

ACE

ADVANCED

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

ENTERTAINMENT

GRAPHIC SEX!

Stunning images from the '92 Olympics



AMERICAN SHOW REPORT

Rocketeer
Here Raising Havoc
LarryLand
And...The Adventures
of Willy Beamish

NEW CHUCK YEAGER ON PC

Simulator depth meets
arcade action!



EXCLUSIVE!

TERMINATOR 2

- The Software!
 - The Story!
 - The Stunts!
- 5-Page Report Inside*

PLUS
30 PAGES
Of features in
the Web Pages

BEST GAMES FOR YOUR MACHINE PREVIEWED AND REVIEWED: TERMINATOR 2, FLAG, RETRO, BIONIC TEE HEDGEGOD, CRUCE YEAGER, MARTIAN DREAMS, PREHISTORIC, GHOST BATTLE, MANCHESTER UNITED EUROPE, CASTLE OF ILLUSION, SUPER PRO BASKETBALL, FRENCH, BEAT BUSTERS, P-14 TOMCAT, CHAMPION OF THE RAI, AND MANY MORE!



GUNSHIP —2000—

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

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



Tomorrow's Technology Today

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



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



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



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



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



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



MICRO PROSE™
SIMULATION • SOFTWARE

Gunship 2000 will be available soon for IBM PC compatibles



The Machine is taking software's oceanic assault on the digital recreation business much, it makes you want to swim in the sea (right) rather than the other beachside activity. Machine on page 10.

THE BIG PICTURE There can be little doubt that *Terminator 2* will be the movie event of the year. The quality of the film almost seems to have become a side issue, since everyone seems preoccupied with the dollars (One hundred million of them, in fact) it cost to make, the dollars it will make and the allegedly phenomenal special effects. However, we at ACE know that the movie, not the money, is most important. And we've obtained exclusive pictures of both the film and the forthcoming Ocean game, full details of the storyline and details of the incredible antics of Arnold's new adversary.

And of course, there's around 50 pages of games information, six pages of news and a report from the Chicago CES.

features

19 ACE IN THE STATES

The Summer CES was a mixed bag of software, hardware, novelties and surprises. Our P-page report has all the highlights, including:

19 ROUNDUP

Steve Cooke's overview of the show is packed with all the news of signings, deals, new joint ventures and gossip.

22 THE ODD COUPLE

Dynamis, producers of high-end interactive fiction for the masses and Disney, producers of platform-games and early learning programs may appear to have extremely little in common, but their new product lines would suggest a similarity in thinking...

24 HIGH SIERRA

The folks behind the King's Quest games talk to Steve Cooke about their future plans.

28 GRAPHIC SEX!

In the second in an occasional series, we unashamedly print a bunch of breathtaking computer-generated graphics with no justification at all except their visual appeal.

32 TERMINATOR 2

We said he'd be back, and now he is! As Schwarzenegger reprises his role as the most evil 'and' scything on the planet, development teams across the country are breaking their backs to finish various computer incarnations of this blockbuster movie conversion. What can we expect?

39 IN THE WORKS

8 Pages of analytical examinations of game-premises and programming routines or an excuse to print some early information about a game before anyone else? You decide. This month:

- Flag
- Terra
- Outrun Europe

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88 NEXT MONTH

COMING ATTRACTIONS!
A new feature joins ACE this month. In *The Norks* offers deeply prizeless information of games currently in development. This month we've got information on Flag, Terra and Outrun Europe. And it begins on page 39.

← *Continued on page 39*



COVER STORY

It's been seven years since the *Terminator* first appeared, establishing himself as the cinematic action bad guy of all time, the toughest, most ruthless, steady and remorseless killing machine ever committed to celluloid. Instantly took a place in all sci-fi fans hearts, and now he's BACK!

Terminator 2 is the most expensive film ever. It's also arguably the most eagerly awaited sequel ever.

Read all about the movie and Ocean's game in our 8-page special, beginning on page 30.

ACE

AUGUST 1991



Eye Of The Storm

Has every game programmer gone berserk lately? Over the coming months, gamers will enjoy this refined 3D graphics technique in *Star Commander* (Origo), *Monkapee*, *Cyber Fight* (Electronic Arts) and *Eye of the Storm* (Empire).

