

ACE

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The German war machine has landed all of Europe - except Great Britain - from the mighty Luftwaffe planes so soldiers up Southern England for an exercise called Operation Sea Lion. Another RAF man wages a desperate defensive battle against a numerically superior foe.

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- 2) Incredible 3-D

3-Dimensional Graphics

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Gameplay

- 1) Realistic controls
- 2) Realistic controls
- 3) Realistic controls
- 4) Realistic controls

Gameplay

- 1) Realistic controls
- 2) Realistic controls
- 3) Realistic controls
- 4) Realistic controls

Gameplay

- 1) Realistic controls
- 2) Realistic controls
- 3) Realistic controls
- 4) Realistic controls

LUCASFILM GAMES

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ACE COMBAT: ASSAULT ON HORIZON



MEET GAZZA!

Check out our exclusive review of the latest Gazza game from Entertainment International on page 26, plus details of how you could get to meet the man himself.



BATTLE COMMAND: THE GREAT WAR

ULTRA WARI!

Realtime rival the controls of the latest creation, Battle Command in Operation. The same rules brought you Battle Command are set to test you with a fully interactive world, dominated by the Ultra War - a war fought between two high speed, hard hitting elite, super-tech armies in the North and operating from an enemy base. In the Master level, you'll be carried into the story line to take on an evil 3D machine for good with tactics. Why not, look it up on page 28.

FREE ISSUE! Since everyone wins - at the very least - a £2 discount off some of today's top games, you could say that this issue has paid for itself as soon as you get it past the check-out counter. But there's a lot, lot more to ACE 38 than freebies. There's over 170 pages in this issue, covering everything from simulating 'Mass to the potential danger of matter over mind (see our Brain Burn article on page 34). This month's games include the long-awaited Risk Dangerous 2, a superb conversion of Populous onto the Megadrive, and Loopo - a Tetris challenger from Axilgenix that should give players a few sleepless nights. Plus state-of-the-art flight sim technology from Fairbrough, Realtime's Battle Command, and much, much more!

✎ Super prizes, reviews, and tips. We've been working really hard this month, so make it your own. Find out about the latest in entertainment and computing on page 38.

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46 pages packed with info and features

ACE

NOVEMBER 1988

YOU'LL NEED IMAGINATION,
SKILL, DARING... AND ERR...
£100* FOR A 1meg MACHINE.



* £100 is the estimated cost to upgrade your Amiga or PC from 512K to 1Meg.
It is not clear how a 1-megabyte machine can store more than the price of this program.

It's a sad fact of life that only the fortunate few will ever get to experience Will Harvey's masterwork - *The Immortal*.

Still, those of you who are lucky enough to possess 1mb equipment or a monstrously generous maiden aunt and a birthday coming up, you're in for a nice treat.

Using a uniquely realistic three quarter angle, you are lead through eight levels of labyrinth in a quest to find your long lost teacher Mordimar. In a world of intrigue and betrayal, mystery and blood curdling violence, you are pitted against the most ghoulishly lifelike opponents you'd never want to meet.

All in all, this is one dungeon challenge that no true enthusiast can afford to miss - no matter what the cost.

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ELECTRONIC ARTS

Electronic Arts, 1149 Boston Road, Langley, Pa. Slough, Bucks SL3 8TW. Tel: (0753) 49443. Fax: (0753) 443

KODAK DEVELOPS CD CAMERA

Kodak, the famous photography company, is developing a camera that transfers film images into compact disc instead of the normal chemically-processed film. These CD images can be displayed on any domestic television. Kodak announced its new system at press launches in Tokyo, London and New York last month.

You'll be able to hold up to 100 images on each photo CD. These discs are then inserted

into a special CD player - developed by Dutch electronics giant Philips - connected to a normal TV. As the photo CD is digital, you can zoom, crop and edit every image stored on the disc using a simple remote-control unit. Kodak's revolutionary new system is due to be introduced in 1993. Its price has yet been set for the camera, but the CD player will cost in the region of \$500

RAINBOW ARTS GETS ROTATED

Rainbow Arts, the German software developer of *Demons*, *Great Giana Sisters* and *Footix* is now working on a game which uses a similar system to CD-ROM's. Rainbow Arts' graphics routines found in its *Water and Operation Hammer* games.

The appropriately titled *Rotator* is a one- or two-player split screen shoot 'em up with 35 colour real-time zoom and field rotating effects, 32 different levels, digital speech and six on-game soundtracks.

"*Rotator* is the first program that rotates coloured pictures in real-time," states Rainbow Arts. "This was an achievement previously only realised with vector oriented graphics; but rotate objects consisting of only eight colours, it was impossible to create a variety of colours and details."

"Our Antialias Pixel Rotating Technique reads special pixels from a big palette - every time the screen is assembled. These pixels are then transformed and placed on the special region of the screen. Although the reading, rotating and writing of single pixels require high expenses of time, it was possible to reach a very high speed by using all the custom chips of the computer."

"The rotator read, rotate and edit 32768 single pixels each consisting of 16-colours from a 256k palette in a tenth of a second. There are 256 single angles and 500 zoom phases that allow an unbroken engagement and stimulation. Both displayed zones of the screen are isometric, rotatable and fully self-contained. If the grid is finished, the line connections are drawn and the other objects are rotated, the coordinates are computed and copied onto the screen. Finally the rotation that is to be done on the palette is computed. Every pixel has to be read and converted into a darker colour. This calculation takes just 0.008 seconds on the Amiga." *Rotator* is due to be released for £15.99 on Amiga, PC and ST this month.



Rotator ready for action (left) - rotator graphics (right) (right) (right)

DARE YOU REFUSE?

US Galt is making an offer you can't refuse by developing computer and console games based around the cult series of *Godfather* mafia movies.

This Birmingham-based software company has secured the rights to the genre, name: *The Godfather*. "In order to exploit the licence to its maximum potential, our intention is to produce more than one game in a similar fashion to *Italiana*, *Amos* and *The Last Crusade*," says US Galt. "There will be a high level interactive-adventure game and a more basic action-game to address both 8-bit and 16-bit markets and child and adult audiences."

The Godfather and *The Godfather Part II* starring Al Pacino and Martin Scorsese were both awarded Oscars for Best Picture. The latest movie, *Godfather III*, will be released in March 1991. US Galt hopes to have the games ready for simultaneous release with the film.

NEWS

MORE MEGADRIVE MANIA

Electronic Arts, the Californian-based company responsible for *Populous*, *Delany*, *Four and a Half*, has announced worldwide publishing deals on the Sega Megadrive with Ocean, Cinemascope, Ubisoft, Three Dots, Interplay, Discovery and New World Computing.

Battle Squadron (*Imperial* and *Sword of Brden*) (Discovery) will be the first titles released under this agreement. Other titles have yet to be announced but an EA spokesperson told ACE that the following titles are likely to be converted over to the Megadrive: *F-29* (Antelstar) and *Eric* (Ocean, Cinemascope and New World) (Three Dots), *It Came from the Desert* and *Wings* (Cinemascope).

All these software companies have chosen to be partners with Electronic Arts because of EA's first acquisition - a custom-made game development system designed for quick conversion work. "The first offers us to easily port 68000 games across all machine formats," confirms EA.

"The Sega Megadrive 1.6-bit console was officially launched into the UK at CES last month. EA hopes to start releasing Megadrive games soon (see below) and at the autumn. *Populous* will be the first EA Megadrive game available in the UK (see page 56) for the full ACE review.

BUILD YOUR OWN ALTERNATE REALITY

Demark and Interactive are currently developing a 3D-Construction Kit product utilizing Interactive's FreeSpace software technology. "The 3D-Construction Kit is the first product to enable you to create, design and plan a real environment, and to then walk into that environment and interact with it as if you were actually there", says Demark.

FreeSpace, Interactive's innovative three-dimensional graphics system was first used in the Order, Dark Side, Total Eclipse and Castle Master games. "Designed around FreeSpace's 3D Construction Kit is the ultimate tool for building an alternate reality. This awe-inspiring product is unique in that it can be utilized in both the home and educational spheres."

"Using the Kit is rather like building Lego blocks for adults with unlimited bricks! Stretch them, squish them, shrink your self and enter your new creations. Interact with your surroundings, animate objects, get them moving to cre-

ate an even more real effect. Using the 3D elements of the product you can create forests, streets, and maybe even small towns. Buildings and the rooms inside, underground rooms, with cars and even space scenarios. In short, the limits are set only by your imagination," continues Demark.

"The potential uses for such a utility are enormous and include: the creation of 3D computer games (arcade, adventure and simulation), 3D-modelling, visualizations and educational storage, modelling and urban studies. You will be able to select sound effects from the product's internal library and to use ready-made stand alone environments in your designs."

Let's get virtual! 3D Construction Kit will be available in April 1990 on Amiga, Spectrum, C64, ST, PC and Integral CPC. Prices are yet to be set. "3D Construction Kit encourages creativity with many different areas."



Mr. Takahashi (left) and Mr. Lutter (in blue jacket) hand the National Neo-Geo Award to ACE winner Steve MacIntyre.

HAVE YOU WON A NEO-GEO?

The lucky winner of the 1988 Neo-Geo Competition - featured back in ACE 24 - has been picked out of the thousands of hopeful entrants.

Lutter De Gale and Mr. Takahashi of SNK presented a brand new Neo-Geo to ACE Winner Steve MacIntyre (Widewater) at the busy Computer Entertainment Show (CES) last month. Steve also won a Neo-Geo game of his choice.

SNK used CD-I to officially launch the Neo-Geo console into the UK. "This completely new futuristic game entertainment system actually exceeds the power of the average arcade game and gives the doors of any home system available in the world today," says SNK.

Neo-Geo was exclusively presented in ACE 22. The console itself costs £1399.99 (no game supplied), Neo-Geo games are £199.99 each. There are currently eight game titles available, including Nam 1975, Rising Force, Top Player's Golf and Magician Lord.

"You can buy Neo-Geo gear at over 50 independent retailers throughout the UK. Active Computers has been signed up as the exclusive UK distributor of SNK's Neo-Geo by De Gale Marketing (SNK's European agent). Robert Matthews of Active says, "One of the things that has got some of the public off buying the Neo-Geo has been the cost of the software at £200.

THE FUTURE IS NOW!

Lntertainment '90 is the 3rd Annual Conference on Interactive Entertainment featuring in-depth discussions on Games, Artificial Reality, Interactive Television, Interactive Music, Optical Discs and the Future of Interactive Entertainment. "The '90's will become 'The Decade of Interactive Entertainment' and we would like you to join us and the speakers as we seek to understand 'The Future of Fun,'" says conference director Soly Olin.

Speakers at the conference include key personnel from Origin, LucasArts Games, Sierra Online, Commodore, Midway, Activision, MTV, Magnate, Scotts, American Interactive Media (Philips CD-I software development company), BBC, TimeLife, NBC, Mattel, Mitsubishi Electronics, Children's Television Workshop, Electronic Media, WGB and Ohio-Crested programmer of Balance of Power. ACE will also be participating in the conference.

Topics to be covered include: **The New Gaming World** (examining major developments in the video game market including the emergence of new 16-bit game systems, portable game controllers and new kinds of video games); **Fantasy Role-Playing Games and Game Simulations: The Next Level** (focusing on new approaches to fantasy role-playing games and game simulations); **Powering CD-ROM Entertainment** (examining innovative approaches to the design and production of CD-ROM entertainment software); **CD-I Workshop** (providing a comprehensive overview of CD-I); **Artificial Reality: Adventures in Cyberspace - New Frontiers for Virtual Reality** (focusing on the development of a whole range of artificial reality applications for the consumer/public market including gaming);

Interactive Music (focusing on new approaches to interactive music programming, including two levels about covery) and interactive music documentaries); **Maximizing the Impact of Interactive Marketing** (examining ways that ads, use of simulators in advertising, sponsor play of video games, online ads and interactive TV advertising); **Moving Towards Hyperfiction** (examining the creation of interactive stories on Macintosh and PC formats); **Interactivity in the New Home Entertainment Information Centre** (focussing on how and where interactivity will fit in the new home entertainment control) and **Integration of New Technologies in Interactive Entertainment** (focussing on new technologies that will significantly impact the development of future interactive entertainment products, including artificial intelligence and holography).

Entertainment '90 will be held at the Marriott Marquis Hotel in New York, USA from 29-31 October 1990. For registration or inquiries contact Soly Olin at (212) 212-2622/25 or fax (212) 212-2622/24. A comprehensive on-site conference report (free) with exclusive hotel and interviews will appear in a near future issue of ACE.

"We will be offering new and exciting games the opportunity to win arcade quality titles for £25 a month. At last, people will be able to buy Neo-Geo hardware at the same price as a 16-bit computer, but play far superior games that cost no more than most ST and Amiga titles. There is an annual membership fee of £30. This will also include regular news of new releases and other product information coming from Japan". You can contact Active or CEI 762 0266.

ACE has recently offered you exclusive chances to win a Neo-Geo, Psygnosis PS1 Coins 20 or CD-ROM micro, Teenage Mutant Ninja Turtles goodies, four Nintendo Gameboys, Sega Megadrive, Atari Lynx, Sega Master System, Nintendo Entertainment System, Pogo Pro, today in Hollywood and an invite to a millionaires' Halloween party in Austin, Texas. Look out for even better competitions in future issues of ACE, the ultimate games magazine.

ACCOLADE HITS OUT

Veteran American game developer, Accolade, has interrupted a quiet summer with the announcement of three exciting titles. *Test Drive II: The Passion*, *Dino - Mistress of the Dark* and *Altered Destiny* are all to be released by the Californian company before Christmas '93.

Test Drive II: The Passion is the latest addition to the team of Accolade's successful racing simulators. "Test Drive products have sold more

fully functional headlights, rain and lighting, snow and fog, and pretty damn useful windshield wipers."

Test Drive II: The Passion will be available on PC this month for £29,998, other formats will follow later on. All Accolade PC games support VGA, SVGA, VESA and Tandy 3D-colour graphics cards and Ad Lib, Roland, CMS and Tandy 16 voice sound boards. In typical fashion, Accolade will also be releasing a *Test Drive II* editor/disk featuring extra scenery and cars.

In a surprising move, Accolade will now publish and distribute Hammerfall's recent computer game, *Dino - Mistress of the Dark*. *Dino* is a weekly American TV star who introduces late night horror and Heavy Metal shows.

Featuring the sultry *Dino*, the world's most famous spokesperson for ghosts and goblins,



Dino - Mistress of the Dark - driving in the rain with her wipers on.

"*Dino - Mistress of the Dark* combines exploration, combat and intriguing puzzles in a completely new driver game where nearly everything can be interacted with in some way. A graphic and animation intensive role-playing adventure, *Dino - Mistress of the Dark* affords rich scenery with nearly 800 locations to explore in the castle rooms, dungeons, catacombs, courtyard, gardens, hedge maze and coffin maze. The game also features hard-to-find bottles with more than 120 different poisons, dozens of magic spells and over 300 wearable objects including: weapons, herbs and scrolls." *Dino - Mistress of the Dark* will be released sometime this month at a rather extravagant price of £29,998 for the PC version, £11 and £39,998 for the PC version.

Altered Destiny, the third release from Accolade, uses a new graphic adventure engine. "One minute you're out and gay eating nachos flavoured popcorn. The next you're sucked through a television set into a fantastically alien world filled with exotic landscapes and mesmerizing illusions. Welcome to the surprising new destiny of PC (and, Follow TV) through a marvelous universe of evil gods and fiends, spirits and futures, futures and myths. There's a deep mystery here which only he, with your help, can solve."

"*Altered Destiny* has been written and designed by Michael Jensen, the creator of such classic Microsoft games as *Infidel* and *Suspended*, and the author of four work novels including *The Eternal Library*. The game features over 90 animated screens, 25 songs and a super intelligent parser that recognizes more than 1500 words and allows you to communicate in full sentences."

Altered Destiny will be available on PC (2319 Words) later this month, with an Amiga (224 Words) version due in November.



Wipers, wipers. Wipers is critical to this wiper.

than one million units," states Accolade. "Not a fantasy, but a true driving simulation, *Test Drive II* takes you to new heights of passion in some of the world's most expensive and exclusive sports car prototypes in the world. Computer users will be thrilled by the 220hp Chevrolet Camaro Z28, the 175-horsepower Porsche Carrera Spyder and the 2000000

Lamborghini Diablo. Each of these lightning fast simulators can be driven or raced on a completely new collection of challenging roads for the most realistic, and most adventuresome road racing experience ever," boasts Accolade.

"Designed by Tom Lighter, creator of *Steel Thunder and Gambrel*, *Test Drive II: The Passion* uses a combination of 3D-rendered and polygonal graphics with digitized vehicle interiors for an unprecedented sense of speed, road contact and vehicle performance. Also new to *Test Drive II* are instant replay and a 360-degree chase car view with variable zoom, thus allowing you to get the driver's view of a shocking accident or get the witness view of a car's graceful arc as it dives into the water at speeds in excess of 100mph."

"You'll discover lakes with boats, rivers and waterfalls, train crossings, bridges and buildings. *Test Drive II* also features day and night driving,



Altered Destiny - How many dark holes does it really have? (Slightly) Darker than the night!

the game leads players through a dimly lit, medieval castle," continues Accolade. "The recent renovations to an ancient castle have aroused her long-lost relative, Queen Demelia, from the grave and opened a portal into the underworld, admitting hundreds of evil servants into the castle to prepare for her arrival. Calling on your ghostbusting expertise, *Dino* informs you that Queen Demelia is in search of 'The Scroll of Spiritual Mastery' which will give her immortality and the power to control all the minions of Hades in her ambition to rule the world. Fortunately, the scroll will also provide a way to defeat the queen if she can restore it first. Sealed in a chest, bearing six different locks, the scroll is hidden somewhere on the castle grounds."



Just one of the 80 interactive screens from *Altered Destiny*.

- They have created
the dream machine -

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INFOGRADES



DREDD

THE FUTURE

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EVERY WEEK IN



THE AMAZING SPIDER-MAN

"Spider-Man, Spider-Man, does what ever a spider can. Can he swing, listen bad, he's got radioactive blood. Hey there, here comes the Spider-Man." Entertainment International is releasing *The Amazing Spider-Man* on Amiga, Spectrum, C64, ST, PC and CPC later this month. The story so far... "In a desperate search for revenge, Mystério breaks into Peter Parker's apartment and kidnaps Parker's wife Mary Jane. Mystério is unaware that Parker is in fact Spider-Man. Returning from his regular night job, Spidey discovers that his apartment has been broken into. There is no sign of his wife, and lying on the table is a note which reads: 'If you ever hope to see Mary Jane again, get Spider-Man to meet me at the old Rockwell Studios, tomorrow midnight.'" *The Amazing Spider-Man* is an arcade platform game featuring old film noir from horror, science fiction, spy, outer space, western and urban adventure movies.



Yo dudes!
Not a tiny mutton nifty barboise in sight...

THE LAST STARSHIP

Impressions new Mega-CD-ROM-2 features "realistic three-plane tactical cooling steps which transform as you upgrade your weapons, wave after wave of innovative and cunning aliens, blaring engine soundtracks and FS, mean and merciless mother-ships." *The Last Starship* should be out later this month on Amiga and ST.



COWABUNGA!

WRATH OF THE DEMON

Get ready for the next release from ReadySoft, the creators of *Dragon's Lair* and *Space Ace*. "Wrath of the Demon combines state-of-the-art multi-level parallax-scrolling with spectacular graphics, animation and playability. You're on a quest to rid the kingdom of an evil Demon and his minions, rescue the princess and restore peace to your land. Your quest will lead you through caves, swamps, temples and castles before reaching your ultimate challenge... the Demon himself!" *Wrath of the Demon* features "over 500 screens of action, over 1200 frames of animation, more than 100 different monsters, over 900 colours on-screen, 80 frames/second, 15-level parallax scrolling, bi-directional smooth scrolling, state-of-the-art animation, 64-bit tiling backgrounds, 20 different movements, over 200s of graphics and large well-defined characters". Entertainment International will be releasing *Wrath of the Demon* next month on Amiga, C64, ST and PC. Spectrum and Amstrad CPC versions are also under development.



RANK

Ubisoft is working on a game based around a famous French cartoon series. "Rank is an episodic arcade adventure that should delight even the most blasé of players. In this game you embody Rank, an agent with extraordinary strength - defined as 'the underdog'. Fights, success and the pay-checklines are ramping one time after another. There are thousands of enemies and no random messages to stamp out the plague. You must move heaven and earth to save the world and discover the remedy from Rome to New York, you'll have to take on the world's mightiest! Rank is out soon on Amiga, ST and PC.

CRIME DOES NOT PAY

The latest adventure comedy from Titus Interactive. "The goal of the game is to become mayor of the city with the help of your criminal clan. At the beginning of the game you choose to be an Italian mafioso or a Chinese clan member. Each clan is composed of three members: the Godfather, the Hitman and the pretty but dangerous girl. The acting character moves through the city and fights against cops, gangs, the gypsy and members of adverse clans. You have to corrupt or neutralise the VIPs of the city so that they cannot prevent you from reaching your ultimate goal." *Crime Does Not Pay* will be launched later this month on Amiga, ST and PC.



Combat Halls

ACE readers adopt the 'publish and be damned' attitude...and Russell Dodd brings us a vision of the games centres of the future...

A ROSE IS A ROSE

I'm sure you are aware of all the different names software houses go under. For instance, Sierra, Activision, and System 3 are all one and the same, and obviously Firebird is Rainbow. As I am an avid reader of your mag, I wonder if you could answer the for me.

Don Marella, London

Sierra, Activision, and System 3 are all completely different companies. It's just that Activision distribute (or used to distribute) the products of all three in the shops. Firebird and Rainbow, on the other hand, are two brand names used by the same company (Microprose). Companies use different brand names when they want to distinguish between different product ranges. The Firebird range, for example, concentrates on value-for-money action games, whereas Rainbow is known for premier price, complex games like *Melbourne*.

TOWNS TROUBLE

What is the difference between the CD-TV and a CD-I machine, for example the FM Towns? Will there be versions of *Melbourne*, *Red Storm Rising*, and *F18 Death Fighter* for the CD-TV or will there just be games written specifically for it?

John Joseph-Mercia, Malta

Here we go again! CD-ROM is a standard for storing computer data on a CD. You can buy CD-ROM drives for many machines, ranging from the PC engine console to the IBM PC. CD-ROM is simply a read-only disc with lots of data storage space. The FM Towns has a CD-ROM drive built-in. CD-TV is an Amiga with a CD-ROM drive that has what is termed as CD+G capability in other words, it can play CD music and display computer graphics at the same time. CD-I is yet another system, defined by Sony/Philips and not yet commercially available. It uses CD disks to handle video, audio, and computer data simultaneously. The CD-TV will be compatible with almost all existing Amiga software, and some companies are bound to produce specific CD-TV versions of their best-selling games if the machine ever establishes a large user base.

THE AWFUL TRUTH

I've had an idea for a computer that is able to convert a book into a film. The way it works is that you programme the book into the computer which the computer will then analyse. Then you program in the names of the actors and addresses you think will suit the roles. The computer should then store this in its memory banks which should only take a few seconds. Then the computer makes a cartoon film based on the book, thus eliminating irrelevant matter, leaving you with a basic structure to work on. If, however, the film produces in itself is as you would wish it to be, the computer then makes copies of it onto video or real-time tapes.

C. Leach, Blackpool

We were under the impression that most films were already made this way.



BUYERS GUIDE TO SALESMEN

Mike Pitts of Sheffield has sent us a dictionary of sales phrases. We found the following particularly useful...

The latest machine, using all new technology

The ultimate programming language

Soon you'll wonder how you lived without it

A brilliant machine, but we've only got a few left because they're so popular

The machine won't work with your old printer

All of the other shops don't give you a free monitor

It's a misprint

No, you'll have to buy a monitor

I've got one at home

We've just saved a lot of money

A Spectrum

BASIC

Soon you'll wonder why you bought it

A VIC 20

So why don't you buy a new one?

We don't either

I hate mail order companies

What the hell's a modulator??

I got carried too

You've just wasted even more

"TAKES YOUR BREATH AWAY"

OPERATION HARRIER

**INTELLIGENCE INDICATES -
MEMBERS OF ENEMY
HI-COMMAND ON CRUISER
NEAR NORTH ISLAND,
MIDDLE EAST.**

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Reviewing the Briefing Screen



View from the Submarine



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STEVE ITZ,
CHIEF DESIGNER,
& COORDINATOR
T. COVA / OGA / P.O.
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NO MORE ADS!

When I pay £1.80 for a magazine, I expect something that will keep me happy for quite a while after purchase, but with up to 30% or so of the magazine being adverts, ACE does not provide enough long term reading as you would expect from a 130 page magazine. To ask you to cut out adverts complete would be a stupid thing to do as they keep the reader aware of what games are about, but I'm sure a few less wouldn't hurt.

Stuart Russell, Harrogate

Alan, Stuart, the ads actually pay for the production of the magazine, which costs far more money than is received from the readers who buy it. To give you some idea, the page you are looking at cost £780 to produce - and that doesn't even include the printing costs! That's because here at ACE we spend a lot of money on design and colour technology to ensure we can produce a really top class product. Finally, if you compare the number of pages you get to read in this issue of ACE with ANY other games magazine and then compare the price, you'll see that we give you far more pages for your money.



I can give photos of a letter from Steve Rowland if you're looking for the advice on what and exactly what game systems. (Send the ACE to Rowland that shows you if you want.)
 bigger and better!
 Steve Rowland

CONFERENCE QUERIES

Will all ACE Conferences be on Thursdays? Will there be a conference at Ocean in the near future?

Alan

Hi, Yes. See page 199 for details of how to get in on the Conferences act.

I'd really like to attend of your ACE Conferences. Can't you hold some on the Continent?

Anna-Miriam Mazzoni, W Germany

That's an excellent idea and we'll try to arrange one as soon as possible. How about Rainbow Arts?

MEGADRIVE DELUSIONS

I question your ACE, COBOL, conclusion about the Megadrive in your recent issue for several reasons.

First, price. It's really rather expensive when compared with, say, an ST and lacks a keyboard, so putting off the cautious first purchaser (eg an adult who requires some educational justification for buying).

Second, performance. It's old technology really, as we all know, and it lacks a keyboard, so you can only play games.

Third, the games. Will the games be any better on 16-bit consoles. Are they that much of an advance? Will a 240 version of PacoBot be more enjoyable than a 118 version? No.

Fourth, software availability. A bit laughably really, because that which is presently available will not be compatible with the 'official' British machines. I don't know if anywhere in Scotland where you can buy this software, so no stars.

Fifth, software standards. From what I've seen, it looks

very good, and so it should be at £30 a game. However, as with all machines, there will be some dull pieces as well - all at £30. It's unlikely that you will be able to swap it with your friends, though, and it can't be copied.

So, prospects. Despite the technological qualities and hype, I predict a one or two star future for the Sega Megadrive.

Joseph Jones, Preston

We'll agree, Douglas. We have a few points to make. First, we only listed the Megadrive as the CONSOLE if would likely be successful. We are not recommending it instead of a computer. On the contrary, we made it very clear in the article that the true gamers computer needs both a console AND a computer. However, if you can't afford both, we reckon you should invest in a good 16-bit console.

The performance of the Megadrive is very good for a console and it's 16-bit architecture is hardly 'old technology', particularly where consoles are concerned, the absolute agree about the price and the software availability, but we hope that the former will fall eventually and the latter will increase - especially now the machine has been officially launched. However, remember that there will be some games on the Megadrive that will not be available on any computer. And as far as dull software is concerned, check the games first in ACE and you'll be OK!

REACTION TO THE FAST AD

'This article of thought-control.'

A. Brown, Wokingham

I have just seen the latest batch of ads from the Federation against Software Theft. They will tell me how many names in their mailing list have reacted. It's worth a try by itself or thinking those ads a little more.

A. Brown, Wokingham

To the BBS will extend the story of how software who discovered a method of getting rid of an annoying message.

Bill Anderson, Harrogate



Remember, Alan, how to agree. People often's software and hardware on the Megadrive is not a great one in an interesting experience.

OUTRAGED

I just want to say "f--- off b****" software houses over the same laws and (possible) conventions on all games and across all formats". It's confusing and time-wasting to look for and then memorize all the different laws. What about "L" for music only, "B" for sexual effects, "P" for paws, and so on.

Dave

Dear Dave,

A SPECIAL RELATIONSHIP

In response to International Business Week's comments about UK gamers being years behind the US...

Back when I was writing a suit to work and trying my best to become an executive, our office subscribed to *Wired*, *Forbes* (sic), and the *Wall Street Journal*. Due to their inaccuracies and stress starting at news stories, we cancelled. We don't find them reliable, totally accurate, or unbiased, so we don't take them seriously and you shouldn't either.

I receive and read *RCE*, *The One*, *Jens*, *CGI*, and *Amiga Format*. From your articles and letters to the Editor, I think you take games much more seriously and have a better understanding of them than most Americans.

However, you do seem to have a shortage of licensed consoles, brought on by the manufacturers wanting to set up the US before moving on to Europe. This strategy seems flawed, as it calls off half the world market.

Nickolas Pinder, Wichita, Kansas, USA
PS In the movies dept watch for "Darkman"...Excellent

Hey! Who said the special relationship between our countries was no more?

CES SEND UP

Congratulations on your recent Computer Entertainment Show at Earl's Court. I managed to get there early on the Saturday and avoid the queues and enjoyed myself so much I went back again on Sunday - but that time I wasn't so lucky and had to wait for hours. Is there anything that can be done about this for next year?

While I'm on the subject, I thought the idea of getting the Turtles and Betty Blue to perform was great. Was have you got lined up for 1994?
James Simpson, London

Our apologies to all readers who suffered from the queues at the show. Unfortunately, the control of entry to the show is to some extent outside our control. We cannot be absolutely certain how many people will attend, and the number of people allowed into any venue at one time is regulated by law. The police and fire officers (quite rightly) will hold us account for even close shows completely if they believe there is a danger to public safety.

Next year, we're almost certain to host the Show at a different, larger venue. And I'm sure that there will be state-of-the-art refreshers on tap for you...



One of the 66 Nintendo consoles to operate the first, single-player multiplayer adventure game ever.



MULTI PLAYER PROMISE

For those who don't know, the key statistic over the coming years **MUST** be multiplayer games. When reading game reviews nowadays, I always look for multiplayer capabilities. Being lucky enough to own two ST's, I am always disappointed when games are not equipped for this facility. One of the most enjoyable games I ever played is *Stardust* with a friend. This game and the expansion disk have given us many hours of enjoyment - but this could have been better if we couldn't see what the other person was doing all the time. *Start Car Racer* is another prime example of the added fun multiplayer brings to a game, the most promising game appeared to be *Demolition*, advertised at the beginning of the year, but that appears to have sunk without a trace.

As a programmer, I have been playing around with multiplayer games inside my head for years, but a lack of finished products would mean most software houses would not be interested in my ideas. What the computer role-playing game scene needs is someone willing to bring multiplayer games like *Stardust* to the general public. If someone like Richard Swanen were to set up

multiplayer "halls" where, say, one hundred terminals were linked to a mini, each terminal being a dedicated workstation for playing the game, then people could come in all the time and book up a session without having the hassle of trying all the hardware first. They'd pay as they played, and play for as little or as long as they could afford. Your character could be saved from session to session and there would be a couple of DM's to take control of the game world, to request it and keep it in balance.

Russell Dodd, Bristol

The multi-player hall has already been tried to a very limited extent in the UK with BattleTech Centres. It's a tremendous idea, Russell, however - and you could store your personal ID and status on a smart card (see our article on page 18-21). Go for it, R. Swanen...

SUBS ATTACK

I've been a subscriber now for several months but have still not received my copy of *Interface*. Even worse, my copy of the *Neo* Can issue (34) arrived without a postcard entry form. I know there are small niggles, and I still think the magazine is excellent value for money, but can you make sure that this situation is rectified and that in future we get our entry cards?
Janet Wilson, Kilmarnock

Sorry, Janet. There have been problems with the subscription service. The service is being reinstated next month, with bonus editions of *InterFace* to make up for the delay.

Tournament Golf™



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Commodore

Commodore Christmas Show Database Drive, FRIESTON, Ellingham Park, South Wood, L41 5EB 051-357 1275

Beyond CES

Well, it's all over for another year. The Computer Entertainment Show, held at Earls Court from 13-16th September, has been and gone, leaving behind only happy memories and a huge pile of trash! The general opinion of the Show was that it had been a huge success, the only complaint being that Earls Court was a little shabby looking and not really a suitable venue.

