up the chest. Return to the kitchen with your new possessions from the chest and begin to prepare the recipe.

### FINDING SUBSTITUTES FOR THE INGREDIENTS

- |                     |  |
|---------------------|--|
| 1 Cinnamon Stick    | Believe it or not, a cinnamon stick will suffice.        |
| 4 Leaves of Mint    | Substitute breath mints.                                 |
| 1 Human Skull       | The Jolly Roger will do. Normal ink has the same effect. |
| 1 Squid Squid Ink   | Wine's red. It's close enough.                           |
| 3 ycs. Monkey Blood | Another use for the rubber chicken.                      |
| 3 Live Chickens     | There's enough sulphur in gunpowder to work here.        |
| 2 or 3 Strimones    | All found in your every day cereal.                      |
| Narcotic additives  |  |

Once the final ingredient has been added, the spell takes effect. When you wake up later, first grab another handful of gunpowder, then go to the desk. To get into Monkey Island, simply get a piece of rope as a lure for the cannon, stick



some gunpowder to the muzzle, then wear the pot and get in. You will be blown to...

### PART 3: UNDER MONKEY ISLAND

Once you regain your senses, grab the banana from beneath the nearby tree. Go to the clearing and give the monkey your offering. Next travel to the river fork and climb the bankfields. By storing the precious wash of art and the pile of rocks above you should be able to accurately fit the banana tree on the recently visited beach. Once you have done so, return and pick up the new bananas, slipping off once more to give them to the tempest monkey.

Travel west to reach Toothed's float. Pick up the supplies and rope, then push the cannon. After you have got rid of Norman again, get on the cannibal and gunpowder, and return to the river fork. Once there, use the gunpowder with the can, and either use the first float on the main or in the location with the cannibal, or open the supplies and use the bits with the rat to obstruct the charge level to the pond formed and collect the rope from the 81 performer. Go to the shack and use a rope first ly on the strong branch, then as the steady stamp on the red level down. Climb down to the bottom and collect the can. Return to the beach, use the can with the boat and set sail.

Set North and leave your boat on the beach at the appointed part of the island. Walk to the cannibal's village. Once there, walk to the left and collect the bananas from the bowl of hot, then walk right to be apprehended by the cannibals. Once locked in the hot, collect the skull if you're into that and then search the floor for the loose floorboard. Lift it and leave as the

Now don't try and take the banana-cocker yet, as it can only be removed via the door!

1. Talk with bananas, return to the monkey and give him all of them. He should now follow you around the main map. Go to the clearing with the giant monkey head, and examine the right-facing rope on the totem pole behind you, just beside the fence. Pull it, and the fence will open. The monkey will now helpfully swing on the rope and hold the gate open while you enter.

Once inside the sacred area, pick up the small idol and return to the cannibals. Persuade them to let you offer them a gift in exchange for your life, and then give them the idol. Once they leave, enter the hut you had previously been locked in and remove the banana-cocker. Use this to harvest, who will give you the monkey head key in return.

Go back to the clearing, and open the head by using the key in the head's ear. Explore the cat-cornucopia for a while, and if you are unable to find your way through (very likely), return to the cannibals. When asked about a favor, try and get them to help you through the cat-cornucopia, then try and persuade them to give you their recipe for 's' food. When they refuse, offer them your buffet on 'How To Get Ahead In Navigating' and, thanks to their eternal literary skills, they will gladly give you their food. Return to the cat-cornucopia and use the head to guide you to the ship.

Once you have arrived at the ship, talk with the head to convince it to give you it's necklaces of invisibility against ghosts. It may be slightly unwilling to part with it's possession, but threat enough to dropkick it into the lava often brings results. Wear the necklace and board the ship.

Once on the ship, travel first to the hatch, and collect the ghost feather from nearby or on the ghost minnows, and use it on the sleeping ghosts left to collect his ghost grig. Return to the deck, and walk left to enter LeChuck's room. Walk as close to the key on the wall as you are able, then use your magnetic compass to attract it.

Go back below deck to the room with the phantom livestock, then unlock the hatch and descend. Use the grig at the cat's dish to put it out of action, then collect some grease and return to the spirally stair above. Use grease on the floor, then open it and go through to collect the ghost book. Return once more to the animals, and use the book on the glowing cage to open it and retrieve the wooden artifact, necessary for the cannibal's plans. Then leave the ship.

Once you return, talk to the ghost, and find out where the ship has gone. Once LeChuck arrives, and they both start to leave, stop them and force them to take you with them.

#### PART 4: GUYBOWDIE KICKS BUTT

When you arrive back at Rotten Island, let any ghosts you meet give a taste of vodka-meat-booze, and hurry to the church. Stop the waiting thing place, and advance at the end-captain.

After you have been soundly enveloped across the island to Star's, wait until Star gets his from LeChuck, and once you have been introduced from the grig machine, grab the Coast Guard and LeChuck have it. Watch the end sequence, and walk through the being credits as there is a fairly good piece of advice right at the end.

## Supercars 2

**F**ancy a big surprise? Oh, I bet you do. Cole McGarley from Paris is sunny France says if you type in **T BNAK THE HILL** when Player 1's name goes and **PHH800** when Player 2's name goes for a surprise effect.

## Horror Zombies From The Crypt

**M**ore startling work by Cole McGarley. If you're partial to white hair, type in **8880000** as the password. If the doesn't work, try **800018400** or **000000000**.

## Pang

**A**round the World in a Day, thanks again to Cole McGarley. On the map screen type **88881** if **8888** is to be able to select any location you want.



## Toki

**S**top, Colin, stop! It's a tip-overfest. Fancy being able to select a level? Simply press 'F' while playing. The screen should become inverse. Now press F3 to F8 to choose a level, and press 'F' to reverse the screen back to normal.



## Predator 2

**T**his is the one without 'big Army in it. For a screaming wad of ammo and the ability to kill the innocents with out penalty, **PAUSE** the game and type both words **YOU'RE ONE UNLY METER**.



## Stormball

**I**f you type **121** **ME** **888** during play you will, in, etc. What imagination from these programmers and Thanks again to Cole McGarley.

## Navy Seals

**D**on't mind games, Mariner asked me. If you feel the need for white credits, just type in **708070** on the HiScore table.



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*for*  
**ST**

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

ISSUE 36 · SEPTEMBER 1991

£2.50

# GAMES



## POCKET POWER!

Can The  
Bitmaps  
Really  
Play The  
Cute  
Game?  
Page 58

## TWO MORE FULLY-PLAYABLE GAME DEMOS!

Gremlin's Pegasus and Infiltrator  
from Psygnosis



NO DISKY? SEE YOUR NEWSAGENT

A walk in the  
woods with  
Psygnosis'  
**OBITUS**



Pulsating pools and  
pixel-perfect  
paradise in Empire's  
**DEATHERINGER**



## HEIMDALL

Core's Norse  
Adventure - A Cut  
Above The Rest?

WHAT WOULD MAKE  
THE ULTIMATE  
GAMES MACHINE?  
Hear what the stars  
would like to see -  
turn to page 39



## BRAVE NEW WORLD

Gremlin's Utopia Takes On  
Populous and Sim City

OUT  
NOW

## INSIDE THIS ISSUE:

- **STUNNING** - Eye Of The Storm by Empire
- **THUNDERHAWK** - Core Has Lift-Off
- **ROD-LAND** - So Cute It'll Make You Puke
- **PEDAL TO THE METAL** - With Lotus 2

**WIN!**

A Trip To The Location  
Banks  
In California



## Spirit Of Excalibur

**S**piri comes from Belgium and has written it with a lot of help from "blowovers" on the PC version of this Arthurian quest. With it, Sipi makes you will be able to change the statistics of your players. It's all entered from DOS and be careful with the typing as you may get very cross...

debug name, <av>enter>  
 a code <enter>  
 On On 22 64 24 14 <enter>  
 <enter>  
 <enter>

'Name' is the name of your saved game, and 'code' is the number corresponding to the name that you want to change, as listed below.)

150	Combarine
174	Belvins
148	Extr
204	Olms
240	Herrens
274	Belvins
266	Wors
2nd	Balansore
325	Whears
364	Levan
398	Sabaine
3rd	Miles
405	Palemiers
434	Robes
475	Lionel
444	Lancelot
440	Baudwin
514	Mines
550	Dubric
584	Garthelaine
625	Mars
644	Iselin
656	Belvins
660	Clanroy
646	Forster
660	King Gwash
715	Balric

## Logical

**J**acob Jensen, who hails from Denmark, has written it with all the late hardware level designers of this marble-channeling puzzle

game, and me being the most junior in the office, I've been bothered with typing them all out. Sipi!

1	HELICORN
2	THE OTHER SIDE
3	QUORN QUADRA
4	OTORN PRAD
5	MOE COLORS
6	MORE COLORS
7	REAL PLAN
8	FINN AND FINN
9	GREEN PATH
10	SAD DIRECTION
11	EGYPT PIANO
12	COLORSAMA
13	RETRICAMONT
14	FLUJ MOON
15	PIRMINO BULLO
16	GREEN RIVER
17	TWO ISLANDS
18	MORE ISLANDS
19	TIME'S CHANGES
20	OTHER THINGS
21	HE PROTECT
22	BLUE S' POLET
23	THREE PAIRS
24	DANGEROUS
25	THE WANDERER
26	SECRET CHAMBER
27	MALCOM FLIGHT
28	BLUE BRICK
29	HAR THUNDER
30	A SIMPLE ONE
31	BLUE HELMET
32	PARADISE I
33	CLASSIC ART
34	VENVED VOI
35	WE LIVE IT
36	FOREVER HOPE
37	WOPER ISLAND
38	THE BRUSH
39	CLUB IT
40	SURVE SHANN
41	A RAMPON
42	ARROW ROAD
43	TURNING WHEELS
44	ACCELERATION
45	THE PRESIDENT
46	HE IS MISSING
47	PROMISE TIME
48	WHO IS CALLING
49	ANCIENT ART
50	ONE IS GONE
51	LOGICIC
52	TURNING COLORS
53	PARACOUNT
54	THE LADDER
55	BLACK MIRROR
56	TREASURE ROOM
57	DONT WANT THAT
58	FREE FALL
59	COMBADO BEACH
60	MORE POP CORN
61	WILD AT HEART
62	THE DARK AGE
63	DIMLIGHTS
64	THE ARTIST
65	PICTURE OF HER
66	GORDAN KNIGHT
67	HIGH SPEED
68	ALIASKOR
69	RAMPING TEARS
70	HER RAINBOW
71	WALK IN CREAM
72	TOUCH HER
73	SHADOWLAND
74	JACK IN BAG
75	WEMMIN C
76	STUNT BALL
77	BARROWLAND
78	ACE QUEST
79	BOX BOA BOA
80	DA DA DA
81	HAUNTED HOUSE
82	THE SECRETS
83	SABLING JOKE
84	CHILDREN GO
85	IT IS ATLANTIS
86	ON THE ROAD
87	BLUE IS BEST
88	MOLDS MOON
89	WILD CHINA
90	IT'S LOGICAL
91	THE COMPANIES
92	BIG MOUNTAINS
93	COMMISSION
94	TELEPORTER JAM
95	LEVER DUNLIGHT
96	MOR CODES
97	THE PLACEBOE
98	FINAL SURPRISE
99	WHITE MARM
100	THE FINAL CUT

## Console Corner

### GAMESBY Operation C

**T**hree hearty cheers for Aster Train of Bucks for these helpful hints for Operation C. He writes to tell us that to finish the levels you'll need the following gun.