All this light source illumination and depth coding is very confusing. Over to the tech-heads at Empire for an explanation:

"Bounced shading increases the realism of a scene using a linear interpolation technique which averages colours upon the faces of a shape. This blurs the boundaries between polygons and gives the shape a smoother appearance. The technique was described by N. Sussner in 'Computer Display of Curved Surfaces' published twenty years ago by the University of Utah, USA."

What about the game, itself? *Eye of the Storm* is a strategy game set many years from now in the hostile gaseous atmosphere of Jupiter. You're sent out on a mission to fill the station to fix the activity of the laser guns for the network back on Earth. Part of the an interstellar upgrade of RTS.

Super R-Type

Prepare yourself for a turbocharged version of the popular shoot-'em-up *R-Type*, when Iron delivers *Super R-Type* on the Nintendo 16-bit entertainment system in Japan next month.

"It comes loaded with action, eye-popping graphics, brilliant colours and even dynamic stereo sound," announces Iron of America. In *Super R-Type*, blue fighter R-1 is engaged in a deadly space battle against a host of mutant creatures hailing from the Nile Empire. These giant monsters are bent on the destruction of the station and only *Super R-Type* can intervene.

Super R-Type wowed the CES crowds and got a few critics over on the Iron stand!

Phalanx

One of the best presented games in Japan at the moment is *Phalanx* for the Sharp X68000 personal computer.

Like many other Japanese shoot-'em-ups, *Phalanx* has an impressive intro sequence to get you in the mood for the impending scrolling destruction and space death. Here the storyline, characters and details of your *Enhancement* fighter unfold in a series of imaginative animated screens.

Then you're ready to kick some alien butt.

Escape From Cyber City

The first generation of CD-I games have started to appear, and, apart from *The Palm Springs Open* (Seaworld) golf simulation, *Escape from Cyber City* is the most striking example of this new genre.

Similar to the *Dragon's Lair* and *Space Ace* style of adventure gaming, you control a cyberspace kid through the streets of some sci-fi city filled with creeps and traps. Make the right moves and you could earn yourself a title as a jet-powered skateboarder.

Surfers simply eat dirt in the gutter. The gameplay may be simple but the animation, soundtrack and speech are all outstanding. With more software of this audio visual quality, CD-I will leave the rest of the CDTV system standing.



What game collection could be complete without the 'Space Buddha' (aka the 'Eye of the Storm')? (The 'Eye of the Storm' game is available on the Amiga and can be downloaded from space platforms, multi-headed reptiles and body fins.)

Their Finest Missions

Since the release of *Their Finest Hour: The Battle of Britain* (historical air-combat simulation), dedicated players have been forced to create their own custom missions using the built-in Mission Builder. Now *Luxembourg Games* and *US Gold* have brought out a unique selection of their favourite missions in an add-on database, aptly named, *Their Finest Missions*.

"*Their Finest Missions* challenges even the most skilled computer pilots," claims *Luxembourg Games*. "And for the truly daring we've also included game designer Larry Holland's own mission, *Twinkle*."

Inside places you to immediate peril as your Spitfire, ordered to bomb and destroy the Dornier C-19 bomber station, is surrounded by six top ace Spitfire MEs. How would you get out of this dire situation?

Super Schwarzkopf

Many missions may have stopped (temporarily) in the Gulf, but video games helped the armed services fill the hours of boredom before the conflict actually commenced. And if it's good enough for his troops, General Norman Schwarzkopf apparently plays *Hitman*!

ACE called and billed the *PlayStation* for some secrets. Which games does *Starline*'s Schwarzkopf play? Does he consider himself a good gamer/player? What's his favourite *Super Mario Bros*? Can he get any gaming tips for us? Is he thinking of upgrading to a *Super NES*?

Just like during the war, the top brass weren't giving the game away. A fax from United States Central Command (MACV) via Fort Belvoir in Florida, said: "General Schwarzkopf extends his regards. He does not choose to answer your questions."

Meanwhile, *Time Warner* has released an interactive multimedia magazine covering the Gulf War for the Apple Macintosh.

Event Storm: The First Draft of History includes correspondent reports, eyewitness accounts, photos, audio recordings, maps, charts, research and key documents gathered by *Time* magazine journalists during the conflict in the Persian Gulf. The software includes a list of previously unpublished material. A PC version is planned.