The order of the day seemed to be huge video walls and cars. Microsoft and Ocean were blasting out sound and video in a serious way, and US Gold had a Lamborghini, Gamrin a Lotus Esprit and Microscape a NASCAR stockcar on their stands.

Of course, those Turbos were there. Crowds of youngsters surged towards the stage area whenever the opening music of "Turbo Power" blared across Earls Court, trampling all before them in their efforts to see the men dressed in green suits. If any doubted the force of Turboism sweeping the country, then those doubts were blown away, even Microsoft claimed to have underestimated how popular anything Turbo would be!

The Show wasn't without incident. On the Ocean stand a Special Criminal Investigation corps caught fire, but fortunately the speedy action of the stand staff extinguished it without injury. On a lighter note, the mighty RoboCop trooped on the edge of a carpet and the Turbos were seen racing against each other on Lotus Esprit Challenges.

WHETHER THE HOME COMPUTERT

Most of the software companies felt that this year was the dying gasp of the 8-bit market, although all acknowledged that there is still a strong core group of 8-bit gamers seeking software. It appears that most people who wouldn't touch an 8-bit machine are now turning to the cheaper consoles for their fix. The state of the 16-bit market is still strong, with a lot of confidence in the Sega remaining buoyant for quite a few years yet. How the 16-bit consoles affect the market wants to be seen.

CONSOLE YOURSELF

The console boom continues, with Nintendo, Sega and the Neo Geo all featuring very strongly. Nintendo were exhibiting the NES and promoting the Game Boy, Sega/Microcaspic continued their strong support

Our on-the-spot report from last month's Computer Entertainment Show highlights several promising trends for the future...

SEEKING FIGHT DEPT? Many 16-bit machine features video-changed levels on four legs...

the Ocean trying to tempt the audience with automatic cameras aimed their attention on public reaction to the football show, who are also involved in the stand display stand.



Large outdoor games displays attracted the entry to the Show, as they put the games area on a level with other major displays.



for the Sega Master System and Megadrive. Commodore and Amstrad took the opportunity of the show to launch their new systems and nearly every major software house was working on launches for the consoles.

The Neo Geo stand attracted a lot of interest, but inevitably was expressed by most at the price of the system and particularly the game cartridges. Interestingly the games look gorgeous, but no matter how good they are you will fire of them eventually, and then you're left with a lumpy stack that cost you around £250. Active Sam, who are marketing the Neo console in the UK, claim that people who buy from them will become members of a Neo Geo club, where software can be rented for £25 pounds a month. This still seems a little steep, but only time will tell if the public feel the same.



Attention for the market that concerned those interested in the exciting things to bring, you can also see the Neo Geo stand.

ENDORSE THAT GAME!

An interesting indicator of CES is possible future trends seen that all featured some endorsement. One of the most popular stands at the show was Gamrin's who were exhibiting Lotus Esprit Challenge and Team Esprit. These endorsements are cheaper (at the moment!) to obtain, but retain the high profile of a recognized name. That means there's more money to spend on the game itself, which can only be a good thing. Furthermore, see how the gaming show's have to follow a strategy. The prize winners have more freedom in actual game design than the rest of the Challenge on page 80.

Finally, there's a few obvious signs of endorsement. When you license a game based on a movie, the value of the license tends to be rather high. Ocean, however a product endorsed by a company is likely to benefit from the relationship on a more long term basis.

Of course, endorsement doesn't guarantee a hit for game by any means, but it is one way of lowering marketing costs from other industries without paying too high a price.



Endorse that value of the endorsement stands on the show, you can also see the Lotus Esprit.

IMAGE POWER

The Interactive Multi-Media Engine attracted a lot of interest, with huge queues around the stand as eager show visitors wanted to take their turn sampling its mysteries. The Engine, developed by Luke W. Longel and Washington R. de Olive (shown here), founders of California-based Subjective Technology, Inc., is basically a square black lightbox (with containing three video screens and four speakers) in each corner with a line of market cut-outs of world-famous models around the walls.

A complex computer internally says motion and triggers laserless output for the screen. The team at the show was quite creative in the sense that it was only about 10 minutes to 15 minutes per person on the floor of the stand. The full model has screens all over so that motion anywhere can be detected. Software screens can then be more precisely customized and localized to, say, head movements.

The Engine should ideally be used by one person, unfortunately, due to the numbers of people wanting to see it in action you had to be scheduled at set times. This made the function of the room in terms of showing the home - plus they have been standing still, but because others were moving events were still occurring. This, and the high level of noise in the room, diminished the impact of the room slightly, but hopefully you got a head some inkling of the Engine's capabilities.

The Engine was originally designed as a pathfinder tool for artists, but obviously the potential for other uses, and games in particular, is incredible. Imagine this, for example, with your own files and graphics reproduced on screen - it'd be great fun, and a fantastic workout as well!



Washington R. de Olive and Luke W. Longel are with a large number of the models that show the interactive technology.



Over 1000 saw this game at the show, but not all saw the stand!

A LICENSE TO SELL

As to be expected, there were a lot of titles that fell into the category, such as Back to the Future 2 & 3 and Predator 2 from Miramax, Total Recall (Robocop 2), Nightshade and Freddy from Ocean, Saps of Thunder from Mongoose, Dick Tracy from the newly launched Draven Software, The Godfather from US Gold and The Spy Who Loved Me from Gornak. There was also several games based on comic characters, such as Judge Dredd from Virgin/Mastermatic, Aquar Trooper from Core and the controversial Batman Returns (Blizzard).

A ROOM WITH A VIEW - OF THE FUTURE

ADP's stand at the show was the Living Room of the Future, and we were staggered by the huge response from the public, and particularly the interest in the centerpiece of the exhibit, the Interactive Multimedia Engine. Thanks to all the readers who visited the stand and said "hello" - we hope you found it interesting!

But we know that you couldn't all be there to see what was on display so join us as ADP gives you a glimpse elsewhere in this feature of the sort of technology you can expect to take for granted in the future... And finally, don't forget - see you next year, and keep your fingers crossed that we get Olympia next time so that you can sit in!

OUT SMART!

Smart cards are small credit-card-sized pieces of ultra-capable of storing large amounts of information. The Mega City bank employs standard IC technology (in used by Visa and Mastercard) and can store up to 256K. However, this is small potatoes compared to the LaserCard - it can hold up to 1 Mbytes!

And there are cards even smarter than this, some use transponder technology to transmit and receive information from various devices. For example, the COBRA can read/transmit from 3cm, whereas the DSI card (shown as both a card and a credit-card sized chip) has a range of 10cm. Particularly interesting is the MILCARD - it has an 8-MB EPROM plus 8K storage, so the card can actually be re-programmed.

Such cards could be used in a huge variety of ways including, of course, banking. For example, you could have one loaded with a pre-set number of credits of your local bank, and your favourite machine will get ready for play as you approach, resulting in your highest score to date and allowing you to carry on from the highest level reached. As you play, credits will be deducted and information on how well you're doing updated instantly.



The smart card, from London's bank, stores financial accounts, 256K, 256K, 256K, and 256K. The Mega City bank also has a card that is the same size as the other version of the DSI card.



An interactive console game that is a great way to see the engine in action.



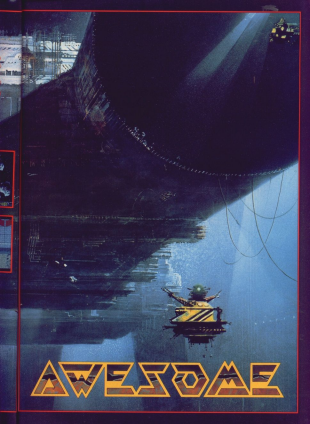
Interactive car shows are a great way to see the engine in action.

BEYOND THE FINAL FRONTIER

From the creators of *Blade* and *Blade II* comes the awe-inspiring combination of shoot-'em-up action and trading strategies. Featuring exhilarating 3D combat, trading, full screen items and a whole galaxy to explore, **AWESOME** will take you beyond the final frontier.

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Brain Burn!

Forget that joystick.
Plug in your brain
instead. ACE investi-
gates the Mind
Gymnasium...

Biofeedback machines have been around for nearly thirty years now. The principle is simple and well established: train the brain by allowing it to use low-current electrical stimuli to affect its performance. For example, your grey matter emits electromagnetic waves at various frequencies and those frequencies are associated with different mental states. When you're very relaxed, the frequency lowers; when you're alert it rises. If you can witness those changes in frequency, the theory goes, you can learn to cause intent flow to influence them.

In the cultural world of cyberpunk, brain machinery are undergoing an almighty marriage with computer technology and getting onto the street. The Mind Gymnasium is the first of what could be a wave of cyberpunk temples open-

ing in Europe that may soon be offering you the chance to 'turn on, tune in, and drop out' in a way that 60% hippies could never have envisaged, even on their wildest trips.

Based in a London club called, appropriately, 'The Brain', it's a collaboration between cyberpunk entrepreneur Mark Healey, a heavy metal-level spirit called Xeno, and Angel Beats. The three of them are creating a walk-in cyberzone that is due to open in mid-October in Wandour Street, the heart of Soho. You'll be able to get anything there from a CDTV demonstration to a Japanese Plaza to a Barcelona Jumpout to a session with a Synchro Mind's Eye Plus.

NEURAL COFFEE BREAKS

The Synchro is typical of a new generation of mind machines that use computing power to expand their functionality. The system comes with the facility for ROM updates and customized software, says Mark. 'You can add a PC interface and then use the computer to directly customize the operating software of the unit. For example, you can program it to stimulate alpha waves (see Brain Waves panel) which are normally associated with creativity. Other programs might be tailored to induce deep relaxation, meditation, or just a quick neural coffee break.'

Costing around £1300, the Synchro uses a small processing/control unit and attached to a pair of glasses that feature the LED lights positioned around each eye. It generates natural sound and light patterns that can help induce

"Find your lead."

—Matthew Healey



The cyberpunk (L) Mark Healey, Angel Beats, and Xeno (R).

BRAIN WAVES

Your brain typically generates waves in the frequency range of 10 hertz. Different frequency waves have different names, drawn from the Greek alphabet. Beta waves lie in the range 14-18Hz and are associated with being alert mental states. Alpha waves range from 8-12Hz, beta waves, usually seen during sleep, go from 4-8Hz. Finally, theta waves cover the spectrum 4-8Hz and are associated with meditation and relaxation and occasionally with very deep sleep.



saying states of mental relaxation. Mark demonstrated the end of the Living Room of the Future and visitors to the stand were impressed. "It's really nice," said one guest, "but definitely in the middle of a chaotic show and feel as if I've just spent ten hours relaxing on the beach." He'd been on the system for about ten minutes. Neural Coffee breaks, it seems, must have something to them after all.

INFO SECURITY

The Mind Synthesizer is only half the story of the Windows Street vision. Xbox and Blockz are helping Mark create a whole cyber-environment that includes clothes, food, and computer demonstrations. You'll be able to relax with your Game Field Effect Generator (see Cortex Trickery panel), dressed in your Circuit Board Camouflage Suit (designed so that you can talk unseen inside a Clay Mx, M), sipping femotecha (fermented rice yogurt), and watching an Amps demonstration supported by the Fractal Factory.

"We share a common philosophy," says Angel. "It's shaped by consumer behavior, information, and techno-paganism." Angel designs clothes — a Rinkoff Fred Tanktop, for example — that mirror the consumer society we live in. Both Angel and Xtra are fascinated by computer games and when we met them at the Computer Entertainment Show they were busy trying to persuade Super Mario to attend the grand opening. Clothes featuring the Italian flag and other game themes could materialize very soon.

Avoid this slightly alarming wastegame environment, it's probably just as well that Mark's there with his brain machines. Where information abounds, cyberspace perils.



The Xbox Mind Set Plus

CORTEX TRICKERY

Close your eyes and stare ahead. Then if you do this in an entirely darkened room, your brain soon starts generating whorls of colour and forms that grab your attention. Creating the visual equivalent of total silence would be a great skill to relax into, but it's not so easy to do yourself.

Enter the Game Field Effect Generator. This little baby produces a field of diffuse light using a pair of special goggles. Your eye muscles are unable to focus on any aspect of this ever-changing display and therefore relax. Unlike darkness, the display feeds the visual cortex (not thinking it's seeing something and providing it from generating spurious colours and forms. Results: total relaxation for the visual sensory system.

GAMEWAVES

OK, now for the really giddy. Could these brain games make you a better gamer? Could you plug into the Syn tact and run up 10 million on Xtra in 2?

The brain machine philosophy is really applied to next career computer games," says Mark Healy. "Aggressive games are exciting for the very same reason that brain machines are relaxing."

However, there are some games that could benefit from the alertness that comes from increased relaxation. Take Tetris, for example. This could be a better Tetris play or if your brain hemispheres were perfectly synchronized and generating lots of alpha wave activity. You see, your hemispheres are responsible for different mental functions, one being connected more with creative thinking and the other with analysis. A good Tetris player needs both the logical solution to build a line and the creative imagination to find new tactics. If you can coordinate your hemispheres, you get 'whole brain' thinking which is much more efficient.

Another real benefit this technology can offer gamers: the Game Field Effect Generator (see panel). By reducing eye-strain, it can refresh your visual cortex and get your brain into gear for tackling the opponent.

Turn on, tune in, drop out, and grab those high scores.

ANCIENT ART OF BRAIN TRAINING

In all started with Phineas. This ancient cyber-gym was able to locate a working PC, or constructed a simple brain-machine using a workbench. Lying on the ground under the wheel, he placed it between himself and the sun, spinning the wheel created a reinforcement effect on the spine ultimately relaxed and created the sun, then relaxing Phineas from the effects of info anxiety and techno-paganism.

In more recent times, a lady called Meg (Phineas' daughter) invented an instrument called the 'Mind Box' after her work on alpha-suppression at King King's general hospital. Electro-suppression is now used all over the world successfully in drug-addiction programs — not that Meg (Phineas) is alleged to have used the unit to look a female habit.

With the development of virtual reality systems, it will soon be possible to find the threshold techniques to computer control systems, establishing direct brain links. Methods for cyberspace users want to explore their brains as well as alternate realities. Although this is primitive, such developments have one with the sensory feeling that, in the wrong hands, they could become dehumanizing devices of brain-thru games, the daylight, it seems, without darkness.



THE MIND SYNTHESIZER

Blended at 10 Windows Street, London, W1 and open by Mark Healy. Remote games by Commodore, Microsoft, and others on discs, hand-coding, and altered states for sale.



The Mind Synthesizer: a virtual reality system with head-mounted display. The user wears a head-mounted display (HMD) and holds a controller. The system uses an electronic and optical display to simulate the user's visual environment. The user can interact with a virtual world and receive feedback from the system. The system is designed to provide a realistic and immersive experience. The user can interact with the virtual world and receive feedback from the system. The system is designed to provide a realistic and immersive experience.

WORLD CHAMPIONSHIP™ SOCCER

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elite

MONTY PYTHON'S FLYING CIRCUS

IT'S A
GOOD GAME

THE
COMPUTER
GAME

NO IT'S
NOT

YES
IT IS!

"What we have here
is a BRILLIANTLY
ORIGINAL and
witty interpretation
of the Python
Theatre". *Zero 200*

"One of the funniest
ideas of alternative
media action since
Newspaper News
Digest".
The One 200



ATARI ST



ARCADE



SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



The Entertainment
International stable is
about to launch a
'Kick Off' rally. ACE
took a seat in the man-
ager's box...

TEARS OF A CLOWN



Looking on as the attack - it may look like other games, but the strategy needed is one place that the competition never replicates...

Let's take the radical, Gary Lineker, Peter Beardsley, Sam and Graeme, Peter Shilton, Marcelino, and Brian Clough. And a few of the well-known names who've put their names to silicon soccer. If only the games had played as well as the stars, we'd all be in football heaven. The truth, alas, was rather different...

Gazza has already appeared in support of Emory and now he's trotting into the pitch for a second time. Someone in the programming cotar must be pretty damned chuffed about the product to let him another go and he'd have another go when there have already been so many faulty releases this World Cup year. Our first impressions of the game suggest that they may have good reason to be quite confident about this latest, or, lack of...

That's not bad thing. The 'Down Prezer' - golden boy Paul Gascoigne, recently applauded to millions for his dazzling World Cup performance - may not be riding high for ever. To have a game that can stand, run, and score on its own two feet can't be bad.

THE GAME

Gazza's Euroports Soccer (provisional title itself is essentially in two parts - strategy and pure arcade - played either in combination or individually.

The first, strategy, part effectively allows the player to act out the role of a football manager, viewing and modifying a huge range of parameters from basic team choice to fixtures, finance and the transfer market. From an initial menu of five options, you may then select from a further seven more specific options and from these yet more information may be gleaned. Such a huge range of strategic options in a football game would appear to signal doom and gloom for the arcade fanatic. Not so!

That's because of the second element of the game is most definitely the arcade persuasion (although each player's 1800 attributes are accessible for viewing) and to this end Active Minds have included a practice option wherein you may select either a single or two player game, penalties or passing. Once completed, you get to play Gazza for real!

The game itself is displayed in the much favoured top-down view although Active Minds were quick to point out that any similarities to those other successful footy games and those, ill-attributed scrolling is the order of the day, with true 3D representation of the players (ie increasing in size when jumping) and information such as time, scores, weather, commentary and player currently in possession of the ball, displayed in a panel at the bottom of the screen.

The range of controls via intelligent joystick movement looks to be very impressive and includes various degrees of kick, from chopping and lifting, to those that strengthen. The number of players allowed when playing a 'real' game varies from between one to eight, before the single player may choose to play as the entire team or in a specific posi-

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Military personnel have all the fun — while you're playing. General's F-19 Replicator or Microprocessor's F-19 Stealth Fighter, American airborne units are flying the most realistic flight simulators in the world. Evans & Sutherland, a leading manufacturer of simulation systems, uses the latest visual generation technology to create super-realistic artificial realities. With an Evans & Sutherland simulator you can pilot a helicopter gunship in Eastern Europe, go on stealth missions in the Middle East, or fly down the Baltic Narrows on Mars!

"High performance image generators are used where high scene density and realism, and complex threat models are required. Applications include low-level and support earth flight, combat mission rehearsal, weapons tactics, simulated awareness training, and full mission simulation," explains Evans & Sutherland.

Based at the University of Utah Research Park in Salt Lake City, Evans & Sutherland was founded in 1960 to design and manufacture special purpose machines to compute and display visual representations of digital models. In flight simulation, Evans & Sutherland decks are used to generate out-of-the-window scenes and sensor imagery, representing the environment in which the aircraft operates. The company has sold over 500 visual simulators to customers all over the world including: the U.S. Army Research Institute Simulator Complex, Fort Belvoir, 194th Johnson Space Center Shuttle Engineering Simulator, U.S. Navy Landing Craft Air Cushion, Mitsubishi Heavy Industries, Ray Heavy Industries, German Air Force Research and McDonnell Douglas Helicopter Company. Contact Professor R. Sutherland at the father of Visual Reality over RCE 34 for further details.

COVERING ALL THE BASES

As image generators have grown more powerful, the databases which fuel them have become increasingly complex. Evans & Sutherland has developed modeling tools to generate databases more effectively. These tools can automatically generate terrain from Digital Elevation Data of the Defense Mapping Agency (DMA). They also automatically place natural and cultural features from an extensive model library correlated to DMA Digital Feature Analysis Data. The model library provides hundreds of generic cultural features and basic set representations of forest, desert, rural farmland, urban, industrial and other terrain attributes. In addition, you can produce new models using a three-dimensional graphic editor.

One of the most powerful database features is the ability to automatically reconstruct terrain from satellite or aerial stereo imagery. Feature maps are generated from photographic sources by photogrammetry and sophisticated image processing. This technology facilitates rapid generation of real-world databases which is particularly useful for mission rehearsal operations. A highly complex and detailed simulation database can be created in under 48 hours.

Applications for this type of system are virtually unlimited. Military, educational exercises, training and more are available.



ACE OF ACES

Will you be playing flight simulators of this caliber in ten years time? Ed Hayes looks at the latest in military simulation



High performance image generators provide realistic scene density and scene detail resolution for use in both operations. Evans & Sutherland has been selected by the Marine Corps as the only image generator simulation capability for its programs.

They can even simulate full mission operations with an Evans & Sutherland model within 48-hour time.



Advanced simulation capabilities & Sutherland computer image generation systems for other training and more help applications.

The Evans & Sutherland ESG-4000 is a revolutionary new approach to computer image generation. It operates as a new system architecture which separates the processing of terrain and features in both hardware and model tasks. "These advancements offer for the first time an on-machine unparalleled photo-realistic visual fidelity and real database generation, making it the ideal choice for mission rehearsal as well as low altitude, high-speed, fixed wing and helicopter map-of-the-earth pilot training, and vehicle engineering simulation," states Evans & Sutherland.

One of the most time-consuming aspects with current database generation procedures is the complex sheer ton between skin and the 3D features which are to be placed upon that terrain. It



For the National Hurricane, this is what you'll see during simulation.

ESG-4000 'database' actually consists of several separate databases, each independently created and stored. After being created with modeling tools, the terrain and feature databases are processed and combined in the image generator hardware.

Dry weather effects can be placed into the ESG-4000 database including mountains, rendering through clouds, water loaded runways and ground fog. The ESG-4000 database also features feature motion for the animation of clouds, water and smoke. So will the sophisticated multi-bit color technology of the ESG-4000 ever let you long view? AOL certainly hopes so!

Scene is built from rendering the ESG-4000 terrain to the frame buffer.



ESG-4000 SURFACE EFFECTS

- Plan Shading
- Smooth Shading
- Wood Shading
- Color Blending
- Transparency and Self-Luminous Surfaces

The terrain database and surface features in this scene were automatically generated using the terrain database and world object libraries.



ESG-4000 Navy 1.5/1.5/1.5 database on final approach of Everett Hospital/California airport during ESG-4000 test.

ESG-4000 SPECIAL EFFECTS

- Mountains Penetrating Through Clouds
- Multiple Moving Targets
- Fire and Smoke
- Weapons Effects
- Explosive Flares (Illuminating the terrain and the scene)



TAKE

5



IRON LORD
Set in a medieval world, there's STRAT ADVANTAGE AND sword combat, so make sure it's a work of art's quality. Keep occupied for weeks.

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- 17
- 24.5
- 37
- 50
- 67



- 40
- 47
- 64
- 80
- 97

PUFFY'S SAGA
Puffy's Saga is a fast-paced action game with a unique twist. You'll be controlling a character who can fly and shoot. The game is set in a colorful, cartoonish world. It's a great game for anyone who likes action and strategy.



KNIGHT WINTER

In this medieval horror fantasy epic, you're chosen, Sir Knight, to slay Count St. Douglas and get sworn by the players. The winter season is upon us and the players are ready to take on the challenge.

- 17
- 24.5
- 37
- 50
- 67



UBI SOFT

Entertainment Software

Realtime Games Software is no stranger to Battlezone, the classic Atari arcade game where you started three-dimensional tanks in a war-torn world. In the early '80's this Los Angeles software development team produced a version of Battlezone on the humble Spectrum. Now the company who also brought you *Carrier Command* is working on a solid strategy tank top for the '90's.

"Set in a near future alternate reality, *Battle Command* is a arcade strategy game with you commanding a single Mader assault tank in a series of scenarios (missions). The *Ulti War* is being fought between two dominant factions in the New World. Full scale attacks are avoided because of the defensive capabilities of each side, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. Your Mader is the latest such machine - an armored fighting machine armed with the most advanced weaponry since its design - capable of being lifted in and out of battle by way of a land-stretch-chooper."

"The action in *Battle Command* is split up into 14 separate missions - each with a different objective. These are outlined in the mission briefing at the beginning of each mission. The nature of the missions vary from requiring straightforward arcade skills (such as the Blast-em Missions) to those of a more complex nature like hunting for a satellite or hijacking a train, where you will be expected to use reasoning and detective skills. In addition to a quick and accurate trigger finger skills there is no set order to which to attempt the missions, some require equipment to be fitted to



Battle Command's Attack Helicopter is a fully programmable version of the Helicopter 68k by Spectrum Software.

BATTLE COMMAND

Realtime and Ocean are working on a 1990's version of Battlezone. Erik Hayes just drives their new tank game...

your Mader which are unavailable until you've completed certain missions."

"The game is played at 24 times real time, one day of play time is one hour of real time, and there is a day night cycle lasting one hour. Missions can take place at any time of the day or night. You could finish one mission at dawn and start the next at midnight."

"After making your mission selection and reading the briefing, you load your Mader and start the mission. Items obtained in the vicinity of the mission objective and

retrieved from a prearranged pickup point by the Helicopter, a fast-stretch helicopter with a large payload capacity. To complete the mission successfully you must achieve your mission objective and then rendezvous with the Helicopter at the map coordinates shown on the mission briefing. After being victorious you're shown a report on the mission which also displays your score."

TANKS TALK

"Your Mader tank is designed primarily for flexibility. In addition to its standard equipment, the Mader has secondary equipment slots that enable operators/drivers to be fitted to the tank when needed - these are automatically fitted by the maintenance crew before a mission starts. However, the weapons systems are totally undeveloped."

"Our weapon modules allow the Mader to carry any selection of weapon payloads, limited only by its payload capacity. The Mader can therefore be configured to meet almost any mission requirement. Only one of the Weapon Pods can be active at any one time. You don't have access to all weapon types on every mission. You're also limited to how much you can put on-board your Mader by weight and weapon design constraints. All weapons have a magazine size, which is the number of rounds that weapon system carries. The success of each mission depends on your weapon selection as much as tank skills. The mission briefing will give you clues to which weapons to choose."



A mission tank crew and a pilot are shown in a 3D perspective view. Battle Command runs only on Spectrum.

"Battle Command's Battlezone Airplane with Inlets"

Realtime Games Software



The Mader is equipped with maintenance gear like radar and sensors.



Now enemy jets get a little less close to the Phantom's cockpit. Fortunately, they're not as close as they used to be.

It's very difficult to destroy enemy aircraft using the old shell weapon... but it's possible!

The standard weapon for the Mauler, the Pulsefire 120mm Battle Cannon, fires shells directly forward. The shells are unaffected by gravity, but they travel quite slowly, so you have to aim for where the target is going to be when the shell arrives. You can carry 60 Pulsefire shells. The Mauler has three types of missile guidance system: infrared, radar and wire guided. Heat seeking missiles will only lock onto targets that produce a lot of IR radiation such as aircraft or vehicles. Radar guided missiles will lock onto all targets. Heat seeking missiles have a much simpler guidance and targeting system than radar guided ones, as a consequence they are smaller and lighter and can fit more in a magazine. Wire guided missiles are manually manoeuvred to the target.

The standard surface to surface missile locks onto the closest target in a cone directly in front of the Mauler. The missile will follow the target until it hits it (or runs out of fuel and explodes). A Phoenix surface to air missile is similar to the Bomber, but it has a more complex targeting system and the player has limited control of the elevation and yaw of the launcher. When you launch a Dragon wire guided missile, a view from just behind the missile appears in the aux. monitor or main display in your Mauler cockpit. You then control the movement of the missile rather than the Bomber. Dragon missiles have a limited range and can only fly for two minutes.

The R-80 Meteor throws a shell forwards and upwards travelling at a ballistic arc. The mortar allows you to fire at targets behind other objects or targets sunk into the ground - a very useful feature needed in one of the later missions. A time delay bomb can also be dropped from the Mauler. The Steeper Time Bomb has a large blast area and does massive damage to everything in the vicinity. It is intended for use in destroying large installations such as supply dumps or airfields. The R-80 Cluster Bomb is a parachute sub-munition for wide area attack.

Your Mauler also includes defensive weaponry. Specize IR decoy flares are used to fool heat seeking missiles and the Phantom chaff dispenser launches a cloud of chaff to confuse radar guided weapons. The Shoot anti-air system launches a shot from the rear of the Mauler. This fires a thin flux across the battlefield. If it passes above another object it detonates and fires a shell



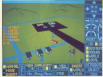
A Phantom's forward-mounted gun can now fire. The light grey shell appears in the lower monitor with the heat seeking plane.

ACE PREPLAY



Pros: Greater and clearer information on weapons.
 Larger magazine for missiles, which isn't too bad.
 Increased AI awareness.
 More control over shells that are used in atmospheric combat.

Cons: Radar shells in some cases it can't acquire.
 Missing with the old targeting and aiming in the new system makes it require.



Standard HUD now includes the name of nearby objects. The HUD also shows the status of the Mauler and the status of the selected area.

Standard HUD now includes the name of nearby objects. The HUD also shows the status of the Mauler and the status of the selected area.

downwards at that object. The shell stays in the air for approximately 30 seconds. For total defence, the SLAM laser sits on top of the Mauler. It locks onto any incoming missile and shoots it down with laser fire. SLAM is chemically powered and has a limited number of shots - its magazine holds enough reactant for about 80 shots and the laser normally takes several shots to down a missile.

TANK BUSTING

Your enemy is also well fed, armed and armoured. They aren't just sitting ducks - these tanks actually fight, move and skillfully fight back. Nothing is an easy job in Battle Command.



You can now target your own tank with a missile. It's not as fun as attacking an allied tank, but it's a useful feature in the Mauler's arsenal.

The enemy fields an impressive array of ground vehicles and aircraft. "The enemy tank is slow, stupid and easy to kill. Realtime wanted cannon fodder to catch people's bloodlust. The steel tank is heavily armed and armored, and very smart. Battle tanks use missile tactics and track you on target at other tanks. It can also call for fire support. You can be hunting happily along when suddenly a barrage of missiles blast all around you with unerring accuracy. The scout car is very fast and excels at trying to avoid you. Trucks just follow roads, you have to prefer a convoy of trucks in one of the missions. Helicopters hide behind hills, pop up, fly and then retreat behind the hill or just stand in motion strafing you if they can't miss. Other Battle Command craft include laser tanks, personnel carriers, mobile missile launchers, assault planes and scout helicopters, and fighter bombers."



Battle Command incorporates a wide variety of vehicles and aircraft. This AH-64 Apache is one of the best examples.

very fast and excels at trying to avoid you. Trucks just follow roads, you have to prefer a convoy of trucks in one of the missions. Helicopters hide behind hills, pop up, fly and then retreat behind the hill or just stand in motion strafing you if they can't miss. Other Battle Command craft include laser tanks, personnel carriers, mobile missile launchers, assault planes and scout helicopters, and fighter bombers."

COMPUTER LEGS

The world of Battle Command is depicted in solid three-dimensional graphics. The main landscape is populated by hills, trees and buildings, interconnected by rivers, roads, railway tracks and electricity pylons. There is a multitude of ground objects to see and destroy including: oil drums, railway signals, signal towers, buffers, look-out towers, train signals and carriages, radio masts, huts, barracks, runway, suspension bridges, and so on. This digital world even incorporates new different types of hill and tree, and two different road types.

Battle is using a state-of-the-art designer to create the missions in Battle Command. With this designer, Realtime can choose any object and place it anywhere on the map. Each individual object has a range of factors, you can also set attributes for objects. Defensive objects scan their local area and only attack if you enter it. Aggressive objects patrol their local area.

Testing you out, if the object also has a radio tag, it can communicate with other objects and ask for support. You could even have an aggressive rock that talks to railway buffers!

TROOP TRAINING

You have to use some strategy in Battle Command, but there's nothing to worry about - you don't have to be a cross between Rommel and Guderian. Battle Command will mostly be available on Amiga, ST and PC in late October - eight CD-ROMs are also under development including an impressive Spanish implementation. John Durn at Codemasters is supplying the music, Realtime hopes the Amiga version will use sampled sound effects. All the PC graphics and sound boards are fully supported. Realtime will also be developing other Battle Command mission disks in the future. These extra disks will contain new missions, vehicles, aircraft and ground objects.

"I will be disappointed if people don't get at least 100 hours of playing time out of Battle Command," says Ian Oler of Realtime Games Software. Look out for a full review of Battle Command in the next issue of ACE.