When you reach Level 4, make your way past the fourth bridge until you get a mound on the left - shoot it and it will supply you with a firing ring.

On Level 5, on the top-left of the first fight of stars there's a scorpion in a cylinder. Release the little rite and again you will be supplied with a firing ring.

## Wizards & Warriors

**A**ster also has some helpful tips for this cracking arcade adventure. But we're not going to print them! Hey, hey, hey! Oh, wait! Right!

Level 2.0: Jump into the ledge at the end of the level before the gate to collect the gems.

Level 2.1: Do the same as above to save using one of your keys on the gate.

Level 2.4: A: Clear the skull by simply waiting for the jaw to chip below slowly and then smacking it.

Level 3.0: Turn left and wait for the lift to collect an extra life and a key. When you get the sailing dragon, go through the door in the wall to complete the level.

Level 3.1: Collect the key, open the chest, grab the jumping boots and go through the door in the wall after the second sounding Fountain of Bells.

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JUPITER'S MASTERPIECE	( ST, Amiga )
UNREAL	( Amiga )
BAT	( Amiga )



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Some of David Small's best work is to be seen this week that ACE's Summer Conference has been postponed. Check, please, you can see how a man coping with all. In fact, in the same picture you can see how David's story. We couldn't resist it. It's a story, so we've placed it in the same picture. It's not just David's contribution to ACE's success. See page 101 for more details.

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Thinking of upgrading, modifying, changing or adding to your computer system? The ACE Hardware Buyer's Guide is the place to be, offering the most up-to-date and easy-to-use guide to all the computers and consoles currently available. Don't be fooled by that amazing cheap salesman's sales pitch - let ACE give it to you straight!

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The next 30 days in the game biz, squeezed into a single page.

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Parting is such sweet sorrow...

# in the



ACE cover through your eyes. ACE's cover story continues the series with the latest operating titles. It's yours to enjoy! ACE's cover story is not only the most comprehensive and up-to-date but also the most interesting and entertaining. ACE's cover story is not only the most comprehensive and up-to-date but also the most interesting and entertaining. ACE's cover story is not only the most comprehensive and up-to-date but also the most interesting and entertaining.

# ACE CHARTS

Every month the unique ACE Charts rate games NOT according to sales, but according to the review marks they got in ALL British games mags...

Each month, we collect all the available UK games magazines, and check out the review marks for each game. Then we simply work out the average mark that every game receives - the figure in the right hand column (out of 100). The higher the mark, the better the reviews. And you can win a prize every month - see the "opposite page."

## IBM PC

Heart of Cobra	Dynamic	91.0
Merik Android	Electronic Arts	87
Markus/Dreams	Origin	86.00
Leviath	Electronic Arts	86.00
Pygmalion	Ocean	81

Not too unexpectedly, Heart of Cobra comes up from last month in a disappointing state PC top five. Once again, it's American games that are dominating the PC's high scores. Come on, British software houses! What are we going to see some home-grown software hitting the heights of the chart?



## AMIGA

Jimmy White's Snooker	Virgin	92.00
Thunderheart	East Design	89.0
Number	Activision	87.00
Intuition I	1st Century	87
Manchester United Europe	Elite	86.00

Budget titles are absent consistently out of the way by three late summer releases, with Jimmy White way ahead of the pack.

## ATARI ST

Jimmy White's Snooker	Virgin	91.75
Waterford 2	Subbird	91.0
Number	Activision	89.00
Amosus/Gambler	Pygmalion	88.00
Isis	Autosonic	88

Snooker games have had mixed fortunes in the past. Archer Marston seems to have hit the difficult nail firmly on the head.

# GALLUP CHARTS

...and here's how they sold!  
Use the Gallup sales charts below to compare review marks with sales performance

This is the official Gallup chart - the one that reveals which games you, the public, are buying. Only one correlation this month - Games on the IBM PC appears in both sets of charts. This disparity is mainly because magazines' often get review copies a while before the games hit the streets.

Our tip for the top? Well, let's put it this way - don't be surprised to see Virgin's superb Jimmy White's 'Whirlwinders' Snooker soaring up the charts next month.

## IBM PC

Lemmings	Pygmalion	£34.99
Daily Double	CDI	£18.99
Spirit of Excalibur	Virgin	£29.99
Loki	US Gold	£29.99
Castles	Interplay/EA	£34.99



## AMIGA

Manchester United Europe	Elite	£29.99
PGA Tour Golf	Electronic Arts	£29.99
F-15 Strike Eagle II	MicroPress	£29.99
Monkey Island	US Gold	£29.99
Eye of the Beholder	US Gold	£39.99

## ATARI ST

Lemmings	Pygmalion	£29.99
Manchester United Europe	Elite	£29.99
Flight of the Intruder	Microsoft	£34.99
Rainbow Collection	Ocean	£29.99
Flames of Freedom	Rainbird	£29.99



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most common machines — which means they tend to be limited in sound and graphics. Definitely NOT first choice if entertainment is your preferred use for computers, or if you cannot afford the faster VGA or VGA models (which are fairly essential for good game-playing).

#### GRAPHICS

The top 100 systems trend with graphics as standard but most cannot incorporate the necessary hardware and come with a monitor. There are three main standards: VGA — a fairly but all in common about display. EGA about the lowest colour display with accelerating, VESA — an Amiga/XT looking display and various monochromes, SVGA or VGA which are usually only fitted as an add-on to more expensive machines. Amnual's PC286 is one exception.

**Resolution:** CGA 320 x 200, EGA 640 x 350, monochrome VGA 640 x 480, monochrome VGA 640 x 480, SVGA 800.

**Monitor:** VGA (400-line fixed) and CGA 640 x 480, EGA 640 x 480, VESA 640 x 480, Hercules 2.

**Monitor Output:** 15, RGB/RGB (CGA), analog RGB (EGA/VGA).

**Monitor Options:** Real. Many monitors are designed to just one or two modes — some have amber green or white monochrome displays — think before buying.

**Speakers:** None.

**Speed:** From very slow — 6000 — to very fast — 80486.

#### SOUND

**Speaker Quality:** Built-in sound is very poor. Third-party add-on sound boards such as Realtek (386) and the SBX (286) — which is fast becoming a standard — provide synthesised quality sound through an amplifier.

**Music:** Many past interfaces available.

**Monitor Output:** 16-bit boards only.

**Performance:** Not the ideal machine for the music lover — in fact XT offers more for the price, the Amiga more for software sound purists.

#### HARDWARE

**Disk Format:** 1.2M — 8000000/1.2MB, 5.25, 12000/4866.

**Disk Price:** 60p — £2.92.

**Disk Performance:** Average. Most PC users do buy hard disks. A large amount of PC applications software refuses to work unless you have a hard disk.

**Keyboard:** Almost as many variations as there are clones. Prefer the AT — or extended AT — layout to the XT layout since it is easier to use.

**Applications:** Neither applied as a standard. The latter seems PC/DOS a choice of at least a loose port, especially since IBM's 'enhanced' option (Microchannel bus) became more popular.

#### SOFTWARE

**Existing Software Base:** None.

**Current Releases:** All major software titles have now produced something for the PC, with many now supporting the superior VGA models.

**Games:** Most of the best Amiga XT titles appear on the PC, eventually.

**Graphics:** Since the right graphics software, the PC has good graphics and the software is usually excellent. On a standard CGA PC the graphics still do not seem too good the software is.

**Music:** Unacceptable on portable hardware, and you benefit after some of the best sound you'll hear on a home computer.

**Prospect:** The PC is the eternal champion — as often fall by the wayside it comes on getting faster and better all the time. This is aided by Intel constantly improving the machine's processor and the cost of mass manufacturing better equipment.

**Software Loading:** Fast and reliable, very fast, from hard disk.

**SOFTWARE:**

**Best Buy Price:** Watch out for package deals from large chains and mail-order companies. If you don't know too much about PCs go for a name you know.

**Standard Based Availability:** Common but be careful you do not get a clipped set of nonstandard-based.

**Maintenance:** Usually only year's guarantee — but competition has forced the price of maintenance contracts down to an affordable level. This often means they do not work.

**Software Loading:** Fast and reliable, very fast, from hard disk.

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**Maintenance:** Usually only year's guarantee — but competition has forced the price of maintenance contracts down to an affordable level. This often means they do not work.

**Software Loading:** Fast and reliable, very fast, from hard disk.

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**Monitor Output:** No.

**Monitor Supplied:** Yes — E17 backlit colour CRT.

**Monitor Options:** None.

**Speakers:** Special graphics hardware effectively breaks dual channel stereo as optional.

**Speed:** Fast.

**SOFTWARE:**

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**SOUND**

**Speaker Quality:** Depends on headphones.

**Music Output:** No.

**Performance:** Plays a lot better than it looks.

#### HARDWARE

**Amplitude:** Built-in 8-watt (powered).

**Amplitude:** Headphones (optional) optional interface.

**SOFTWARE:**

**Price:** £20.25.

**Cartridge Memory:** 64K.

**Existing Software Base:** The best for any hardware.

**Current Releases:** Increasing.

**Prospect:** Excellent.

#### SOFTWARE

**Best Buy Price:** 40.00.

**Current Released:** 4. Some companies (e.g. Commodore) still do not.

**Maintenance:** One year's warranty.

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## CONSOLES

### ATARI LYNX

Package Price: 79.95 (incl. 2000000/1.2MB, 5.25, 12000/4866).

**Disk Format:** 1.2M — 8000000/1.2MB, 5.25, 12000/4866.

**Disk Price:** 60p — £2.92.

Amiga, the game is an amazing hand-held. After a shaky start, the Lynx is doing fine and — if the rumours are to be believed — is starting to take off in the home. It's most obvious competitor, the Gameboy, lacks the Lynx's 65K, but makes up for it with smaller unit size and TV adapter.

**GRAPHICS:**

**Resolution:** 160 x 100.

**Current:** 160.

**Colour:** 16.

**TV:** No.

### NINTENDO GAMEBOY

Package: Main unit with 2000000/1.2MB, 5.25, 12000/4866.

**Processor:** 1 MHz (customised 8 bit).

**RAM:** 256K.

**Cartridge Memory:** No.

**Recommended Retail Price:** £29.95.

**Current:** £29.95 (271,430).

**TV:** No.

**IN BRIEF:**

Nintendo was the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. An indication even the Game Boy was a long time coming since the technology employed by the display is starting to look dated. But to be honest simply because of mono graphics — this machine has some superb titles and games making use of the two-player link-up options are immense. And for especially the superb Tetris game.