For all your play/learn/entertain needs, offer features an interlocking puzzle publisher of video titles is planning to launch interactive and puzzle solving PC-based. It's expected, several more popular New Nintendo is already programming these titles under.

As Sony demonstrates a portable CD-i player, Erik Hayzen goes dream walking with the world's first sleep sensor...

Super NES Arrives



The UK launch of Super Mario World gets closer as Nintendo unveils the Super Nintendo video game console in the UK. Renamed the Super NES, it will be available from late summer for £229.95 which includes the control deck, two con-

trollers and a copy of Mario.

Many believe the European version of the Super NES will arrive sometime in 1993. Nintendo is projecting sales of two million Super NES console systems and six million software units during 1993 in the USA.

Source: Nintendo UK

Super NES boasts some impressive technical specifications including digital stereo sound from eight sound channels, four layers of scrolling and a 32,768-colour palette. Nintendo expects 18 games to be available for the Super NES by the year-end, including SuperCity, P.Dave, Phantasy, 2880 W and Super Play Action Football. It's doubtful whether Japanese carts will be compatible.

The first steps in the great Nintendo Super NES versus Sega Genesis (Megadrive) console battle have already been filed in the USA. Both companies used the USF trade event in Chicago to announce their latest moves on the two systems. Sega even went so far to display some of the fledgling, generally regarded as the best Megadrive game to date, next to Super Mario World and asked gamers which one they thought was the best! This is only the start...

CONSOLE COMPARISON CHART *

	MS	PC (MSX)	NEC/SHARP	UPSI 86
CPU	6.6M	6.6M	16.6M	16.6M
RAM	2K	8K	72K	128K
VIDEO RAM	0K	64K	64K	64K
CPU	8.6M	10.6M	16.6M	16.6M
COLORS DISPLAYED	16	16.6	16	16.6
COLORS AVAILABLE	63	63.6	63.6	32,768
RESOLUTION	256x240	256x216	385x224	512x448
MAX. SPOTS P	64	64	64	128
MAX. SPOTS/LINE	8	20	N/A	128
MAX. SPOTS SIZE	64x8	32x32	N/A	128x128
MIN. SPOTS SIZE	64x8	16x16	N/A	64x8
SCROLLING	256, N	N/A	N/A	480, N, Diag.
SOFTWARE RAM	Yes	N/A	N/A	Yes
HARDWARE MODES	N/A	N/A	N/A	Rotation, Scaling, Colour layering & bit

*Source: Nintendo



Philips courtesy of computer from weekly

CD Confusion

Despite looks of a different deal, Philips and Nintendo are getting together to develop and market CD-ROM hardware and software for the Super Nintendo Super NES console.

According to Nintendo, the new CD video-games will be played on a low cost CD-ROM/SA-Compact Disc player (following the SA/CD-i bridge concept). Honda Yamashita, President of Nintendo, has stated that his company will work closely with Philips in developing Nintendo-CD-based games.

"The chosen application format ensures the compatibility with CD-i players as well," Philips reveals. Nintendo adds: "We have been discussing the development of CD-i software titles for some time. Recently we began discussing the development of a unique application format for play of compact discs on our 16-bit hardware system."

Nintendo plans to introduce this CD hardware and software in Japan and North America in the fourth quarter of 1992. The firm has not yet established a price for the player or games.

At the same time, Sega has awarded an additional CD-ROM drive for the Megadrive console at a recent Toy Fair in Tokyo. The Mega-CD will soon be available in Japan for an expected price of 149,000 yen (US\$1,100). An early 1993 release has been set for the North American launch. No understanding over CD software companies are developing specific Mega-CD titles, though information concerning the technical specifications of the gadget are not publicly known.

European launch and price details for the Sega and Nintendo CD-ROM drives and games have yet to be announced.

The Philips/Nintendo deal has been clouded by Sony's conflicting plans to sell a system called the Play Station which can use both Super Nintendo cartridges and CD-format games. Nintendo has stated that it will not be supporting Play Station, which is unlikely to be compatible with CD-ROM/SA discs.

Sega has been getting serious about compact disc and multimedia technology recently. Apart from the Data Discman portable-CD-ROM player, Sega has various CD-i models in development and the 3267 Laser Library, a complete CD-ROM package for PC computers supplied with its software titles and a pair of headphones. Other products are expected to be unveiled later in the year.