FIRE AND FOREST

Complex is an integrated fire control radar and video system under development by a Martin Marietta and Westinghouse joint venture for the U.S. Army's Military Applied Technology Directorate (MATD), with responsibility transferring to the Army Materiel Systems command (AMSOCOM) and the Army Missile Command (AMCOM). Consisting of a millimeter wave radar fire control system mounted on the main rotor mast and a fire-and-charge millimeter wave defile missile, Complex is designed to provide all-weather capabilities and long-range air-to-air targeting and by the Army helicopter. The Army intends to equip AH-64 Apache and one-third of its OH-68 helicopters with this hardware. See magazine, highly accurate system. Complex is designed to maintain its effectiveness in poor weather and battlefield environments, and significantly increase the combat effectiveness and survivability of the aircraft. Development of the Martin Marietta/Westinghouse system is scheduled for 1991. Martin Marietta also provides the Target Acquisition Radar/Sightfinder system. *Byron Brown*



An Apache equipped with the Complex weapons have become a mainstay of the Army's Army Ground in Arizona, USA.

THREE TIMES THE SPEED OF SOUND

The AMAR's Mobile Air Defense System is a dual purpose missile system designed to protect front line Forces from attack by advanced enemy and fixed-wing aircraft. The system has been selected by the U.S. Army to serve as a central component of the multi-mission Forward Area Air Defense system (FAADS). AMAR's mobile sight laser beam tracking capability that track at more than three times the speed of sound with a range in excess of 10km. Target acquisition and tracking is handled by a volume search radar and the electronic missile, which consists of a passive target acquisition and tracking system, laser guidance beam assembly and laser range finder. The entire system tracks up to 50 potential threat targets simultaneously using range and line-of-sight tracking is performed by a TV sensor during close day-time conditions and a Forward Looking Infrared Radar that was an eight and six volume search capabilities.

The U.S. version is mounted on the M48 Bradley Fighting vehicle. The system is highly resistant to counter-attacks. The laser beam tracking system tracks back to the electronic sight module for guidance information, making it virtually impervious to jam. AMAR was developed by Martin Marietta under contract to Griffin Electronics in Charlottesville.



AMAR's mobile sight laser beam tracking capability that track at more than three times the speed of sound.

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• **High-tech war.** Laser rangefinders, depleted uranium penetrators, wire-guided missiles, reactive armor, air support and artillery make M1 Tank Platoon the most comprehensive, up-to-date simulation of observed and warfare available for your home computer.



All Tank Platoon was released for IBM PC compatible machines in October 1989.

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"I can't really fault M1 Tank Platoon as it's definitely MicroPro's most comprehensive simulation yet." — 45% CIBS Nov '89

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LUNATIC My God, sir, these ACE shoppers must be a few cards short of a full deck, eh, what? I was trailing down the high street the other day to grab a game when I realised that by expending a trifling £1.60 on a superlative Maggie Smith (that I would have bought anyway, I could immediately save 85% off my software purchase. Seems like an unbeatable offer to me, sir... And what's more, I could win a whopping grand prize. Apparently, to find out what I've won, all I have to do is give a telephone call to the CDROM label whose number is printed under the scratch panel. Couldn't be easier, eh, chaps?

So if you're short of adverbs, this issue could be just the ticket...too. I've already bought a copy and got a 85% discount, but of course you, Sir (since it may have been a Midge Quality Luckier than years truly. Your 2000 number may have told you that you're one of 200 winners of a COMPLETELY FREE GAME - which you can choose from ANY of the four lots on these pages. Or even...since my boss follows... £5000 worth of free software. In fact, I think I'll go in and bag another copy to save my chances. (ENTERS SHOP AND TAKES MAG OFF SHELF) Now let's see what I've won this time! (PAYS CASHIER AND USES CHANGE TO SCRATCH OFF PANEL) It has... (collapses and dies from heart attack...)

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Red Baron/Genes of War

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THE RULES

This competition is not open to employees of BMAG, Morgan or any company involved in the production and distribution of US Gold. Discount card first game offers are valid until 31st November 1990, all prize winning entries must be returned to the relevant software companies by that date to qualify. Proof of postage will not be accepted as proof of delivery. Please allow 28 days for delivery of prizes. No responsibility can be taken for cash payments sent by post - use cheques or postal orders made payable to the appropriate software houses.

HELP!

Your copy of this issue carries a pre-recorded card with three scratch panels on one side and an applique free form on the other.

TO RECALL OUR 0800 TOLL FREE LINES

1 Simply scratch off the panel coverings to reveal the messages underneath.

2 If any of the panels reveals an 0800 telephone number, phone that number...

3 The recorded message will tell you that you have won one of the following:

- £2000 worth of free software
- A free game, to be chosen from any of the lists printed on this page
- A discount worth £5 on a game costing over £10 or £2 on a game costing under £10. The recorded message will tell you which software house's games you can choose from. The lists are also printed on this page for your convenience. Remember you can only use your card for a discount with the software house specified in the recorded message.

4 If the 0800 number tells you you have won a free game, then choose the game from 0800 of the lists on this page. Then enter the name of the game and the software house in the space provided on the card. **DON'T FORGET!** to specify your machine format and to include your name and address. A telephone number is helpful in case of queries. Finally, please also complete card in the envelope and address it to: AGI Free Game, Friday Court, 20-22 Farringham Lane, London, EC3A 3BB. Please allow a maximum of 28 days for delivery.

5 If the 0800 message tells you that you have won a discount, then you can use your card as a voucher to save you £5 off any game costing over £10 or £2 off any game costing under £10. The phone message will tell you which software house's games you can choose from. The games for that software house are listed on these pages. Enter the name of the game you want to buy and the software house in the space provided on the card. Include your cheque made payable to the software house for the complete sum less either £2 or £3 as appropriate. **DON'T FORGET!** to specify your machine format and to include your name and address. A telephone number is helpful in case of queries. Finally, place the completed card in an envelope and address it to the software house's address which is printed with the list of games. Please allow a maximum of 28 days for delivery.

6 If your card has a £2000+ printed on it, you have won the FREE PRIZE of £2000 of free software. Telephone the AGI, Steve Cooke, at AGI Magazine 08-001 251 5000. Show your card **VERY CAREFULLY!** You will need to present it to claim your prize. The prize will be awarded at a special ceremony later this year.

DON'T FORGET! ALL PRIZES AND DISCOUNTS MUST BE CLAIMED BY NOVEMBER 30TH 1990. CLAIMS RECEIVED AFTER THAT DATE WILL NOT BE VALID. SEE THE RULES BOX ON THIS PAGE FOR FULL DETAILS OF CONDITIONS OF ENTRY...



PSYCHOISIA



YOUR OWN WORST NIGHTMARE . . .

From *Psychosis*, Impelling RPG with more than a dash of hack-'n'-slash.

You're in the depths of your own worst nightmares . . . but this time there's no waking up.

Last and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out.

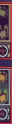
In a frantic search of the unfamiliar land you explore AMAZING forests, mines, and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you face along perfect parallax action scenes.

Dispatching enemies as you battle your way into the unknown.

Image: Kenji Eto





ACE REVIEWS GO 3D

DIFFERENT? Unlike many magazines, ACE isn't a video-focused game. The ratings you see in this issue are your money on. We never let you down by rating both physical CDs and games. Instead, we give you accurate reports on games and make the steps of downloading even perfectly clear. To find out more, check out the "Where You'll Find Insider Game Reports."

DETAILED? Every game has basic statistics. A wealth of reviews covers how to play, and other information we check consistently with the company whenever that we give you the whole story whenever possible. We'll give you more than just the review—analysis, comparisons, and technical information to all included information is possible.

DEPENDABLE? All ratings are carefully calculated. You can rely on them to make purchasing decisions that make the most of your limited options (not, stored). We also make sure that all ratings are checked by the ACE reviewing staff. We don't want your game!



PIC POWER!

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

We use ACE to know you don't just play a game—you experience it. The Predicted Interest Curve is the daily review update that takes this all important factor into account.

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

For example, a high one-minute rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbors—who probably aren't going to pay attention for much more than a minute anyway.

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

Finally you've got the month and year ratings. The better a game holds up the more observing it is of your third-world cash.

SCREENS

Welcome to the ULTIMATE GAMES GUIDE

ACE is the only magazine with regular review sections for computers, consoles, and CDs, giving you complete coverage of games today—and tomorrow. But our reviews section isn't just comprehensive, it's got other hidden strengths too...

- We don't waste space. We use it to tell you very clearly what the game is about, how it's played, and what sort of experience it provides. You get all the information you need to make up your mind.
- We distinguish very carefully between products that are exactly as they appear in the shops and those that are incomplete. The panel at the bottom of the opposite page tells you how we do this.
- We're selective. We don't bombard you with pointless reviews of mindless rubbish. If a game's in ACE, it deserves your attention. The rating will tell you whether it also deserves your money.

ACE RATED!

Question: Is this game really going to grab me? And for how long?
Answer: The PIC curve—the heart of the ACE Rating System.



REACTION

The Brain-Brain rating. After the ACE readers are generally considered to be more intelligent than other human beings, the ratings may be lower than you expect.

FOR ENJOYMENT

Essentially a measure of relative satisfaction. Games like *Antarctic* and *Spring* don't require an awful lot of brain power but are still remarkably addictive. (This category score will be lower because they are designed for instant satisfaction.) Games don't have to be brilliant (or intelligent)—they can be both.

ACE RATING

To get a really high rating a game will not only have to be very addictive but must also be fun as well as a particular guide to what the ratings mean:

900+ A classic game, recommended without reservation.

800-899 A superb game, but perhaps lacking the long-term depth to last into the month and year categories.

700-799 Still recommended, but probably has a couple of aspects to the gameplay that take the edge off it.

600-699 The "fun" zone, where it tends to be OK. You're the hero of a thing!

500-599 Not recommended. The game clearly has some notable problems.

400-499 Doubtful with gameplay and programming (make the on-screen product).

300-399 Not only is the gameplay bad but the design is also seriously flawed. Very variable.

200-299 Things are getting really heavy now. Might be funny if you're not prepared to pay for it.

100-199 Inferior ACE games running on an Amiga.

Under 100 An essential purchase due to fairly new and unperfected degree of software.

VERSION BOXES

These cover version-specific information on graphics, audio, loading problems etc. If there's no box for your machine but a version is planned, it'll be available on update in a later issue.

TEST

ABSENT FRIENDS...

Not every game makes it into ScreenTest each month. Naturally we have to pick and choose, making sure that we bring you the widest possible selection. Sometimes the reason for a game not being particularly well received is that for reasons of space we have to focus on a game that deserves more exposure. Usually — as in the case of *COMBATZONE* — this is because we have given the program an extensive pre-production playtest in a recent issue, and the final version differs so slightly from the previous one that there's nothing more to add except the final word of approval or disapproval in the form of an ACE rating. And sometimes we leave them out because we just can't bear to put them in!



COMBATZONE is a first-person shooter that takes control of a tank and puts you in charge of a tank regiment. It's a first-person shooter that takes control of a tank and puts you in charge of a tank regiment.

COMBATZONE is a first-person shooter that takes control of a tank and puts you in charge of a tank regiment. It's a first-person shooter that takes control of a tank and puts you in charge of a tank regiment.

WHAT YOU'LL FIND INSIDE

We give you complete coverage of games at all stages of development in our reviews section. That means you not only know what's hot today, but what's warming up for tomorrow.

To do this, we offer you three ways of looking at games. The first is the ACE Preview, which is a number of the ACE reviewing team visits a software house, to offer advice, provide a preview of an early stage of development that we're not ready to review. These games we brought to you in the magazine as Previews — check out the results of our visit to Microsoft on page 96. For example, Preview games do not get rated in any way.

Then there are the Preplays.

Every month, our review games for review that we test, in our opinion, really represent what's new in the marketplace. If we have reason to believe that the game's quality is going to be substantially affected by the final development, we do not include you by giving the game a rating. Instead, we use the Preplay Panel (see the example below) to tell you what we think about the progress and what we

think needs to be changed. Unlike other magazines, we're not going to send you down to the shops on the basis of an unfinished game.

Usually, all too often, you get the reviews. There are games that are under its production version or are in nearly complete form only further development (e.g. inserting a final screen or adding an extra level) will not significantly affect the gameplay. These games get ratings, after we've played them extensively and debated their merits and demerits amongst ourselves.

All ACE we don't test you around with high-end reviews of unfinished games — often it's on their page you get the low-down, not a send-up.

ACE PREPLAY



- 1. A thumbs up icon
- 2. A thumbs down icon
- 3. A thumbs up icon



- 4. A thumbs down icon
- 5. A thumbs up icon
- 6. A thumbs down icon

ACE AWARDS

ACE always awards each of approval for outstanding performance. If a game really tests the boundaries of current graphics, or impresses you with the computer's ACE Award. Most of the time, it's a game that's so good that it's hard to get the ACE Award. Before we know you have been awarded.



ACE only awards this icon to games of outstanding quality. A game that's so good that it's hard to get the ACE Award.

Originality counts for a lot when it comes to ACE Awards. A game that's so good that it's hard to get the ACE Award.



One of the first things to grab you in a game is its graphics. Games that win the ACE Award for Best Graphics.

Sound is the forgotten aspect of games — but not when it comes to ACE Awards. A game that's so good that it's hard to get the ACE Award.

THE LINE-UP

ON COMPUTER pages 50-81

1. INTERNATIONAL SOCCER '92
2. THE LORD OF THE RINGS
3. LOOP! Adventure
4. COMBATZONE Action/Strategy
5. MIAMI STREETS 2D Action/Strategy
6. MURDERER PREY Action
7. SEVTON On On On On On
8. FRODO Action
9. ROCK DANGEROUS 2D Action
10. SHADOWS ON THE BEACH 2D Action
11. SUPERLUCK Adventure/Strategy
12. TEAM STRIKE Action
13. KING LEARN Adventure/Strategy
14. WOODENLAND Adventure/Strategy
15. KING OF THE HILL Action

ON CONSOLE pages 85-91

16. BLOODHOUND Action
17. DR. MARIO Strategy
18. SUPERLUCK Adventure
19. POPPUCKLE Adventure
20. SUPER MARIO BROS. PRO Adventure
21. TITANIC ACTION HERO PUZZLES Strategy

ON CD page 93

22. BONES AWAY Action CD-ROM Adventure

WING COMMANDER



only new game of games. It really is like playing a novel inferno. Origin is promising more games using the Wing Commander mix of those graphics, graphics, sound and presentation.

We were expecting to be able to bring you a complete review of Wing Commander in this issue, but it turned out that the version we received was still at beta test stage and so such

wasn't quite ready for a definitive ACE rating. There's no doubt, however, that this is a definite candidate for Game of the Year and we've been promised the full reviewable version for next month.

By Ed Hayes

TAKING THE GAME

We know our knowledge on ACE went some way to help you see the distinctive features of Wing Commander. But even if you've not been playing this on the game, that's right, there's some news with management Chris Roberts, the creator of Wing Commander, will make the best way for him into game, they should be the game for the next issue of our



ACE PREPLAY



- Excellent graphics
- Amazing soundtracks
- Immersive
- A game to look at in the



- Much a good candidate to
- Excellent graphics, but not
- Good soundtracks and

BAT

A
THRILLING
ROLE PLAYING
ADVENTURE

EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Astral Troubadours has selected you as their special agent.

Your mission: to find and destroy Vrangor, the evil genius who is threatening the people of the planet Solonia.



Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terranova.



Use the DRAC, a genuine "tiger" costume shown in 3D.

Learn how to use S.O.B., the programmable computer implanted in your



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Explores over 1100 different locations, and meets characters from 7 different agencies.

Enjoy the futuristic atmosphere provided by subtle graphics and sound effects.



UBI SOFT

Entertainment Software

Sales Curve
fly an arcade
firebreather

SAINT DRAGON



Saint Dragon may qualify as an arcade firebreather, but it's hardly the most powerful. For a more thorough analysis, visit our Special Advertising Reports section. You'll find out how well the game really did when it was first released. You'll also find out how well it did in subsequent months. And, you'll see where it did best in the first year.

ARC
820

A.M.I.G.O.



Our graphics department uses 300 computer-generated graphics screens to represent your data. We'll find out how well the game really did when it was first released. You'll also find out how well it did in subsequent months. And, you'll see where it did best in the first year.

RELEASE DETAILS

ARCAD	ARC AD	LAST ORDER
000001	000001	LAST ORDER
000002	000002	LAST ORDER
000003	000003	LAST ORDER
000004	000004	LAST ORDER
000005	000005	LAST ORDER
000006	000006	LAST ORDER
000007	000007	LAST ORDER
000008	000008	LAST ORDER
000009	000009	LAST ORDER
000010	000010	LAST ORDER

Special orders placed

Remember, the Sales Curve's in-house programming team, we make sure that the game is available to you in the most convenient format for you. We'll make sure that the game is available to you in the most convenient format for you. We'll make sure that the game is available to you in the most convenient format for you.

The Saint Dragon, who happens to be your father, has been kidnapped and captured by the evil forces of the dragon. You're the only one who can save him. You're the only one who can save him. You're the only one who can save him. You're the only one who can save him.

SCROLL ONE

Saint Dragon is the latest homebrew game from the Arcade Machine. It's a fast-paced, action-packed game that's perfect for the home. It's a fast-paced, action-packed game that's perfect for the home. It's a fast-paced, action-packed game that's perfect for the home.

Created by the Arcade Machine team, it's a fast-paced, action-packed game that's perfect for the home. It's a fast-paced, action-packed game that's perfect for the home. It's a fast-paced, action-packed game that's perfect for the home.

The game is available in both arcade and homebrew versions. It's a fast-paced, action-packed game that's perfect for the home. It's a fast-paced, action-packed game that's perfect for the home. It's a fast-paced, action-packed game that's perfect for the home.

Remember, St. Dragon is a locally standard shoot'em-up. Fly from left to right through five horizontally scrolling levels set in several exotic alien locations, such as a tropical forest and a barren rocky planet surface. As you progress, air-borne and land-based robot aliens appear and shoot missiles at you. Occasionally pods will float on-screen, and when collected will grant you bonuses of extra, more powerful weapons, points or extra lives.

The game utilizes Random Access, now very nearly legendary DLS Dynamic Loading, format that allows constant loading of sprites and backdrops from-disk without halting the game. In effect, this means that the only thing in the memory of a given line is the game logic code and the currently displayed sprites and backgrounds, allowing all the animation frames and scenery of the arcade machine to be reproduced perfectly.

You begin the game as a simple little dragon with a simple little gut. The only part of your



When the dragon's head is shot, the dragon's body turns blue and that blue head is the only thing that you can see.

body that can be hurt is your head, the rest of your body being made up of a long, armored tail that you can use as a shield and weapon. As you work through the game, you can collect five-way firing plasma bolts, a high-powered laser and even bouncing bombs, all of which can be bolted-on together and are ideal for taking out ground and ceiling-based gun turrets.

Playing St. Dragon is something that should be second nature to any arcade game. Shoot everything on sight and avoid the enemy and their bullets. What could be simpler? As you may have gathered, St. Dragon isn't offer anything new whatsoever. However, it is a straightforward shooter. It's ready one of the most playable in its field. Even though it has only five levels, each is long and tough enough to be even the most experienced player. It'll never be regarded as a classic game, but the amazing loading system will definitely go down in history.

— Tony White



It'll take more than a collision with your inebriated tail to get this little dragon.

Stratagem play Cluedo in Space

Terran Envoy is the first product from Stratagem, the Australia-based Internet computer systems contractors. For the past five years they've dealt primarily in business computer systems, servicing the needs of international giant, but have now turned their rather successful hands to the home computer games market.

The game is aimed at that small niche in the market comprising gamers who want a game with a little depth, but don't have the time for a full RPG or adventure. What you get is basically a scaled-down space-floated adventure game that has to be solved inside two hours. Each time you play, the scenario is slightly different, allowing for thousands of game varieties. The story is as follows...

For years the mysterious but benevolent Ubbemennachs has ruled the universe peacefully, creating harmony between the various telepathic races and humans. His final goal for ultimate harmony is to help human's achieve telepathy, but is being opposed by the equally mysterious Ursupen.



Screen capture from Terran Envoy.

the Ursupen is, but they will tell you who is friendly with them. By a process of elimination, you can pinpoint who the Ursupen is.

It all begins with a view of the Universe, showing all star systems and the location of your ship. You essentially have to visit every planet, each of which can be in any of three states—Empty, Movable or Occupied. The Movable ones contain a small amount of one of the five crystal types, and when mixed turn to Empty.

On Occupied planets you meet aliens, who are a funny lot. Each has two ratings, honesty and friendliness, and these determine the amount and variety of the information they supply. It helps to



TERRAN ENVOY

Your job, as Terran Envoy, is to find out who or what the Ursupen is and destroy him/her/it. As you travel through the many star systems of the Universe, you can mine telepathic crystals which the you can use to buy information regarding relationships between races from aliens. Nobody will actually tell you who the Ubbemennachs or

make notes of everything everyone tells you, and only start the detective work when you've built up a solid picture of those telling the truth and those leading you right up the galeotic garden path.

Getting information also requires a little detective work. With each alien, three of the crystal types are harmful, one is acceptable, and one is

treasured. Give an alien a harmful crystal and they won't tell you anything. Give an acceptable crystal and you'll get one piece of info, while the treasured ones gets you two.

The crystals also serve another purpose. On board your ship you have a huge laser, called the rather pleasant Ray Of Justice. This is powered by a combination of three crystals, usually the three harmful to the alien you're attacking (from left the Ursupen). Get the combination wrong, or attack the wrong person, and it's Game Over. You only get one crack at it, so check your facts before being.

The game is controlled through either on-screen icons using a mouse, or letters on the keyboard (W to move planet, X to contact alien, etc). This system works well enough, except in situations where windows with selection boxes appear. On a mouse these are simple to use, and a case of moving the pointer over a box and clicking. However, there is no way of moving the cursor with the keyboard, and every key pressed either has no effect or closes the window.

The problem with the game is that it soon becomes very repetitive, and because it's been designed for short play, it isn't very taxing or involving. Lose those two minutes, and surely you lose the key to a good strategy game. What should be a fun accessible product become standard, but still accessible, waste of money.



Screen capture from Terran Envoy. © Stratagem Systems and the Ubbemennachs.

—Ray Baker



What you SEE
is what you PLAY!

**Launches You Into The
Ultimate Deepspace Dogfight!**

- Starships so real you'll duck when they pass!
- Intense starfighter action pushes you to the limit!
- Earth-shattering stereo sound surrounds you with realism!
- Dynamic shipboard scenes prepare you for the battle ahead!
- Your skilled wingman is ready to pull your bacon out of the fire!
- Cinematic launch and docking sequences hurl you into the action!

WING COMMANDER

The 3-D Space Combat Simulator

ORIGIN™
The visible worlds.



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TEAM YANKEE

Take on the Reds head to head with EMPIRE's team tactics tank sim

Billed by Empire as the 'definitive action sim' of modern tank warfare, Team Yankee puts you in control of four tank platoons, defending key posts from the onslaught of Russian attack. While perhaps a little dated in its cold-war scenario, the implementation of Team Yankee is superb.

Set over 25 different battles, the object is to progress through five ranks from private to Captain, proving your mettle in combat along the way.

Once the game has loaded, you are presented with an options screen from which you may choose a commander (there is only one default in the first instance), commence play, alter the

way of gameplay, as each platoon may be viewed and manipulated independently from its own quadrant via a series of icons.

Each game screen may be displayed in either quadrant or full-screen mode. The icons above each quadrant allow access to each of the three screens, maps, status and 3D, and include the ability to expand the view of each platoon although not all of the action will remain visible. To the left of each quadrant there are further icons allowing you to pause and quit and displaying the time, your rank and relative strengths of both yours and the Russian platoons. The latter cluster of icons are displayed throughout the game.

One of the most vital screens of the game displays a grid map view of the entire play area from where you may plan your course and general tactics. This shows all terrain features and both yours and the enemy platoons. Icons to the right of the grid allow full map manipulation, such as magnify, demagnify and full scrolls and alteration of speed and platoon formation.

Although constant reference to the map is essential, the main action is displayed in glorious 3D and it is from this screen, that you may engage in head to head combat against the Great Bear. The tanks under your command (you also have at your disposal a number of TOW and armoured personnel vehicles) are armed with three types of ammunition and have the ability to emit a smoke screen to provide temporary cover. You also have a laser range-finder and thermal imaging to assist at night and when under cover. Movement of the main body and turret of each tank may be controlled from here and, since the memory is in sight, firing is achieved by placing your cursor over the target and hitting rip with the mouse button.

Finally, there's a screen giving status info about your vehicles. When in quadrant mode, the display shows each vehicle with two bars indicating morale and general efficiency. Full screen status, however, also shows the number of rounds of each weapon left.

Rather than up to a strategist's dream Oxford Digital Enterprises have emphasized the arcade



The options screen, showing individual display choices and other options.

element, although this by no means indicates a lack of tactical gameplay. The Grand of Thought and reflexes required to play Team Yankee at any degree of success is exactly right and the gentle progression through the ranks ensures that you are never faced with anything totally beyond your capabilities. Having said that, some of the later scenarios seem incomprehensibly difficult.

Graphically, Team Yankee works very well. The decision to use bitmapped sprites for 3D rather than polygons may seem unusual, but allows for both speed and the graphic detail required in such a game. The design of the vehicles themselves was assisted by a military expert and in such, authenticity is fully warranted for. One small niggle I have about using bitmaps however, is the loss of detail when using the zoom, but this has no effect on gameplay and graphics are generally good. Sound is fairly satisfactory, with a game fit limited to a low rumbling and the obligatory fire and explosion noises.

Team Yankee is an excellent effort to bring to limited appeal of a tank sim to a wider audience. Involved gameplay, logical implementation and gradually increasing difficulty ensure that once you are initially hooked, you will remain so for some considerable time.

■ Mike Rowland



In platoon view, you may control a platoon of tanks and other vehicles, but if you command a platoon you can't control them.

game language, practice a scenario or quit. Before commencing play proper, it is recommended that you practice a scenario to familiarise yourself with control of the tank.

Although in control of a total of seven tank battalions, Oxford Digital Enterprises (the development team) have managed to make the game very easy to get into. It helps that, in practice mode, any casualties will have only one outcome, as none of the enemy vehicles return your fire! The control method may help to set Team Yankee apart from the ever increasing crowd of tank sims, as it involves simple icon manipulation via the mouse buttons.

The initial game screen displays a 'touchpad view', where the main play area is split into four sections directly related to each station. This is where Team Yankee offers something more in-

PIC

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Year	Value
1993	1.0
1994	1.2
1995	1.5

CALL NUMBER

893

MARKET

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RELEASE DETAILS		
AMBA 12	129.99	OUT NOW
AMBA 13	129.99	OUT NOW
AMBA 14	139.99	OUT NOW

For other versions, contact...



Arrow icons beside the window allow you to click between the different planets.

In the top-right corner is a small animated graphics illustration of the currently selected planet. If you've selected an enemy-held planet that a "Classified" logo will be displayed. Below that is a message-window table on other screens you will be informed that new information has come in by a digital voice and a flashing light. Finally, in the bottom right corner, are the ten control keys. From here you can access all of the information screens and functions. As a shortcut, some of these icons are reproduced on other screens so that you don't have to keep returning to the main one.

The basic aim of the game is to capture the enemy's home base. Naturally, this isn't going to

FUCKING INTERTELLAN ARE

Essentially you'll want to start getting violent. You can generate 24 platoons, each containing up to 200 troops and the best equipment you can afford. Battle Cruisers can ferry up to 4 platoons between planets and into battle. When battles are engaged, the combat control screen shows two bars - green (you) and red (them). Their relative height indicates, at a glance, the strength of one side to the other, so you can quickly decide whether to put "your boys" out.

Random events occur that may help or hinder you, such as your scientists developing a high-yield nap, or a solar storm shutting down resource stations. You have to stay alert and flexible enough to counter chance as well as the enemy.

SUPREMACY

Power is an aphrodisiac, and MELBOURNE HOUSE offer you the chance to be the sexiest thing in the Universe!

Victory has its rewards. In releasing the latest Melbourne House game with this genre, it offers releases as strong, the label that goes as. The Model has a bright future. It starts with a budget of 17 research labs.

The feature has discovered four new dimensions while working on new hyper-space drives. Each dimension contains many new worlds, just ready for you. Ruler of the Universe is next, to command your empire into.

The problem is that four alien races have set their sights on the discovery, and some of them are particularly powerful and ruthless. The game is now permanent, leaving you able open to power to attack. There's only one thing to do - get in control first. Before they take yours!

The game leads up with an attractive intro, followed by a screen detailing the four alien species you'll face. Each resides in one of the dimensions, and acts as a difficulty level. The more you increase difficulty, the more they will fight. The number of planets to control also increases.

Once you select an opponent, you are presented with the main control screen. Most of the action is controlled by the mouse, and clicking on a right button returns you through them. The distinct feature of this screen is a large window which shows the planetary system in the dimensions, with your home planet of Starbase at the top and the enemy's at the other. It is between an alien planet that you'll conquer.

For every planet, you begin with a tiny population, no resource generators, no spaceports and no army! The one said being obsolete ruler of the Universe is going to be used? You will have to make decisions about how to use the population to raise revenue, from you have to buy

Refrigeration and Mining Stations to produce food and raw materials, as well as Colon Satellites to beam down power for them.

Only once you have a stable planet community on Starbase can you even pause to think about expanding to other planets. To do this you must buy an Interstellar Processor (very expensive) to send out to the barren worlds in the void and then alien them. After some time a new colonisable world is formed, each with ready-made inhabitants just waiting to be taxed, led and drafted! There are four world types, each with different benefits: volcanic Mining Stations give a higher yield; desert Colon Satellites generate more power; tropical Interstellar Stations produce more food; and metropolitan (Satellite) produces higher revenue. A Cargo Cruiser can then link resources between planets as needed.



Colonial space engineering in Supremacy

I really liked Supremacy. The attractive graphics encourage you to explore the screens and the icon system makes it very easy to get around and manipulate data (although a few icon functions aren't quite as easily identifiable from their design as they might be). The

sound effects are far better than you usually get in this type of game, and quite amusing in places. The manual is well thought out and guides you step by step through some early game play examples.

When the game comes over, say, Imperial is that it's fun. While there aren't as many variables to manipulate in Supremacy, it's just as taxing intellectually but from a more tactical point of view - it's not just a question of juggling figures. The four alien species are all tough foes, but the difficulty level means the player can pick the one best suited to their abilities.

Admittedly, there's not really anything in Supremacy that hasn't been done long before, but it's never been done quite so attractively or with so much thought devoted to user friendliness. Like *Paradise*, it comes up with a style of game to those who perhaps wouldn't normally consider it, and offers lots of long-lasting entertainment into the bargain.

David Upchurch



Stealing ships and weapons for your planet



Screen shot from Lotus Turbo Esprit.

LOTUS TURBO ESPRIT CHALLENGE

Unleash a Lotus with GREMLIN's hot new license

No member of the software buying public could have failed to notice last year's barrage of driving titles, released to do battle for sales and in some cases risk the puzzle for all his/her worth. The start of what could become this year's onslaught is heralded by Gremlin's new licensing deal with Lotus, under which the company have the exclusive rights to market software endorsed by the company and carrying the official Lotus badge.

All very impressive, but endorsed software doesn't always live up to the expectations aroused by the label. Is this yet another piece of sub-standard software with an expensive price tag?

The most obvious difference between Lotus Turbo Esprit and the previous batch of arcade licenses is that it makes use of the horizontal split-screen option, first seen in the arcade classic, Pit Stop II. So you're got simultaneous two-player action, the kind on which the original Pit Stop thrived, as well as a threshold between you and the computer.

There are 32 tracks, set over 3 difficulty levels, each level contains an increasing number of tracks in which you race either solo or against a "friend" in a field of 20. Once running, you are presented with a well implemented attack track, showing various representations of the Lotus with accurate spin charts and a climax of the game track. (Incidentally, you are presented with an options screen from which you may select the difficulty level, number of players and mode of control. Of the former, each level requires completion of an increasing number of tracks, although you may select at which level you begin.)

Each track increases in difficulty, adding features such as water, oil, roadworks and land-



Lotus Turbo Esprit in a virtual test habitat.

slides. There are three control options: the first utilizes joystick up/down for acceleration/deceleration and the button to change through the gears. The second mode effectively inverts the first, using the button to accelerate and joystick to change gear. Lastly, Gremlin will include a module option which had yet to be implemented on the earlier title.

In addition to choice of physical control, each player may select either manual or computer or controlled (i.e. automatic) gears. Information as to selected gear, speed, revs, fuel and overall position is displayed to the right of the play area, whilst a bar indicator to the top left displays each lap completed. (Further similarity to Pit Stop II may be drawn from the fact that you must inevitably enter the pits at some stage, to replenish fuel and restore your overworked engine.)