**GRAPHICS:**

**Resolution:** 160 x 140 characters.

**Colour:** 4 grey shades.

**Monitor Supplied:** Yes. LCD also play it off the ambient light.

**Speakers:** 80 x 80 pixel sounds.

**Speed:** Fast for what it is.

### NINTENDO SUPER FAMICOM

### STAR BAYING

### STAR BAYING

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1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	1219	1220	1221	1222	1223	1224	1225	1226	1227	1228	1229	1230	1231	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	1243	1244	1245	1246	1247	1248	1249	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266	1267	1268	1269	1270	1271	1272	1273	1274	1275	1276	1277	1278	1279	1280	1281	1282	1283	1284	1285	1286	1287	1288	1289	1290	1291	1292	1293	1294	1295	1296	1297	1298	1299	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	1310	1311	1312	1313	1314	1315	1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326	1327	1328	1329	1330	1331	1332	1333	1334	1335	1336	1337	1338	1339	1340	1341	1342	1343	1344	1345	1346	1347	1348	1349	1350	1351	1352	1353	1354	1355	1356	1357	1358	1359	1360	1361	1362	1363	1364	1365	1366	1367	1368	1369	1370	1371	1372	1373	1374	1375	1376	1377	1378	1379	1380	1381	1382	1383	1384	1385	1386	1387	1388	1389	1390	1391	1392	1393	1394	1395	1396	1397	1398	1399	1400	1401	1402	1403	1404	1405	1406	1407	1408	1409	1410	1411	1412	1413	1414	1415	1416	1417	1418	1419	1420	1421	1422	1423	1424	1425	1426	1427	1428	1429	1430	1431	1432	1433	1434	1435	1436	1437	1438	1439	1440	1441	1442	1443	1444	1445	1446	1447	1448	1449	1450	1451	1452	1453	1454	1455	1456	1457	1458	1459	1460	1461	1462	1463	1464	1465	1466	1467	1468	1469	1470	1471	1472	1473	1474	1475	1476	1477	1478	1479	1480	1481	1482	1483	1484	1485	1486	1487	1488	1489	1490	1491	1492	1493	1494	1495	1496	1497	1498	1499	1500	1501	1502	1503	1504	1505	1506	1507	1508	1509	1510	1511	1512	1513	1514	1515	1516	1517	1518	1519	1520	1521	1522	1523	1524	1525	1526	1527	1528	1529	1530	1531	1532	1533	1534	1535	1536	1537	1538	1539	1540	1541	1542	1543	1544	1545	1546	1547	1548	1549	1550	1551	1552	1553	1554	1555	1556	1557	1558	1559	1560	1561	1562	1563	1564	1565	1566	1567	1568	1569	1570	1571	1572	1573	1574	1575	1576	1577	1578	1579	1580	1581	1582	1583	1584	1585	1586	1587	1588	1589	1590	1591	1592	1593	1594	1595	1596	1597	1598	1599	1600	1601	1602	1603	1604	1605	1606	1607	1608	1609	1610	1611	1612	1613	1614	1615	1616	1617	1618	1619	1620	1621	1622	1623	1624	1625	1626	1627	1628	1629	1630	1631	1632	1633	1634	1635	1636	1637	1638	1639	1640	1641	1642	1643	1644	1645	1646	1647	1648	1649	1650	1651	1652	1653	1654	1655	1656	1657	1658	1659	1660	1661	1662	1663	1664	1665	1666	1667	1668	1669	1670	1671	1672	1673	1674	1675	1676	1677	1678	1679	1680	1681	1682	1683	1684	1685	1686	1687	1688	1689	1690	1691	1692	1693	1694	1695	1696	1697	1698	1699	1700	1701	1702	1703	1704	1705	1706	1707	1708	1709	1710	1711	1712	1713	1714	1715	1716	1717	1718	1719	1720	1721	1722	1723	1724	1725	1726	1727	1728	1729	1730	1731	1732	1733	1734	1735	1736	1737	1738	1739	1740	1741	1742	1743	1744	1745	1746	1747	1748	1749	1750	1751	1752	1753	1754	1755	1756	1757	1758	1759	1760	1761	1762	1763	1764	1765	1766	1767	1768	1769	1770	1771	1772	1773	1774	1775	1776	1777	1778	1779	1780	1781	1782	1783	1784	1785	1786	1787	1788	1789	1790	1791	1792	1793	1794	1795	1796	1797	1798	1799	1800	1801	1802	1803	1804	1805	1806	1807	1808	1809	1810	1811	1812	1813	1814	1815	1816	1817	1818	1819	1820	1821	1822	1823	1824	1825	1826	1827	1828	1829	1830	1831	1832	1833	1834	1835	1836	1837	1838	1839	1840	1841	1842	1843	1844	1845	1846	1847	1848	1849	1850	1851	1852	1853	1854	1855	1856	1857	1858	1859	1860	1861	1862	1863	1864	1865	1866	1867	1868	1869	1870	1871	1872	1873	1874	1875	1876	1877	1878	1879	1880	1881	1882	1883	1884	1885	1886	1887	1888	1889	1890	1891	1892	1893	1894	1895	1896	1897	1898	1899	1900	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914	1915	1916	1917	1918	1919	1920	1921	1922	1923	1924	1925	1926	1927	1928	1929	1930	1931	1932	1933	1934	1935	1936	1937	1938	1939	1940	1941	1942	1943	1944	1945	1946	1947	1948	1949	1950	1951	1952	1953	1954	1955	1956	1957	1958	1959	1960	1961	1962	1963	1964	1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	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Access 28	0.00	0.00	Auto (Excel) (Excel 50)	10.00	12.00	AutoCAD 3D 44	10.00	10.00
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Access on Windows 14	10.00	10.00	Auto (Excel) (Excel 52)	10.00	12.00	AutoCAD 3D 46	10.00	10.00
Access 30	0.00	0.00	Auto (Excel) (Excel 53)	10.00	12.00	AutoCAD 3D 47	10.00	10.00
Access 31	20.00	20.00	Auto (Excel) (Excel 54)	10.00	12.00	AutoCAD 3D 48	10.00	10.00
Access on Windows 15	10.00	10.00	Auto (Excel) (Excel 55)	10.00	12.00	AutoCAD 3D 49	10.00	10.00
Access 32	0.00	0.00	Auto (Excel) (Excel 56)	10.00	12.00	AutoCAD 3D 50	10.00	10.00
Access 33	20.00	20.00	Auto (Excel) (Excel 57)	10.00	12.00	AutoCAD 3D 51	10.00	10.00
Access on Windows 16	10.00	10.00	Auto (Excel) (Excel 58)	10.00	12.00	AutoCAD 3D 52	10.00	10.00
Access 34	0.00	0.00	Auto (Excel) (Excel 59)	10.00	12.00	AutoCAD 3D 53	10.00	10.00
Access 35	20.00	20.00	Auto (Excel) (Excel 60)	10.00	12.00	AutoCAD 3D 54	10.00	10.00
Access on Windows 17	10.00	10.00	Auto (Excel) (Excel 61)	10.00	12.00	AutoCAD 3D 55	10.00	10.00
Access 36	0.00	0.00	Auto (Excel) (Excel 62)	10.00	12.00	AutoCAD 3D 56	10.00	10.00
Access 37	20.00	20.00	Auto (Excel) (Excel 63)	10.00	12.00	AutoCAD 3D 57	10.00	10.00
Access on Windows 18	10.00	10.00	Auto (Excel) (Excel 64)	10.00	12.00	AutoCAD 3D 58	10.00	10.00
Access 38	0.00	0.00	Auto (Excel) (Excel 65)	10.00	12.00	AutoCAD 3D 59	10.00	10.00
Access 39	20.00	20.00	Auto (Excel) (Excel 66)	10.00	12.00	AutoCAD 3D 60	10.00	10.00
Access on Windows 19	10.00	10.00	Auto (Excel) (Excel 67)	10.00	12.00	AutoCAD 3D 61	10.00	10.00
Access 40	0.00	0.00	Auto (Excel) (Excel 68)	10.00	12.00	AutoCAD 3D 62	10.00	10.00
Access 41	20.00	20.00	Auto (Excel) (Excel 69)	10.00	12.00	AutoCAD 3D 63	10.00	10.00
Access on Windows 20	10.00	10.00	Auto (Excel) (Excel 70)	10.00	12.00	AutoCAD 3D 64	10.00	10.00
Access 42	0.00	0.00	Auto (Excel) (Excel 71)	10.00	12.00	AutoCAD 3D 65	10.00	10.00
Access 43	20.00	20.00	Auto (Excel) (Excel 72)	10.00	12.00	AutoCAD 3D 66	10.00	10.00
Access on Windows 21	10.00	10.00	Auto (Excel) (Excel 73)	10.00	12.00	AutoCAD 3D 67	10.00	10.00
Access 44	0.00	0.00	Auto (Excel) (Excel 74)	10.00	12.00	AutoCAD 3D 68	10.00	10.00
Access 45	20.00	20.00	Auto (Excel) (Excel 75)	10.00	12.00	AutoCAD 3D 69	10.00	10.00
Access on Windows 22	10.00	10.00	Auto (Excel) (Excel 76)	10.00	12.00	AutoCAD 3D 70	10.00	10.00
Access 46	0.00	0.00	Auto (Excel) (Excel 77)	10.00	12.00	AutoCAD 3D 71	10.00	10.00
Access 47	20.00	20.00	Auto (Excel) (Excel 78)	10.00	12.00	AutoCAD 3D 72	10.00	10.00
Access on Windows 23	10.00	10.00	Auto (Excel) (Excel 79)	10.00	12.00	AutoCAD 3D 73	10.00	10.00
Access 48	0.00	0.00	Auto (Excel) (Excel 80)	10.00	12.00	AutoCAD 3D 74	10.00	10.00
Access 49	20.00	20.00	Auto (Excel) (Excel 81)	10.00	12.00	AutoCAD 3D 75	10.00	10.00
Access on Windows 24	10.00	10.00	Auto (Excel) (Excel 82)	10.00	12.00	AutoCAD 3D 76	10.00	10.00
Access 50	0.00	0.00	Auto (Excel) (Excel 83)	10.00	12.00	AutoCAD 3D 77	10.00	10.00
Access 51	20.00	20.00	Auto (Excel) (Excel 84)	10.00	12.00	AutoCAD 3D 78	10.00	10.00
Access on Windows 25	10.00	10.00	Auto (Excel) (Excel 85)	10.00	12.00	AutoCAD 3D 79	10.00	10.00
Access 52	0.00	0.00	Auto (Excel) (Excel 86)	10.00	12.00	AutoCAD 3D 80	10.00	10.00
Access 53	20.00	20.00	Auto (Excel) (Excel 87)	10.00	12.00	AutoCAD 3D 81	10.00	10.00
Access on Windows 26	10.00	10.00	Auto (Excel) (Excel 88)	10.00	12.00	AutoCAD 3D 82	10.00	10.00
Access 54	0.00	0.00	Auto (Excel) (Excel 89)	10.00	12.00	AutoCAD 3D 83	10.00	10.00
Access 55	20.00	20.00	Auto (Excel) (Excel 90)	10.00	12.00	AutoCAD 3D 84	10.00	10.00
Access on Windows 27	10.00	10.00	Auto (Excel) (Excel 91)	10.00	12.00	AutoCAD 3D 85	10.00	10.00
Access 56	0.00	0.00	Auto (Excel) (Excel 92)	10.00	12.00	AutoCAD 3D 86	10.00	10.00
Access 57	20.00	20.00	Auto (Excel) (Excel 93)	10.00	12.00	AutoCAD 3D 87	10.00	10.00
Access on Windows 28	10.00	10.00	Auto (Excel) (Excel 94)	10.00	12.00	AutoCAD 3D 88	10.00	10.00
Access 58	0.00	0.00	Auto (Excel) (Excel 95)	10.00	12.00	AutoCAD 3D 89	10.00	10.00
Access 59	20.00	20.00	Auto (Excel) (Excel 96)	10.00	12.00	AutoCAD 3D 90	10.00	10.00
Access on Windows 29	10.00	10.00	Auto (Excel) (Excel 97)	10.00	12.00	AutoCAD 3D 91	10.00	10.00
Access 60	0.00	0.00	Auto (Excel) (Excel 98)	10.00	12.00	AutoCAD 3D 92	10.00	10.00
Access 61	20.00	20.00	Auto (Excel) (Excel 99)	10.00	12.00	AutoCAD 3D 93	10.00	10.00
Access on Windows 30	10.00	10.00	Auto (Excel) (Excel 100)	10.00	12.00	AutoCAD 3D 94	10.00	10.00

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PageMaker	ST & Amiga
PageMaker 2	Amiga
PageMaker 3	Amiga
PowerPoint	ST & Amiga
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1000K/5" 10000	44.99

### Branded

1.5" 10000	each 1.20
1.5" 10000	each 0.75

## SEGA MEGADRIVE



**R**ing on the back of Schwarzenegger's success with Terminator 2, Virgin Games and Probe Software are working overtime to get their Terminator video game out before the hype surrounding the second movie expires.