Nobody knew the companies involved in these recent negotiations were willing to comment any further as we went to press. Industry pundits have regarded the Nintendo/Philips agreement with the result of Sony's plans to launch its own console early next year. Another theory is that Sega has been given open views on publishing their Nintendo could handle. Only the top executives from Nintendo, Sony and Philips know the real reason.

Are we seeing the beginning of a video game and multimedia merger? A.C. has no doubt that we will be hearing more of these console CD machines in the coming months.

Neo-Geo Launched In USA

With all the talk of 16-bit video game technology from Nintendo and Sega, along company SNK revealed visitors to the summer CES of its 16-bit machine. The high price of five-line hardware and software wasn't made quite so clear and neither were facts concerning the worldwide sales of the system.

"The five-line targets the specific adult market (20 to 25 year-olds) that Nintendo, Sega and NEC have overlooked," reveals SNK.

Despite incorporating the capability to produce sophisticated graphics and sound, Neo-Geo is fully compatible with the older arcade system, the range and quality of games have

many players feeling odd. Now titles like *King of the Monsters*, a wrestling game inspired by monster B-movie of 1950s years, do little to change this opinion.

In North America, Neo-Geo is now available for rent in outlets like Blockbuster Video. Hardly surprising when you consider the hardware systems cost \$345 with the game cartridges coming in at \$199 a piece. No wonder SNK has experienced lack-lustre sales since the British introduction of Neo-Geo last September.



Starline reportedly arranged plans to launch the Neo-Geo video games console and is waiting an awaiting letter from SNK. SNK reportedly suggests the 4-bit market, unimpaired. SNK will incorporate proprietary offers for producing video game great in unimpaired. One will share about the software though!

Druman

Have you been watching *Backstreet* on TV lately? With Design in Mind, a California developer of high-tech toys and gadgets, could have the perfect gift for would-be drummers.

Drum Man is a portable electronic drum kit. It comes with headphones and a special pair of drumsticks. Each time they're struck, built-in LEDs flash to acknowledge contact with the invisible drums. The result? Fully digital sound effects for snare, bass, tom-tom or cymbals.

Drum Man is battery operated but its own belt clip for easy carrying. For further details contact Design in Mind at (800) 825-6977-1236.



No Rest For The Widget

Not even sleep is a safe haven from the torments of technology. Matsushita (Florida Industrial, or its trademark name Technics and Panasonic), has designed a Sleep Sensor that can be built into a mattress to monitor your every movement in slumberland.

The application of the gadget might turn your bedroom into an automated nightmare. For example, as soon as you stop counting sheep and start drifting into sleep, the parental device could turn the TV off, set the lights and lower the temperature of your surroundings. Like the Japanese proverb goes, *Sensors of Connected Circuits in Your Bedding*.

ACE shudders to think of any other bed-based body movements the Sleep Sensor could be programmed to look out for...

A New Era In Interactive Entertainment ?

CD-I has finally arrived... well, almost. Philips, or rather its American front Magnavox, used a special station at the Consumer Electronics Show in Chicago to unveil the first Compact Disc Interactive player for consumers.

For those not in the know, CD-I is an exciting multimedia home entertainment system that combines compact disc-quality audio with video, text, graphics, animation and interactive capabilities.

The idea is to turn passive television viewing into an active and participatory experience.

CD-I players connect to any television and stereo system, and is similar in look, design and operation to normal Audio CD players. In fact, they use special first-time-only compact discs identical in appearance to their audio counterparts. As a bonus feature, the discs can play all CD-I, CD Digital Audio, Photo CD and CD-Graphic discs.

All major consumer electronics firms, including Sony and Matsushita (parent company of VCR, Technics and Panasonic), are also developing CD-I players.

The Magnavox CDIC10 will be released in the US and Japan later in the year. Europeans will have to wait another year to enjoy the CD-I version of *Big Bird* from Sesame Street. On the plus side, all the initial bugs should have been sorted before CD-I hits the sunny streets of Southern-land. Additionally, European CD-I units will include built-in full-motion full-screen animation capabilities based on MPEG (Motion Picture Engineering Group) specifications. Thus, CD-I titles will have the ability to mimic the TV-quality images and sounds that you're accustomed to.