Graphically, Lotus



The game needs to be fast if it's going to be a success. Lotus II failed to distinguish itself but this one has an advantage over earlier titles. As you play, each track is 'learned' and the display is made up of an attractive 3D graphics display on the screen.

is excellently implemented. Combining 3D moves rapidly and smoothly, as do the various obstacles and roadwork objects and although the main options are viewed from the stationary rear angle, colour has been well used to create a feel of arcade-quality software. Generally, the sprite traps was incomplete, in that no engine PC were present, although as has been mentioned, a selection of five modes in game tunes are available for your selection.

Overall speed has to be seen to be appreciated later when the screen becomes cluttered with sprites the game does not slow, and although enjoyable as a single player game, Lotus Turbo Esprit enters another class altogether or rather played against a "friend". The additive frustration experienced when an attempt to overtake is thwarted by either a front or a rearward opponent is immense. The frustration level by Gremlin is also reduced (at the expense of realism) in that collision with other vehicles does not cause damage to your car, but merely slows you down.

A substantial range of different tracks and the predictable moving determination to achieve first place ensure that Lotus Turbo Esprit will, whilst perhaps not achieving the classic status of Pit Stop II nevertheless prove pleasant variations for some and quite new flames of enthusiasm in many others. Over-indulged and over-coked? Most definitely not - and a big slap on the wrist to Gremlin for proving that endorsement doesn't be associated with second-rate software.

— Alan Rogers

PIC

This chart shows sales performance over time. The Y-axis represents sales volume, and the X-axis represents time. The graph shows a steady increase in sales, peaking in the middle of the period, followed by a slight decline.

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SHADOW OF THE BEAST 2

O dear Zeek, Beast Wings, wasn't too pleased at being defeated in *Beast 2* and the week's revenge. Like all battles, he pads on to attack and dodges your baby video, with the illusion of having her into a superior messenger to the Nord Lord Maledoth II (supposed because he's deeper than recorded delivery mail. You, of course, were once thus carried and when he saw your sister suffer as you did, you had to face him on the home of the Beast, to save her.

Shadow of the Beast was the most popular thing of 1989 and probably the first to show what that machine was truly capable of technically. Sadly it was somewhat lacking in the game department but now here's the sequel, boasting enhanced gameplay as well as the visual and audio improvements.

The game opens with the best intro sequence I have ever seen. It's almost cinematic in quality, and I bet a lot of people will reach for their wallets as soon as they get it. I advise them to wait until the game is fully loaded.

In the game you control a headbanging tank-like figure who you can rotate on left or right, into a tank. Pressing the A button the weapon is aimed so you can carry things with you just a word, in the bottom left hand corner of the



Beast 2 now adds more ways to manage your Beast - in both directions to enable you to reach objectives in your way

Occasionally chests or slain monsters will reward weapons or useful items. You can carry four things at a time, switching between them with function keys 1-4. Some items have limited use, so choose carefully!

The programmers, Reflections, have tried to build on the basic gameplay of the first *Beast* by adding a small graphic adventure element with the option of trying to engage those you meet in conversation rather a fashion. Pressing 'W' allows you to type in a word that you want to speak about. For example, early on you meet an old man who, you are told, is missing a foot. Input "L.O.S.T", and he'll tell you that his leg was stolen by "Gibbers". It doesn't take a PhD to work out that, if you find and explain it, he may be grateful.

BEASTIFY!

All the sounds handy-dandy but, quite frankly, I wasn't impressed with *Beast 2*. The scenery graphics are great and scroll incredibly smoothly but the monster graphics, although well designed and animated, lack colour and appear flat compared to the original. The worst instance of this is with the player's character - which looks as if it had escaped from a '04 game. I appreciate that this was done to save memory for use elsewhere, but the player has to look at this sprite all the way through the game and I think that it would've been memory well spent.

The adventure element is a nice addition and adds a little spice to the pot, but it isn't particularly taxing. The sound effects are run of the mill and the backing music is somewhat dreary. But the real stars in the *Beast 2* outfit are its toughness and its user-unfriendliness.

I consider myself a reasonable gamer/player, but, after slogging away for days at this frakkin' game, I've only just got into the second level. If I didn't know the cheat code I'd be in a straitjacket by now. The monsters deplete your energy so



A wolf in sheep's clothing... you have to be a cunningly knowledgeable warrior to defeat enemies who can give you more than they seem. The graphics are excellent, but will you ever get to Heaven?

PSYGNOSIS serve up another helping of the Beast - warmed up leftovers or cordon bleu meal?



quickly and move so fast that your life is over before you know it - and that's all you get, and one measly bit! When I died on the second level I thought maybe I'd restart from there, but no - back to the beginning I go!

Fortunately, you can't skip the intro and get on with loading the game. It's enjoyable the first couple of times, but after that... Also, at the end of the game you get a prize and a sampled guitar riff. Its good but from going to restarting a new game takes nearly two minutes! You can turn this sequence off - reducing the time to a speedy but 4.7 seconds. That's a heck of a lot of time between games!

In the final analysis it has to be said that the faults of *Beast 2* severely outweigh its good points. It's a complete mystery to me why it's been so highly praised elsewhere. Either the game was reviewed on the basis of someone playing it for them or with the aid of a cheat. Or maybe they just like impossible challenges. I don't. I admire the technical achievement this program represents, but I would have achieved a good game even more.

● David Upstead



An adventure game window is processing data, as you'll see. But you will find you have the storage and CPU resources you need to run the game.

Magnetic Scrolls have always been regarded as one of the best-runners of the adventure field, standing alongside Infocom for producing the most entertaining and involving adventures around. Back in 1987, they created the world with *The Pawn*, a game that featured excellent location pictures and the most intelligent parser yet seen.

MS have kept a low profile since the demise of Telewast, who used to publish their games

detailed, allowing for a lot of freedom and plenty of room for some typically logical, yet difficult, puzzles.

The key selling point behind the game is not that it's a brilliant adventure and one of the best in its class, which it is, but the new operating system, namely Magnetic Windows. At first glance, you'd think the game was running on an Apple Macintosh. In fact, if you don't know any better, several further glances would tell you the same. Welcome to MW, the future of adventure games.

Unlike any adventure systems, there isn't a number of commands used over and over again that are used purely for information, rather than any form of problem solving, such as *INQUIRE* or *GO*. MW allows you to call-up a series of pre-designed windows that give you an instant pictorial guide to these plus a list of objects in the current location. There's also a self-guiding map option that allows you to travel instantly to any location you've already visited by simply double-clicking on the destination. At last! Instead of typing in a series of directions, I can tell you.

PIC

As with any performance, a value is shown which allows you to get your bearings and determine what's going on. The graph shows the performance of the system over time. In order to compare your own results, you can click on the graph and see the values for each point. The values are shown in the table below.

DATE	PERFORMANCE
1987-01-01	100
1987-01-15	120
1987-02-01	150
1987-02-15	180
1987-03-01	160
1987-03-15	140
1987-04-01	120
1987-04-15	100

RELEASE DETAILS

Model	Price	Release Date
Apple II	£29.95	Summer 1987
Amiga	£29.95	Summer 1987
Atari ST	£29.95	July 1987

Remember, windows are windows!

WONDERLAND



under the finished label. Now they have returned with what must be one of the most innovative and user-friendly game systems ever devised.

Being an adventure game around such a classic book as *Alice in Wonderland* is always going to create problems. After all, the story is pretty set and adding any more has to be planned carefully so as not to lose the feel of the book.

Playing through a large part of the game, I have to say that MS have done extremely well. The story is essentially the same, only for more

parts. In the end, you can be moved and suited, and if you find yourself creating a lot of a mess on screen, you can use the *TOY* command, whereby the computer will relay and recycle all the windows in a way that all can be displayed at once with no overlays and no loss of information.

If I'm not, the game story follows that of the book, but that's not to say you can leave any idea as to what's around the next corner. Situations have been played around with to the point that even simple tasks, like stringing a clothes hanger become comparable to jigs and all at the better task of Hercules for even Aepus came to that.

However, all the puzzles are logical and can be quite easily thought-out. For example, you're back to the clothes hanger, you find a situation where you have to use some straight wire. Upon trying to untangle the hanger, you are told you need to find something to grip it securely. Well! That's nice you see in the garden shed?

If you get really stuck, however, you can type a help command that brings up a built-in dictionary, which effectively contains the entire solution in clear form. Each level is split into four or

Have Magnetic Scrolls created the ultimate adventure system?

more parts. In most you need, the more obvious the clue becomes, and it really tells you exactly how to solve your specific problem.

The parser is that MS, featuring a wide variety of responses for each act and object and includes a full editing system, where you can recall previous commands and alter them - handy for repeating long sentences or correcting mistakes.

Can this really be the end of frustrating adventures? A colleague of mine, who also owns an Keith Campbell, wanted to give his game 100%. After playing it, I can't say I share his feelings plus to use the Magnetic Windows system reliably, to create more advanced and involving software. All adventure fans know and praise.



Magnetic Scrolls have a special way of doing things - repeat adventures with no boring and all return to continue to make adventures better!

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Screen Shots from Amiga ST version

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BETRAYAL

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play isn't one of them.*



MASTERS OF STRATEGY

be trapped—just those bubbles. Better by the way, the shape hasn't been modified since they've still got their original, unimpaired elasticity.

PANG PLAYERS GUIDE

The best general advice is to be methodical. When a new screen starts, quickly see where the smallest of the balloons are in order to head for it, and then see where the others are. Try to move up as many of the first balloons as possible before moving on to the other balloons. If you don't you'll just end up cramped.

There are four main weapons the heroes, the purple tank, a double shot laser and the ripsaw.

- The ripsaw (which you start with) shoots up, dragging a bubble behind it. If it hits a balloon, an animal, a platform or the ceiling it disappears. Its normal "you can't fire more than one at a time" (unless you pick up the double shot) limitation is, frankly, annoying. The best weapon to have, especially when you can't fire, that way to use it is to fire and move in the side, using the bubble as a shield and either pop the balloons to crash into it.

- The purple tank balloons usually also come as a package, except that if it hits a platform or the ceiling it sticks, leaving a column of four "cube" floating behind. This weapon is a bit of a double-edged sword - while it's great for using as protection in low situations, it can be a pain if it gets stuck somewhere away from the action, leaving you cramped.

- The laser is great for breaking up the big balloons, but is too dangerous to use unless there are lots of the small balloons because you have to get right underneath them - for too long!
- The ripsaw is best avoided at all times. It splits all balloons into the smallest size and can cause real headaches if used too early on.

Use platforms as shields as much as possible - shoot between gaps in them whenever possible.

There are many screens containing bubbles which you may be tempted to shoot - don't! These chances of survival are much higher with the freedom of the flow to rise, rather than being on some big ledge. This is a platform shooting where you're trapping up or you absolutely have to.

By no means tank and ripsaw are seen as general. However, the only, for a really fun screen will still always come up the balloons.

There is a lot of screen and content over time thanks to platforms, which means you'll see slightly what you change direction, the careful, and have a bigger margin for error.

Imagine, if you can, the untidy space of the coupling of Space Invaders with Asteroids and you'll begin to get some idea what this game is all about.

You control a little fellow whose task it is to travel around the world, making your way through 50 screens of action set in 17 locations. You start in Japan (given where the coin-up was written and end up at Easter Island in the Pacific Ocean. Each screen is made up of seven platforms, barriers and ladders. Your character can walk left or right, climb up or down ladders, or drop off the edge of platforms (you can't be killed).

Bouncing around are a number of balloons, which you can shoot with your ripsaw-like gun. Its normal "you can only fire up" (each time a balloon is shot, or it hits the cube falling behind the ripsaw), it splits into two smaller balloons. The smaller the balloon the lower they bounce at the smallest the balloons barely clear your head. Hit these smallest balloons and they disappear. Clear a screen of all the balloons and you can move into the next. If one of the bal-



OCEAN burst a few bubbles with a highly addictive romp around the world

Screen 40 - you're heading down island. Stage the first in each game

PANG

loons hits you or the time limit is used up, you lose one of your lives and have to start the screen again.

And that, basically, is PANG! There are several extra bits and bobs that elaborate on this basic scenario; some platforms can be destroyed by shooting, occasionally shot balloons drop (unless you'll double hit) and a handy pump (when used) and usually it tends will sometimes wander on screen which, if they touch you, stop your weapon working for a brief time.

PANG may not look much from the screen shots, or sound like much from the description, but just wait until you play it - the game positively seems addictive! The first few screens are fairly simple affairs, but as more devices (platform arrangements) appear and more balloons start bouncing about, things can get pretty hot and the game really starts to get its hooks into you! Although fundamentally a simple fun game, some screens require thought and strategy to complete. There's also a two player option, where both take part at the same time, which is great fun. The old adage about repeating to practise is true here than just about any other two person game I can think of.

PANG has been expertly converted from the original arcade game by Ocean France. The graphics are identical to the original, even down to the almost seamless between games. Each country is represented by an attractive picture which acts as a backdrop to the on-screen action. The animation is good, and everything moves very smoothly. Sound is also well imple-



Visual capability and changing graphics from one shot with the ripsaw can be used to break up the large balloons. The ripsaw is also used to break up the large balloons. The ripsaw is also used to break up the large balloons. The ripsaw is also used to break up the large balloons.

USER RATING

840

RELEASE DETAILS

SEGA	PC	SPECTRUM	ATARI	MSX
COMMODORE	CARTRIDGE	ATARI	MSX	MSX

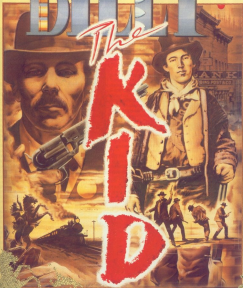
As other versions planned

mented. The good effects are pretty standard bangs and pops, but there are a large number of incredible tones and angles throughout the game. This is a marvelous game. Okay, it isn't not exactly stretched to the limits of your intellectual capacity, but the game does require more brain than your average arcade tank. If you tank for the days when games were fun and simple, boy PANG - you won't regret it!

David Buxton

BILLY

The
KID



ATARI ST

... **A HERO?**

CBM AMIGA



HIGH NOON

What do you get when you shut four programmers in a small room in North London? Risk Haynes meets the men at Millennium



The men at Millennium (from left to right): Steve Grand, Pete Hickinson, Phil Carruthers, Ian Gaulton

Born out of the Logotron education software specialist, Millennium is a young, small and independent software publisher dedicated to producing original games, on the GBA, Amiga, PC and ST. So far this year, Millennium has released the critically-acclaimed Resolution 101, Red Claws and Thunderstrike AC3, and to Millennium's London office in Highbury to ask five of its programmers one simple – but very important – question. Four of the programmers turned up. The other one missed his train.

HOW DO YOU RATE THE CURRENT STATE OF GAMEPLAY FOUND IN GAMES?

STEVE GRAND (programmer of Outland): I think it's more artificial stupidity rather than artificial intelligence.
CHRIS SORRELL (programmer of James Bond): I'm looking intelligence around the situations and characters involved in the game. There's much more intelligence in today's games for moving and controlling enemies.

PETE HICKINSON (programmer of Chase HQ, Hit Billy Mountain Racers): Characters have to interact more with each other in games. You have to think up a whole lot of programming routines to simulate stuff.

PHIL CARRUTHERS (programmer of Antipalops, Revolution 101 and Stormball): There aren't that many complicated things in it. It's just lots of little simple things which combine with each other to make something that is – or looks – complicated. Instead of structured intelligence, we need intelligence that is created during the game.
IAN: I don't think the level of intelligence found in games has increased a great deal – per-

haps stupidity has increased. You get more complex algorithms controlling the behaviour of people in games, but there's no real intelligence – not like you'd call a real mouse intelligent. For simplicity, it's all programmed/hard-wired stuff. Graphic adventures don't seem to have come very far at all in the level of intellect

"Complex idea projects will involve a lot more money which are still here in fact from outside our own resources – joint-venture work or venture capital. It can be an expensive proposition. We are here to get involved, but we need to know which will be the main focus before we start developing games."

Ian Gaulton, Millennium

involved. They are just puzzles. It's just you against the programmer. None of the people inside the games do anything intelligent themselves. I think graphic adventures have got a great future, but they need to have a lot more intelligence. We need to be able to walk into a world and make it work your way. The moment you walk into a programmer or game designer world you have to solve their puzzle their way. The worlds in games have to operate autonomously – so you can step into them and play along with the plot if you like it, or perhaps play it in your own way. There's no sign of that yet. So far as I

can see, games are exceedingly thick.
CHRIS: There's a lot going on in the background of today's games. You've got to play a part in what's going on. Games in general have to possess more of a purpose. We have to link in more directly with what the player does.
STEVE: You have to treat the objects in casual or games as autonomous bodies – building them, programming them, thinking about how to isolate, then letting them meet together and see what happens – this can lead to intelligence when you think of the plot first, you make any thing to around it. Complex systems are more than the sum of their parts. When you play or if

HILL BILLY MOUNTAIN RACERS

A humorous racing romp, Hit Billy Mountain Racers (working title) is a Duke of Hazard version of Chase HQ. You play the anti-hero as he illegally drives motorbikes around a small busy town in an unpopulated business zone of America. You have to beat other motorbikes and the cops to the park up and the drop-off. You can buy extras for your truck, including a super-charger engine or tires with better grip. If you collect enough money you can even purchase a new vehicle. The game also includes a colour 3D audio and a buffer.

Twelve like the one found in Duke's Barber Shop. Hit Billy Mountain Racers also includes cut-in camera's for multiple and 3D.



TENTACLE

Watch the cat, the strangely named software development team were recently responsible for Prototype by Electronic Arts, is currently waiting on tentacle for Millennium. The tentacle of the tentacle game will feature full screen particle tracking and collision systems. Combining a mobile and active arena around the arena using four particles, you're up against dinosaurs, mutants and tentacle transformation robots. Tentacle is being written by the same guy who converted Shadow of the Beast into the 3D Black Demon of the tentacle cat guy. It's going out out to tentacle of the tentacle which will probably be released at the same time as tentacle. Tentacle is scheduled for release on Amiga and ST in February 1993.

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- The echo of lights
on the walls of silence -



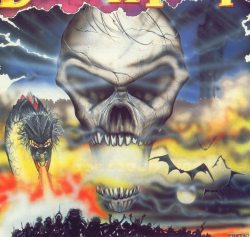
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Death Trap



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ANCO

Access Software could claim a lot of responsibility for putting US Gold on the map. Leutenants, Red Over Moscow, and Beach Head were all Access products programmed by the Carver team. Now the latter two have come up with a series of "interactive detective dramas" featuring Red Sound and Water Graphics. Let's face it, the games are going to have to be pretty hot stuff to live up to those trademarks, eh?

Mean Streets is the first of the new wave and pushes you into the action-distant future as a private dick, called upon to investigate the apparent suicide of noted scientist Professor Carl Linsky. It's a multi-scenario display game with five basic gameplay modes. Flying from one location to another is your customary video-game scoring sequence; interrogation of suspects and searching locations.

After an atmospheric intro sequence, it becomes immediately apparent that investigating Linsky's death is going to be no picnic. The leg-work involved—collating firm evidence to corroborate, tracking searching numerous buildings and interacting with many characters.



It's high to travel between vital locations in your location...

MEAN STREETS

Travel between locations involves a crude two-to-three display with an overlaid control panel as you plot your "Linsky wander." Although travel is not possible, right-a-lead left to the right and navigation computer—simply enter coordinates of your destination and presto! In this regard, you may access your videophone through which you can talk to either Linsky's just secretary or your informant (Lee Chen, both an invaluable source of information).

Upon landing, you will be faced with one of five basic situations—the interrogation of a character, searching a room/building, or shooting it out with the opposition. Interrogation displays one of over 25 different character sets, which you may question, according to bribery or violence when necessary. This is the most graphically-complexed sector of the game and what should have been lightning is perfectly implemented. Each digitized character has been well drawn, displaying highly individual personalities and offering any number of reactions when faced with a probing private dick.

Searching a room or building is achieved via a real-time search system devised by Access which requires no typing, but presents a variable menu with options for all possible actions and appropriate items for the current location. Items scatter about—many of the locations contain items (some rather obvious), a few of which may end your day as a private eye. If you come across a bottle of evidence, you have to shoot it out against large numbers of thugs, viewed from a side-on perspective.

Buy inventory enables you to examine or sell anything you may have picked up. Selling items

gets you cash for bribery and ammunition. You can also raise money by engaging in a spot of bounty hunting in the seadier parts of town.

THE VERDICT

Access must have spent a lot of time developing this system. The complexity of the plot and the interactive demonstrates the thought that has gone into the programming and the four basic sections, although very different, gel together very well.

The lawyer's frustrating—the distances you have to travel are often long and can take ages. In addition to this, yours appears to be the only vehicle in the whole of the San Francisco area. It would have been nice to have had some respect to parking, or funds to enable.

The gunfighting is undoubtedly the weakest section of the game—it quickly becomes repetitive and is at times far too difficult. The onslaught of thugs, bullets to let up, even when reaching the end of the screen, and death can come frustratingly quickly.

Overall, however, Mean Streets has a very competent feel to it. Graphics for each section have been well designed (especially the intense scene) and Access claim that the sound represents a technical breakthrough because the program outputs high-quality digital effects without adding extra hardware.

The only real criticism I have is the considerable disk-access required (2 disks on the ST) which becomes wearing after a while. Persistence, however, will map it to your interests.

— Alan Bennett

US GOLD/ACCESS put you in charge of a murder investigation on the West Coast...



Investigation of a multi-scenario game with a complex plot and a variety of characters. The game is set in San Francisco and features a variety of locations and characters. The game is a detective drama and features a variety of gameplay elements.



837

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STARS

837

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For other information...

HE'S BACK! HE'S BACK! HE'S BACK!

*Micro
Style*

RICK DANGEROUS

2



Rick Dangerous II.
The Man in the Hat is Back..
IN A FLASH!

THE LIGHT CORRIDOR

"The echo of light on the walls of silence" – thus saith INFOGRAMES about their highly original scrolling ball game, tested here in an early production version

The Galaxy is in darkness... and the latest offering from Infogrames gives you the proper taste of watching an light, offering even the process an originality that few other videogames will, imagine playing the computer equivalent of squash in a moving 3D tunnel and you may be able to imagine The Light Corridor.

The game is played by shooting a sphere along a moving corridor, filled with obstructions in the form of walls themselves either stationary or in and with the aim of reaching the end of the level. Inevitably, the sphere will, when hitting an obstacle, return to the player, who is able to exercise fine control of a translucent square racket.

The game contains 2 series of 7 parts, each composed of four sections of tunnel. Each of the 7 parts corresponds to one of the colours of the rainbow. On completion of each fourth section of tunnel, the player will encounter a challenge. Success brings you a fragment of light to help illuminate the Galaxy.

Scattered throughout the tunnels are items—collectibles, and various bonuses will be bestowed, ranging from an extra life (and if you miss a rebounding sphere) to a double racket (reminiscent of those bonuses awarded in Asterix).

In addition to the basic game, Infogrames say that a screen editor will be included in the final version, allowing restructuring or creation of designer tunnels.

Initial impressions are that the originality of this game runs rather close to the novelty quality. However, the gameplay feels pleasing and the implementation is smooth and promising. The 3-D effect of the tunnel is especially convincing, with the outline managing to show an impressive turn of speed.

ACE PREPLAY



A generally well-received
game with a
highly original premise
and a
solid
gameplay.



A somewhat over-the-top
presentation
and a
lack of
depth in the
gameplay.

RELEASE DETAILS

PC	Q3 99	September
PS	Q3 99	September
DC	Q3 99	September

Sound at this stage is functional, if not exactly pleasing, but this could yet be improved upon. Looking as though it has the potential to be an excellent end-product, Light Corridor will be reviewed in full as soon as possible.

■ *Site Reviewer*

3D INT'L GOLF

Golf has been one of the last game genres to benefit from 3D technology. Recent months have seen both Genesis Ultimate Golf and the sportsstar PS1 Green Mile from Japan. Now 3D are joining the club with another simulacrum which we were able to 'preview' at an early stage of development.

Customisable options ranging from camera configurations, number of players (1 to 4) and number of holes played, to the actual state of play, rain, amber, noise and choice of match, drive or driving range). Other facilities such as teeing or saving other games for just specific information and viewing previous records are also available.

The graphics are pretty impressive too, based from the familiar Leadboard perspective:



For more information contact us for a video display of the game, showing our available features you can't see without them.

CRL indulge in 3D 'Fore!' play



Head although the main action screen, unique range of options are available. Position to avoid your club of play.

See it a, just behind the player) and sound similarly smooth animation. Added to this, a novel and excellently implemented 3D map is displayed both before a hole is played, and during the action replay following a shot.

Once you're on the green, putting is viewed from above with the green shadowed as a horizontal plane to show undulations. Control is simple, and involves a pointer to change shot direction, with repeated mouse-clicks to influence shot strength and size.

As the game stands at the moment, lacking in any 'tricking' elements such as wind and (by only one of the four possible courses included it

ACE PREPLAY



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RELEASE DETAILS

PC	Q3 99	October 1999
PS	Q3 99	December 1999
DC	Q3 99	1999



A specially implemented 3D view of each hole is displayed during action, which offers an extra subtle reason that you're on the hole... or green.

is far from complete and it is to be withheld for a couple of months yet. From what we have played however, 'very impressive' it's the ball.

■ *Site Reviewer*

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The wonderful folk at Global Game Systems is a wonderful, honest, friendly, and creative team.

NEVRYON

Shining graphics and multi-channel stereo soundtrack ensure that Nevryon will be a sight and a sound to remember.

The action takes place just after the First Great War of 2130, when survivors of Titanium, Star War of 2130, have returned to Titanium for ship construction. (Begin to deplete throughout the universe, Nevryon is a small planet, populated by humans, which has large amounts of Titanium ore buried beneath the surface. Unfortunately, a rather nasty breed of alien has overthrown the humans to obtain this valuable mineral. Naturally, you once upon this intergalactic expedition as the perfect excuse to kill everything that moves.)

The battle plan consists of four vital missions, each with two levels of alien blasting. The six preceding years of the Archimedes is fully exposed to provide a superb, flicker-free scrolling landscape which includes large spaceships, 256 colors and six levels of parallax scrolling. Forty-five kilobytes, but may not have been on the title before, similar scrolling adds to the real-

Just what can the fastest home micro deliver when it comes to alien destruction? The 4th Dimension's latest release has the answer...

ism by scrolling the surroundings at differing speeds, providing an enhanced feeling of depth.

Hordes of alien swarms about as the scenery scrolls horizontally past your visual ship, initially armed only with a rather feeble laser cannon. You can progressively customize your ship by collecting bonus pods which are released as you destroy more enemy forces. These add extra shields, firepower or secondary weapons to your ship. The more ammunition you possess, the more pods are released. A good pilot can soon collect a huge array of extra armaments, some of which are vital for survival at higher levels.

Too much power-up and you are a small gun stock which floats alongside your ship, firing continuously with your main laser. This effectively doubles fire power and is highly recommended. A missile shield can also be collected which floats just above or below your ship, firing as an airburst buffering tam it can protect the vulnerable sides of your ship from pieces of wreckage and self attacks.

Your first mission is to fly into the alien spacecraft and include various sporting flames as you force fields and shoot them in addition to formations of alien ships. Many obstacles are too hard to fly through a force field you must first destroy the force generators at the base, to deplete it's energy supply.

Each level is concluded by defeating an increasingly ferocious alien boss. Along with a suitably atmospheric stereo soundtrack for each mission the graphics seem to improve as you progress into the game. Mission two, for example, is a flight through a particularly nasty asteroid belt. Asteroids drift across the screen from all directions, while swarms of alien bats weave in and out of them. The occasional falling star-bite will ensure that you don't doze off.

By the time you reach the third mission the planet's surface, however, the graphics are quite spectacular. Mountains, bushes, trees and clouds all flow a smooth scrolling landscape to create the best action yet seen as the Archimedes. Coupled with background music, explosions and over fifty air-screen graphics excitement is guaranteed all the way.

In the forth and final mission you actually come face to face (or rather close) with the "mother beast". Large ships, grab up and down which will drain your ship's energy banks almost instantly, requiring agile key movements.

The only minor drawback to the game is that sometimes there are literally so many sprites and explosions on screen at once, it can be quite hard to see where you're going, resulting in loss of energy colliding with terrain walls and field rips.

Too often means swaying when you do at higher levels - even if starting on the same level again. This only really becomes annoying if you do frequently but does prevent you from quickly returning from later levels.

Nevryon is the strongest purchased shoot-em-up currently available and should encourage all Archimedes owners to stretch for their joy sticks. The 4th Dimension look out for another classic.

Paul Figgis



Global Game Systems has the money to spend

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Running, jumping mayhem from MICROSTYLE as Rick mounts the platforms for another curtain call...

RICK DANGEROUS II



Rick mounts a chilly wall in Florida.

The original Rick Dangerous was something of a revival for the somewhat dated platform genre, due to its devious puzzles and superb presentation. Now, some 13 months later, Rick dons leotards, cape and boots and takes to the stage in a bid to save mankind from invading alien forces led by his arch enemy, the Red Blob.

The game begins by offering the player a choice of four of the five available levels through which you must run, crawl, jump, shoot and bomb your way.

The overall feel of RDI, as with RDI, is superb. Each level follows a very different theme

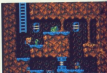
and the game boasts a wide variety of excellent graphics, all of which have been designed with tongue very firmly in cheek. The cutscene sequences preceding play are both humorous and well implemented and give the player the impression that although not breaking through any boundaries, Core have gone out of their way to produce a game with genuine style.

Obviously, no hero can be expected to do his job properly if he is unarmed. To this end, Rick is equipped with a laser gun and a number of bombs although, as with the prequel, both are in limited supply and must be used with caution for best effect. Defined, indeed, however, are numerous bonuses, some of which replenish your depleted stocks. In addition to these more physical defences, you are presented in true platform style with 6 lives with which to further your cause.

Playing the game, you will immediately realise that it is not only arcade reflexes that are required. Whilst the game is indeed fast and fun, too, attempting to speed through will inevitably lead you to blunder into a devious trap, of which there are many. Certain obstacles are seemingly insurmountable and require specific actions to be performed before they can be overcome.

Two for no reason offers, however, that RDI is lacking in any creative elements. The speed of which some of the moving platforms come at you push all hopes of a strategic, withdrawal firmly to the back of your mind, at which point panic may easily set in as the limited defences you are allowed disappear in a frenzy of blasting.

Graphicly, Rick Dangerous II is superb. You cannot fail to laugh at the expressions of the characters as they moaned hysterically into your face of fear, only to realise exactly what it is that hurls any made-off Robots, woodmen, jet-powered



Madly mad... but Rick gets into the Red Blob... it's really scary!

rock men, bespectacled maim and searing lasers, all done up individually that delights the eye. This is in itself an incentive to play into the game, just to see what Rick will do this time!

Rick himself is a typical hero—with white teeth and a gleam in his eye—and he struts about with all the confidence of someone who knows a good protocol when he sees it. Color is also used to full effect and both are complimented by slick and varied animation.

As far as sound is concerned, Core have opted to go for the appropriate, rather than the technical approach. Certainly there is nothing that will have you rolling in awe at the low but varied capabilities of the ST, but each sound that there is has been well thought out and fit perfectly. Frequent and loud start tones are definitely of the cartoon persuasion and round off well in, although dated in concept, a product that crosses the continuing feasibility of one of the original game genres. There's just one problem when you've finished it and you will—it's not that difficult you're likely to want to return to it. Time then, perhaps, for RDI...

—Ken Rolton

RICK

DANGEROUS II

870

SCORE

RELEASE DETAILS

ASAP (E)	02/89	USA
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Screen-Shots from the Amiga version

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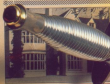
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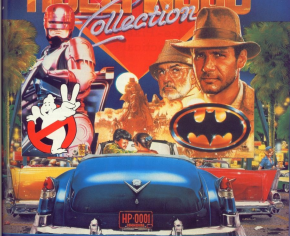


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AMIGA

ANARCHY

**Psychopass £19.99; Atari ST version reviewed
Issue 26; ACE rating 825**

Waste as imitation may be the surest form of flattery, *Anarchy* would appear to be full of praise for the original and much cloned Williams classic, defender-and-what clones are not necessarily a bad thing, this depends very much on the implementation. Psychopass's own interpretation of the mindless-bleed works quite well. The original Defender relied heavily on speed to provide frantic blasting action and although *Anarchy* contains both this, and all the graphic and sonic advancement expected of a 1988 machine, you may wonder if another version is really needed. The answer is... perhaps. As it stands, *Anarchy* has managed to retain all the ingredients of the original (aside to protect, numerous aliens to slaughter and the deep-space level signalled by the loss of all the pods) but what having been aesthetically embellished, 14 level variants, 45 colours, sampled sound may appeal to blast fans only. Recommended to try before purchase.