Terminator 2 is regarded by many as a first-class action movie with some of the best special effects ever seen. Neither location or special feature trailers to the video game rights, are proving to produce a litigious adoption of the feature film. Instead, Virgin Games has stepped in with the real beef film.

Movie fans will remember the original Terminator movie portrays as the vehicle that catapulsed Arnie's movie-titled actor Arnold Schwarzenegger into megastar status. It told the story of a virtually indestructible cyborg sent back through time from a nightmare future where machines rule the Earth. Arnie played the perfect killing machine.

Little is known about the actual game itself. Nobody at the two software companies is willing to talk about the project except to say that the

video sequence is shaping up very nicely.

Developer Probe is definitely focused on the month with software publishers. The Canadian-based company ran by shareholders John Fergus III/Govern is working on games based around something from The Terminator and Teenage Mutant Ninja Turtles to RoboCop and Miami. Now that's what I call making money fast!

Following in the footsteps of those video game entrepreneurs Fantasy and Castle of Illusion starring Mickey Mouse, the designers at Sega have dreamed up another adventure in Disneyland.

Questland starring Donald Duck places our greasy hero on a treasure hunt before the rival Pyle's Gang gets there first. Donald's mischievous nephews Huey, Dewey and Louie help out as the group explores the world from Mexico to the South Pole. Will our hero win the day and the love of Daisy Duck? During play, gamers can still ring up special samples of Donald's distinctive quacks as they glance their eyes over some right progression graphics.

Have you managed to complete Sonic the hedgehog yet? It's not easy controlling the high-speed animal through the underground tunnels, top-the-bumps, moving platforms and other obstacle courses incorporated into the game.

You should try to remember that not all of Dr. Robotnik's roughnecks can be defeated with the Super Sonic jump attack. With the speed comes the Marble Zone, for instance, it's best to be a little bit sneaky and jump up into them.

#### ■ **Big Names**

tion, but also to match the demands of the increasing sophisticated PC entertainment software that is emerging.

ACI has long campaigned for a PC which offers a similar specification to what Amstrad is offering. I hope there is still room for a few expansion slots under the Amstrad PC5286 and that this baby doesn't require a science degree and three years of hands to set the system up. If you've bought a PC recently, you'll probably know what I mean!

The quality of entertainment software coming out for the PC is unarguably, especially the games from US companies like Lucasfilm Games, Origin and Sierra (Savage Dynamics). There is no other system that can currently play the Secret of Monkey Island, Leisure Suit Larry II, Jewel of China, Wing Commander and Ultima III. And any good reasons to consider buying a PC for the time being!

But even the Commodore range can match the 256 colours and 320x200 resolution capabilities of the enhanced VGA display. According to Amstrad, certain new software on PC format is almost doubling their ST versions and is 'ripping hot' on the Amiga.

Magnificent PC players really never lose heart or quit. Baffling for just about finished an enhanced version of Powermancer, Graham is busy adapting the 'Traditional' (I guess last version of the Amiga version) character in the case of ACII and Sid here is working on Callahan for Macintosh.

On the back of Sid Meier's love affair with the programming team behind such classics as Railroad Tycoon, Alien Empire and P1 & Mike (Sage).

Callahan is a natural progression of Meier's ever-popular wargaming game, Railroad Tycoon. Meier's now doing an entire Callahan from a small-scale title. As the original title grows, smaller groups can be set

# DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the seven most popular machines, written from a personal viewpoint by other users...

to look two people, terminals and users. When will be successful if the player can balance money (such as economic, politics and defense). The goal of the game, which is played over a part of the real world or imaginary computer-generated world, is to survive from the early beginnings of 4000 BC, through to the present and into the future.

A game of Civilization can be played for five to six thousand years or may be played for a limited, 100 year period. Players could create historical figures like George Washington or Napoleon because you're forgotten that dates and facts from their living history books at school. Sid really has thoughtfully provided a 'Glossary' with definitions and descriptions of the terms and concepts throughout the game.

'Gamers want a continuing stream of challenging and interesting decisions to confront,' says the King of Simulation Software, Sid Meier. 'The key options, what if I conquer and counter-attack considerations. People can go to movies for graphics and books for stories. They look to computers for the interaction and to role-play what they themselves are the main character.'

That's the love of Graham from Grand Commander: Army, Navy and Space from Sid Meier's games on how long. The latest modification is apparently a move between Terry and a word game in motion.

Appropriately entitled WinWin, players are challenged to manipulate tiles, each with a single letter, as they fall from the top of the computer screen into a well. Doesn't this all sound so familiar? (Some people actually must carefully match up the falling letter with others already placed to form a word. Once made, the letters removed from the playing area and points are awarded.)

#### ■ **Big Names**

## IBM PC



**A** few months of speculation, Amstrad has finally announced plans to bring out a look like PC system geared well and truly towards gaming.

With the snappy name of PC5286 Game Pack, it must at least be marketing quite absolutely up to date that one up. The new package comprises a 284Kb 80286 microprocessor, 400Kbytes of memory, 400Kb hard disk, 1.44Mb 3.5 inch floppy disk drive, DOS 3.1, enhanced VGA graphics card, 11 inch colour monitor. Adult-compatible sound board and one high joystick.

All this will cost you the cost-effective sum of £299+VAT 9%, a really tough to customise machine user interface and three games that come with it: Links Adventure Golf, 711-2000 Eggs & Microscopic and Power of Jesus (Shogun, Darius), P1 & Sid Game, etc.

The small budget PC5286 Game Pack is both a fully compatible personal computer and a starting game machine, says General Sales and Marketing Director Murray Miller. 'We're deliberately selected high-specs items not just to cater for business applica-

## AMIGA



**T**he hottest products in the design market right now are graphics, but many Amiga owners don't know just what they are or what they can do. Graphics have been available for professional users since video took root from film in the product industry. It's only in the last twelve months or so that they have become cheap enough for almost any Amiga owner to consider buying one.

The basic function of a graphics kit is to synchronize the video output of the Amiga with an incoming video signal. The Amiga's background color plane is then made transparent, so any graphics generated by the Amiga appear superimposed on the video image, which can be from a video camera, VCR, camcorder, or videodisk.

The most basic application for generating a to capture video images, since you're not using any of Amiga's 3D graphics, you can add appropriate titles and use them using your Amiga as part of the video editing process. Colorizing also allows you to produce professional-looking slides, titles and other effects. Of course, you could also generate "computer computer" animations

and superimpose them over the video, anyone for a home movie version of that?

It's only the fact that the Amiga's screen refresh clock signal is available on the video output port that makes this process so simple; other computers don't offer allow instant access to the same signal and hence only offer it to graphics.

Most kits, some graphics offer more than the simple function, hence the huge disparity in costs, from \$250 to over \$1,500. Some models have features allowing you to balance the relative level of the computer and video signals, some have single switches, some offer standard Composite Video output, others have the latest S-Video composite quality output, some offer further features such as image lighting, wipe effects or mixing.

Before you choose, though, find out whether the graphics kit is a "foreground" mode. If not you're limited to having a single foreground background color instead of being able to make any text or colored area of the computer screen, foreground or background, transparent. This limits your ability to produce titles and wipe effects.

Remember too that the sort of captions and graphics that you can generate is dependent on the graphics kit and the Amiga software package you use. Deluxe Paint is a popular general package, but there are many specifically designed captioning and video effects programs which you will see advertised in the video column.

The newest and cheapest graphics is New Image from HI featuring 32,768 488,000, at around \$200, plugging into the Amiga's RGB socket, it features plans to add 3rd sockets plus a Snapshot/Video/Memo window on the RGB panel, and monitor output.

Highly more substantial is the Ranger GC2000 from Loveland/Beta - \$899, 300,000, or \$100

System - \$999, 300,000, costing around \$115. This requires a 32 bit external power supply, but has the advantage of a three position (color - image, Center or Field) and a know-which direction the image from computer to video. The GC2000 generates its own color sync signal which is automatically set software.

The largest range of graphics comes from Hamilton the R400, available at £299 from HI Marketing, is the basic model. Since it has no transparent controls, you have to use its supplied control software if you want to make slides, or you may want to get busy with a cutting iron and to some other machines, a £299 version with S-Video output is also available.

A few companies dedicated entirely to selling graphics - ProVideo (called Genlock) and Genlock 422880 has a range range of more expensive models. The 327,500 SR, at £249 (tax) high quality "90" also added facilities for being used with Super HiQ or HiQ 1000-bit video. It has RGB input and still has the usual 320x200 mode, control over contrast, color and offset, and a digitizer output for use with the optional Digitizer unit.

Other models from Genlock Ltd include the 327,500 SR (P), at £249, which has a front panel color control, main power and volume controllers.

Genlock such as the £199 Colours from G2, the 320,000 (P) has two graphics features only an monitor file, Colours is basically a digitizer, allowing you to add various software options to grab single frames or sequences, post them into graphics packages and compatible files.

Though using computer with video is a fast activity calling in fairly slowly the capability of the Amiga will ensure it stays at the forefront of the growing trend.

By Alan Watts

## ATARI ST



**J**udy Omega's British Music Fun for International Music Fun is the new keyboard in an attempt to broaden the range of exhibited is usually the learning point for loads of new music software.

This year, though, there was hardly a computer to be seen, major distributors like Evoxsoft, Soundworks and Jove (which is Apple), and the remaining exhibitors showed loads of updates, but very little in the way of new products.

Good news came from distributors BOMCO, which introduced ST companion discs has now been ported to the PC, Amiga and Mac, still costing only \$99 v. \$2. Evoxsoft, the powerful Mac notation program, has been ported to the ST and PC; it can convert all most or diagrams, transcribe MIDI files, and support 34 voices with 4 voices per staff. (Costs £199 v. \$49)

New from Evoxsoft is Track Chart, for all formats, a flexible management program providing the composer with an on-line information which can be linked to SMPX. Printed sheet, sheets can include information such as song titles, track numbers,

comments, start times, track groups and virtual tracks, and while playing Track Chart can trigger user-defined MIDI messages. Cost is £199 v. \$49.

Sound Technology's 6-LB-Discy featured music education programs Auto and Moka, together with the long-awaited custom version of the "History Sequence" music transcription package.

Another there was "The most striking product of the Show, though, had to be Philip Brey's 32,500 controller. This ground-level, programmed MIDI controller looks like nothing so much as an Atari's Saturn hat, with six independently programmable piano pickup plates mounted about the string of a guitar amplifier, the 32 has keypad buttons on the neck, which can be programmed to produce any note from a "chromatic" scale. Aligned on the end of the neck and the 100 on/off buttons allow you to store forty "tracks" of chords, giving a total of 400 chords. A Breathwheel on the neck calls up new programs, and a pressure-sensitive plate on the body allows you to introduce performance effects such as phasers.

In comparison with an ST running a sequence package, the 32 would form a powerful programming system; it will be available from around October at just over £400.

Not even of the MIDI, but launched a few weeks earlier of the trademark APMS (Association of Professional Musicians) Show, was the 8.47 from Providence, USA imported from.