American Interactive Media (AIM), the software development partner of Philips and Poligrum, will launch over 50 CD-I titles in North

America this year to support the introduction of the hardware. These have been divided into four categories: Children's, Music, Special Interest and Games. AIM has worked with leading software developers and top brands, including such names as TimeLife and ABC Sports, to provide a variety of titles.

Magnavox announced a launch price of \$1,499 for the CDIC10 which includes a Rembrandt remote control and two software titles.

Magnavox also revealed that initial software discs will range in price from \$29.95 to \$59.95.

As with the CD-I, a less sophisticated device with a similar concept, the quality of the software will be a major deciding factor in the success, or failure, of the next phase in interactive entertainment. CD-I has the advantage of being available right now, plus it's supposedly easier to develop product on this Apple-based machine, whereas the pioneering CD-I titles look and sound far wobbler. But at this early stage, there are no clear winners.





Sony Probes The Future

London Nintendo and Sega, there's a new battlefield machine on the loose which puts the Gameboy and Gamegear firmly in the shade. Sony was showing a prototype of the world's first portable CD-I player at the 2nd International Conference on Interactive CD-I in London last month.

The conference, which heralded the consumer launch of CD-I in the USA and Japan this year and Europe in 1993, focused on the interests of publishing, programming and design for the new medium. Key speakers included Jan Thomas, President of Philips, and publishing mogul Robert Maxwell on characteristic terms. At least Sony had some working ideas this year.

"Once again, Sony has taken a dream and turned it into practical reality," says the vice president. Nevertheless, the baby looks hot.

Sony's CD-I "Walkman" is a compact little unit combining a full-fledged Compact Disc Interactive player, which is able to play CD-audio discs just like its Discman cousin, and a colour touch-screen display. Three simple controls, a wheel joystick and two fire buttons, give you total control over the software. There's also a "ghostbuster" model under development. What will be next?

The data stored on a CD-I disc is compatible with all major TV standards so you can also hook the mobile deck up to your television monitor and built speakers for full effect - even if you're in Europe, Japan or the USA.

The unadorned portable CD-I player, which remains a "prototype demonstration" at present, contains a 16-bit 32000 microprocessor and 640 kilobytes of memory. CD-I's digital video and audio processing specifications allow for over 16 million colours and a maximum audio capacity of 19 hours.

A single CD-I disc can store over 100 million words or more than an entire 30-volume encyclopedia.

"The most significant CD-I application hasn't been invented yet," notes Sony. "But interactive music software gives a hint of CD-I's entertainment potential. Imagine being able to instantly interact with your favourite entertainers in a multimedia environment. High quality sound, video-clips, lyric sheets, liner notes, photography - everything is on the disc - and the audio-visual playback arrangement is up to you. CD-I titles can be designed for all ages, from toddlers to adults, and all situations."

What's the secret in the digital entertainment? What benefits, what fun? It's not just your portable interactive digital music console, the portable Walkman that can store, playing, even ready stream images, those banks waiting for your pointer to and hand scrolling controls are you downloading in this the digital world to make systems? Nothing prevents you for what happens next. See below. Download images get in and scroll over the screen. I don't know what you do I'm wondering in the USA from here on.



Video Vigilante

Spot check punters will soon have a weapon to counter-attack the brutal TV programmes invading their homes. Would you like to blow away the evil Barry Norman or Barry Manilow?

The Video Vigilante is a new accessory that allows viewers to shoot the television by superimposing a shotgun-glass, bullet hole graphics over irritating images - or performers - in the accompanying of a gun shot, or any of a whole selection of other graphics and sound effects. The simple device causes various effects, which range from a pin in the face to a brick thrown through the screen, by plugging in different cartridges.

"There's already about 1000 things on the TV screen," argues co-inventor John Nello. "The Vigilante gives them a way to shoot those annoying images with a great effect and good sound." The system works with broadcast, cable, closed circuit, satellite and video-tapes. Operating just like a video game, Video Vigilante is controlled by joysticks. Click for one of a pair of guidebook manuals appear. A second click shows the selected image.

Video Vigilante will be in North American stores by Christmas. A price is yet to be announced.



Metropolis Of Multimedia

Barcelona today. If the race into work doesn't tell you, the pace of progress will. That's probably why the world's biggest software company is building a \$120 million research and development facility in the capital of Spain.