AMIGA RATING: 825



Time Machine (ST)

ATARI ST

TIME MACHINE

**Activision £28.99; Amiga version reviewed
Issue 17; ACE rating 800**

Time travel... Oh to be hurled through the space-time continuum in millions of tiny particles... What joy! *Yves* Image's puzzle, featuring the manipulation of time by a certain Professor Potts, has made it to the ST in all its glory. Not only have the graphics retained their crisp, cartoon quality, but the sound also appears to have led little in the transition. Inevitably, the puzzles are identical, making *Time Machine* on the ST the additive upgrade puzzle if it is on the Amiga. (By *Yves* Image)

AMIGA RATING: 800

IBM PC

WELLERIS

**Infogrames £24.99;
Amiga version
reviewed Issue 26; ACE
rating 901**

Reviewed in the September issue on the Amiga, this "fall low up" to the classic Tetris has made it across to the PC in all its glory. Gameplay is identical and all the usual PC options (CGA, EGA and additional soundboards) are catered for. As with the Amiga version, *Welleris* does not really stretch the machine to its limits, but similarly to Tetris, its addictively relies on its simplicity. An essential puzzle for PC owners.

AMIGA RATING: 911



Welleris (PC)

UPDATES REVIVAL!

Our updates section is being completely reworked next month to give you the best possible coverage of new releases. We begin that as a result the section this month has had to be reduced to a single page while we change over to the new system. Next month will make it all worth it, so don't miss it!

UP

Recent conversions for Amiga, PC, and ST in the last of our current updates series. See the box for details of next month's column.

UMS II

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MASTERS OF STRATEGY

SIM CITY

Cash and 'quakes from Infogrames/Macros Bestseller

Get a quick tip for the ST version of this megacorporate's dream, from Mr. FR. South of Cowboy. Hold SHIFT and type in **ROONEY** to credit your bank balance with an instant \$10,000. This may be repeated to a maximum of 500,000. Occasionally this may trigger an earthquake, although Mr. South says that if the cheat is employed in January, the risk of a quake seems to be lessened. If an earthquake does occur, it's best to maximize your cash as you'll spend a fair while in reconstructing the city.

The second of the Sim City tips is for the Amiga and comes from (David) Fusing of Belfast, Northern Ireland, who says that unlike the cheat printed in issue 82 it may be used by those who have already started to build a city. Apparently if the cheat is repeated every year, vast quantities of cash are at the player's disposal. It works in the following way:

1. Turn OFF auto-budget and select fastest speed setting.
2. When December comes around, call up the budget for that year and increase the tax rate to 20%.
3. Wait until some more sand has run from the time choice "Go with these figures".
4. The budget for the following year is automatically displayed.
5. Reduce the tax rate to 0% (resulting in maximum growth) and choose "Go with these fig. ans".

The outcome of this is that 20% taxes have been collected from the Sims without them realising - taxes will also disappear from the problem section of the city evaluation.



At last! TNT has a new editor...

Newcomer Alex Ruzanski is now putting together the sections that gets you out of trouble - and this month he's got tips for Sim City, Last Ninja II, Space Quest III, Xenomorph and many more.



Welcome to the new TNT! I'll be giving you more tips, more solutions, and more hints than ever before over the coming months. Most importantly for some of you, I'll be sorting out the problems relating to our favourite solutions, whose appearance has been somewhat irregular pending a new first edition.

Next issue will see the return of *Escape From Planet 3* with its cheats, (unfortunately omitted this month due to TNT dropping levels), and the continuation of *Demomorph*, *Drabius* and some major hints for *Chess*, *Golden Balls*. Any hints you may have would be very gratefully accepted. In particular we're looking for tips for *Capitaine*, *Alphas*, *Demomorph*, *Death and Shadow of the Beast II* - and any short, quick hints on popular games would be well appreciated.



SPACE QUEST 3

Solve your problems with the universe in Sierra's famous graphic adventure

Thanks to Tim and Matthew Whitty for this. Deep breath... here goes.

ESCAPING FROM PLANET 1

Get the wire in the tunnel and go to the conveyor belt. Climb on to the conveyor and jump. Travel left until you reach the utility and climb down into the mobile-chain. Go around the utility and two-thirds of the way into the next screen. Cut the motivator. Travel right and stop just after the second utility. Place the maintenance in position. Travel left until you reach a chute. Examine the wall and then the hole. Take the reactor. Climb the ladder and take it.

Make your way to the robot's head and... after you've been nudged by the net, go back down the chute and retrieve the wire and reactor from where the reactor was first found.

Use the ladder, climb it and get it again. Go back to the robot's head (no net this time) and get as near to the broken eye as possible. Climb. Use the ladder on the side of the ship and climb again. Open the hatch. Use the reactor and the wire. Sit in the pilot's seat and examine the screen. Switch the solar and the engines on and 'Whoosh!' Having stopped, press 'I' to investigate weapons. Turn on the shields and fire. 47



**PLANET**

Travel to Planet at light speed and once arrived, go to the "World of Wonders." Show that you have the gem (3). Say "no" twice and then "yes" at 423 Backside. Now for a shopping spree.

What to buy:

- 'Orat on a stick'
- Heat-proof underwear

■ 'Astro-chicken flight-hat'.

Matthew and Tim advise that you should **SAVE** the game at this point as it gets rather tricky.

Return to your ship. Enter the screen via the X on the map. Travel left and once you see the "Terminator" logo/pins, walk around the killer-pods, leaving the route to walk under them and parallel. **DO NOT ATTEMPT TO PICK UP THE INVULNERABILITY BELL.** Stand to the left of the belt and use Orat. Return to your ship.

TIME FOR A BRACE...

Travel to "Marswith Burgers". Walk to the arcade and insert Barbaroid. Play the arcade game until your score stops increasing (200038). Order a hamburger from the counter. Sit down to eat your meal and you should find a decoder-ring. Enter the tunnel and climb-down.

GET TO THE HOT ONE!

Once entered the ship, wear the underwear. Fly to Ortega and refuel you arrive, go to the other ship. Travel to the side-tubs and wait behind the risk until they leave. Take the detonator and the pain. Go to the screen on the right, then walk two screens up. Walk down the steps and one screen to the right. Climb the ladder and walk to the edge of the hole. Snop the detonator and climb down. Return to the ship and at the point where the unstable rock have disappeared, use the pain. Enter the ship.

LET'S GO TO SCUMSOFT!

When you've arrived at Scumsoft, any direction will lead to the boiler. Wear and use the belt. Enter Scumsoft and go down the steps. Press the button and walk forward. Enter the first door on the left. Look, and then examine the door. Take the scumsoft (all objects carried will be dropped but don't fret) and leave. Walk forward and enter the door on your right (without the keypad monitor).

SAVE the game at this point.

Work your way to the top of the screen. You should come across a picture of the boss - take it. Copy the picture with the nearby photocopier and replace the original. Once in the boss's office, strip the floor with the vaporizer. Exit the screen to the right and then return, by which time the boss should have left the office. Take the keypad and go back to the corridor. Find the correct door and use the keypad, use photostopy and press the button. Stand right next to one of the men and use the vaporizer.

SAVE the game.

You should suddenly find yourself in a giant robot about to fight the big boomman. Continue

LAST NINJA II

Another serialisation for your defecation - this time the first three of the seven levels of System 3's oriental extravaganza...

**MEAN STREETS**

Further to the computer game you printed in issue 30, here's how to get the final five missing cards. The GARDEN card is held by John Glass, who is a reasonable cop and will give both the card and the password (001010) - pass without a fight. The 800 password is used in the hallway. Find the hallway by moving the lamp slowly, after which you have only to take the card (L-Archives, PMS-0000)



If you go off the map of this level you will appear at the top of it.



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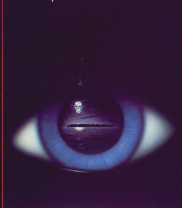
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Digital Integration



CHAMPIONS OF KRYNN.

Corporal D.A. Morgan of RAF Honington in Suffolk flies in with a couple of unusual and very useful tips.

CLONING A CHARACTER

Yep, you heard it right, genetic engineering the Dragonlance

way! This comes in very handy if you happen to have a character of mind-boggling attributes that you've spent simply ages establishing and lose like your own mum.

1. Firstly you need two discs. One with saved games and another for characters.
2. Load a saved game, then replace the disc with your character disc.
3. Remove any character from the party, then load the same character back into the party.
4. Give all the best items (weapons, jewels etc) to this character, and remove it from the party once more.
5. The program will ask if you wish to write over this previously saved character, to which you answer "NO".
6. Enter a new name for the character and save it. You also, if you find that the new and old characters have been saved to disc, leaving space for two more characters to be loaded into the party.

3. Load the new, improved cloned character and re-clone to double the weapons and skills.

In this way, you can build up a "beast-squad" of virtually indestructible characters.

The second of Corporal Morgan's tips involves the mind-bending phenomenon of time-travel.

1. Save your party to the character disc.
2. Remove the disc and insert your saved-game disc.
3. Load the period from which you wish to start.
4. Drop the characters you don't want.
5. Replace the disc with the new character disc.
6. Add your new characters to the game and begin training and killing.

THE ESCAPE

OPERATE the ground - you should find

a piece of sharp metal.

USE the metal on the ropes.

OPERATE the ground - you should find a pickaxe.

OPERATE the pickaxe (repeatedly) at

the right of the screen, just above the

rock you were tied up against.

Exit through the hole.

CONTINUED NEXT MONTH

LATE EDITION TO T'n'T SHOCK!!

Good news for all those struggling over Delphine's excellent **OPERATION STEALTH**... The complete solution in two parts, coverin' atcha live! (And thanks to all who sent solutions in...)

THE AIRPORT

Go to the newspaper machine and [EXAMINE] the one marked 'left'.

Face the coin gained in the slot - press... a newspaper.

[EXAMINE] the paper and note down the number mentioned.

Enter the toilets and enter the empty cubicle.

OPERATE the telephone and OPERATE the telephone.

TAKE the passport and [EXAMINE] it.

USE the passport on the opening in the calculator - verify your passport.

USE verification key on calculator.

Be enter the starting screen and USE the passport on the customs official.

USE to the keypad at the welcome desk - she will give you a telegram.

Walk left.

Get the plane ticket to the guard.

[EXAMINE] the telegram - it should read

Mr. Martinez.

Go to the baggage collector.

[EXAMINE] all the baggage - TAKE the baggage belonging to Mr. Martinez.

Enter the toilets and OPERATE the luggage.

Hold the watch.

Hold and [SHAKE] the electric razor -

you should now have a cable.

Put the cable in the electric socket in the toilets.

Get the tickets and go to the second office.

Put the false passport and exit left.

Leave the airport and catch a taxi.

When reaching the screen with the boat, exit left.

OPERATE the boat.

TAKE the pen and the American passport.

OPERATE the passport and TAKE the note you should find.

OPERATE the passport to clear it.

Exit the bank.



USE the notes on the Clerk, who should give you some coins.

Exit the bank and go to the toilet.

USE the coins on the flask and TAKE the red capsules.

Exit the screen at the top left.

USE the red capsules on yourself.

Walk to the top left of the bank screen - you should be in a garden.

Go to the bench and sit on it.

An operative should appear and... or get shot.

TAKE the card with the key attached.

AS SOON AS YOU TAKE THE CARD

EXIT TO THE ROAD.

Enter the bank and change the

remaining notes.

OPERATE the card and key to separate them.

USE the card on the Clerk.

Walk down the stairs at the bottom of the screen.

[EXAMINE] each safe until you find the one reading 2475.

USE the key on the safe.

You should find a briefcase and open it automatically.

TAKE the small box.

OPERATE the envelope.

Best issue will hopefully see the return of you with the cheats, unfortunately printed this month due to T'n'T changing hands, as well as the continuation of Honington, including Delphine and some major hints for those British Isles. As you may have noticed, T'n'T has in fact grown an extra page. So any hints you may have missed for very generously awarded, in particular tips for Captives, Kings and Brothers of the Blood it and any short quick hints should be well appreciated, so, until next time...

NEW ALLCOPY-SYSTEM COPIES ALL AMIGA SOFTWARE

It has a backup-copy, which is easy even for the beginner to use. We have not found a single program whose copy-protection would have prevented making a backup-copy with Allcopy System.

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Warning: Because Allcopy copies all Amiga software it's not to copy and distribute commercial software is illegal.

The utility program set following Allcopy is usable even without an extra diskette. The set includes several functions which make the operation and its surveillance easier (one function differs from other copy programs: it being able to see from screen what kind of error was made and in which diskette, an attach diskette and an attach reader. This is possible whether you used your Amiga's own diskette or 3 extra diskettes. Allcopy is at least an necessary investment as buying an extra hard memory or an extra diskette.

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KNIGHTS OF THE SKY

There's been a bit of World War II flight games recently (see *Simulations* page 10), for example. Microprose are entering the arena with *Knights of the Sky* - a combat flight sim that sets its events in 1st as possible the experience of flying a low-technology aircraft over Southern France. The dogfighting can take only you against various opponents until finally you encounter the infamous Red Baron.

Flight controls are the original joystick, and are handled more simply but effectively, with great stick-like vision. RPT looks great too - we'll bring you more details in a forthcoming issue.

Angels of the Sky: flying into the cockpit for a mission. The flying view can be seen from within the cockpit.



MICROPROSE

Founded in 1982 by Bill Stealey and Greg Lewis, Microprose have established a reputation for producing some of the most impressive simulation-based games on the market. *Knights of the Sky*, *Strike Eagle*, *Wings of War*, *Wings of Victory*, and *Wings of War II* are among the titles published by the company under the 'Command Decision' and 'Wing' sub-brands. Microprose set up the ACE in 1988 when they purchased the software rights to the company's British subsidiary, Microprose UK.

WHY DON'T YOU COME NEXT TIME?

Each month, we'll let you know about forthcoming conferences around the country. If you think you might be interested in attending one, all you have to do is send us a postcard with your name and address clearly written, together with a daytime telephone number if at all possible. You also need to tell us which conference you would like to attend. If you're applying for more than one, put them in order of preference. If no conference is listed for the software house you'd like to visit, get the software house's name down and we'll put you on the list for that conference when (and if) it is organised in the future.

- The machine you use, so that we can make sure you get some party free gifts for your model!
- Five aqs, so that we can ensure a good spread of age groups at each conference.
- If you are a subscriber, send your application in an envelope together with the address, parcel from the last issue of ACE that you were sent.

Obviously we have to limit the number of people attending each conference to a maximum of 25. In addition, we have to make a monthly charge of £5.00 to help cover costs. All places are allocated on a first-come, first-served basis. Subscribers, however, get priority allocation for the first five places in each conference, and they may also attend free of charge. You can find out how to become a subscriber on page 25. A couple of weeks before each conference, we'll select the lucky readers from those who have applied and inform them of the relevant details. If anyone can't attend, they'll be allocated for a later conference and another selection will be made for persons who can take their place.

FORTHCOMING CONFERENCES

ACE GOLD 10-Miles Thursday 11 October 1990 in Birmingham

The top ace, IBCG are planning a tremendous welcome for ACE readers, including hands-on testing of the latest Lucasfilm and Epsilon products, and video games. You'll also get a rare opportunity to meet console developers, following IBCG's Sega versions of Paperboy, Scientist and others.

Coming from Oxford, currently riding very high on the software wave. Dates and details next month...

3 MILLION WORLDS!

We all know Mike Singleton is renowned for his vast knowledge (that once he brought on the superhit *Condo of Michigan*). Mike has been creating games with over three million users - like the 3 million worlds he's packing into that box! Now out in 1991. The game has some 10-players capability and you can exchange data between ST, Amiga, and PC by mail or by modem.



3 Million Worlds: Mike Singleton's game has over three million users. It's out in 1991 and you can exchange data between ST, Amiga, and PC by mail or by modem.

into the air. Neil Clett wasn't too disappointed - he's in the RAF and has to fly Cessna! Neil Rowley and Andrew Rofsy, on the other hand, had the time of their lives - and got the four of God into their fellow passengers when they took control whilst airborne.

Joining Microprose was a privilege and a pleasure for all of us. Many thanks to all who made the day possible.



Neil Clett: working hard on the ACE.



Neil Rowley: the ace of the ACE.



Andrew Rofsy: the ace of the ACE.



Neil Clett: the ace of the ACE.



Neil Clett: the ace of the ACE.



Neil Clett: the ace of the ACE.



Microprose's Marketing Director, the software rights to the company's British subsidiary, Microprose UK.

"We had a fantastic time and really enjoyed seeing the other side of the software industry."

Neil Clett, ACE reader and ace of the ACE.



Microprose's Marketing Director, the software rights to the company's British subsidiary, Microprose UK.

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Screenshots from the Amiga

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Ant Attack

Serve-wracking nostalgia as Hall Of Fame curator John Minion discovers he's got ants in his pants!

"Today's producer (for programming) used to think like the maker of Ant Attack."

—John Minion

MINION PERSPECTIVE

The multiple viewpoints of Ant Attack should be prominently featured and the same technique can be seen today in many of today's titles like *Star Wars* and *Star Wars: The Force Unleashed*. It was a huge hit for the manufacturer and the game of Ant Attack.

The real buzz about being a reviewer in the early days of the Spectrum was that every time a clean-and-groomed merchant visited that the boundaries of Uncle Clive's niche had been reached, somebody proved them wrong and breached them yet again.

Among the publishers pushing the capabilities of the humble 28K chip machine, with its primitive, single-channel sound and absence of sprite graphics, was the Quixotic label. And 1983 saw Quixotic introduced with *Ants*.

There was a colorful platform game, *Bugbear The Flea*, one of the first Spanish programs to reach these shores. But our Hall Of Fame inductor came from closer to home. Scottish artist Sandy White invented a system called *Softworld 3D* which allowed him to generate a desert city... and inhabit it with ants!

GENERATIONALLY SOFTWORLD

There's a clue to White's inspiration in the name of his bug-infested metropolis, *Antescher*. Take one part MC Escher, the artist whose mathematically precise drawings of impossible architecture reached cult status in the seventies, and one part Miles M3-6 movies like *Them*. Introduce the oversized lycenoscopes into the blocky city. Then set the player the task of rescuing their mate from the maze.

If it all sounds a little dated today... well, it is. The plot had been revised a handful of times since. But seven years ago the isometric 3D and wall playing area caused a considerable stir. Instead of tackling a series of consecutive screens, Ant Attack presented the player with a world made free roam.

There were even rumours that it, at the start, you wandered off into the desert you would eventually discover another city. Then again in the midsixties, rumours such as this spread faster than a virus on a pirate ship. Does anyone remember the space rocket that was supposed to take Jim Setchell to the moon or the train in *Luna Jet Pac*?

Simply ignoring the time-cliche of letters page foreshadow, most players clamored into the city over the low wall that kept the ants in. How to find your mate with only the help of a direction indicator. You write on your own but not for long as the insects would take you out with their uncanny sixth sense - and a neat piece of pseudo-artificial intelligence. This was where your flesh began to creep.

Antescher may have been merely a series of shaded blocks against a yellow background, but what else could you expect of the desert - not to mention the Spectrum with its notorious attribute clash? The two colour graphics don't detract from the ants. Small, solid, black scuffling shapes, they crowded in from the sides of the screen or from behind walls and buildings. Forget photos, anyone with sense would scupper from those gaudy monoliths.

The best defense was usually to climb the legs walls of the city, leaving the insects at ground level. You could then wait until a small crowd had gathered and let rip with your one weapon, grenades. Killing one of four keys determined the range and a good shot could kill a few of the critters. Strategic planning and patience were essential though as ornaments were limited.

As you ran behind objects you'd sometimes vanish, or Sandy White provided four viewing angles. Playing television director and switching from camera to camera also let you look out for advancing ants. Once you'd discovered your partner, hidden excruciatingly deep in the labyrinth, it was a question of remembering the way out as there was never time to map properly.

Despite the fact it was much isolated, there's one aspect of *Ant Attack* not yet mentioned that really does make it almost unique. It comes right at the start when you choose to be a man rescuing a woman or vice versa. It's stereotyping in *Antescher*. But then again, in those innocent days, program authors actually seemed to consider that women might play their games.

HALL OF FAME

How does a game qualify for the Hall of Fame? It has to have been a best seller on its day or groundbreaking and influential. But one thing for certain, it had to be fun, either creatively or technically. Games don't qualify because of popularity. Games don't qualify because of popularity. And it's got lasting appeal. It's the program you still want to play after years - not months. So if you're not getting recognition, drop us a line.

AFTER THE ANTS

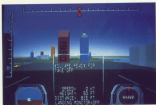
Like many of these early games, *Ant Attack* is long defunct, which is a pity as it's still an enjoyable diversion today.

Sandy White went on to develop a second program for the newly launched Decca/Dreams label, *I Of The Mask*. A surreal labyrinth chase set in the tunnels behind a well-known visage it again took the Spectrum into new waters technically. But many reviewers found the game-play lacking.

Since then Sandy has been strangely silent, though rumours abound that he's been working on a massive new game and that the fruits of his labours are about to see the light. It's to be hoped so. Today's production line programming needs few thinkers like the creator of *Ant Attack*, designers who deserve the term 'elitist'.



An excellent 3D rendering of *Ant Attack* with some original artwork. It's a pity that the game is no longer available on the Spectrum. It was a huge hit for the manufacturer and the game of Ant Attack.



High-rise city in the distance

I began with Lunar Lander in Sept. 1979, then followed up with Asteroids later that year. The issue for vector-style graphics launched a new era of game displays and, for as long as sprites remained four-colored, there were a whole bunch of titles using these techniques that were very popular.

The first mega successful 3D game using the direct vectors was arguably Battlezone and a couple of years later came Star Wars, but, by this time, sprite engines had started to pull away from vectors in both sales and popularity. That was partly due to increased color - sprites could provide more detail, higher resolution and greater "visibility" than 3D techniques.

This is simply a question of computing power. Moving sprites around the screen is, at the end of the day, a question of sophisticated memory management that's relatively easy to program and doesn't need wild amounts of pro-

John Cook welcomes a new age of solid 3D and direct into the latest coin-op releases

3D



Being up there isn't fun in Police 'n' Fire

cessing time. Creating a true 3D model, let alone writing, sorting and refreshing the whole of the screen over time, requires more brute force plus some pretty fancy mathematics.

Sprites stayed way ahead until computing processing power became high enough to produce fixed polygon technology with real class - allowing them to be tanks, for example, and Alan Games' third 'Driver' and S.T.A.L.K.E.R. Runner. The late eighties, however, has seen a revival of 3D in a new and exciting form - and this is just the beginning.

That's because sprite technology has now gone ahead as far as it can - machine GDC to see what several direct engineers working for a few years can come up with. It's fast, furious, very colorful - but state-of-the-art though it is, doesn't look or feel "real". Although we all second our belief for the duration of the game, that's exactly what it feels like - a game.

Now compare that with something like *Blazing Red*, which is the first 3D racing game to date. Particularly in the later version, there are times when you do actually feel like you are driving a car. *Fast Road 3D* can create a better illusion than sports car, even in a restricted world form like a racing track.

Now imagine you wanted to play a tag game. The one or two complete freedom of movement around an arena, say a maze, you need to be able to see from every angle. Hide behind things, crouch down. The player should see an almost infinite number of viewpoints. This, sprites are quite handy - not unless you can access GigaPixel if data instantaneously - although Sega had a good try at *Lost Runners*.

The kind of sophisticated arcade game that starts down the road to Virtual Reality - the kind of game that by accident will have to deliver to keep ahead of the home machines - can only be done in fixed vector 3D. And that means the end of the seven-up clones and the whole stocking stock on up, till safe for that.

INTO THE DERRING

Take us back pointing what is possibly the most tedious 3D arcade game in the world - *Top Landing* - for a bit more now. It has you piloting a commercial jet plane into

MEGA TWINS FROM CAPCOM

I suppose Capcom is pretty proud over the combined success of *Final Fighter* and *Street Fighter* these - it's proved to be a long hard money spinner in the lucrative fixed-coin-op market. But it has now further when they come up with stuff like this.

Quite beyond all doubt, this is a fairly standard jump-jump with a smattering of miscellaneous elements in the usual maze game. But the graphics style is pleasing to the eye, the mechanics of movement bring a smile to the lips - and there are of course little secret things hidden in the game that you can discover, allowing you to feel superior to any gaming/playing friends yet to find these out.

The fact that after playing *Mega Twins*, rather than wanting to beat the hell out of a real human being for frustration, you actually feel more like you're just doing a run of *Overlord Overline* says something about it. Although this one sure sounds weird.



"The kind of sophisticated arcade game that starts down the road to Virtual Reality - the kind of game that by accident will have to deliver to keep ahead of the home machines - can only be done in 3D."



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Writing 'Nam



The story comes in two parts. First, I'll let you know I went to war and came back with a game design. Next month, I'll show how the design was translated into code and graphics, as well as relating some points about game designing and research in general. Along the way, I'll fill you in on some Vietnamese history and provide a glossary of terms often used in connection with the conflict.

The Vietnam war is difficult to analyze, let alone difficult to simulate — and especially difficult for someone who wasn't personally involved. Before I started work on the actual design, I had to immerse myself totally in the conflict — in particular watching videos and reading very widely about the war — both personal and historical accounts. From here I drew out some of the main strategic tensions in Vietnam. These were:

- The balance between political and military commitment to the war and domestic support for the war
- The tension between high technology, expensive aerial attack war, and guerrilla warfare
- Routes of supply — for the Americans by sea and air, and for the Communists across internal lines of supply from Hanoi and Dien Bien Phu Vietnam and the Ho Chi Minh Trail
- The tension between military and hearts and minds operations and the effect of both on South Vietnamese politics.

TEAM WORK

To ensure of simplicity (and my own interest) I decided to cast the player in taking the American side. I then had a full-scale war 'metaphor' for the player that would translate the issues mentioned above into specific game rules and values.

The original version of the design called for a windowing system as the game's user interface. This, however, decided give my sense of being there, in the way that a 3D simulator does. It soon became clear that, in the game, the player should "become" the president, and that he or she decisions would therefore be taken at national strategic levels. Therefore, to achieve what theatre people call a "sling suspension of disbelief" I settled on the notion of a presidential report.

This would allow the player to look at information in a natural and intuitive form. Once this decision had been reached windows were redundant. To use windows would be to destroy the metaphor — every action would remind the player that he was using a computer.

The military aspects of the game are presented by the use of maps within the report. The player can look at a strategic map of South East Asia, and then zoom in to particular parts of South Vietnam. These maps show the dispositions of the various allied and known enemy units, much as a commander-in-chief would see them.

The next major factor was how to reflect the passing of time. Many games, like *Battle of Power* or most wargames, use discrete turns. You make your decisions, then press 'next turn' to see the results of these decisions unfold. Others operate continuously, using real or accelerated time. *Hanoi and San City* are both like this. Tradition suggested the use of discrete turns, but instead I chose a continuous model.

Vietnam forced this decision on me — the combat on the ground and its political consequences are simply not amenable to a game design based on discrete monthly turns. For example, two major communist campaigns — first in 1975 — were conducted within 28 days as were nearly all US operations. On the other hand, discrete daily turns would be too laborious. In the end, I chose a continuous model, with one day as the smallest step.

Using this system, while you think things happen. This is as it really was. The use of accelerated real time (I can take 10-20 minutes) gives a certain urgency to the game, which I felt was necessary and realistic in a political and military simulation. A pause option was added later at the request of beta testers.

REWRITING HISTORY

Analysis of the history of the Vietnamese conflict soon revealed several parameters that could be translated into the game. These were that:

- All the Americans cannot invade North Vietnam, nor stage anything more than raids into Laos and Cambodia for fear of Chinese intervention;
- There would be no US mass conscription or call up of reserves;

Demark are about to launch a new military simulator that gives the player total involvement in Vietnam. Game designer/programmer Matthew Skibbe describes how he went to war...and came back with the source code



MATTHEW SKIBBE, Designer of NAM

- (a) There would be no dramatic change in tactics or weapons.
- (b) The US's victory conditions were essentially political rather than military.

Despite these parameters, the actual decisions that the player can make, like airpower, troops, commitment and economic aid, were designed to allow the simulation of a wide variety of different war strategies. The models and the simulation engine had to allow different strategies and react realistically to them. In the end, the best test would be to see if the program reacted historically to real historical input.

The real difficult design problem I faced was the definition of victory conditions. Given that a player might try any one of a number of strategies to win the game, how should I recognize victory? The general consensus about Vietnam is that the Communists could win simply by not losing, and this was translated into the game design by setting the cross on the Americans to "win" the game.

The main road to victory, therefore, would be to destroy Communist resolve in the existence of a separate South Vietnam by total or economic means. This requires time and means that any prospective president could at least resist attacks on South Vietnam until victory can be achieved. This - not losing while you go about winning - is a crucial and important war objective. Other strategies involve rising airpower, civilian, military and economic aid with varying degrees of US intervention.

I have only touched on some of the design dilemmas and problems involved in producing *War*. What's really important, however, is that they illustrate four general points about game design that I think everyone ought to be aware of. These are:

- A game should focus on one or more strategic dilemmas.
- It should have an appropriate metaphor. That is to say, there should be a workable game structure that can properly represent the various elements of work in real life.
- It must have achievable but realistic victory conditions.
- It should pit the player against the problems of a coherent and comprehensive reality.

In my opinion, a game must challenge a player, have what you could call "dramatic utility" (i.e. it mustn't have a



His son John's photo archive in the game, Robert Wood Johnson II, is shown during the final stages of the Vietnam conflict.



"Whoa! It's all going to die!"

Country was obliterated and the fire, burning at Woodstock.



One of the players took the game down to a primitive level: the American.

"SAM OVERVIEW"

Overview view of the SAM system. "South is... Ahh...!"

spreading series of disconnected scenarios and should focus on where the action is) and it should reward success.

See you next month, when I look in more depth at the technical issues involved in programming simulation games like *War*.

VIETNAM - THE WHOLE SAD STORY

Ken Chesnut said that war is an extension of politics, and he's right. In Vietnam this was especially true. Both the major combatants in the war - the US, North Vietnam and America - had political aims and their wars had responsibilities with the style direction of the strategy on the field of battle.

By the end, both the major players became exhausted with the war - the US in the 68 offensive and the ARVN in the offensives of 1970 and 1971. However, it never really ran their war, their conflict was on their own. The war should not end until between the South and America.

The North was extremely supporting the West. They were struggling to survive Vietnam. They had been going on since the French left after the Paris talks, and most of the US agreements had split Vietnam. The South, into two halves. As had been the case in Germany and Korea, the West (especially America) were unwilling to see a free world ally go over to the Communists, and so focused on those countries, and provided them respect as nations in their own right. The Communists, in turn, wanted to get the South into the fold.

GENERAL POLICY

The American was involvement in Vietnam as part of a broader regional commitment. This was a policy of "containment". Kennedy inspired a general line to "keep any border in the name of freedom. It is, however, not difficult to get yourself into the same kind of ideas, and see the policy of "containment" as really off "holding up Communism".

Kennedy's words became policy as large numbers of American advisors and special forces poured into Vietnam in the early 60's. When Kennedy was assassinated in 1963, his successor Johnson took over the policy. However, in late 1964, the Gulf of Tonkin incident provoked Congress into granting the President emergency powers to send troops to South Vietnam for attacking American warships.

Early in the next year operations "Rolling Thunder" began, and of that year 200,000 men of its own men landed in the Gulf to protect the airfield there. They were the forces that provided the transportation - very soon the American presence in Vietnam had grown to nearly half a million men.

1967 and 1968 were given over to the buildup of American forces in SE Asia. The Army was restructured to the point to engage and train enough men to fight in the war without relying on its reserves. The National Guard, who were limited to fill out the ranks of the army in war. They were not called upon until much later, and even then in limited numbers. In a way the buildup of the American forces was understandable as they had to fight one war with half as many. The way that arrived was good, and well equipped, but they had no numbers and lacking the political backing to give them their attacks in a conventional way. Instead they relied on technical force and artificial means of victory. In 1967 all half billion tons.

(Continued next month)

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134 ACE Charts

The best charts around – based not on typical sales but reviewer's ratings in ALL UK magazines. Not only that, but there are prizes to be won as readers attempt to predict next month's entries.