Control by Chicago, the designers of the MIDI Music stand string display (the M-4) is a remote controller designed for collectors (users in 1987), it plugs into the parallel port of the ST, and is supported by their accessory software which lets you assign any of the 14 available control functions to any ST file, so you could

for instance select sequence controls for Second Play/Stop/Start without being anywhere near the computer. Cost will be around \$60.

Also on the way from Friend Clip are Merrill's, a 32 bit 15-pin MIDI interface, and MPX 300, an expandable voice bank up from 32nd notes. The function of a MIDI patchbay is to allow you to make different MIDI connections - sequencer, drum machine, keyboard or MIDI drum kit perhaps - to a number of MIDI sound modules. They're available in a large setup, but need to be expensive and bulky to use. The sequencing products, though, are MIDI-controlled using Super Mini, an ST software accessory which uses a series of pre-programmed grid screen displays which can be called at from your sequencer program, recording your movements as you play. Prices have yet to be confirmed.

Another good bit of ST music news is the return of Hybrid Arts who've updated the distributed-address, SMP11 track, Genkit and other MIDI software packages from their previous version. Digital Music Fun versions in the package include Disk Track Genkit 16.0 and SMPX11, from £69.95 to £89.95, or £119.95 and £299 respectively with an upgrade from from £49.95. Track II and SMPX11 models, and the latest version of the generic patch editor Genkit, at £119.95 to £121.

Digital Music's latest interesting new track is an unannounced new to sequencer systems, "MIDI" as a sequencer or algorithmic composer in itself, but is not from MIDI program for sequenced performances. Using simple modules from a MIDI controller, "MIDI" can learn any multi-measure chords, complex embedded non-program change commands. The package is available at £99.

By Alan Watts



# HARD SELL

Once again, another featured Hard Sell this month, it should readily provide an at-home competition between computer and console. Still wondering what to go for in the great "Console or Computer?" debate? Well, if you can afford one or both, our money's on the Amiga and MegaDrive. But if you only go for one, get an Amiga. It's an excellent all-around performer that gives the best of M.

## COMPUTERS

### ATARI STE

**Model:** Atari 500/505, 600/605  
**Price:** \$199  
**Package:** 500 and 600 have key-board with built-in disk drive. Mega versions have separate keyboard. Key caps painted for current software bundles.  
**Memory:** 512K/1024, 640/1280  
**MSL:** Mega II L, L2 or 4560. All machines can be expanded internally to 8MB.  
**Processor:** 68000 Motorola 68000

**Recommended Retail Price:** \$200/199, 199/199  
**Contact:** Atari PR 8742 11144

#### IN BRIEF

Hard sell for the machine that recently dethroned the marketplace as PC's computer. The 10 MHz logic capabilities almost set par with its arch-rival the Amiga, but the Commodore machine seems to be the one most people want these days. As always, because this is still a great general purpose home machine for games, small business and educational, and thanks to its MSX port to still the number one choice for MIDI musicians.

#### GRAPHICS

**Resolution:** Low res: 320 x 200; medium res: 640 x 400; High res: 640 x 400

#### Palette:

**Colors:** Black and white in high res. 4 colors in medium res. 16-bit color.

#### MSL:

**Monitor Output:** 160.  
**Monitor Supported:** No.  
**Monitor Options:** Atari monitors \$60. 22-inches mono; \$1142 mono color.

#### Software:

**Speed:** Fast.  
 All high-resolution display is only available on monochrome monitor. Medium and low res displays only available on color monitors or TV.

#### SOUND

**Speaker Quality:** Depend on model.  
**MSL:** No.  
**Speaker Output:** Yes.

**Performance:** Three 8-bit PCM stereo sound channels.

#### HARDWARE

**Disk Format:** 5.25 (5.25 - 7.5)  
**Disk Price:** Around \$1.50  
**Disk Performance:** 141, 140/140  
**Keyboard:** 40 keys including 16 function keys. Also a unique feel which can be improved with third party spring kits.  
**Joystick/Mouse:** Two joystick ports are standard. Two-button mouse is supplied with machine.

#### SOFTWARE

**Editing Software Base:** Excellent. The budget market provides a relatively cheap way of building up an impressive collection of software classes.

**Control Collection:** None of the major software houses ignore the ST as it is well served with plenty of good software.  
**Games:** Above the board.  
**Graphics:** Good with some excellent software to manipulate them.  
**Music:** Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.  
**Products:** Very good, but the Amiga is currently the favorite with software houses in the UK and the chances of a sudden boom of interest in the ST software kit very slim.  
**Software Loading:** No problems at all. The ST's drive is fast and friendly to the user for games that some companies still release games on tape or more exotic video disks to hang on from the old days when the IT had single-sided drives which ran through unnecessary and annoying loads of disc mapping.

#### SOFTWARE

**Best Buy Price:** \$199  
**Second Hand Availability:** Very common and quite cheap. Because very old single-sided ST machines.  
**Maintenance:** One-year's guarantee. Return to dealer if faulty.

### COMMODORE AMIGA

**Model:** Amiga 500, 4000, 4000  
**Price:** \$399  
**Package:** 4000 has keyboard and

built-in drive with separate floppy; 500 and 4000 have separate key-board with built-in disc control; 500, 4000 is a very powerful machine indeed.  
**Memory:** 400/128, a 500 & 4000 1MB, 4000 2MB.  
**Processor:** 68000/68000 7.5 MHz Motorola 68000, 4000 10 or 15MHz Motorola 68000.  
**Recommended Retail Price:** 400 399, 500/500 139/139, High of Fantasy Pack 199-199, Giga Of The 90s pack 139/139-160 packs are 4000, a 500 from 199, 4000 from 279/269/184, 184+3000 from 400, a 4000 from 139/139, 184+4000 from 400, 150 prices are 640.  
**Contact:** Commodore 8748 17000

#### IN BRIEF

A stunning specification with custom chips to do almost everything around, the Amiga is the first choice for the most serious of games players and video professionals. After an amply display that the machine continues to sell extremely well and has over taken the ST in the UK, though the latter machine still has a slightly larger installed base. The A7500 is near-identical spec-wise to the A5000, but cheaper. The A5000 is a top-end workstation substitute, includes Workbench 2.0 featuring enhanced icons, the handling, and security features plus Amiga Video, a multi-media group printing tool, a 16-bit video camera in high configurations, ranging from a 1000x1000/8-bit hard disc to a 25MB/100000 bit.

#### GRAPHICS

**Resolution:** 640x 200 x 200 to 640 x 400 (more possible in software)  
**Palette:** 4096  
**Colors:** 2, 4, 8, 16, 32, 64 or 4096.  
**MSL:** With resolution.  
**Monitor Output:** 640/1 - composite in video in monochrome.  
**Monitor Supported:** No.  
**Monitor Options:** 1084 1340 99  
**Software:** 16 in hardware + unlimited 6000 from software.  
**Speed:** Very fast with good software.

#### SOUND

**Speaker Quality:** Depend on model.  
**MSL:** No. Third party interfaces available.  
**Monitor Output:** 3 phone connections.  
**Performance:** Among the best around. Custom hardware provides 5 channels of 8-bit digital sound into the four channels.

#### HARDWARE

**Disk Format:** 3.5-inch - 800, 4000 400/800000 hard disc formatted.  
**Disk Price:** Around \$1.50  
**Disk Performance:** 160 and 160/160. Third party software is available to improve matters.  
**Keyboard:** 40 keys, 16 function keys and separate cursor sticks.  
**Joystick/Mouse:** Two-button mouse supplied as standard.

**Software:** Two high-resolution stereo music external disc drives; 1525K serial; Commodore parallel printer; SCART RGB/Video composite connections; video expansion kit; Internal on A500 & A2000; 12-bit on A2000; Clock/Matrix expansion on A500 only; Internal PC expansion on A7500, A2000 and A5000.

#### SOFTWARE

**Editing Software Base:** Similar to the ST.  
**Control Collection:** Everyone's doing this.  
**Games:** Something for everyone.  
**Graphics:** Quality and range is impressive.  
**Music:** Great initial support for MSX. Internal sound software is well supported thanks to 20 standards.  
**Products:** Excellent.  
**Software Loading:** Very fast and easily available. Required by users.

#### SOFTWARE

**Best Buy Price:** Old Amiga 1000 can be picked up cheaply enough but those latest the video graphics modes of 1000 models. To find a good value pack.  
**Second Hand Availability:** Increasing common. Best buys are later range 500s with Keyboard 1.2.  
**Maintenance:** One year's guarantee. Return faulty machines to dealer.

### IBM PC

**Model:** 80486 PC was the first PC to be accepted in large quantities. But the first PC and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from Compaq, Atari and Commodore. In general, with PC you pay for speed and better graphics standards. The extra money is worth it if you can afford it.  
**Package:** Depends on the manufacturer although most are supplied with monitors. They can even be bought in kit form as no extra saving.  
**Memory:** Usually 128 or 640K. Can be anything from 640 to 16MB. Always go for a 640K model.  
**Processor:** Intel 80486/80486 in base machine is sometimes replaced with the faster Intel 386/386. More sophisticated machines are based on Intel's more exotic 386, 386X, 386 and even the latest 486.

**Recommended Retail Price:** Can be picked up for as little as 1399 for a "no frills" machine. With top of the-range 486 Speed 30000 - and the latest IBM versions - the city's the best. Look for a good ISA or VLB model for between 1750 and 1900.

#### IN BRIEF

Support value if you want the ultimate all-arounder, the PC will forever be business standard. Most users major software houses now port their titles to the PC but these remain limited by the constraints of the base



## ATARI LYNX



**W**alk-out another five months for new releases except for the superb *Exotic Breeze* game.

While I don't mind my collection of cards and cartridges in my home, I miss some of my favorite Lynx games. Here you enjoy the extensive collection of cheats and saving tips that resulted from this magazine's pages.

### GAME COMMANDS

Press **Left** and **Down** when you finish a game that doesn't continue or will be gone instead of restarting at the beginning of the level.

Press **Right** to start on any stage.

Mouse One - AAAA  
 Mouse Two - PLAM  
 Mouse Three - 6L1A  
 Mouse Four - 88L1  
 Mouse Five - 666  
 Mouse Six - L00A  
 Mouse Seven - 8888  
 Mouse Eight - FL1A  
 Mouse Nine - LFT

Turn on the MasterCard when you take off with the boat and you will be awarded with an extra bonus at the end of the level.

Walk out for the night when you're outside the docks on *Mouse Seven*.

### CALIFORNIA GAMES

Simultaneously press **A** and **B** for a super jump in your 888 ride.

Go for a few spins when taking your Footing into the air.

Continuously execute aerial turns on the helipad event to chain go-ins into 2000. Make sure you hit go-in 20 bottom at the end of time to gain the maximum score. Just experiment to get it right.

Get extra speed by performing aerial jumps. Set up for a monster leap to do up to five high-scoring spins.

### CRIP'S CHALLENGE

Enter the password 8888 to see a demonstration of fancy 3D real graphics.

Here's your home later passwords:

Level 75 - 887A  
 Level 77 - 878  
 Level 78 - 881  
 Level 81 - 502F  
 Level 83 - 09F1  
 Level 85 - L881  
 Level 87 - 700  
 Level 88 - 8020  
 Level 91 - J028  
 Level 93 - 888F  
 Level 95 - 88Q

Level 97 - 002

Level 98 - 0080

### ELECTROBOOM

Walk into three star codes.