Microsoft hopes the centre will expand the electronic horizons of multimedia. MSN (high definition television) and satellite communications. Another exciting market is the introduction of more Asian language software applications.

Japanese punters are already enjoying the benefits of hypermedia (Bandaix machines like the FM Towns, a 32-bit personal computer with built-in CD-ROM drive from Fujitsu). According to Ken Yoda and Ken Ono of Japan's CD-I Research Institute and Hyper Media Corporation, players can start taking their first participation in life-like games with elements of simulation and role-playing.

The spotlight will start shining in the late from early next year. But will Microsoft have any spare cash to spend on the entertainment side of things?

F-14 TOMCAT

**The First Simulation
Of The Most Famous
Jet Fighter In The World**

Join the elite fighter pilots in their battle for control over the skies. Fly the F-14 into life-or-death combat action, from the Persian Gulf to Libya and Korea. Battle it out in "Top Gun" school one-on-one challenges. Outgun Migs and SU 22's on carrier-based assignments. Variable skill levels make F-14 accurate enough for the expert, simple enough for the novice, and with a full real-time highlight film, you'll learn as you fly. Vivid 256-colour 3-D, digitised sound effects, a whole host of different viewing angles and an armory hot enough to rule the skies make F-14 Tomcat a flight sim as deadly as the plane itself.

F-14
=★=
TOMCAT

BY ACTIVISION, INTERACTIVE

ACTIVISION

Available
in August
on PC &
Compatible
Format.



ACTIVISION

Letters

HAPPY FAMILCOMS

I don't know why people get so excited about the Super Famicom. It offers nothing new that the Magazine can't handle.

Is its pricing is ridiculously high at the moment. Is it's just playing old games that have got a bit better (SMH, Ghouls, A-Type, Popoia, Sim-City etc)

It's not going to buy it for these reasons, and also because of the fact they're been trying to build a monopoly in the world of videogames.

If you don't believe me ask: "Where there must be about 500 games available for the NES in the US and Japan. In Europe that are about 70 (grey import not included). There exists a portable NES but it isn't licensed by Nintendo, so the consumer has to pay twice the money in order to play the same game at home and elsewhere.

Saga does the too Master System, Magazine and Game Gear! I'm 21 years old and I've been the kid and full of systems like the VCS and the CBS ColecoVision and in these days they just want for a NES even made games for the VCS! Nowadays if you're game buy a system you'll have to face the fact that you're gonna miss a few titles.

In Europe almost every game that's released for the Amiga is released for the Atari ST. The situation's totally different for consoles, leaving us consumers standing in the cold.

The most innovative products I've seen the last couple of years have gone down the drain or are still struggling to survive. The Amiga system, the Commodore Prodigy, the PC Engine GT (I've first hand held system that plays first rate cartridges both at home and everywhere else) but you guys decided to give the PC Engine no more attention. Why?

And the Saturn-Career Laserdisc adapter of course. I hope that the truly innovative and consumer friendly products get what they deserve in the near future; because that is...
By the way, I have a Gameboy, an Atari ST and a Magazine and I'm gonna buy a PC Engine in the near future.

**Neel Marie
Belgium**

2) Yes it does.

2) It's pricey because it isn't officially available in Europe and some people are pretty happy to pay over the odds to get one, thus

keeping the prices high.

2) What's wrong with offering Famicom owners the chance to play classic games like Popoia and Sim City? Should they have to buy an ST to enjoy these games?

4) You have to buy different versions of different games because Int Nintendo and Sega don't wish to force people to choose between a home based system or a handheld and (b) the machines have different capabilities which have to be catered for.

5) We'll cover the PC Engine should its user-base become large enough.

SING SAMTHING SIMPLE

I read with some interest in your last issue that you will no longer support the 8-bit machine. My question is, does this include the Sam Coupe computer? There are now thousands of owners of this 8-bit computer, which possesses many characteristics of more expensive 16-bits, and after all, it is a new machine.

The computer has a steadily growing user base, and new games are now beginning to appear. I wonder whether ACE will cover these games as they appear?

You also mention that you hope users of 8-bits will turn to ACE when they upgrade. The fact is, many Spectrum owners have upgraded to the Coupe to use their existing software base as well as using specific Sam software with greatly enhanced sound and graphics. I understand negotiations are taking place with a number of companies for specific Sam releases, including New Zealand from Golan and Prince of Persia from Danmark. The latter is supposedly the best version of all. I eagerly await comments on such games.