151 Hot off the Shelf

Is your software collection in need of some new titles? Alex Baranski compiles the definitive software buyers' guide. Not only that, but the games here are selected from recent releases, so if it's recommended, your dealer will either have it in stock or be able to order it without difficulty.

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David Upchurch with the ACE Hardware Reference Guide – technical listings of all consoles currently on sale so you can get the hard facts.

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...in PC/MR micros. If you own one of the new major micros, there's a section for your computer firm as ACE correspondents talk user to machine...

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For Windows with her regular tips sections for dedicated adventurers. Plus Quest 1 tips and further instalments of our serialised solutions.

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167 ACE Deals

Put a vase in your pocket and get down to the shops today – you're sure of a big surprise, because some dealers are literally GIVING the goods away...

167 Shopwatch

Oh! Longfingers with a view from the other side of the counter...

166 Encyclopaedia Micromaniacal

Over the years ACE has consistently given gamers the low-down on entertainment technology. Check out the subjects we've covered in the past and make sure you're up to date.

139 Freebies!

Check out some Public Domain games with Mark Smiddy.



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ACE CHARTS

The ACE Charts give you the definitive list of top scoring games EVERY MONTH - as reviewed by ALL British games magazines.

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You can win a prize by predicting next month's charts and stock-market entries. Turn this page for full details.

THE STOCKMARKET

In addition to our games charts, we also have a list of top 100 shares each month, and you can produce the ACE Stockmarket. It's a list of the top 100 shares as determined by the ratings these games are currently receiving. This can see their fortunes rising and falling in each issue...

We calculate the average mark that each publisher receives for every one of its games on each format and use this to calculate a rating for the category. This is the rating that you see in the second column below. For example, if the company is rated an average 70.00 games but finishes up in the 10th position, that will put them in the average rank. Since it goes on one side of the table heading up the Amiga, ST or PC chart printed over the page if all the games are successful, or if the company has just one last year program doing the rounds at the moment, it will consequently have a high rating.

The third column, marked '+', or '-', shows you how much the publisher's score has improved (or deteriorated) compared to last month. It also shows how, and when, their games are getting better - a minus score means their games aren't doing as well as they were.

The last column shows how much a company's games have fared compared to its last month's index. This is simply a rough figure that quotes the average review mark (expressed as a percentage) that all games, all formats, evaluated in the time between last month's third column and now. It's a quick guide to how good the current crop of titles is, and each company's index score shows how well their games compare to the norm. For example, in this month's chart, Electronic Arts' average index score 62.22 percentage points above average - according to the industry's standards.

We print only the top 10 companies each month. In fact, we keep tabs on all of them, but you don't want to read through a list of over 100 names to easily learn. The author lists by Magnetics Canada and Britain's scores indicate that it may see second row entries to the Stock Market. Magnetics Canada has been a developer of some renown for several years, but our distributor Virgin is now giving the title to our own label while the Virgin-Magnetics team.

COMP. NAME	SCORE	Δ	INDEX	REVENUE	80.17	-0.79	1.14
Magnetics Canada	67.6	+0.6	26.8	Miles High	75.71	-4.07	1.11
Amstrad	61.07	+0.4	18.67	Palace	75.67	-0.50	1.07
Micomplex	60.00	-0.33	17.06	Pegasus	75.2	+0.9	0.7
Delphin	60.07	-4.11	14.07	Planet	75.00	0.00	0.46
Commodore	59	+0.4	13.4	Electronic Arts	75.00	-0.40	0.73
Amc	59.00	-1.43	12.40	Planet	75.0	+0.9	0.9
Amc	58	0.0	11.4	Planet	75.00	-0.80	0.90
Virgin	54.24	0.08	10.04	Intelligence	75.11	-1.10	0.83
Core Design	54.07	-1.23	10.07	Software Systems	75.00	-0.27	0.68
Electronic Arts	54.00	0.00	9.03	Planet	75	+0.9	0.8
Mindbender	54.00	11.21	8.47	Planet	75.79	-4.73	1.13
Enigma	50.0	+0.4	7.6	Amstrad	75.67	-0.98	0.67

AMIGA

Supremacy	Virgin	91.25
Kick Off 2	Amc	89.25
112 Double-Fighter	Micomplex	87
Football 91	Amstrad	86.25
Operation Stealth	Delphin/Amc/Amc	86.25

High quality Amiga chart this month, with just over a point separating the top five, and two very different games tying for first place - Virgin's rock and measured strategy game Supremacy, and Amc's highly playable soccer 112.

C64

Galaxian	Amc Squid	91.0
Time Machine	Addictive	89.00
Iran 'Invader' Mewar	Virgin	88.5
Maniac	Amc Squid	88
Blunder	Amc/Amc	86.75

Five new titles in the C64 chart indicate there's a wealth of good software currently being released on this format. The top two titles even beat the Amiga on points.

AMSTRAD CPC

Planet Car Race	Miles High	83.25
International 90 Goals	Palace	82
Encyclopedia Mountain	Amstrad	81.00
Football	System 2	80.25
Shadow Warriors	Amc	80.00

Planet Car is way ahead of the pack for the second month running, while the Palace title France 90 format was always going to look good on a CPC.

IBM PC

Wonderland	Magnetics Canada	90.0
Planet Service 91	Micomplex	89.00
Iran 'Invader' Mewar	Virgin	87
Future Wars	Delphin/Amc/Amc	86
Blunder	Krypton Arts	86

Wonderland is a 'must' for any aficionados for who wants to see just how this game has progressed from the old 'to north' days. Very detailed multi-window user interface, which will auto-map your explorations, and beautifully detailed graphics.

WHAT THE FIGURES ABOVE MEAN...

First, of course, you've got the games. Then the column scores mean - in the last column - the average score (expressed as a percentage) with typical ACE reviews for the format played the game received in ALL reviews during the last month. Don't forget that the review ratings are below those of ACE magazines - not just ACE, as we don't necessarily agree with some of the judgements/likes, but all include ratings up to a certain extent, subjective.

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HARD SELL

Want to splash out on a games machine? Check out this month's exciting guide for full details of the machines currently available.

There's good news and bad news to report. Sadly, we no longer have to use justify (including the letter 'e') in our computer listings for the good bits. However, we've got three new entries the fabulous MSX, plus the Amstrad and Commodore 8-bit machines.

Supplier telephone numbers are listed where available. As a general rule, however, your local dealer should be the first place to visit asking questions. We've also provided some file listings for each machine, but as with all ratings they should be taken into account along with your own look and preference. The more you know the better.

AMSTRAD GX4000

Package GX4000 console, 1 controller and Shooting Rubber game.
Memory 64k

Processor Z80A

Price 170

Contact Amstrad 0780 560344

IN BRIEF

Amstrad have partly gone up the Commodore path, but have wisely taken the opportunity to supply peripherals. The game is a licensed, well-reviewed hard-wire snooker and 18 hardware games including a 32 with near-top hits. Unfortunately the sound (if it's the same old thing one used) is a CPU, albeit it clever - you can't hear anything, I suppose.

While some software houses express reservations of the machine being a waste outside Europe (and hence MSX) about converting support will, many are working on titles for the machine.

GRAPHICS

Resolution Same as Amstrad CPC.

Palette 4096

Colours 16

File No.

Monitor Output Yes.

Monitor Supported No.

Monitor Options (CART), Amstrad own.

Speed 15, 32 with hardware interrupt.

Speed Pretty good for 8-bit technology.

SOUND

Speaker Quality Depends on Television.

MODE No.

Monitor Output Yes.

Performance Unimpressive 1 channel (510) as on old CPCs, but runs more independently of main processor.

HARDWARE

Options 2 game controllers supplied.

Ports Monitor/Tv ports, stereo headphone socket, 1 joystick port (2 digital, 1 analogue).

SOFTWARE

Existing Software Base Very small.

Current Releases Plenty of software out at any time now.

Games Arcade.

Prospects Very good, with several software houses working on titles.

Software Loading: instant.

UTILITIES

Best Buy Price As MSX.

Second Hand Availability None at yet.

Maintenance One year guarantee.

STAR RATINGS

Graphics 3.5

Sound 3.5

Expansion 4.5

Overall 3.5

ATARI LYNX

Package Lynx with California

Game 2000

Memory 64k

Processor 6502

Price 149.95

Contact Atari 071 584 9211

IN BRIEF

The Lynx was designed by a team including Bill Bialik, one of the men behind the Amiga. If that doesn't convince you consider it runs a full 6502, has 64k of game storage on its card, and supports multi-player games. The graphics hardware has built in hardware scrolling and image scaling. Software is a little thin at the moment but bound to increase during 1986, although not officially available yet in the UK. The Lynx is widely available from distributors.

GRAPHICS

Resolution 160 x 160

Palette 4096

Colours 16

File No.

Monitor Output No.

Monitor Supported Yes - 1.8 inch backlit colour LCD.

Monitor Options None.

Speed Special graphics hardware effectively treats all colour objects as optical.

Speed Not

SOUND

Speaker Quality Very good.

MODE No.

Monitor Output Yes.

Performance 4 channel 1-bit stereo sound can be heard to be better.

HARDWARE

Options 4 map (paper).

Ports Cartridge ports, multi-player port, miniature stereo headphone jack.

SOFTWARE

Existing Software Base Very small.

Current Releases California Game is a great freedom.

Prospects Excellent.

Software Loading: Almost instant.

UTILITIES

Best Buy Price As MSX.

Second Hand Availability Very low.

Maintenance One year's guarantee.

STAR RATINGS

Graphics 4.5

Sound 4.5

Expansion 4.5

Overall 4.5

ATARI VCS

Processor 6507 (6800/6502) (1600)

Recommended Retail Price 149.95

VC1200 129.95 **VC1500** 179.95

Contact Atari 071 584 9211

IN BRIEF

The VC1200 is a reborn version of the original Atari game console which until a couple of years ago remained the best selling home video game system of all time. The VC1500 is a revamped version of the VC1200 with a faster processor, slightly better sound and easily improved graphics.

GRAPHICS

Resolution 192 x 160 (1200), 224 x 160 (1500)

Palette 16 (1200/1500)

Colours 4 (1200/1500)

File No.

Monitor Output No.

Monitor Supported No.

Monitor Options No.

Speed 1.5/3.0

Speed Slow.

SOUND

Speaker Quality Depends on TV.

MODE No.

Monitor Output No.

Performance Limited to 1 channel on 1200 and two on 1500.

HARDWARE

Options Cartridge.

Ports 1 x 1 pin D for joystick.

TV cartridge port.

SOFTWARE

Existing Software Base Small.

Current Releases None.

Games A few.

Prospects Unclear in the light of new competition from Japan.

Software Loading: Instant.

UTILITIES

Best Buy Price As MSX.

Second Hand Availability Almost nothing.

Maintenance One year's guarantee.

STAR RATINGS

Graphics 4

Sound 4

Expansion None

Overall 4

C64 GAMES SYSTEM

Package Console unit, controller and 4 games (Blax, Roadkill (Roads, Winds' Guard and International' Soccer).

Memory 64k

Processor 6502

Price 199.95

Contact Commodore 0628 770000

IN BRIEF

Take a Commodore C64 computer, remove the keyboard and stick it in an unorthodox sort of a box and what have you got? A "game" console! It's an unusual move, but with the dust of Commodore behind it, it just might work.

GRAPHICS

Resolution 160 x 200 in multi-

colour mode.

Palette 16

Colours 16

File No.

Monitor Output Yes.

Monitor Supported No.

Monitor Options None.

Speed 1.0

Speed Slow (CPU, helped out by colour graphics and sound chips).

SOUND

Speaker Quality Depends on Television.

MODE No.

Direct Output to

Performance: 3 channel 16-bit, one of the best 8-bit sound chips.

HARDWARE

Available: Input supplied.

Ports: None.

SOFTWARE

Existing Software Base: None.

Future: Potentially huge, but small at the moment. Commodore anticipates around 100 titles by 1988.

Current Releases: Plenty featuring top-flight software.

Games: None.

Prospects: Excellent. Do people really want a console version of an 8-bit system, though admittedly good, computer software support is likely to be pretty good for a while at least.

Software Loading: Instant.

BUYLINE

Best Buy Price: As ASP.

Second Hand Availability: None.

Maintenance: One year guarantee.

STAR RATINGS

Graphics: 4.0

Sound: 4.0

Expansion: 4

Overall: 4.0

NINTENDO NES

Standard version - includes plus game controller plus 1 game (Super Mario Bros) or Turbo Action but comes with Doppel gun, Dual Play, and Super Mario.

Recommended Retail Price:

Standard model £80. Deluxe model £100.

Contact: Sinclair-UK 011-438 2973

IN BRIEF

The world's largest selling console, largely because of the playability of some of its games rather than its hardware specification, which is 8-bit average (later upgraded to 16-bit in the US). Best if you're not too

GRAPHICS

Resolution: 256 x 240

Palette: 12

TV: Yes

Monitor Output: No

Monitor Options: None

Speakers: Yes

Speed: Average

SOUND

Speaker Quality: Yes

Sound Output: No

Performance: Average

HARDWARE

Available: None. 2 dedicated controllers supplied. 8-wire controller with 200 range more available for £28.95.

SOFTWARE

Existing Software Base: Around 50 titles available here. Many more available in Japan but these require a converter to run.

Current Releases: Nintendo grades about 2-3 titles per month.

Prospects: In the UK, improving due

to increased support - but this is yesterday's technology.

Software Loading: Instant

BUYLINE

Best Buy Price: As ASP.

Second Hand Availability: 1 Year.

Maintenance: One year's guarantee. Really machines return to dealer.

STAR RATINGS

Graphics: 4.0

Sound: 4.0

Expansion: 4.0

Overall: 4.0

NINTENDO GAMEBOY

Package: Main unit + 1 game (Tetris)

Memory: 8KB

Resolution: 160 x 144

Palette: 12

TV: No

Monitor Output: No

Monitor Options: None

Speakers: Yes

Speed: Very fast

SOUND

Speaker Quality: Good

Sound Output: No

Performance: Good

Hardware: Excellent

Software: Excellent

Available: Excellent

Current Releases: Excellent

Prospects: Excellent

Software Loading: Instant

Buyline: Excellent

Best Buy Price: As ASP

Second Hand Availability: None

Maintenance: One year's guarantee

Contact: Sinclair-UK 011-438 2973

GRAPHICS

Resolution: 160 x 144

Palette: 12

TV: No

Monitor Output: No

Monitor Options: None

Speakers: Yes

Speed: Very fast

SOUND

Speaker Quality: Good

Sound Output: No

Performance: Good

Hardware: Excellent

Software: Excellent

Available: Excellent

Current Releases: Excellent

Prospects: Excellent

Software Loading: Instant

Buyline: Excellent

Best Buy Price: As ASP

Second Hand Availability: None

Maintenance: One year's guarantee

Contact: Sinclair-UK 011-438 2973

GRAPHICS

Resolution: 160 x 144

Palette: 12

TV: No

Monitor Output: No

Monitor Options: None

Speakers: Yes

Speed: Very fast

SOUND

Speaker Quality: Good

Sound Output: No

Performance: Good

Hardware: Excellent

Software: Excellent

GRAPHICS

Resolution: 640 x 480

Palette: 16

TV: Yes

Monitor Output: Yes

Monitor Options: None

Speakers: Yes

Speed: Excellent

SOUND

Speaker Quality: Excellent

Sound Output: Yes

Performance: Excellent

Hardware: Excellent

Software: Excellent

Available: Excellent

Current Releases: Excellent

Prospects: Excellent

Software Loading: Instant

Buyline: Excellent

Best Buy Price: As ASP

Second Hand Availability: None

Maintenance: One year's guarantee

Contact: Sinclair-UK 011-438 2973

IN BRIEF

Really it has been unlikely that this machine will ever be officially supported by NEC in the UK. It's 32-BIT ROM architecture is now the target selling CD unit on the market and is responsible for much of the recent increase in CD development. There's also a decent bit version, really more powerful, called the Turbografx, but this is only rarely available.

Through important word at a price - usually around £200, NEC also have a hardware version of the Engine which is software compatible with its larger brother.

GRAPHICS

Resolution: 256 x 216

Palette: 121 (256 - 128)

TV: No

Monitor Output: No

Monitor Options: None

Speakers: No

Speed: Very fast

Sound: Excellent

Sound Output: No

Performance: Excellent

Hardware: Excellent

Software: Excellent

Available: Excellent

Current Releases: Excellent

Prospects: Excellent

Software Loading: Instant

Buyline: Excellent

Best Buy Price: As ASP

Second Hand Availability: None

Maintenance: One year's guarantee

Contact: Sinclair-UK 011-438 2973

GRAPHICS

Resolution: 640 x 480

Palette: 16

TV: Yes

Monitor Output: Yes

Monitor Options: None

Speakers: Yes

Speed: Excellent

SOUND

Speaker Quality: Excellent

Sound Output: Yes

Performance: Excellent

Hardware: Excellent

Software: Excellent

Available: Excellent

Current Releases: Excellent

Prospects: Excellent

Software Loading: Instant

Buyline: Excellent

Best Buy Price: As ASP

Second Hand Availability: None

Maintenance: One year's guarantee

Contact: Sinclair-UK 011-438 2973

STAR RATINGS

Graphics: 4.0

Sound: 4.0

Expansion: 4.0

Overall: 4.0

SEGA MASTER

Package: Console using cartridge slot and plus game controller and 1 game (Maze) later in Advance Model.

BUYLINE

Best Buy Price: As ASP.

Second Hand Availability: None.

Maintenance: One year's guarantee.

Contact: Virgin Mastermedia 011-438 2973

GRAPHICS

Resolution: 256 x 192

Palette: 16

TV: Yes

Monitor Output: No

Monitor Options: None

Speakers: No

Speed: Average

SOUND

Speaker Quality: Excellent

Sound Output: No

Performance: Excellent

Hardware: Excellent

Software: Excellent

Available: Excellent

Current Releases: Excellent

Prospects: Excellent

Software Loading: Instant

Buyline: Excellent

Best Buy Price: As ASP

Second Hand Availability: None

Maintenance: One year's guarantee

Contact: Virgin Mastermedia 011-438 2973

GRAPHICS

Resolution: 256 x 240

Palette: 12

TV: Yes

Monitor Output: No

Monitor Options: None

Speakers: Yes

Speed: Average

SOUND

Speaker Quality: Yes

Sound Output: No

Performance: Average

HARDWARE

Available: None. 2 dedicated controllers supplied. 8-wire controller with 200 range more available for £28.95.

SOFTWARE

Existing Software Base: Around 50 titles available here. Many more available in Japan but these require a converter to run.

Current Releases: Nintendo grades about 2-3 titles per month.

Prospects: In the UK, improving due

SEGA MEGADRIVE

Package: Megadrive, controls and Advance board.

Memory: 128KB + 64KB video

Processor: 18000 x 2800

Price: £109.95.

Contact: Virgin/Mastertronix, 674,
17 9575

IN BRIEF

Another example of the new 3D SDI audio technology. The first (and only) to be compatible with 3D support in the UK.

SOFTWARE

Resolution: 600 x 320

Palette: 512

Colors: 64

Tx: No

Monitor: No

Graphics: 3D

Sound: Very fast

KEYBOARD

Keyboard: Good quality 104

KB: No

Screen Output: No

Performance: 13 channel stereo sound is produced by a custom 8M chip and sounds fantastic.

HARDWARE

Software: Customised controller required.

SOFTWARE

Existing Software: Super Power

Current Releases: None in UK at present

Notes: All in 3D

Prospect: Very good

Software: Good quality (standard)

BYLINES

Best Buy Price: As 1000

General Retail Availability: Full

Maintenance: One year on UK machines.

STAR RATINGS

Graphics: 4.4/4.4

Sound: 4.4/4.4

Expansion: 4.4/4

Overall: 4.4/4.4

SNK NEO-GEO

Package: Console with pad controller unit.

Memory: 640 word RAM, 640 video RAM

Processor: 68000 + 286A support

Price: £275

Contact: Active Sales 091 733 0360

IN BRIEF

Typically the most advanced console currently available, the games are of arcade quality, with huge sprites and excellent sound, although the current crop of games are not totally astounding in regards to their gameplay. The game cartridges can store up to 500 Kbits of data, but this is reflected in their price - £299.99. All in all, since Active Sales intend to launch a club where members can rent software for £25 a month, definitely the system to have if you want to play, and to be very good!

GRAPHICS

Resolution: Arcade quality

Palette: 65536

Colors: 4096

Tx: No

Monitor Output: No

Monitor Supported: No

Monitor Systems: RGB, SCART

Sprite: 160

Speed: Remarkable

SOUND

Speaker Quality: Depends on TV/monitor

KB: No

Screen Output: No

Performance: 13 channel stereo.

HARDWARE

Software: Supplied, second available

for around £70.

Ports: Multicolor socket

SOFTWARE

Existing Software: Super 32

Current Releases: None at present.

Current Releases: 4 more planned by the end of the year.

Screen: Arcade.

Prospect: Excellent, but the members' club could help bring games in its favour.

Software: Good quality

BYLINES

Best Buy Price: As 1000

General Retail Availability: None at present.

Maintenance: 1 year guarantee.

STAR RATINGS

Graphics: 4.4/4.4

Sound: 4.4/4.4

Expansion: 4

Overall: 4.4/4.4

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SEGA MASTER



Plots of new games are being developed on the Sega Master System thanks to the multitude of European third party publishers that signed in recent months. US Gold and Minorsoft are two of the top software companies currently producing Sega Master System titles.

The impressive USG Sega Master System studies *Gunfire!*, *Impossible Mission*, *Underlord*, *Indiana Jones and the Last Crusade*, *Parentboy and Heroes of the Lanes*, *Gunfire!* and *Impossible Mission* were favourably reviewed in the last issue of ACE.

Meanwhile, Minorsoft is converting *Back to the Future II*, *Simon Fun!* *Superball* into the Sega Master System.

Back to the Future - Part II is based around the theme of the same name. "The plot of *Back to the Future* follows a terrific sci-fi classic game," says Minorsoft. "Having started out for (interest in its original plot), the hero Marty now has to travel into the future - 2575 to be precise - and info

more the fate of his children. However, while in the future he looks at atomic war tests at the appalling results of the last century. Tempted to use his atomic to place bets in the present to ensure his winners he is talked out of altering his destiny by his mentor Doc. But his anti-entropy 09 is not so scrupulous and using the DeLorean time machine gives the look to his father in 1955 in order to ensure a cozy life for himself. Thus Marty is then in a mad race against time to retrieve the atomic and ensure that past and present unfold in the way they were pre-destined."

"*Simon* was regarded by many as the definitive 16-bit shoot 'em up," states Minorsoft, "but the *Simon* Brothers achieved the impossible and came up with *Simon II - Magabash* which stars everyone with the calibre of its graphics. It's surprising special effects and it's very fast sound track." Now Minorsoft is converting this baby and another *Simon* Brothers game, *Speedball*, into the Sega Master System. *Simon II* on the Amiga was a vertically scrolling shoot-em-up with a full screen three-layer parallax scroll and the Magabash (1.3th Precinct Ho Ho Ho!) Mo by Bomb the Boss. The *Simon* Brothers took original samples from Bomb the Boss and incorporated the soundtrack into the game.

Do you have any tips, cheats or maps for any game on the Sega Master System? If you do, send them to us at: **SEGA MASTER ACE LINES, ACE MAGAZINE, 69MP MAGDO, P/O BOX 10000, 20-22 HARRINGTON LANE, LONDON EC2R 2AA.**

■ Bill Kavanagh

AMIGA



Plead that a show is over you didn't know and how could you tell, the Computer Entertainment Show (previously known as the PC Show Show) has just been and gone. I was pleased to see that just about every stand-running 16-bit software on demo used an Amiga in preference to the ST, confirming its position as the 16-bit machine to have.

My quest for what it's worth, to best stand at the Show goes to Virgin Masterblasts - and they show the price for the best price. As you see up the occasion the first thing you see was a printing of *Judge Dredd* from the same 20040 - roughing up something that wasn't truly unrecognisable.

Oh, of course, it was appearing in a Virgin game, which looked very enough and had recognizable options but seemed to be just another indistinguishable scrolling shoot-em-up. Their stand also featured the conversion of the arcade of *Golden Axe*, which I was very impressed with - it needs a *Megablast* with points like that

Other games of note are *Pipe It* and *Megablast* from Minorsoft (a simultaneous two player platform after that I think could be a surprise hit - I played a pre-press version at Minorsoft and found it extremely easy to get into and very playable), and *Powermancer* from Electronic Arts (I know, I know, we keep going on about it at ACE but it really is excellent). *Wing Commander* from Bluebird is apparently on the way - if ever there was a space game destined for Amiga stands, this has to be it - but for a bit you can't about the fact that they'll be porting it from a PC original.

At the Show I eventually staggered into Commodore's stand. I glanced up and saw unwell video members properly lauding the presence and capabilities of the CD-TV. "It's really here", I thought, and sought out its physical form. After a quick search I found it - behind a glass screen, the only indications that it was more than a false mock-up being a green-power light and a digital VCR-like clock on the front.

Commodore apparently intend the CD-TV to be released in the Spring of 1985, with around 25 3D software titles ready for its launch by such software houses as Carmak and Gordin. This Commodore are distributing 2000 pre-production CD-TV to various installers for thorough pre-launch testing. If anyone at Commodore is reading, I'm perfectly willing to sacrifice some of my spare time to give the system the once-over. The best news, however, is that the adapter for Amiga owners to play as CD-TV compatibility is going to be a long time in coming.

AMOS, the blisteringly fast graphics handling BASIC from Mandrake Software, is becoming a

DIRECT LINE

To YOUR micro...

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

initial purchase for those with even the faintest interest in programming. Mandrake's Chris Payne told me that since the release in June the program has sold just under 25000 copies - very impressive for a utility.

Chris also told me that they have just released Version 1.2 of AMOS. This corrects the bugs and speeds up some of the routines (as if they weren't fast enough already). An upgrade program is being released into the public domain, so owners of the old version should keep a look out for it at their local PC stockists.

On demo at the Show was the 3D solid graphics handler called, magnificently, AMOS 3D. It was written by one of the guys who programmed *Alpha*, and is impressively fast. The final product, released around June, will come complete with the main program, three games, an object editor and a manual for £79.99. To implement you simply move the AMOS 3D program into the original AMOS folder, boot up, and - voila! - it's installed, as simple as that. Also forthcoming in the New Year is a compiler for around the same price. This, it is promised, will compile ALL AMOS commands, unlike some compilers I know of, and will at average double the speed of your programs.

To end with, a question. Why aren't there more isometric 3D jump 'n' dodge games like *Knight Lore* and *Head Over Feet* on the Amiga? The recent *Passport*, *Tag* and the very old *Arbal* are the only ones I can think of (Castles doesn't count as it was so much of a graphic adventure) it used to have that style of game - surely there must be others who feel the same?

■ Bob Weston

SEGA MEGADRIVE



Well, the CES has come and gone, leaving in its wake a trail of goodies. No, I'm not talking about the masses of journalists collapsed in drunken heaps all around Earl's Court. I'm talking about something much closer to our hearts - the official UK launch of the SEGA Megadrive. How was it received? In the words of Lesley Taylor from Sega UK, "very, very, very, very, very well indeed". The huge crowd of budding Megadrive owners crisscrossed around the Virgin stand at the show was an encouraging and heartwarming sight for both Sega and anyone interested in buying one, as this kind of support in these early days obviously looks for a strong market indeed, which naturally means stronger machines and huge software support. As it is, Sega forecast over 14000 units will be sold between now and Christmas. Interestingly enough, when we talked with Sega concerning the competition elsewhere in the cabinet, they were unable to give us any software as prices for the simple reason that all the software they had

has already been sold, and any software now being shipped in has to be sent out to cope with the intense demand. Has there ever been such keen interest in a machine? In our minds, only the launch of the ZX Spectrum back in 1982, and even that was nowhere close to this sort of demand.

Speaking of software, which with any new machine is the key to early success, you'll all be interested to know that 14 titles are planned, including altered titles, which is packaged free with the machine. Price paid for the new software lies between £29.99 and £39.99, a not too unreasonable demand, especially when compared to the £60 price tag on imported titles for the gray machine. Sega plan to release titles at the rate of two a month, which is all honestly, tantamount to a lot. Sega plan to use external third party developers, such as EA, but whether these companies will be producing and marketing their own product remains to be seen. News on that front will come soon.

I've received positively stacks of mail this month inquiring whether any of the existing imported titles are to be converted, as well as many other titles. I'm sorry to say that this month I can't tell you, as Sega don't seem to know themselves. The entire software future of the Megadrive is shrouded in all sorts of mystical air readings, and fingers crossed next issue we'll be able to reveal all.

For grey import owners, you may be interested to know that this month sees the long awaited appearances of *Strider* and *Atari's Robotix*. *Strider*, as you all know, sees you as Matt Strider, super tough athlete, running, leaping and

conquering your way through a multitude of four-way scrolling levels, facing such adversaries as mutated slugs, and a coast-to-coast game together to form a huge dragon. Looks pretty hot to us.

Atari's Robotix is the lovable story about the lovable little robot that looks like *Dukey* but with guns that go on a lovable crusade where he causes mass destruction. Featuring fire and bomb shooting and some other huge action, it's one to watch out for. And of course, there'll be full reviews in the next exciting installment of your favourite computer news.

SEGA MEGA-COMPO

The Megadrive has to be the name on any child's lips this month, and to let the world know that you know what's going down, you've got to dress right. We've teamed up with Sega to offer three, yes three lucky readers the opportunity to be the talk of the town with absolute complete to-be Megadrive outfits comprising of caps, attractive long sleeve T-shirts, extremely limited edition Sega t-shirts, badges and a nice Sega football to, er, kick it all when you're not wearing it. What do you have to do to be one of the pre-eminently lucky? Answer this simple question. In the UK, SEGA'S 2646 console is known as the Megadrive. What number is it known as elsewhere?