### Level One

Door 1 - 2471 - Call to Level Two

Door 2 - 9813 - Call to Level Two

Door 3 - 8713 - Missions

### Level Two

Door 1 - 5647

Door 2 - 5400

### Level Three

Door 1 - 6054 - Call to Level Four

Door 2 - 1210 - Call to Level Four

Door 3 - 2900 - Missions

Door 4 - 1300 - Missions

Door 5 - 8294

### Level Four

Door 1 - 0298 - Missions

### Level Five

Door 1 - 8858

Door 2 - 9410

Door 3 - 9873

Door 4 - 1642

Door 5 - 0912

Door 6 - 0514

Door 7 - 3905

Door 8 - 4395

### Level Six

Door 2 - 3700 - Call to Level Seven

### Level Seven

Door 1 - 9021 - Call to Level Four

Door 2 - 1828 - Call to Level Five

### Level Eight

Door 1 - 5096 - Call to Level Six

### Level Nine

Door 2 - 0170 - Missions

Door 3 - 1067

Door 4 - 1300 - Missions

Door 5 - 4734

Door 6 - 1271 - Call to Level Eleven

Door 8 - 3887 - Missions

Door 7 - 6908 - Missions

Door 6 - 1798 - Missions

Door 9 - 4361 - Call to Level One

### Level Eleven

Door 1 - 0000 - Call to Level Twelve

### Level Twelve

Door 1 - 1067 - Missions

Door 2 - 0440 - Missions

### GATES OF JEROMEON

Select the code 7700, stand for your ship to appear, go down and right (straight through the platforms, across the walls and enter the first gate). You're now a winner to the secret level.

### RECOVERING DATA

Crash missions fired by the Green Jet only are destroyed by shooting the white-guard waypoints.

### WARNING

Make your *Frosty* hidden car form really light turns by rotating the engine off.

Always download from before the save.

There are only forward firing machine guns in this game.

By Tony Mottola

## DIAL-A-TIP CHEAT-LINE



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# HE'S WAITING



(most common machines - which means they tend to be limited in sound and graphics. Definitely NOT for those of you who need a good performance for computers, or if you're after the best (or best of) the best models (which are really essential for good game playing).

#### GRAPHICS

The first PCs weren't fitted with graphics as standard but most cheap computers incorporate the necessary hardware and come with a monitor. There are three main standards: VGA - a handy but all in common colour display, SVGA about the finest colour display worth considering, VESA - an Amiga-style floating display, and Hercules monochrome. VGA or VESA, which are usually only fitted to standard to more expensive machines. Commodore's CG288 is a good exception.

**Resolution:** VGA: 640 x 480, 654 x 480 or 720; Hercules: 720 x 594, VESA: 800 x 600

**Palette:** VGA: 6 (or four fixed sets), 654-45: 16, VESA: 256

**Features:** VGA: 8, 654: 16, VESA: 64 Hercules: 1

**Monitor Output:** VESA: VGA/RGB (CGA), analogue RGB (Hercules)

**Monitor Options:** Very many monitors are dedicated to just one or two modes - some have amber/green/white monochrome displays - think before buying.

**Speakers:** None

**Speed:** From very slow - 8000 - to very fast - 80000

#### SOUND

**Speaker Quality:** Built-in sound is very poor. Third party add-on sound boards such as Roland U1880 and AD-18 (U1880 - which is fast becoming a standard - which will provide sound by itself through an amplifier)

**MSX:** Third party interfaces available.

**Sound Output:** With boards, yes. Built-in, no. MSX: 16-bit digital machine for the majority best - an Atari ST offers more for MSX, but the Amiga excels for software sound ports.

#### HARDWARE

**Disk Formats:** 1.2Mb - 1.44MB/2.88, 1.2Mb, 1.44MB/2.88MB  
**Disk Prices:** 50p - 1.50p

#### Disk Performance: Average.

Most PCs owners don't buy hard disks. A large amount of PC applications software requires to work unless you have a hard disk.

**Keyboard:** Almost as many as

**Monitor Output:** See Monitor Output. Yes - 1.5" back to colour LCD

**Monitor Options:** None

**Speakers:** Special graphics hardware effectively drives all other objects as plotted

**Speed:** Fast

**SOUND**  
**Speaker Quality:** Very good

**MSX:** No

**Monitor Output:** Yes

**Performance:** four channel, the colour states could fail to be fixed to be followed.

#### SOFTWARE

**Availability:** Light to very good

**Ports:** Cartridge ports, multi player port, miniature stereo headphone jack.

**SOFTWARE**  
**Price:** £10-15

**Cartridge Memory:** 40kb

**Running Software Base:** Very small

**Current Releases:** California Games is a good choice

**Prospects:** Uncertain but several new titles in the pipeline.

#### SOFTWARE

**Best Buy Price:** As MSX

**Second Hand Availability:** Very low

**Maintenance:** One year's guarantee.

#### STAR RATING

**Graphics:** 4 + 4 + 4

**Sound:** 4 + 4 + 4

**Expansion:** 4 + 4 + 4

**Overall:** 4 + 4 + 4

#### SOFTWARE

**Best Buy Price:** As MSX

**Second Hand Availability:** Very low

**Maintenance:** One year's guarantee.

#### STAR RATING

**Graphics:** 4 + 4 + 4

**Sound:** 4 + 4 + 4

**Expansion:** 4 + 4 + 4

**Overall:** 4 + 4 + 4

#### SOUND

**Speaker Quality:** Depends on hardware

**Sound Output:** Yes

**Performance:** Plays a lot better than it looks.

#### HARDWARE

**Availability:** 8-bit or 16-bit (aged)

**Ports:** Headphone connector, dual speaker interface.

**SOFTWARE**  
**Price:** £10-25

**Cartridge Memory:** 40K

**Running Software Base:** The best for any hardware

**Current Releases:** Increasing

**Prospects:** Excellent

#### SOFTWARE

**Best Buy Price:** As MSX

**Second Hand Availability:** Some computers (e.g. Commodore) do it well.

**Maintenance:** One year's warranty

#### STAR RATING

**Graphics:** 4 + 4 + 4

**Sound:** 4 + 4 + 4

**Expansion:** 4 + 4 + 4

**Overall:** 4 + 4 + 4

## NINTENDO SUPER FAMICOM

**Package:** Console with controller and 4 Super disks (aged)

**Price:** £180-200 (MSX 16)

**Console Memory:** Not known

**Recommended Retail Price:** £120 (aged price - £100)

**Current:** Local dealers.

#### IN BRIEF

With the weight of all powerful Nintendo behind it, the Famicom can hardly fail. Although not quite superior to the Sega MegaDrive technically it's the games that impress - mainly the beautiful Mario Bros/Donkey Kong titles help sales to 400,000 and 4-2000. That said, there are some real differences among the game (Big Bird, Simpsons) but it's still early days yet. The Super Famicom's 16-bit games (which should be fairly soon available).

#### GRAPHICS

**Resolution:** 128 x 128

**Palette:** 12, 160

**Colors:** 256

**TV:** No

**Monitor Output:** No

**Monitor Options:** RGB, S-Video

**Speakers:** 1.2

**Speed:** Remarkable

**SOUND**  
**Speaker Quality:** Depends on TV/monitor

**Music:** No

**Sound Output:** No

**Performance:** 4 Channel custom IC, no PCM/digital.

**HARDWARE**  
**Availability:** Excellent

## CONSOLES

### ATARI LYNX

**Package:** Lynx. No pins for peripheral and includes California Games

**Price:** 140-145

**Console Memory:** 24K

**Recommended Retail Price:** £75 (MSX 16-bit with peripheral, £125 (MSX 16-bit with peripheral and game)

**Current:** Atari (MSX 16-bit) £80-90

#### IN BRIEF

Designed by the man behind the

Atari, the Lynx is an amazing hand-held. After a shaky start, the Lynx is doing fine and - if the rumours are to be believed - is starting to take off in the States. It's most obvious competitor (the Gamegear) lacks the Lynx's 16-bit, but makes up for it with smaller size and TV adapter.

#### GRAPHICS

**Resolution:** 160 x 152

**Palette:** 4096

**Colors:** 16

**TV:** No



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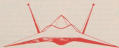
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### SUPERMARIO

## SUPER FAMICOM



**T**he Super Famicom is providing fans of  
video games with more versatility on the top  
Nintendo console. It's by no means your  
best purchase of the latest video game  
available for the Super Famicom without  
wanting to use classic, good or shabby  
Missions...

The Super Joy Card from Hudson Soft  
takes the complete advice of the  
Nintendo controller that comes with your  
machine. For around £10, you get an  
easy-to-use wireless for each of the G, A,  
F and B buttons. Contact Hudson Soft on  
00 085 33 3055 4420 for further  
details. That's a year Japanese style and  
so to speak!

For the same price as the Super Joy  
Card you could go for the slightly less  
advanced but more Commodore. This  
only has a single joystick but for selecting  
normal, turbo or continuous fire on all the  
buttons. You also makes the Selector

and Super Turbo action jostlers for the  
Super Famicom.

My personal favorite at the moment,  
ACE/Fed, comes in at just over £22 and  
features enhanced turbo and auto select  
for all of its buttons. Additionally,  
there's a slow motion capability which  
works fine with games like Final Fight and  
Ghosts 'n' Gears. ACE/Fed just owns a  
handy edge over other options.

For the big brother of Super Famicom  
equipment (jostlers) look no further  
than the 30 King from Hudson Soft. This  
device comes in the Turbo Royal of  
game controllers and even includes slow  
motion dial to independently adjust the  
rate of fire for each edge. The fire buttons  
are located on a disc which can be rotated  
around to suit the button configura-  
tions of different games. Oh, I nearly  
forgot to mention the built-in slow motion  
feature and the fact that the directional  
joystick has been replaced by a proper  
recessed joystick. There's no mistak-  
ing it, this really is class. 30 King costs  
around £30.

### IT'S SHOWTIME

Let's go on with the show. The recent  
Famicom Special at the Museum/Science  
International Exhibition Centre on the east  
side of Tokyo quickly turned out to be  
showcase for the next generation of  
Super Famicom video games.

Over 50 Japanese software houses  
were displaying the latest wares for the  
Famicom, Super Mario and Super Famicom

video game systems. There were nearly  
30 titles for the 30-bit machine among a  
total of 100 games on display.

Super Dragon's World was probably  
the best Super Famicom release there,  
though even the Super 3D you grabbed won't  
steal attention straight after they've seen  
the highlights and continue looking from  
Capcom's Final Fantasy III was also looking  
good.

The designers of Square... well I know  
it's a shame name for a software compa-  
ny - have used Graphics Mode 7 to pro-  
duce excellent scaling effects on the  
background in Final Fantasy III. Players  
are treated to a massive night litigated  
earth with the very best in business role-  
playing games. The cost of quality  
doesn't come cheap so Final Fantasy 4  
costs a hefty 100,000 (around £30). By  
the way, it's not unusual for publishers to  
quote for hours while their local soft-  
ware empires when a Final Fantasy game  
is first released.

Jason's Super Professional Baseball  
and Soccer League Baseball from  
Enix/Enix are ready for the attention of  
widespread collectors out there. Tom  
Debeck, one of the stars from Sega's  
en's Baby is about to appear in a full-  
time role at about the Japanese baseball  
scene. But you can't wait!

You've probably never heard of the 30  
London animated characters, but they're a  
full time Japan. Sort of like those  
Transformers toys, those battle robots  
are more popular in the country than  
Teenage Mutant Ninja Turtles are in

Britain being admitted of the horrible  
marketing opportunity, Nintendo has  
developed 30 little Dragon. The  
result is a crazy futuristic war of sports  
between the 30 blocks and other limited  
Japanese cartoon characters of Super  
style. You may just imagine some of  
them have been inspired of Godzilla  
star movies that were made during the  
1970's. Who said Super wasn't a country  
of culture!

### KICK OFF SUCCESS!

Regarded as the best football simulation  
of all time, Kick Off on the Super  
Famicom should be in the glory streets  
of Japan as you read this. Only imports  
for your country may take a little longer.

Apart from the name change to the  
Super, it's apparently enjoyed an easy  
transition from computer software to  
video game cartridge. Imagine how  
daring the program. This veteran console  
conversion house has already enjoyed  
considerable success with the release  
of Super Famicom editions of SimCity  
and Populous, with Kick Off made from  
kick off!

Like you'd expect a great package,  
it seems as Japanese players can't look  
the speed of Ace's great game of foot-  
ball. It made sense that the game  
was a little slower than the computer  
version. Nevertheless, it's not real to  
give it a great. Well!

# HOT OFF THE SHELF

Do you know, I hate writing the intro to *Hot Off The Shelf*. I mean take this month, for example. What on Earth is there to say about the *Merry Month of... er... September?* Nothing, that's what!

Surely you know the score by now: the top games from the last three months sliced 'n' diced for your delectation. Oh, and there's a smattering of classics too. Read on...

**BATTLE CHENG 2**  
Electronic Arts ■ Amiga £29.99 ■ Atari ST £29.99 ■ PC £29.99  
Squad-its 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 new blocking the board (which some pieces can't cross) and limits the king's movement to an

"imperial palace". As before the board is viewed in 3D, with all the pieces "taking" each other in a variety of amusing and well-illustrated ways. While a bit slow and irritating running from foggyies due to all the die swapping, it's hard to see how the game is to be fairer and more lethal than normal Chess. A game that should keep even the most jaded Chess fan happy.  
■ ACE RATING: 90/100 ON 800 PC

#### BOULDERDASH

Virgin Musical Industries ■  
Gambrey 15480 (Import)  
Yet another visual from the aging 04th-catalogue of great games. Hey kids, remember this? Guide cars, and ruddy Rockford around amped-up John's joumo-speak, for more than can be counted on one hand) masses of boulders and missiles in pursuit of diamonds. But bear in mind that slugging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to Alexander's 04th handheld wonder.  
■ ACE RATING: 98/100 ON SAMSUNG

#### CRASH BLAZER'S AIR

##### COMMENT

Electronic Arts ■ Amiga (TBA) ■ Atari ST (TBA) ■ PC £29.99  
The two previous *Crash Blazer* games were exemplary in every

respect save one: there seems no general love for the San-Thu-Bomb-Wing-Floozers-in-four-hair brigade, but more than a little disappointing for the rest of us. This latest outing with the grizzled old vet notifies that complaint... and much more besides. Pilots can fly planes from either 1950, Korea or Vietnam in a number of missions. Even more fun is the ability to pit, say, a Mustang from WW2 against a Phantom from Korea. High action means this isn't one for the pick-up 'n' play brigade, but it's a fine purchase for the die fan looking for a challenging and long-lasting experience.  
■ ACE RATING: 90/100 ON 800 PC

#### E-14 TORNAUT

Addiction ■ Amiga (TBA) ■ Atari ST (TBA) ■ PC (TBA)  
One can't help feeling that *E-14 Toronaut* is going to have something of an uphill struggle to be noticed, what with the recent release of a whole slew of top-notch flight sims, such as *04 South Atlantic*, *04 and Chuck Yeager's Air Combat*. To be perfectly honest *E-14* is inferior to both these competing titles, but it's still a high-quality product. The biggest criticism is that it's very hard to lose. Exit and let the jet crash into the desert and nine times out of ten *Command* will return you to active duty without even a flicking off.  
■ ACE RATING: 85/100 ON 800 PC

#### FLAMES OF FREEDOM:

##### MINI-REVIEW 2

Microline ■ Atari ST £24.99 ■ Amiga £24.99 ■ IBM PC (TBA)  
How this is a challenge, how do you run up a huge game like *FOFF*? The big draw has set in, and *Microline* is now Agoria, the island HQ of the Atlantic Federation. You play one of their coast agents with the task of stopping an impending attack by the evil Behavian Empire. The majority of the game takes place in a massive solid-3D world, with your job able to use any mode of transport (which may come across, everything from air-foot to hell-copter). But this is no shoot-'em-up. There's more than enough strategy and subtlety to keep any non-bride fan happy. A major candidate for game of the year - already!  
■ ACE RATING: 99/100 ON ATARI ST

#### 3D SPORTS BOXING

Microline ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £24.99  
This violent clash between two solid polygon generated pugilists is the best rendition of the 'table art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video-playback option allows you to watch that decisive upper-cut again and again. Highly realistic, some great polygonated expressions of anguish on the fighter's faces, a huge range of moves and a lot of work to be put in if you're to become World Champ!  
■ ACE RATING: 99/100 ON 800 PC

#### RENGADE

Remegade ■ Amiga £25.50 ■ Atari ST £25.50 ■ PC (TBA)  
*Remegade* crash onto the game's scene with this, their first release - and what a cooler it is! Set in Ancient Greece, the player controls a funny warrior who must be guided through four levels of platforms, monsters and puzzles to a face-off with something very nasty in the underworld. Okay, so *Remegade* isn't as polished as the brilliant *04 computer* game, but the implementation is something else - superb graphics, intelligent aliens (and they are smart, too!) and bags of clever surprises and secret bonuses to discover. It scores











police motorcycles turn into Sheffield High Street and cruise towards him, ahead of an armed police Storm and two custom-built Securitor minis. Both Dex and Rex knew that the cars contained their cues for tonight's doubles match against their closest rivals - Bob and Bob Dogfish, the most fearless and despised players in the sport.

As the specially transferred M4 commandos proceeded with the exciting security operation of transporting the two state-of-the-art million-dollar cues from the street into the famous Crucible Centre, Rex turned to Dex and placed his hand, which had been insured for an amount he couldn't even think about, on his brother's shoulder and looked at him.

"If only dad could see us now," he said proudly.

"Yeah," his brother replied, and with that they made their way up the stable steps under armed guard towards the entrance.

The Dogfish brothers were already there, unswerving and being generally widely as they changed into their all-black spandex kit. Even the bands and face on their fake Carter watches were black-ink-black. It was their tasteful trademark. Bob sneered again as he wiped his ebony cue with the black festooned and looked at his brother, who was doing the same.

"These pretty Hexagons," he said. "As long as they're around, we'll never get to the top of the professional Snooker ladder. 75 years ago we kill their dad so as to get our dad Bob for the world championship trophy by default, and what happens? These bloody twin sons of his turn up and jointly win the world cup at the youngest age ever! I mean whoever heard of 11-year old world champions, for God's sake?"

"Balash, Bob," said his brother, who has reacted for years on a swing when he was seven and had a permanent, insoluble and very embarrassing lip as a result.

"Tonight we will ensure that those pretty Hexagons will never touch our pashy. Tonight we will be the champions of the world! HA HA HA HA HA!"

"Yes, well," retorted his brother, smirking cynically. "You realize that this all depends on our diabolical plan working according to plan. I mean we haven't got a hope in hell of beating them fair and square."

"You're also pedimiddik," said Bob calmly. "Everything will be fine, you'll see. Unlike we have successfully framed with Hexagons twins, we'll be home free. Nothing can go wrong."  
"I hope you're right," his brother interjected.

The hush as the Dogfish brothers entered the packed auditorium and took their seats was remarkable - nobody cheered, clapped, stood up or even acknowledged the existence of the two-challengers. Even

the referee Len Jones refused to shake hands with them, as was customary on these occasions, because they were so scary. Just to make his feelings known, he trod on Bob's toes as they passed and sent a blob of thick, veiny phlegm into Bob's water jug.

The hushed silence turned at once into an ear-splitting cacophony as the Hexagon brothers defiled into the open-air stadium (the spectators had taken place a year previously to accommodate the 206,000 extra fans who had flocked to the sport since the arrival of the Hexagons) and took their seats. The two brothers noticed that this process could sometimes get a bit tedious - they always had to wear earplugs to protect themselves from the 500-decibel applause and trying to get to your seat while the referee stands after you, thankfully trying to shine your shoes for you.

After about 20 minutes the applause finally started to die down, and the Crucible stewards came on to collect the leftovers of flowers, lady undergarments, paper money and toilet rolls. After the game the Hexagon Memorial Foundation would distribute the goods to needy handi-capped children around the country.

When the stadium was finally quiet, save the sound of an airliner passing far overhead, the referee introduced the players - again the same stony silence for the Dogfishes - and set up the first frame.

The Hexagons, of course, won the first. But as Rex (who always curled off first) adjusted the calibration on his own telescopic laser sight and adjusted the position of the cue ball, Bob Dogfish broke the silence by leaping from his chair and screaming at the top of his voice, "Stop the game!"

Everybody sat wide-eyed as Dogfish stroled confidently across the arena. What was this outburst?

"Ladies and gentlemen," Bob began, as he opened his waistcoat and reached into his inside pocket. "I am sorry for this interruption, but I have an important announcement." He continued to walk across the tile floor until he was standing nose to nose with Hexagon. He opened, then pulled from his waistcoat pocket an A4 envelope.

"An announcement," he continued, "which will change the face of snooker as we know it and send the Hexagon twins into exile FOREVER!"

**WHAT IS DOGFISH'S ANNOUNCEMENT? WHAT SECRETS DOES THE MYSTERIOUS ENVELOPE HOLD? IS THIS THE END FOR THE HEXAGON TWINS?**

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ACE

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WORD

P

Z

Our monthly prize word puzzler, set by the inimitable MIPS

## PUZZLE PRIZES

If you're the winner of the first correct crossword solution out of the box, you'll get a free computer word machine. We expect that we cannot possibly count this, but you'll do us favour to ensure that the prizes get your solution promptly. Don't forget to specify your machine format!

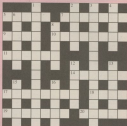
## CLUES ACROSS

- 5 No charge to drop from 'Swords of Twilight' software house (4,4)  
 7 Kind of light wine one wallowed (4)  
 8 Changes code - Ed's put it in (5)  
 9 Elite game Leo and Dino played together (7)  
 10 Pa cursa my new game from Virgin (9)  
 11 Being under twenty, she rules the game (4,5)  
 14 Rat torn to pieces in game (7)  
 15 Computer helping to write comic routing (5)  
 17 Loathe Gremkin game (4)  
 18 Everything shown by the runes I've cast (8)

## CLUES DOWN

- 1 Flintstone's first from Ubi Soft (4)  
 2 Game that's a bit of a cult I'm assured (6)  
 3 Brown dog! (6)  
 4 Look out - leaders got Ron to form software house (8)  
 6 Be all-consuming! (3,2)  
 10 Clark Kent's translation of Übermensch! (8)  
 11 Heighten general awareness about Donark subsidiary (6)  
 12 Dads rewriting after ex developed game from Origin Systems (6)  
 13 Banishment from Audiogenic (5)  
 16 A game of hazard from Leisure Genius (4)

Make sure you don't miss next month's competition - it'll be the last! To find out why, and what will replace it, don't miss next month's issue!



## HOW TO ENTER

Every month the offer a free game worth up to £25 the prize solution if you're the reader of the first correct crossword solution out of the box. The solution to send your solution to is: MIPS September '91 Computer Pricing Codes, Freeview Lane, London, EC2M 4AE

The deadline for entries is the first of the month but, as September 1st is a Sunday, entries received on Monday 2nd will be eligible.