Answers on a postcard, along with your name and address, to: MEGADRIVE ACE 1,1625 COMPO: ACE MAGAZINE, DMAP HOUSES, FRONT COURT, 35-37 TAVRINGDON LANE, LONDON EC3R 6AL

By Neil Doe

SEGA		AMIGA		ATARI		SPECTRUM	
Amiga 1000	£199.00	Amiga 500	£149.00	Atari 2600	£129.00	Spectrum 48K	£129.00
Amiga 2000	£299.00	Amiga 600	£149.00	Atari 5200	£149.00	Spectrum 128K	£129.00
Amiga 3000	£399.00	Amiga 800	£149.00	Atari 7800	£149.00	Spectrum 640K	£129.00
Amiga 4000	£499.00	Amiga 900	£149.00	Atari 1300	£149.00	Spectrum 1MB	£129.00
Amiga 5000	£599.00	Amiga 1000	£149.00	Atari 2800	£149.00	Spectrum 2MB	£129.00
Amiga 6000	£699.00	Amiga 1200	£149.00	Atari 3200	£149.00	Spectrum 4MB	£129.00
Amiga 7000	£799.00	Amiga 1400	£149.00	Atari 3600	£149.00	Spectrum 8MB	£129.00
Amiga 8000	£899.00	Amiga 1600	£149.00	Atari 4000	£149.00	Spectrum 16MB	£129.00
Amiga 9000	£999.00	Amiga 1800	£149.00	Atari 4400	£149.00	Spectrum 32MB	£129.00
Amiga 10000	£1099.00	Amiga 2000	£149.00	Atari 4800	£149.00	Spectrum 64MB	£129.00
Amiga 11000	£1199.00	Amiga 2200	£149.00	Atari 5200	£149.00	Spectrum 128MB	£129.00
Amiga 12000	£1299.00	Amiga 2400	£149.00	Atari 5600	£149.00	Spectrum 256MB	£129.00
Amiga 13000	£1399.00	Amiga 2600	£149.00	Atari 6000	£149.00	Spectrum 512MB	£129.00
Amiga 14000	£1499.00	Amiga 2800	£149.00	Atari 6400	£149.00	Spectrum 1024MB	£129.00
Amiga 15000	£1599.00	Amiga 3000	£149.00	Atari 6800	£149.00	Spectrum 2048MB	£129.00
Amiga 16000	£1699.00	Amiga 3200	£149.00	Atari 7200	£149.00	Spectrum 4096MB	£129.00
Amiga 17000	£1799.00	Amiga 3400	£149.00	Atari 7600	£149.00	Spectrum 8192MB	£129.00
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Amiga 19000	£1999.00	Amiga 3800	£149.00	Atari 8400	£149.00	Spectrum 32768MB	£129.00
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Amiga 23000	£2399.00	Amiga 4600	£149.00	Atari 10000	£149.00	Spectrum 524288MB	£129.00
Amiga 24000	£2499.00	Amiga 4800	£149.00	Atari 10400	£149.00	Spectrum 1048576MB	£129.00
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Amiga 27000	£2799.00	Amiga 5400	£149.00	Atari 11600	£149.00	Spectrum 8388608MB	£129.00
Amiga 28000	£2899.00	Amiga 5600	£149.00	Atari 12000	£149.00	Spectrum 16777216MB	£129.00
Amiga 29000	£2999.00	Amiga 5800	£149.00	Atari 12400	£149.00	Spectrum 33554432MB	£129.00
Amiga 30000	£3099.00	Amiga 6000	£149.00	Atari 12800	£149.00	Spectrum 67108864MB	£129.00
Amiga 31000	£3199.00	Amiga 6200	£149.00	Atari 13200	£149.00	Spectrum 134217728MB	£129.00
Amiga 32000	£3299.00	Amiga 6400	£149.00	Atari 13600	£149.00	Spectrum 268435456MB	£129.00
Amiga 33000	£3399.00	Amiga 6600	£149.00	Atari 14000	£149.00	Spectrum 536870912MB	£129.00
Amiga 34000	£3499.00	Amiga 6800	£149.00	Atari 14400	£149.00	Spectrum 1073741824MB	£129.00
Amiga 35000	£3599.00	Amiga 7000	£149.00	Atari 14800	£149.00	Spectrum 2147483648MB	£129.00
Amiga 36000	£3699.00	Amiga 7200	£149.00	Atari 15200	£149.00	Spectrum 4294967296MB	£129.00
Amiga 37000	£3799.00	Amiga 7400	£149.00	Atari 15600	£149.00	Spectrum 8589934592MB	£129.00
Amiga 38000	£3899.00	Amiga 7600	£149.00	Atari 16000	£149.00	Spectrum 17179869184MB	£129.00
Amiga 39000	£3999.00	Amiga 7800	£149.00	Atari 16400	£149.00	Spectrum 34359738368MB	£129.00
Amiga 40000	£4099.00	Amiga 8000	£149.00	Atari 16800	£149.00	Spectrum 68719476736MB	£129.00
Amiga 41000	£4199.00	Amiga 8200	£149.00	Atari 17200	£149.00	Spectrum 137438953472MB	£129.00
Amiga 42000	£4299.00	Amiga 8400	£149.00	Atari 17600	£149.00	Spectrum 274877906944MB	£129.00
Amiga 43000	£4399.00	Amiga 8600	£149.00	Atari 18000	£149.00	Spectrum 549755813888MB	£129.00
Amiga 44000	£4499.00	Amiga 8800	£149.00	Atari 18400	£149.00	Spectrum 1099511627776MB	£129.00
Amiga 45000	£4599.00	Amiga 9000	£149.00	Atari 18800	£149.00	Spectrum 2199023255552MB	£129.00
Amiga 46000	£4699.00	Amiga 9200	£149.00	Atari 19200	£149.00	Spectrum 4398046511104MB	£129.00
Amiga 47000	£4799.00	Amiga 9400	£149.00	Atari 19600	£149.00	Spectrum 8796093022208MB	£129.00
Amiga 48000	£4899.00	Amiga 9600	£149.00	Atari 20000	£149.00	Spectrum 17592186044416MB	£129.00
Amiga 49000	£4999.00	Amiga 9800	£149.00	Atari 20400	£149.00	Spectrum 35184372088832MB	£129.00
Amiga 50000	£5099.00	Amiga 10000	£149.00	Atari 20800	£149.00	Spectrum 70368744177664MB	£129.00
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Amiga 52000	£5299.00	Amiga 10400	£149.00	Atari 21600	£149.00	Spectrum 281474976710656MB	£129.00
Amiga 53000	£5399.00	Amiga 10600	£149.00	Atari 22000	£149.00	Spectrum 562949953421312MB	£129.00
Amiga 54000	£5499.00	Amiga 10800	£149.00	Atari 22400	£149.00	Spectrum 1125899906842624MB	£129.00
Amiga 55000	£5599.00	Amiga 11000	£149.00	Atari 22800	£149.00	Spectrum 2251799813685248MB	£129.00
Amiga 56000	£5699.00	Amiga 11200	£149.00	Atari 23200	£149.00	Spectrum 4503599627370496MB	£129.00
Amiga 57000	£5799.00	Amiga 11400	£149.00	Atari 23600	£149.00	Spectrum 9007199254740992MB	£129.00
Amiga 58000	£5899.00	Amiga 11600	£149.00	Atari 24000	£149.00	Spectrum 18014398509481984MB	£129.00
Amiga 59000	£5999.00	Amiga 11800	£149.00	Atari 24400	£149.00	Spectrum 36028797018963968MB	£129.00
Amiga 60000	£6099.00	Amiga 12000	£149.00	Atari 24800	£149.00	Spectrum 72057594037927936MB	£129.00
Amiga 61000	£6199.00	Amiga 12200	£149.00	Atari 25200	£149.00	Spectrum 144115188075855872MB	£129.00
Amiga 62000	£6299.00	Amiga 12400	£149.00	Atari 25600	£149.00	Spectrum 288230376151711744MB	£129.00
Amiga 63000	£6399.00	Amiga 12600	£149.00	Atari 26000	£149.00	Spectrum 576460752303423488MB	£129.00
Amiga 64000	£6499.00	Amiga 12800	£149.00	Atari 26400	£149.00	Spectrum 1152921504606846976MB	£129.00
Amiga 65000	£6599.00	Amiga 13000	£149.00	Atari 26800	£149.00	Spectrum 2305843009213693952MB	£129.00
Amiga 66000	£6699.00	Amiga 13200	£149.00	Atari 27200	£149.00	Spectrum 4611686018427387904MB	£129.00
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Amiga 70000	£7099.00	Amiga 14000	£149.00	Atari 28800	£149.00	Spectrum 73786976294838206464MB	£129.00
Amiga 71000	£7199.00	Amiga 14200	£149.00	Atari 29200	£149.00	Spectrum 147573952589676412928MB	£129.00
Amiga 72000	£7299.00	Amiga 14400	£149.00	Atari 29600	£149.00	Spectrum 295147905179352825856MB	£129.00
Amiga 73000	£7399.00	Amiga 14600	£149.00	Atari 30000	£149.00	Spectrum 590295810358705651712MB	£129.00
Amiga 74000	£7499.00	Amiga 14800	£149.00	Atari 30400	£149.00	Spectrum 1180591620717411303424MB	£129.00
Amiga 75000	£7599.00	Amiga 15000	£149.00	Atari 30800	£149.00	Spectrum 2361183241434822606848MB	£129.00
Amiga 76000	£7699.00	Amiga 15200	£149.00	Atari 31200	£149.00	Spectrum 4722366482869645213696MB	£129.00
Amiga 77000	£7799.00	Amiga 15400	£149.00	Atari 31600	£149.00	Spectrum 9444732965739290427392MB	£129.00
Amiga 78000	£7899.00	Amiga 15600	£149.00	Atari 32000	£149.00	Spectrum 18889465931478580854784MB	£129.00
Amiga 79000	£7999.00	Amiga 15800	£149.00	Atari 32400	£149.00	Spectrum 37778931862957161709568MB	£129.00
Amiga 80000	£8099.00	Amiga 16000	£149.00	Atari 32800	£149.00	Spectrum 75557863725914323419136MB	£129.00
Amiga 81000	£8199.00	Amiga 16200	£149.00	Atari 33200	£149.00	Spectrum 151115727451828646838272MB	£129.00
Amiga 82000	£8299.00	Amiga 16400	£149.00	Atari 33600	£149.00	Spectrum 302231454903657293676544MB	£129.00
Amiga 83000	£8399.00	Amiga 16600	£149.00	Atari 34000	£149.00	Spectrum 604462909807314587353088MB	£129.00
Amiga 84000	£8499.00	Amiga 16800	£149.00	Atari 34400	£149.00	Spectrum 1208925819614629174706176MB	£129.00
Amiga 85000	£8599.00	Amiga 17000	£149.00	Atari 34800	£149.00	Spectrum 2417851639229258349412352MB	£129.00
Amiga 86000	£8699.00	Amiga 17200	£149.00	Atari 35200	£149.00	Spectrum 4835703278458516698824704MB	£129.00
Amiga 87000	£8799.00	Amiga 17400	£149.00	Atari 35600	£149.00	Spectrum 9671406556917033397649408MB	£129.00
Amiga 88000	£8899.00	Amiga 17600	£149.00	Atari 36000	£149.00	Spectrum 19342813113834066795298816MB	£129.00

IBM PC



Let's take off with some game news, and in particular with a new phenomenon: the massive (and apparently coincidental) abundance of a number of games bearing a remarkable resemblance to one another.

In its earliest form, *Adventure* in the *Star Trek* incarnation William Goldman knew in a similar occurrence in the movie but now, when a successful feature is usually followed quickly by a rash of lookalikes (by the way, to get your hands on a copy of this book—great from being discontinued, it's a real eye opener as to the way things are done in Hollywood).

However in *Star Trek* movies, these lookalikes usually follow a line that's been phenomenally successful: there are few two games of space strategy-related games, neither of which are only working in on-ery cinematic terms.

The first group encompasses three polygon-based 3D string games, *Missilepack 3D* (Great String), *Academy's Star Drive II* and *Great Course* (for Spectrum/Hobby). All three of these are either in style to *Demarc's Star Drive II*—but

certainly that game wasn't such a huge success as to inspire the rest of the activity.

It's as yet unclear to command on which one will be the most worthy of your attention. The only one that *Star Drive II* is running at the OGI show and had a quick glimpse at *Missilepack*'s effort, but I haven't really had a chance to take any one of them for a test run. It looks as though the first to get their particular motor into the classrooms will have an unbeatable head start.

The other group of close relations takes in two flight simulators, both based around *Demarc's* action hardware (at least it makes a change from the usual American flying hardware).

The first of these to appear will be *Electronic Arts' Starhawk*, which promises to allow the user to pilot the nation's B-23 *Starhawk*, this is apparently "the latest (latest) toughest" battle-averse ground attack aircraft". On the other hand, *Demarc's MSX-2D Falconer* is an evolution of a past B-23—"the Soviet Union's most advanced front line aircraft fighter aircraft".

Both simulators have been put together with some degree of lowest common denominator: it's the first flight simulator from the Soviet perspective, while *Demarc's* is obviously "the world's first ever (Soviet) flight simulator".

I suspect that ultimately, it all comes down to whether you'd prefer to be battle proven or most advanced. Either way, you can make your choice towards the end of the year, as EA's effort is due out later this month and *Demarc's* shouldn't be too far behind. Personally, I would advise potential purchasers to wait until both products are on the shelves before making a decision.

SOFT TALKING

And all of this talk of flight simulator leads us nicely back to where we came in, just inside a mentioned *Bob Sidgwick* and his *United States*

company PC simulations. Bob's dream is to produce the closest thing to real flight, using hardware more than standard PC hardware and his unique patent imagination.

To do, using *Microsoft's Flight Simulator* and in which two more control oriented, one of *Microsoft's latest fly-by-wire*, a *Max* (one which is in effect a pilot's cockpit) and a set of four seat belts, but comes at about a five year old simulating the effects and sensations of really flying. From your right thumb up in the air and place your forefinger about quarter of an inch away from it, there's how close you get.

In addition to all of this, Bob's taken two peripherals which were originally developed for use with word processing and other office type computer use and incorporated them into his system. The *Control Voice Master* is a headset and software arrangement which allows the user to communicate with the PC through speech commands.

Bob's right idea, you can now unleash those *Starhawk*ers by simply shouting "Go". And while you're at it, another *Control Voice*, the speech thing will even allow the machine to reply to your commands—you say "spin" and the machine will respond with "turning gear up" or whatever.

Those of you who like being alone to last month's *Computer News* columnist *Steve de San Juan* may have seen *Bob Sidgwick* give an up on the PC Simulations stand however, if you don't, well, would like to learn a little more about the whole thing, give Bob a call on 800 308888.

Right, that's about it for this month. Bye in again next time and we'll take a look at what's available in the rapidly expanding world of budgetary Mx-2D based software. Does always wonderful mean many? There's only one way to find out... tell you next month.

—Clare Bennett

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Base	-	7.00	7.00	7.00	7.00
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SOFT FLIGHT SYSTEM	SHARE	SHARE	SHARE
SOFT SUPER SYSTEM	SHARE	SHARE	SHARE

FILE	AM	ST	FILE	AM	ST
Amiga/Chang/2	10.00	10.00	Amiga/Chang/2	10.00	10.00
Amiga/Chang/3	10.00	10.00	Amiga/Chang/3	10.00	10.00
Amiga/Chang/4	10.00	10.00	Amiga/Chang/4	10.00	10.00
Amiga/Chang/5	10.00	10.00	Amiga/Chang/5	10.00	10.00
Amiga/Chang/6	10.00	10.00	Amiga/Chang/6	10.00	10.00
Amiga/Chang/7	10.00	10.00	Amiga/Chang/7	10.00	10.00
Amiga/Chang/8	10.00	10.00	Amiga/Chang/8	10.00	10.00
Amiga/Chang/9	10.00	10.00	Amiga/Chang/9	10.00	10.00
Amiga/Chang/10	10.00	10.00	Amiga/Chang/10	10.00	10.00
Amiga/Chang/11	10.00	10.00	Amiga/Chang/11	10.00	10.00
Amiga/Chang/12	10.00	10.00	Amiga/Chang/12	10.00	10.00
Amiga/Chang/13	10.00	10.00	Amiga/Chang/13	10.00	10.00
Amiga/Chang/14	10.00	10.00	Amiga/Chang/14	10.00	10.00
Amiga/Chang/15	10.00	10.00	Amiga/Chang/15	10.00	10.00
Amiga/Chang/16	10.00	10.00	Amiga/Chang/16	10.00	10.00
Amiga/Chang/17	10.00	10.00	Amiga/Chang/17	10.00	10.00
Amiga/Chang/18	10.00	10.00	Amiga/Chang/18	10.00	10.00
Amiga/Chang/19	10.00	10.00	Amiga/Chang/19	10.00	10.00
Amiga/Chang/20	10.00	10.00	Amiga/Chang/20	10.00	10.00
Amiga/Chang/21	10.00	10.00	Amiga/Chang/21	10.00	10.00
Amiga/Chang/22	10.00	10.00	Amiga/Chang/22	10.00	10.00
Amiga/Chang/23	10.00	10.00	Amiga/Chang/23	10.00	10.00
Amiga/Chang/24	10.00	10.00	Amiga/Chang/24	10.00	10.00
Amiga/Chang/25	10.00	10.00	Amiga/Chang/25	10.00	10.00
Amiga/Chang/26	10.00	10.00	Amiga/Chang/26	10.00	10.00
Amiga/Chang/27	10.00	10.00	Amiga/Chang/27	10.00	10.00
Amiga/Chang/28	10.00	10.00	Amiga/Chang/28	10.00	10.00
Amiga/Chang/29	10.00	10.00	Amiga/Chang/29	10.00	10.00
Amiga/Chang/30	10.00	10.00	Amiga/Chang/30	10.00	10.00
Amiga/Chang/31	10.00	10.00	Amiga/Chang/31	10.00	10.00
Amiga/Chang/32	10.00	10.00	Amiga/Chang/32	10.00	10.00
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AMSTRAD CPC



Last month's column, although touting the little CPC seemed to concentrate rather on the new £40000 deal, that is more, the fact that the introduction of that latest design, and thanks to those users who inspired and introduced towards the column.

To kick off, we introduce you to a group of people dedicated to furthering the cause of an Amstrad system - the United Kingdom User Group. What they offer, is a bi-monthly magazine CPC User, containing news, reviews, technical assistance and contain amongst a wealth of other things, in addition to both a public library, and various book libraries. At present, the group has three facilities available at a cost of £2.00.

As for the expansion of the library facilities, the UK library is split into two sections. The first of these is cassette based, consisting of those tapes available for the price of just 4 first class stamps, and those which you may wish acquiring that later on your own. The second part of the UK library is on floppy and is quite extensive, so far as the UK is still will copy entire disks or specific files on your own media. The book library marks on the same basis as a public library, its primary use is to use (being that you are able to check out a book you may wish to buy or borrow locally in

Worce. Some copies of the magazine are available for £1.50 from the address specified previously.

TIME THE GAME

Not just some dreary file and multiple poking for both sides and the more recent titles, first off, we have 8-B Thunderbolt.

LEVEL ONE - THE TRAIN

The bombs are the last power-up before the arrival of the train. Whatever you do, 8-B! It was there that until the last few cartridges are visible, go to the top of the screen approximately half an inch from the far right, and you should find yourself safe from harm - bombs away!

LEVEL TWO - THE BOOMER

Remember your use you collect on the level, try to ensure that you do not have the bombs when reaching the end of level or to give them properly you need to be above the boomer. The secret 100 is to remain below the boomer as far as you can. Note however, that when the boomer explodes, it drops like a lead balloon so be sure to move quickly.

LEVEL THREE - THE TRAIN

Once again, the best weapon to use here, are the bombs. Due to the fact that the train keeps moving forward, you are unlikely to find a safe place to sit, so best reflexes are the order of the day. One method is to sit just above the track to the far right of the screen, dodging between bullets and bombing for all you're worth.

LEVEL FOUR - THE BATTLESHIP

Bombs, bombs and more bombs. By the length of the ship and their spin-bombs, bombing at the white, and not forgetting to avoid the other ships. When the scrolling fails, make a few lines for the top right hand corner and into the next (incidentally, entering 888881 into the high score table gives you infinite lives.)

WINDMILL

The password for level two and three of this Donkey game is (improvised) 00000000 and 00000000.

There's all the time for now, but I'd just like to wind this column up on something of a little note. For far too long the CPC has been regarded by software houses, looking upon it as a machine of little real capability and as such, support in recent months has been in its opinion, minimal. But, there have been plenty of conversions, but only from companies who release software right after the band in an attempt to clear up inventory and I can't say the fact that this may be for the most of use all of the 8-bit machines, but in my mind, the CPC has suffered the most. Amstrad's launch of the 16-bit platform, I feel, do little to further the cause in that it will undoubtedly be treated with as many as "just another Amstrad machine", especially in the face of the 16-bit and console boom.

But as this may be to neglected Amstrad owners, my case in point has grown up recently again, upon spinning several software houses to require such future (PC) releases, I was not with the general consensus that the Amstrad has all but disappeared and that "we have no plans to produce any further software for this range..."

All I can say to this, is that it seems a shame that when a machine has had widespread public support is technologically superseded, it is thought of as all but defunct. This is most definitely not a cheering dog that can be left to die. Letters of rage and demands of redistribution please. Speak up to all your CPC owners! Write to me at the usual old address with your comments, hints, tips and requests for features on the Amstrad range. Thank you for features on the Amstrad range.

© Steve Rowland

SPECTRUM



The Spectrum is dead! Long live the Spectrum. It found new use of technology used to be slowly taking over to the computer world. They are not going to let leave to program. Thanks up the machine as an educational tool for the job you game players. They want! They want! They want! Can the Spectrum find out what seems to be a marketplace fight between itself and Commodore?

Here computing really began to reach in January of 1980 with the launch of the £10000 (later £8000) which found its way into the home after the game of an electronic hobbyist's project or to form ultimately your £10000 bought you all the components needed to build it yourself. The cheap marketing made the little £8000 the first 8-bit computer - and brought computers out of their specialist worlds from and shortly into the hands of the public. Ideally due to the greater nature of home technology by the only computer company name that is recognised by young and old alike, the British Spectrum.

The initial (and last) UK of £8000, no graphics allowed and had just a rudimentary British Basic programming language. But it captured people's imaginations and the rest, as they say, is history.

The £8000 was by the design of Chrisman and sold over 400,000 before the machine was replaced by the ZX Spectrum.

With an already phenomenal and loyal user base, the ZX Spectrum and its derivatives have found their way into over the million households with an estimated active user base of 200000. So why has the software industry started to fly away from the Spectrum? Most software houses now write games on PC's or Amiga and port programs down through the ZX and sometimes, when they feel a product may be right for the 8-bit market, onto the Amstrad's, C64 and Spectrum and in the process sometimes make poor decisions on doing so.

Part of the problem is actually more to do with the people that write the games. Programmers who write good games on the Spectrum are generally ghettoed up to the 16-bit world. And for good reason. In Spectrum programmers had to develop incredible ways to save memory - from self writing code to compiling code into areas of memory that were never used to be used. They took the Spectrum way beyond its original limits. It's for this reason that most of them have now been forced away from the Spectrum to utilize their talents in the lucrative 16 bit markets. This has led to very few games being originated on the Spectrum and has led, arguably to a decline in the overall standard of games available with a few notable exceptions.

And it's not that the notable exceptions do notably better in the games that are currently being with industry types. So many games now seem to be the product of piggy back marketing with the big money going into buying features of the file, of the video, of the audio game of the type. Maybe part of the supposed decline of the Spectrum is due to with the way the money

for research and development for Spectrum is spent. It seems, in some cases, to be getting smaller in places of the 16-bit.

Spectrum games still sell in vast quantities and will continue to do so for as long as people buy the machine. If anyone designs the Spectrum the amazing things should be printed at the software houses, not at the Spectrum which continues to provide a solid and impressive introduction to the world of computer games.

This year's article to follow, is this apparently they are only the opening of the Spectrum in at. But as it's only eight months ago we saw Microbyte's Sport Car become a success in the market. The 16-bit success of this game, with their customised sound chips and half meg memory, were actually poor copies to the Spectrum and C64 versions with their so-called poor graphics and tiny memory.

There's a strong money motivation for software houses to concentrate on 16 bit but it's always nice to see that the big fishes like Ocean, US Game, Datasoft and King's of the 8-bit bit out the Commodore still state games for the Spectrum and have no plans to move to 16-bit only, as they believe that it market that has more Spectrum's in it than the Amiga and Atari is combined will be a long future. And by that they mean they can make money and as long as there is money to be made, there will still be someone there - making money from selling games that people want.

Send your Spectrum game comments, tips and cheats to: SPECTRUM AND GAMES, c/o MICROBYTE, 88AB MANAGE, PRIORITY COURT, 80-81 PARKING, DOCK LANE, LONDON EC3A 7BA.

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DOUBLE STRIKE!

Yes! Two competitions! First, because of a production error in last month's issue, we're giving you another chance to enter the Elite Console craze... The entry form is at the bottom of the page - and here's the low-down...

If you're console crazy, or just console curious, Elite have offered to launch the new Pink Pages by very generously giving away one each of ALL the major console machines. This is an opportunity you just can't miss to grab some of the nearest bootboxes you can get your hands on!

What's more, it couldn't be easier: All you have to do is fill in the form below, answering the questions. No trick questions, no strings attached - just tell Elite what you think and they'll enter your entry in a prize draw for one of the following machines:

Sega Master System, Sega Megadrive, Nintendo NES System, Nintendo Gameboy, and Atari Lynx.

HERE'S WHAT YOU HAVE TO DO...

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PINKY COMPO

We want to know what you think about the all new pink pages in ACE! If you give us the info, you could win a special software prize worth £25! So start thinking and get writing... Just grab a postcard and send it to us with your name, address, and machine format, together with your answers to the following questions:

1. What's your favourite section in the Pink Pages?
2. What's your least favourite section?
3. What would you like to see next in the Pink Pages?
4. List five games you think should be included in our Great Games Classics of All Time listing, to be printed for this Christmas.

Send your card to ACE Pinky Questions Compo, Priority Court, Farringdon Lane, London, EC1R 3AL. The first five solutions out of the hat on 31st October will get the prizes.

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My choice of machine should I win is (tick one): Sega Master System Sega Megadrive Nintendo Entertainment System Nintendo Gameboy Atari Lynx

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2. _____

3. _____

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HOT OFF THE SHELF

Hot Off The Shelf pinpoints those games that are on the shelves NOW and are worth your discriminating attention. The ACE Classics column, which pinpoints Great Games of All Time, is now due out next month — our apologies for the delay, but see the compo on p124

ANTHEM

Comcast/Microsoft • Amiga £24.95/96

For all those who loved *4-Cam* from The Desert here is more of the same in the shape of a handy follow scenario. By 1988 style 3D it again, and this time some very strange things are happening to the inhabitants of the tiny Mid-West American town of Ugarth's Death. You play "Black" Sam, an ex-fighter pilot determined to save the souls of the Antheids. If you enjoy people solving with great graphics and sound, then you can't go far wrong with this number, and if you haven't played *4-Cam* from The Desert here is why not give that a try first!

• ACE RATING 9/10

CAPTIVE

Midscape • Atari ST £19.95/£23.95/96 • Amiga £24.95/96 • PC £29.95/96

Another in the ever expanding number of RPG's portrayed using first person perspective. *Captive*, programmed by the veteran Tony Crowther pits you against hordes of campaigning aliens, with nothing but a briefcase at your disposal! This talebook however, contains a computer giving you remote control over a four-child team, with which you must free yourself from the aliens where you are imprisoned. Excellent bitmapped graphics, atmospheric multiple alien sound and a total of 65000 levels to explore place *Captive* very much in the ACE rated bracket.

• ACE RATING 9/10

DMON STRIKES BACK

FTL/Microsoft • Atari ST £24.95 • Amiga TBA

The long awaited sequel to *Dungeon Master*. If you have already played through the first program you can use your existing character, otherwise there is another half of millions you can select from. *Demon* has a similar feel to *Dungeon Master*, but is much tougher. There are also some new features thrown in, like a character editor and help: make every handy. If you haven't played *Dungeon Master* then play that first before making a definite date with this game.

• ACE RATING 9/10

CONQUEROR

Rainbow Arts • Atari ST £19.95/96 • Amiga £24.95/96 • PC £24.95/96

An arcade style tank sim which makes use of a 3D graphics system based around the one David Stubbs developed for Zaxxon. There are three types of game available: arcade, strategy, and strategy. All three are best played with two joystick. *Battalion* style, but there are enough control options to suit every set-up. A definite buy for tank fans.

• ACE RATING 9/10

CORPORATION

Core Design • Atari ST £24.95/96 • Amiga £24.95/96 • PC £29.95

The re-releasing cybernetic extraterrestrial game from CORE, pushes the limit of previous RPG's just that bit further. *Corporation* is a 3D exploration, puzzle-orientated arcade combat game (it is the result made traditional by the original *Dungeon Master* RPG. Your objective is to find and remove an embryo belonging to the ultimate biogenetic killing machine, lead by the UCC Corp. Light source shaded graphics and sound of flexible quality, along with excellent playability and an intuitive control method all contributed in pushing *Corporation* over the 900 mark.

• ACE RATING 9/10

DARDOULES

Novagun • Atari ST £24.95/96 • Amiga £24.95/96 • PC TBA

This unusual combination of flight

sim and adventure game, and sequel to the well-received *Mercenary*, has been in development for a couple of years now, but the resulting game has been worth the wait. The workable graphics of the original game have been replaced by solid 3D vector graphics, but they are just as fast. There are now five planets to explore instead of one city, so there is plenty of long term challenge here.

• ACE RATING 9/10

F-19 STEALTH FIGHTER

Microcube • Atari ST £29.95/96 • Amiga £29.95/96 • PC £29.95/96

A program that could well be described as the Flight Simulator's Flight Simulator. The PC version has enjoyed much success since its launch year ago, and now it's brothers on the ST and Amiga look set to do the same. The sim is based around the much talked about (or perhaps that be whispered about) *Stealth Fighter*. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this one.

• ACE RATING 9/10

FLIGHT OF THE HYBRIDS

Mighty Spectrum Studios • Atari ST £19.95 • Amiga £19.95 • PC £19.95

From the people who brought you the superb *Falcon* comes yet another world beating flight simulation. It is based on the back of the same name by Steven Coates and has you flying either an Intruder or a Phantom on bombing and reconnaissance missions over Vietnam. The simulator is very strong on features, including a superb bit of little unrealistic auto-pilot option.

• ACE RATING 9/10

FUTURE WARS

France • Atari ST £24.95/96 • Amiga £24.95/96 • PC TBA

A totally multi-screen graphic adventure from French developers Delphine. You are cast as a misadventured office window cleaner who gets caught up in an alien plot to conquer Earth in the 43rd century. The graphics and background music are very striking and the game is made very accessible by the lack of text entry. There is enough of a challenge here to keep most adventures fans for some time. A delightful game.

• ACE RATING 9/10

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+ ACE RATING 9.0

HALFPOON

Mimrosco, P55 • PC £29.95
Quite simply the best naval simulator to be released for the General Public. The battleship that comes with the game deals with land-based conflicts in the North Sea, but other battleships will be available soon. A clever system of three map types is used to effectively manage each mission. The real thing about Halfpoon is that the computer takes care of all the boring mechanics, allowing you to concentrate on broad tactics. A must buy for anyone interested in modern naval warfare.
+ ACE RATING 9.0

INDIANAPOLIS 500

Electronic Arts • PC £24.95
The ultimate racing game. Indy 500 uses state of the art solid vector graphics which really add something to the high speed action. As in Arthur's Tomb there are a variety of out-of-copyright cars to select from, the realistic handling of the cars will have you coming back to the game time and time again.
+ ACE RATING 9.0

INTERPRETER

Imageworks • Atari ST £24.95 •
Amiga £24.95 • PC £24.95
Your task is to guide a female astronaut to the heart of the Debrisback Corporation by interacting with a strange 3D environment. The game is very well and very compelling. It is also very hard - don't expect to get through this one in a hurry.
+ ACE RATING 9.5

KINGDOMS OF LEGENDS

Origin/Mindscape • PC £29.95
Role Playing at its best. In expandable game set in the land of

Ardelena. There are twenty-four quests to complete, or you can enjoy only one exploring. The program stands out because of its attention to detail. There are no less than forty different algorithms to decide how and when an enemy retreats for instance. Impressive stuff.
+ ACE RATING 9.5

LOTUS TURBO ESPRIT

Gremlin • ST £184 • Amiga £166
The latest hot new endurance from Gremlin is the shape of Lotus Turbo Esprit, is something of a gem - set for speed freaks. Racing fast to the classic P4 Super, T30 allows fast to fast action with the use of soft screen display. Sound and graphics are of a very high quality and implemented excellently. It's very fast, certainly furious and guaranteed to keep your palms sweaty and your teeth gritted.
+ ACE RATING 8.75

M1 TANK PLATOON

Mimrosco • PC £29.95
The ultimate tank sim. Not only are there realistic 3D vector graphic sequences with a hell of a lot of atmosphere, but you also have to think carefully about choice of platoons, men, and the way you tackle each scenario. Mimrosco has to call on the Freedom of Information Act to get all the information that they need for the game. The result is one of the most frighteningly accurate tank sim ever written.
+ ACE RATING 9.0

PROFINDER

Mimrosco • Atari ST £29.95
The latest mega hit from top programmer Mike Singleton, creator of Lords of Midnight, the game is set on a frozen island in the future. Your task is to recruit members of the Peace Force to fight off General Mander's invasion force. This is done by managing people and resources via a series of Painted Maps and menus. The game has disappointing sound, but nice 3D graphics, and enough solid gameplay to keep you going for months.
+ ACE RATING 9.0

MYTH

System 2 • C64 £9.95 •
£24.95 • Spectrum £9.95 •
£24.95
The game that pushes the C64 and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the

god Samson. The game is captivating not only because of its size and depth but also because of the superbly animated graphics and sheer playability.

• **ACE RATING 925**

OPERATION THUNDERBOLT

Coast • Atari ST £19.95pb • Amiga £24.95pb • Spectrum £9.95pb • Amstrad £9.95pb • C64 £9.95pb

Extremely successful conversion of the fast-moving hit Operation Wolf. Grab your '80 and shoot your way through hordes of terrorists to rescue the lockless hostages. There are now 3D scenarios this time to

add to the frantic lead-splitting of the original. Best played with a light gun, but a mouse will suffice if you don't have one. Joytek or key-board controls don't really cope however.

• **ACE RATING 927**

PIANO

Orson • Amiga £78A • £7 £78A • PC £78A • £54/£28 £78A • Spectrum £5/28 £78A

The unlikely mix-match of space invaders and asteroids makes it to the home computer in all its arcade glory. Busting bubbles over 58 screens around 17 countries throughout the world, provides for

addictive, compelling arcade fun. Excellent quality graphics and sound, and slick presentation make PIANO indistinguishable from its arcade counterpart. Go on... burst a bubble!

• **ACE RATING 940**

PGA TOUR GOLF

Electronic Arts • PC £24.95

Well, what can I say? For anyone who's never set eyes on a golf set, this is one. Four accurately modelled courses and a wealth of options provide for a comprehensive and playable game. Each course in this game designed for the professional player, so logically there's a driving range to allow you to practice that swing. Features such as course maps, percentage range indicators and a 3D display of the green allowing every pit and ridge of contribute in putting PGA GOLF into the ACE Rated category.

• **ACE RATING 910**

PIPERMANIA

Entertainment International • Atari ST £19.95pb • Amiga £19.95pb • Spectrum £9.95pb • C64 £9.95pb • Amstrad £9.95pb • £9.95pb • PC £19.95pb

• Macintosh £24.95pb • Acorn/Amiga £24.95pb • MSX £9.95pb • £14.95pb • 080/Action £9.95pb • £14.95pb

The game that proves plumbing can be fun. You must construct a continuous length of pipe from several sections before the boss escapes. The action is set as comically as that in games like Tennis and will leave you laughing the mid-nights of in an attempt to beat the odds. It is available for practically every machine, so there is no excuse for not owning a copy.

• **ACE RATING 910**

PLAYER MANAGER

Acorn • Atari ST £19.95pb • Amiga £19.95pb • Spectrum £9.95pb • £14.95pb • C64 £9.95pb • Amstrad £9.95pb • £14.95pb

Kick off with a management/strategy element. The game is completely user driven, making it easy to get into. The management detail is superb, right down to planning in-match tactics. And for the match you can either watch from the sidelines or join in with the Kick Off style fun.

• **ACE RATING 920**

ACE CLASSICS!

All the games in our ACE RATED 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FREEBIES!

MARK SMIDDY explains how you too can get leisure software for the price of a disk - without breaking the law...

Software prices seem to be under the impression that programmers get paid lots of cash for their work. Looking at an average program, let's get something straight - we don't. Many of us can hardly scratch a living and it's only the talented or very lucky few who make it big. Leisure titles do cost a lot of money. It's easy to see how indirectly, free-giving artists can reap from the divine path of righteousness and take the copied software. But there is an alternative: Public Domain (PD) and shareware titles. These give everyone a chance to try before they buy - with the author's full permission. Despite what it commonly thought, PC-games software can be quite excellent.

Probably the largest store of PD games is the IT, primarily because of the existence of PD games specialists, Budget 98. Their current catalogue lists over 80 titles in the leisure field - some of which have been properly packaged and will in time be sold separately for the princely sum of \$66.99. Who said software was expensive!

Budget's current game best-seller is **Ace Invaders** from Gary Whitton, the man charged by the company's Camy Meisters, as "King of the exploding genre...". The game itself, at the time suggested, is a highly polished variation on the 70s Space Invaders theme. Gary also supplied Budget's first current bestseller, the amazing **Shuttle**.

A surprising second in Budget's repertoire are the **Shuttle Enterprises** collection of crossword puzzles. Not on their heels is another idiosyncratic title, **Class 40**, depending on viewpoint **Manpower** - based on the good-old over-rated **Samurai** theme. Budget's 1993 game **Perils of Paradise** is based on the cult "Orange Marmalade" cartoon and just missed a prize in the 1993 competition.

OTHER ST HITS

- Other favourites in the Budget stable include:
- **991 (99)** - The **Slippery** theme revisited
- **Shuttle 3 Break** - Based on the knockout trivia quiz
- **Football '94** - A football manager
- **Life as a Hero** - Inspired by **Manpower**

AMIGA FREEBIES

Not on the IT's heels is the Amiga. This only lacks games because most of the programmers spend their time either writing demos or utilities. Like the SE, the graphics found in the limited number of Amiga titles is generally of a very high calibre. Generally free-soft even-soft is commercial offerings, but most are quite exceptional.

The best of the current bunch has to be **Star Trek - The Game Of The Future Of Windows** - from the prolific **Teles**, Tobias Richter, supplied on two disks crammed full of graphics, animation and sound effects - many taken from the original series. This shareware offering is better than the original commercial IT offering in many areas.

"Tapping Teles" has for likes to be called has done a superb job - every home should have one. Star Trek works best with two drives or a hard disk through.

For those with a preference for more traditional shoot-em-ups, the hot favourite making its way around the Internet now is **Shuttle 2**, written by The Challenge - just to prove it couldn't be done -

Shuttle 2 is a 2D colour scrolling shoot in the **Shuttle** theme. It'll be hard to copy on disk, but what you can get for a miserly few quid, also highly recommended for children of all ages, **Shuttle** is a simple puzzle game which casts the player as a small Patch-like character and charged with the task of retrieving a bottle of **Spacewine** from Ali. 200 levels of the classic **Bandersnatch** theme, great sound and a catchy tune should keep the kids amused for hours.

PC PROSPECTS

It's still not behind the vast range offered for the "name" computer is the PC. In truth, given the graphics available, the PC is not well served with games. Few would even have made it to the listings page of familiar 8-bit titles of old. A couple stand out from the rest, and thanks to some late minute telephone calls and hours agonising over a hot 8000000 - thanks to the lady at **Pelle** (Shareware - AOL can bring news of some real hot PC prospects).

Aside from this will be pleased to hear some genuinely nice looking software can be had for just a few in the form of **Adonis**. This has nothing to do with Invaders though, it's an isometric platform game in the style of classic like **Arkanoid**, **Demoliver**, **Ikari**, **Arkanoid** and so on. Although the game only runs from disk it runs on any CGA display the graphics are good and the gameplay isn't lacking either.

Others of the classic board game, **Trisk** and anyone with a vague interest in genealogy or just ruling the planet can take time out to play

The 8-Bit Scene

Everything in the garden is easy if you have a rich uncle (IBM/Atari) but even if you're it all comes with that a dearth of PD-games titles. There are several reasons for this, in the beginning when it first ruled the earth, PD was either unheard of, the only titles likely to be funded around copied up an computer store in the form of utility software and the odd demo.

Comprehending the obvious, most of the present 8-bit (Atari) market are only on tape based filing systems which are far slower to distribute than a disk based system. By the time disks entered for the 8-bit market in large numbers the 16-bit machines were already well established.

The final major of the 8-bit comes from the more than usual, it didn't make any way to create programs for the 8-bit and 16-bit than their 16-bit cousins. This means most simple games arrive in the form of magazine listings for users to type in, in the 16-bit world, this is all but impossible since the greater use of code and data prohibits magazine listings.

Shuttle Warfare Invader although the game can be played in text only, the graphics available in 804 makes it shine out as one of the best in the genre - yet the author only requires a means for to register.

Among the list of options, up to between 1 and 16 players can try to dominate each other's armies. Alternatively, the game can just play with itself while you'll look and watch. In three days of **Classical** and **Perennials** this is the only way to play at war.

The list of games presented here is by no means an exhaustive one, there are hundreds of titles out there both Public Domain and Shareware. In closing, if you do play a Shareware game, please don't forget the authors, a few pounds a month for extra time and effort they have spent adding the polish that makes a good game great.

• Mark Smiddy

16-BIT CONTACTS

- IT: Budget 98, 1 Member Glen, Haywards, Essex, SS16 4EP
- PC: Pelle Shareware, West Street W, York, YO1 1JN (Shareware Direct) 001-206, Tel 0437 282349
- Amiga: IT 98 Software, Tel 0424 282822

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Unit 4, B.D.C., 21 Temple Street, Walsingham, WVD 4AN.

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ATARI ST & AMIGA GAMES

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ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....! News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, c/o ACE Adventureline, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

CORRUPTION

The tale unfolds with Alexis Kofteros, Cyprus.

At 11.25 in Margaret's office you will hear a very interesting conversation. Go outside Mr Magner's office and listen to the accident door. Then head for Barbara's office. Wait until she leaves then unlock the door and enter the office. Get your partner's phone

ZAK MCKRACKEN

The solution continues from Mike Barham

You should now be controlling Leath. You will now be taken to Mars where Melissa and Leath are waiting for your commands. Open the spaceport door and get in - from the glove compartment take the fuse and the cardboard. Use the oxygen valve then pick up the digital scale. Tap. Go back outside and give Melissa her cardboard.

Walk to Melissa, enter the ship and close the door. Use the oxygen valve then take off the helmet and push it inside.

Walk left to the window and use the cardboard on the plot. Wait for the boxes to drop then walk right back to the building and enter the door. Use the token on the metal plate then pick up the burnt fuse. Use the fuse in the furnace then close the furnace. Close the Mars door and open the forest door. Go inside the forest. Pick up the vinyl tape from the right hand locker and open it. Pick up the flashlight then walk to the bank and pull the covers. When the rain stops a bit pick up the brown alien. Walk to the right and pick up the ladder. Walk back out through the door. Open the Mars door and go outside. Use the brown alien on the sand outside the forest. Walk to the right to the trap door.

Use the ladder on the door then push the buttons in the same combination as you saw in the village in Kitharra. You will remember to note them down didn't you? The door will now open. Pick up the ladder and walk to the great chamber. Walk to the right until you get to the second huge statue. Read the markings and make a diagram, calling this the S. Walk back to the end and use the yellow crayon on the strange markings on the statue. Now draw the diagram you just drew (the S). When done, click on finished drawing then

pick up the shard. Go out of the door then find your way back out of the temple using the map titled "Marsian Temple". Make your way back through the jungle and on to the Airport.

Use the excavator terminal. Buy a ticket to London and walk to the plane. Go through the automatic doors then give Annie the card. Toggole, tiddley, wire cutters and fork shards of the crystal.

WALK TO HOME

Enter the subway to the cavity then turn off the switch. Use the wire cutters on the fence. Walk to Stonehenge and use both bits of the crystal shard on the other fence. Use the Toggole on the other fence. Now read the card. The crystal shards will now be fused together to form a yellow crystal. Pick up the crystal and walk to the greenhouse. Give the yellow crystal to Jan then return to the.

Walk to the airport and buy a ticket to Miami. Walk to the plane. Buy a ticket to the Bermuda Triangle then walk to the plane. Walk around the plane for a while - the pilot will have given you a parachute. Walk some more. You are now inside and after opening, make note of the colours the pilot presses on the wall (you'll need them to get off the ship later). Press the buttons on the door. An alien will come and take you to the king. As soon as you can move give the guitar to the king. The alien will now show you the way out. Make sure you don't cross the line or the three or you will be transported back home and you don't want to do that yet. Walk back into the king's room and read the 101-1010. Make a note of this number. Walk back to the coloured buttons and press them in the order you wrote down. Walk to the left of the line on the floor and wait. You will hear a falling very fast!

At 12.10 you will learn something that can turn your life upside down. After that, go to your BMW. Strip everything on the pavement except your car keys. Enter the car then leave the door open. Put the key in the ignition and turn it. Then go out. Your car will end up in flames after the explosion and you will wake up in the hospital. Wait until the nurse leaves then get up. Get papers and pillow case then go out and wait.

Get the bandage and wear it. Go east then south, open the locker and get clothes. Put the clothes in the pillow case then get the whiteboard from floor and wear it. Go north and west, lie on the bed and get the questionnaire by tape. Cross in the questionnaire, get up. Drop bandage and papers. Wear your clothes and open door. When you reach familiar territory jump out and get all your things from the pavement.

POLICE QUEST

The solution completed from Anthony Quinn.

When you are assigned to the narrative destination you will be introduced to Det. Laura Watts, follow her to the office after changing into your plain clothes. Laura will show you round the office, hand the clipboard and make any notes necessary. Before you are assigned to a narrative you will respond to a speeding suspect car. When you stop it, ask if your car and notify dispatch. They will tell you to approach with extreme caution. Wait for help to arrive. When help arrives, get out, lead gun, show weapon and type "Get out". Your suspect will get out and start walking towards you - type "Stop" or "Stand up". Approach him only after your partner tells you that he has been arrested. "Get him" quickly then search him. You will find that he is armed and carrying drugs. Type "read rights". Question him then get him into the car and take him to jail. Get him under "Drug", then you will go to the "See file" or "Interview", then back to the station to take up your narrative point.

After changing into plain clothes, follow Morgan's and Watt's orders. Examine the clipboard then open the filing cabinet.

Among the files will be one for Hoffman who you arrested on a drug charge. Take notes if necessary. Laura will call you to a stake out in the park. She will stay in the car while you hide in the bushes. Tell her when you are in position by the radio. Her team will meet and exchange packages. You should have your gun loaded and drawn prior to hiding. Once the change has been made type "Stand up". The boy will come to a halt. The man will attempt to run. Type "Stand", this will tell Laura to grab the suspect suspect (off the boy and "Stand Right"). Return to the general car where Laura will tell you there is no time to talk. As you will be informed that you are not close enough. Move closer to the bottom of the screen and the detective in the brown shirt will turn to face the same direction. Then approach him silently and talk to him. Get the voice transmitter from him then type "Radio" to check it. Go back to the car and tell Wood the password. He will escort you to the back room after reading you. Go down and wait for the third player. You will recognize him as the man you have been searching for, the Death Angel. You must now play well and win more money. If you are successful the Angel will invite you for a drink. He will also ask if you want a job.

Reply "Yes" and follow him out the side door up the stairs. Then type "Radio" or "Innocent". This will tell your backup when you are. Then just before you enter the Death Angel's room, transmit again. Your backup is now informed of your location. The Death Angel will tell you to fix yourself a drink while he covers the phone. When the Death Angel returns he will show his gun and aim at you.... but he will be interrupted by a knock at the door when your backup arrives.....

INFOLINES

Virgin are doing us a big favour by re-releasing some of the Infocore titles at budget prices. These really are bargains you mustn't miss - check out this month's news section for details of forecasts and prices.

If you're an Infocore fan, how about sending us some tips on the Virgin releases? The address is on the previous page.

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ACE CROSSWORD

Our monthly prize word puzzler, set by the inimitable MIPs

Not again! Last month's crossword grid suffered from the same bug as August's - the squares at the end of 13 across was accidentally blanked out. We've now checked ALL the grids and assured they're OK. Congratulations, however - all entrants spotted the error and still managed to get the answers. Full marks to everyone.

PUZZLE PRIZES

Each month, we've been offering £25 worth of prizes to winners of the MIP puzzle and crossword. Last month, several people have been asking us the prizes included. From now on, all prizes will be in software, so please make sure you include your home address, post machine for mail where you order.

CLUES ACROSS

- 5 Game from Origin giving ill feeling (3,5)
- 6 Read about it being expensive (4)
- 7 PC in mad coma forming software house (6)
- 9 803's flight simulator (6)
- 10 You finish in debt with this start (3)
- 11 Exact copy of leading computer Neel programmed (5)
- 14 Bits is confused by a computer (3)
- 15 Get out the habit (3)
- 17 Tax boys playing without a game (6)
- 18 Hear one cussing a mouse could save it (4)
- 19 Average sort of name (4)
- 20 Neil Rose played a game (6)

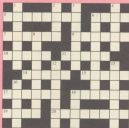
CLUES DOWN

- 1 Game in which Dave gets into motor (7)
- 3 Game played by top men at Whippsnade (4)
- 3 Bonaviva, unisex dance (7)
- 4 Earl's redirecting the beam (3)

DOPS!

Blame it on space this month as one of our fans had to put a puzzle against the solution to the game and they coincided. We'll try and fix them in next month.

We're also trying to contact any correspondents and friends whose addresses we've assumed their privacy. If you're one of these unhappy souls, give us a ring and we'll send you our apologies.



- 6 Masterful type of game from System 3 (6)
- 8 10-0, perhaps, before take off (3,4)
- 12 Let's rep circulate computer service (7)
- 13 Ideal one smashes in game (7)
- 15 Berky's new collections of bits (3)
- 16 Popular musical's cast dancing around (4)

HOW TO ENTER

Every month we offer a free prize worth up to £25 for your solution of your favourite crossword puzzle. To enter, send your solution to: ACE Crossword, 140 Grosvenor, Finchley Road, London N2 6AE.

The deadline for entries is always the first Thursday of the month named on the cover. In this case, it's Thursday 1st November 1990.

SOLUTION TO OCTOBER 90 CROSSWORD

And the winner was Steve Wood of Redditch, who solves a 2 free game for his 800!



ACE DEALS

The arrival of the Mega Magazines is being celebrated by the Games Centre, with promotions and money-off deals on large products.

From now until the end of December, you'll get a voucher worth up to £10 when you spend a certain amount of money within Mega Magazines quite decided yet haven't got anything (legal or a Virgin Games Centre, that £10 voucher can be used against the value of Mega Magazines).

So fans will also find the Games Centre a useful place to go shopping this month, for every AGO advertisement you buy, you'll get a free due-book for the game to go with it - should come in handy.

Virgin obviously hasn't heard that there's a retail recession on - there are two new Games Centres opening round about now, with more to come before Christmas.

In Belfast, the brand new Virgin Magazines, complete with computer or game division, should be open for business by the time you read this, while the Cardiff Magazines give Games Centres a due to be up and running in Newcastle. Both will stock a full range of consoles and software.

There are more console offers around at the Computer Store in Wokingham. Place your order for the Nintendo Turbo pack with their nice, and they'll give you five £1 vouchers to be spent on any software - not just Nintendo - in their outlet.

Computer Stores also have a similar deal going for the Image Master! Savage Nine Turbo Turbo game - order that one and get £1 off your next purchase.

The Brewster 3 video could be yours in a little while, competition which you can enter by buying Sierra's SimCity 2 game, and in a similar context, there are totally better to be won with the purchase of (unlucky) Fun 4 Fun 2.

Perhaps the Minda eye Magpie Deal of Wokingham, is more to your taste. Each Computer Store has a large, room-filling poster from the film in its window, and enjoying buying the game stands a chance of winning the poster - until the window display is changed.

If you've been collecting tokens

Our regular column highlighting special offers around the country. Useful to check out before you head for the shops...

for the Computer Store's weekend scheme, be warned that this offer is finishing at the end of October - so claim these freebies soon.

Up in the North East, there are gift vouchers on offer from Computer Shops and Systems. Buy your Zenmax (Spacraft) auto-fir joystick from them and you'll get £1 off your next purchase.

Selected Computer Shop Systems outlets (check with your local one) are offering a trip of a lifetime in a Lotus car to buyers of Zenmax's Lotus game. Simply buy the game and enter your name at the shop...

OUTLETS

You can find Computer Shop outlets in the Avonlea Centre, Manchester, Newcastle, Leeds, Preston, Sunderland, Exeter and Birmingham. Also part of the Computer Shop chain are the two Games Store outlets in Luton and Middlesbrough, which stock non-puzzle games as well as computer software.

Virgin has its Games Centre outlets in London's Oxford Street (at Marble Arch), within the Magazines, and at no. 188 and Bristol, and also in Magazines in Birmingham, Brighton, Dublin, Edinburgh, Glasgow (at Union St) and Angle 90, Leeds, Nottingham, and New Belfast.

The Computer Store chain is based in Wokingham, with shops at Reading, Clifton St, Doncaster, Leighton, Bradford, Huddersfield, Leeds, Market Place, Middlesbrough, Walsingham St, Wakefield, St James's Square, York, The Woodlands, Woking, Market St, Sarnley and also at High Street, Scarborough.

Please remember: all offers and promotions are subject to availability of stock, although we do our best to ensure our dealer promotion information is accurate at the time of going to press, all cannot take any responsibility for changes or cancellations to dealer plans.

SHOP WATCH

Software seller Dirk Longmore gives a view from the other side of the counter. This month - is piracy responsible for the software boom, plus Amiga incompatibilities...

By any monthly computer magazine and there is a three-page claim that the reader's letter section will contain a complaint that software prices are too high. Occasionally this may even take the form of a letter of "participation" from a self-confessed pirate who defends his actions by pointing to the high price of original software as justification. The argument usually claims that CD's are too much for a genre of entertainment software, and in some cases the - really - it may have IBM many commercial programs that are gone over illegally. There are many who say you can't put a price on the CD's because an inadequate sum for each volume of the Player Manager, Real World Biology, and Wings of the World.

But there can never be any excuse for piracy. The individuals who perpetrate this crime are not outlets, dependants, or modern-day Robin Hood; they are parasitic thieves who lack the intellect to realise the consequences of what they do. The sad thing is that some computer industry - we know it will surely die if their activities continue to go unchecked.

If you don't believe me, you can't have missed how rapidly outlets are embracing the new generation of consoles, many you would have ENRY never published a comment

to writing for legs or Nintendo? Did you know that some titles like Christmas (on MS and Amstrad formats) are going to be available on cartridge only? Including Nintendo 64? Piracy is the catalyst that is converting the low-cost computer into a cartridge only console.

In many ways, of course, this is a good thing - instant playable playing is not to be sneezed at - but there will be some games titles that will sit out along with the computer as that originally patented format advantages, for example, will be something for middle aged reviewers to get nostalgic about.

If you have someone about printing games, telephone the Federation Against Software Theft at your local Trading Standards office: their name will not be used and all information will be treated in confidence.

INCOMPATIBILITY CONGRS

Some recent "incompatibility" we have discussed through our paper frustrated customers...

Amiga

The Amiga version will not run properly if extra memory is installed, though it will on some hardware. So, we don't understand it either...

And Steam Thing

The Amiga version will occasionally crash if the installed extra RAM is not the official Commodore version.

Amiga Computer People

The Amiga version will not run properly on ANY 500 system. It works fine on the 4160 with Kickstart 1.0 but anything later than that and the guy takes himself to the cupboard and won't come out again... I suspect it makes me wonder why we even play on the low-end Amiga 500...

Amiga Owner

The Amiga version again... if you have one of the later 1.0 machines (1.188 connected to a television, then the picture will continuously drift. Connection to a monitor is the only remedy we have found so far.

Finally, a word of warning to all customers. Avoid check-out purchases for viruses, even if the package is sealed. There have been several instances recently of products coming directly from publishers with a virus already installed on the disc.

My name's Dirk Longmore, Wokingham.

If this is an independent column and does not necessarily represent the views of the magazine...

ENCYCLOPAEDIA MICROMANNICA

Here it is... a list of those vital topics that every up-market gamer needs to have at his command. Just because you finished the foot of the page? Well, don't mean you'll be the star of the party. No, then, you need to know. And here it is...

Each entry has a brief explanation, followed by a reference to an issue, so that you can find out the full facts, in-depth, ACE assessment.

It, however, you missed an issue because you were abroad on a covert SAS operation, or sailing a sea relative in Botswana, or some other unlikely excuse, fret no longer. Back issues are available for all issues from ACE 4 onwards (except ACE 11) at the giveaway price of £2.90 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting annual delivery should enquire as to the cost at the address below, before the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to:

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**• ADAM JACOBS'S STRATEGIC ARMS-
RACE TRAINER**, combat flight simulator for the US Air Force by Pan-Entertainment, West-Edson software by Spectrum/Halcyon/Birewood, Fapstone

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expand your collection -
and your mind. Here's a
checklist of topics covered
in previous mags...**

include networking for multiplayer action, tactile feedback and fingertip weapon selection. (ACE 14)

• BITMAN DIGITAL JUSTICE is the world's first interactive hypertextive by Peter Marino. "Digital is the art medium of the future." (ACE 20)

• BITLITTECH, "the world's first console computer simulation for play", featuring multi-player cockpits equipped with 4096x 14-million colour graphics processors, stereo spatial sound and tactile controls as you command 30th century Media. (ACE 28)

• BIT STOPPER, the world's first total audio-visual entertainment system by Technation. Also, 30th-century interactive telephone packs from 20-bit disks. Sony minidisc optical disc and system-made video samples. (ACE 18)

• CD4 Computer (see interactive) is destined to become the entertainment and education medium of the 90s. (ACE 21/22/24/25/27/28). Check out issue 26 for multimedia principles (Hypermedia in particular) and issue 28 for a preview of the Philips CD4 system.

• CD39, Commodore's attempt to bring multi-media to the micro-market. An 8mega with built-in CD-ROM drive and CD audio capability, redesigned to look like a VCR. (ACE 34)

• COGNAC 65860, the world's first hypertextive courtesy of Cyan Software/Multimedia. Check out issue 23 for the first review, issue 24 for a feature on hypertextives, and issue 26 for general hypertextive coverage. New Omega CD-ROM version featured in issue 30.

• FLAME TECHNOLOGY, one of talented Cambridge-based games hardware engineers. Their custom-designed Flame One music featured the basis of the Florida console. (ACE 11)

• FLURTSY FOR TOMMY, a 20-meg 14-million colour computer with built-in CD-ROM drive. If you bought ACE 26, you could have run over. (ACE 27)

• FROPPYGAMES like Cosmic Game and Baines Digital Justice are paving the way for CD4 entertainment. (ACE 24/25)

• IMMOS FLIGHT SIMULATOR, the world's first multiplayer Transport game running at 23 frames per second on 11 Transputers. (ACE 7)

• INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM, Plassy's answer to being alone journey - video games displayed on the seat in front of you. (ACE 25)

• INTERACTIVE VIDEO TAPE, an alternative to CD4. (ACE 26)

• KRONOS CONSOLE, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or controller pole. Ultimately failed due to a lack of marketing money. Rumours suggest a new buyer is interested. (ACE 18/25)

• LIGHTSPEED SPIRITS, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. (ACE 34)

• MIDON LAB, Boston-based research institute with one simple brief - invent the future. People at the Massachusetts Institute of Technology (MIT) faculty are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. (ACE 7)

• NEO GEO, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64MB games cartridges and IC card capability. ACE gave you an exclusive chance to see one in issue 24. (ACE 25/26)

• POPULOUS, highly influential 16-bit ACE-based arcade strategy game by Bullfrog/Birewood Arts. (ACE 18/19)

• REINDEERMAN, the unique 3D graphics system by Blair which creates polygons with photorealistic detail. (ACE 15)

• TURBOEXPRESS, currently the best colour handled console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE 25)

GAMEBUSTING WITH THE BACK ISSUES

Here's the first of a two part guide to Tricks and Tactics in back issues. This month, complete solutions and guides, read month - other tips, cheats, and tricks.

ISSUE 20
Dungeon Master Guide (part one) - Les Bigler
ADD and Bart's Tale - Colin Taylor
Between the Movies - Adam Morley

ISSUE 26
Dungeon Master Guide (part two)

ISSUE 21
Space Ace - David Williams
and Chris Ford
Dungeon Master Guide (part three)
Future Wars - Phil Thompson

ISSUE 22
Dungeon Master Guide (part four, first part)
Complete guide to F4 - Joe Ozono and Mark Cook

ISSUE 23
No guides or solutions, but loads of stories

ISSUE 24
Castle Master - Jonathan Robinson - Microvision
Guide to hacking on the CD4

Open level - Jan
ISSUE 26
Databank Guide (part one) - Adam Morley
Demomorph (part one) - Alan Coates
Guide to hacking on the CD4 (part two)

ISSUE 26
Defender of the Crown (and players' guide) - Paul Thomas
Lots of stories

ISSUE 26
Databank (part two)
Demomorph (part two)
Guide to hacking on CD4 (part three)

ISSUE 27
Databank (part two)
Demomorph (part two)
The ACE guide to solutions.

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THE M E D I A E N D

THE SHOWDOWN

September, and as Berlusconi would say, "It's showdown". At yes, the Computer Entertainment Show, where thousands of parties gather in Earl's Court to see the latest hardware and software, while a small group of hackers gather in the hospitality suites to see who has the best buffet and lager.

TALKING TARTLE

Things started well from my point of view, anyway. At the opening ceremony were Esther Rantzen and Frank Bruno (on behalf of Children, the charity beneficiary of the Show), accompanied by two turtles and Robocop. As the careers of the oppositely snarped and clobbered, the "Venous in a Hat Shell" showed Robocop out of shot to the cheers of the Microsoft staff. The metallic Mr. Flat may well be here to protect the innocent, but what's going to protect him?

"Talking of the 'turtled sliders', snarlers in the Show may have wondered why only Raphael and Donatello were present. Well, there are only four turtles in the world, and according to rumour (and, in fairness, a large patch of salt must be taken with this one), Leonardo and Michelangelo couldn't be there because they were at another public appearance - in Puerto Rico. Can you get pizzas in Latin America?

DON'T MOVE, CREEPY

Returning to good old following, it really wasn't the Show. Not only did the turtles hassle me, he also tripped over on the upstairs edge of some carpet. Mind you, at least he didn't pick up a young boy and throw him across the room when the glucky lad tried to poke him in the eye, as a certain Italian star of console platform games did.

Of course, the fun doesn't stop when the Show closes - there are still the parties in the evening. At the Commodore/Amiga part last, I can't help thinking that Amiga won't have been too pleased at the giant video wall being dominated at night by Microsoft sites (to promote Commodore's "Screen Saver" bundle with the Amiga).

I didn't find a couple of drinks at the party, but one software development company obviously likes a few more than that if the state of him, slumped on the floor comatose, was anything to go by. Unfortunately, your Probing reporter couldn't quite make out who he worked for.

WHERE ARE YOU, BABY?

The behaviour of some of the visitors was just as disturbing tonight. One of a certain Top Ten teenage star's backing singers had her behind pocketed by a cheeky young chappie in return she slapped his face and said "Now go and have a w***, and in future nice girls like me won't come and sing to nasty little boys like you".

MORE TASTY TIPS

A Reader has been very busy this month with a selection of indispensable tips.
• Do not attempt to load Spectrum-cassette software into your Amiga because they don't

ACE HAPPY HOUR HOTLINE



Are you stuck on the 800 best of Mass Megaliths or? What game is ACE playing this week? WHICH video games console should you buy? Write us the Friday 10th Evening, ACE HQ (Organic & Bioscience Super-Market) because ultimately preference is the UK. Here you will find questions regarding Advanced Computer Games Development? ACE has all the answers. Just call our readers' phone hotline on 071 257 5333 and ask for David (aka) Dave or Alan (aka) Alan. The hotline is open Monday-Friday from 9am to 6pm (except on the busy 10th) during the ACE show. Don't forget, today we cannot accept calls outside the British Isles.

ARE YOU GOING TO TERNST?

We are happy to announce the name of the lucky ACE Reader who has won the Origin Halloween competition. Miles O'Boomer from Lancs will be spending the night of 31 October 1990 in the company of a game creating genius at his laboratories in eastern London, Texas. Every year, Richard Lord (British) Control, the creator of the Ultima series of epic fantasy role-playing games, hosts a massive spooky bash at his gloomy gulf to celebrate the year's best writing hour in absolute style. This is the party of a lifetime. You can find out what happened in a future issue of ACE - along with full exclusive details of the new Origin games currently in development.

In the meantime, don't forget our special review of Wing Commander. Origin's new cinematic space flight simulation, in the next issue of the ultimate games magazine. Not only will you get the definitive ACE review of the game, you'll also witness all the Wing Commander Double Secret gameplay tips - straight from the programmer's mouth.

make full use of the latter and they tend to get stuck in the slab drive."

• "Be careful when moving your floppy high drive. Don't be fooled into thinking that connecting but is a signpost of your virtual reality."

• "Don't poke around your machine with a screw driver... it invalidates your warranty and could cause a nasty shock."

If you have any useful facts send them into us at: TASTY TIPS, THE BUTTER (INC), ACE MAGAZINE, (IMP) MAGAZ, PRINCE COURT, 30 32 HARRISONSON LANE, LONDON EC1R 3AG.

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SCOOPS!

The Rascal Desktop CD Converter is only on page 1 a slightly off-the-wall and about five years too early. Rascal is, in fact, developing a photo CD system where people can transfer 30mm negatives taken with normal cameras onto a photo CD which can display these digital images on TV using a special audio CD player currently being developed by Philips. "Photo CD is expected to appeal to a broad cross-section of amateur printing markets, as well as professional and industrial customers," says Rascal.

Puzzle

The latest puzzle game to hit the Western World has now come to Xbox. It's called Tetris and it's a 44 level, 3D puzzle game that's as easy as you put them together.

blocks and make them disappear. Sounds easy?

The gameplay is simple - the formation of the blocks. Get puzzled by many levels and be frustrated by the end.



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GUTS
UNTIL
NOW!



WILLIAMS

The hottest coin-op game in the past two years now comes storming on to your computer - with a vengeance! Controlling a Miami-Vice-style cop, you crusade through the criminal world of pushers and dealers, shooting, arresting and basically destroying everything in sight! Every level of tense and non-stop action introduces greater hazards, traps and firepower in what has been hailed as the greatest shoot-'em-up coin-op game ever!

ocean

SPECTRUM AMSTRAD
COMMODORE
ATARI ST CBM AMIGA