## JULY '91 RESULT

Winner of the July crossword was Patrick Murray of Dunblair, August solution correct - the correct word was 'Archduke' and 'Squire'.



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# ACE DIARY

## AUGUST 1991

### 19th July SOFTWARE RELEASES

**BBN Paper Cars '85** Amiga £7.95. An relaxed top-down racing game in futuristic setting. Further titles from the BBNline books catalogues to be released this week.

**Impossimole III** Amiga £7.95. **Footballs of the First 2 '91** Amiga £7.95. Six different footballs from Impossimole - 91. Amiga £7.95. **Cloud Kingdoms** (aka the Millennium) - 91. Amiga £7.95.

**Midnighter: Blue Max '91** £20.95. Air combat in World War 1. **Out Blast '91** £20.95. Submarine simulation.

**MidnightElectronic Arts Keys to Success** Amiga £15.95. **3000Electronic Arts Atomic Alley** PC £14.95. **MidnightElectronic Arts Battlefield 2** Amiga £25.95. A strategically-led arena game where the player actually materialises and fight one another for possession of the arena.

**Mid Soft Fast Lane '91** £25.95. Five racing games. **Stone For Honey** (and *Brandy, Wine, Peaches*) Amiga One and Amiga 95.

**Empire Space 1990** PC £14.95.

### Sunday 11

**Motor Racing: Hungarian Formula One Grand Prix** in Budapest - see *Night World* (take up corner of the deck) on *Ayrton Senai*'

### Monday 22

**Cribbet: First Day of the 19th Test** between England and West Indies, at the Oval. The ground shooting season opens.

### Tuesday 13

### Wednesday 14

### Thursday 15

### Friday 16

**Cricket: Day of the 19th Test**, between England and West Indies, at the Oval.

### Saturday 17

**Anniversary of the Proclamation of Independence, Indonesia.** **Football: First Saturday of the 1991-92 Barclays League season.**

### 16-18th August SOFTWARE RELEASES

**Comcastware: Double Double '89** (Amiga £25.95, TV Sports Amiga) PC (Sports Baseball) Wings and kerbs of the flying feet, all in one package.

**Simon Images: Global '91** Amiga, PC £25.95. **Confidential Europe '91** Amiga, PC £9.95.

**Image Productions: 600 Miles' NASCAR Racing '91** Amiga £25.95. Motor racing game in truly 300 style.

**Electronic Arts: Powercraze: Top Gun** £17.95. **Wings, Tips and Tactics for Powercraze** add-on. **Ed Madley: Mega Mission** £24.95. An exciting action game. **Ballistics 3D-7C** price 19.95.

**Prognosis: Atlantis '85** Amiga £25.95. Pilot your craft around various planets, destroy anything that moves, marvel at the graphics along the way. **Prognosis: Starline: Road Money** Amiga £7.95. PC £9.95.

**Empire: Megatechwar 2** PC £20.95. Follow-up to acclaimed strategy game (though it hardly seems a week since we left the streets).

### Sunday 18

**1991: The 19th Test**, produced by the British Motor Corporation, was unveiled today.

### Monday 19

### Tuesday 20

### Wednesday 21

### Thursday 22

The new law allowing pubs to stay open all day took effect on this day in 1968. **Cricket: Test match, England vs Sri Lanka.** Begins at Lord's.

### Friday 23

**Education Day, Wisconsin.** **Madison County Council announced plans to open a new type of school, called "comprehensive", on this day in 1948.**

### Saturday 24

**Athletic World Championships** begin in Tokyo.

### 25-28th August SOFTWARE RELEASES

**Image Works: Jason J. Megabear '89-7C** price 19.95. The graphics, the scrolling, and most importantly, the music, all on Amiga 25. **Palson '89-7C**, price 19.95. **Flight sim with heavy emphasis on realistic controls.** **Spectrum Analysis: Flight of the Intruder** Amiga £25.95.

**MidnightElectronic Arts: Atlas of Imagination** Amiga £11.95.

**Landsoft: Soft: Mega's Island '91** Amiga £25.95. **Mid Soft: Invader '91** £29.95. Originally led medieval saga. **Winning Five '91** Amiga £21.95. **Compilation comprising Invader, Night Hunter, Tom Marlin, Puffy and Sir Fred: The Tennis Star 2** PC £19.95. **Among the nearest you can get to the real thing on a computer at the moment.**

**Activision: Street Busters '85** Amiga £21.95. **Between the combats involving the city centre.** **Mid: Texas '91** £21.95. **Flight sim based on plane featured in Top Gun.**

### Sunday 25

**Motor Racing: Belgian Formula One Grand Prix** at Spa.

### Monday 26

**Bar: Holiday** England and Wales, Texas. US Open begins in New York. **Anniversary of first BBC transmission of TV pictures** using both images and sound, in 1930.

### Tuesday 27

### Wednesday 28

### Thursday 29

### Friday 30

**National Day, Malaysia National Day, Trinidad and Tobago.**

### 1-7 September SOFTWARE RELEASES

**Demarc: James Bond Collection '91** Amiga £20.95. **Compilation comprising James to 007, Live and Let Die and Top Gun based on the Thunderbolt '91** Amiga £20.95. PC £25.95.

**Demarcware** program with related charts and the like in longer cut-up conversion, delayed from originally scheduled July release.

**MidnightElectronic Arts: Mega Emerald 2** PC £25.95. **Strategy role-playing as you explore the divided domain of Surtis.** **June Marlin '85** Amiga £20.95. **Maths game with five time-based scenarios and plenty of music and puzzles on route.**

**Empire: Pegasus '85** Amiga £25.95. **Adventure based 'em up on horseback '91.**

**Landsoft: Soft: Irons** £24.95. **Racing game.** **Mid Soft: Mega's Island '91** Amiga, PC £29.95. **51 and PC with revised coverage** £24.95. **Tutorial and computer package.**

**Empire: Twilight '89** PC £20.95. **Book simulation.** **Deathblinger '91** Amiga, PC £20.95. **Multi-screen arcade-style game with you as Kuro, man with a sword and a mission to break loose.**

## SEPTEMBER

### Sunday 1

**All Formats Computer Fair** arrives in Leeds, at the University Sports Centre. Doors open 10.00am; Contact number for organisers: 0225 668 105. **Athletic: First Day of World Championships** in Tokyo.

### Monday 3

### Tuesday 5

**1967: Sweden** (switched from driving on the left, to driving on the right hand side of the road, '66')

### Wednesday 6

### Thursday 7

**The 88, industry's biggest exhibition, the Computer Entertainment Show** opens at Earl's Court 2, London at 10.00am. Phone the information hotline on 0593 500825 for details.

### Friday 7

**ICDS releases, plus All Formats** for in *Peter's* info from the organisers on 0225 668 105.

# THE W O R D S O F T W A R E E N D

## THE LAST WORD

**S**o, Cliff, yes, this is the last edition of *The Little End*. Reports of our death last month seem, it seems, greatly exaggerated, but you can rest assured that this is definitely the last one ever. Really. But Bitter intends to go out with nothing less than a bang, with the savored games, blinged-out and charmed observations. Or maybe not.

After the appearance of a Mac Plus in an on-line three window in *Back To The Future 2*, the *Archonoids* in *Capitol City* and that thingy *SDO* which constantly updates the actors in Paul Robinson's office in *Nightout*, we can now proudly add a few machine to the ranks of computer superstars. It's Alan's pocket-walker, the Portfolio, which crops up twice during the fascinating *Terminator 2*, *Judgment Day*. The young John Connor uses a customized version of the machine to track the PIN number of a bank cash-dispenser and later to break the code on a security door at the Cybernetic Systems HQ, which as a result goes forward presenting a nuclear war which would have killed three billion people. And who was it who said that the Portfolio wasn't useful for anything?

Bitter has recently been subjected to a distressing amount of what can only be called... ahem... "unwanted" PC software. It was submitted to us this month by a software company that shall remain nameless (except of a rather disturbing and interpretation of *The Pink Panthers*, called something which rhymed with *The Darkwaters*, it showed Fred, Wilma and a kindly little mob including in certain residential activities) that Hanso Barber would definitely not have approved of. Hence, a new *Crimescene* demo is circulating, which shows Bert being caught, well, entertaining himself by home, who beats the boy with a machine gun. Bitter feels so disturbed that its setting up a new watchdog service for the sort of thing. So if you've got any disks similar in style to those mentioned above, send them to us, under plain brown wrapper, at the usual AOL address. Just so that we can keep an eye on this disgusting trend.

It all started with *The Godfather Part 2*, few words are left remaining all the way in the game box too - and recently we've had *Meridian 2*, *King Commander 2* and *Terminator 2*, with *Lois 2*, *Corbanan 2*, the *Puggalos* and and 3 the *Pelican* one, *Populous 2*, *ReboCop 3*, *Louise Sot Larry 5*, *Die Hard 2*, *The Secret Of Monkey Island 2*, *Legends 2*, *Elle 2*, *Bubble Bobble 3*, *Indiana Jones 4*, *Rick Off 3*, *Furman 1*, *Chuck Rock 2* and *Mercenary 2* all on the way. Is this healthy. Bitter asks itself, why not, as long as the new games represent a significant advancement over the original and not just a rip-off of reborn. Keep 'em coming!

Good news for all you lucky SAM Coupe owners! It's been exactly a year since SAM Computers introduced its Spectrum-with-Ambros-on at the All Formats Computer Fair, or so says a recent press release. To celebrate, there's a new £20 birthday pack coming out which includes a T-shirt, two games, a SAM poster, SAM Coupe pen and SAM Coupe drink coaster! The Bitter team, however, that something more drastic is required than goodie bags to revive the Coupe's fortunes. The way Bitter looks at it, it's been a year since the release and BTLI hardly anyone's bought it and Bitter's BTLI is the software for it. Cause for celebration? We think not.

Just time for a few shorts before we pick our bags... Congrats to the ever-vigilant PCE for yet another Earth-shattering scoop, this time exclusively involving Seggs' secret new Time Traveller coming-on in front page - a month after it was released into UK arcades... And well done to a certain editor of a certain weekly games mag for managing to lock himself out of his car during a recent trade show, then showing the patience of a saint while waiting for the locksmith services to arrive and let him in... Truly, a special Bitter business award goes out to big featured game reviewer Gary Pines, who did so much to help the aged, lending support and comfort to a lady far older and less capable than himself at a recent industry barbeque...

And so, that's it. It's a wrap, Fred. The end. It's time to say goodbye after 49 issues of faithful service. Nice to say those words, however, as you can't keep a good Bitter down, and you never know when or where we might show up again... But for now it's off to the quiet retirement cottage in the Dales for some relaxation in our twilight years, with no more computer games to do for the peace and tranquility... Well, except maybe the odd game of *Delo*, *Rock Off 2* and *Lois*. Expect *Twins Challenge*, *Oh*, and *Toto* on the *Genetics*, *And Chocifer*. And *Bubble Bobble*. Oh, and let's not forget...

■ THE END

### IN NEXT MONTH'S ISSUE

Big things are happening at AOL. For too much to detail here, turn to pages 48 and 49 for the full story...

#### Dear Mr Newsletter

I've read all about the new AOL, and I'm doing already. Copies will be flying off your shelves like a pack of starlings. So until the 15th of the month, be a good and back away a copy in safe storage especially your mail. There's a good fellow.

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gameplay features:

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- A character who can gain new items and control the Shadow Sorcerer.
- Control up to 4 other PCs in a 3D or 2D strategy against you.
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- Control the Shadow Sorcerer.

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Shadow Sorcerer is a new 3D-based and  
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adventure which features the following  
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