**Nick Drewett
Buxley**

Correct Danmark are producing a copy of Prince of Persia. Well, sort of. I had partly approached them with a completed game which, according to Danmark was so fantastic they couldn't turn it down, even in the light of

the Coupe's less than awesome sales. However, the game will appear under the SAM rather than the Danmark label, and no-one really seems to know quite when it will be released. New Zealand, however, would seem more unlikely proposition.

As for our coverage of the Coupe, we can't make any promises.

TELEVISION MAN

With regards to the television idea of a computer/console programme, I think this would be an excellent idea and could take the same line as your Direct Line do in the pink pages. Do you would have an expert for each of the popular machines, give ten minutes in the programme to give a run down on the latest releases, user tips appear on same, and tell of future games. The program would last around an hour and could be shown early on Saturday morning, like the Chart Show.

This sort of programme wouldn't affect magazine sales, merely acting as a supplement to them.

Also if it was to be, say, once a month or once a fortnight it wouldn't be that expensive for a TV company to produce.

**Steven Lunt
Wigan**

WHEN I'M 65xe

Before I go on I would like to say your magazine is the best and I get it every month and have done since 88. I have three complaints (not about your magazine, I'm sure an Atari fan, the new one, and not in over ten years have I seen a magazine for my computer).

2) The Atari is becoming more popular so how come I have to get my games from a shop &

FAST AND SMOOTH!

It may be that I am underestimating the power of such an organisation. Or, perhaps not being a pirate, these few words do not strike the terror into my heart that it might.

The words, of course, are Federation of Free Traders' Mail Mail! Do you think the threat of reporting pirates to FORT (as you have warned at the end of the Readers' Page) is going to heavily stamp out the nasty breed of computer enthusiasts for good, or if success, it could be that you just made an error. Still, reporting pirates to FORT would probably have just the same effect as reporting them to FOGI.

Anyway, before the Federation Against Software Theft was set up, wasn't there a computer users club for users of Fast Basic on the ST called FAST. I'm sure this has caused some confusion all around.



OOooooo! Mind you, the Federation of Free Traders certainly put the fear of God into us when we saw it. Still, our printer-outlets those pages do; not me! I had been reprimanded and made to play 'Champion of the Flag' for a fortnight as a penalty.

into from where I live because no other shops sell them.

BT The only games I can get are £1.99 things not saying that some of them are good but how come I can't get games like Star Wars, Double Dragon, Silents'!

My personal computer was not before the ST and the ST already has a magi ACU.

David Budge
Ebbwasi

Also we know of no magazines covering the 680x. Possibly your best bet for new games info would be to join a users group. And if any readers know of such a thing, we'd be only too pleased to pass on the information.

MAKING THE UPGRADE

At the moment I am the proud owner of a C64, and thinking of upgrading to a better machine. However, my parents say that I will use it as a plaything games console. Also they argue that what can, say an Amiga do that a C64 can't? Do you think it is worth shelling out £300 to £400 or even £1000 on a better computer. Please could you give me some advice as I don't know what to do.

Also, if my parents do finally decide to let me buy my hands on a 16-bit machine, I don't know which to get. For a decent PC it would cost £1,000 so that is definitely out of the question. So what am I left with? Most of my friends own Amigas and a few use STs and after playing on both of them I would say that

the Amiga is best by far, but it is £100 better than the ST?

C I Stevenson
Lancashire

It sounds as if you've pretty much made up your own mind. So what are we left to answer? Is the Amiga £100 better than the ST? Well, we have to say, in the light of market trends and so on, 'Yes'.

EASY PCs

Right! That's all I've had enough! What on earth do hardware and software companies think they're playing at? I own a PC with VGA and 20 meg hard drive, nothing especially fantastic, but a decent enough machine nonetheless. I've had the machine for about a year now, and still recently was very happy with its capabilities.

Now, however, a situation has arisen which I am less than happy about. Games from companies like Mediagenic and Sierra are now so big, frequently numbering 8 discs each, that I can only store about 3 games on my hard drive.

This means that whenever I purchase a new game, not only do I have the annoyance of having to install the program onto my hard drive (before remembering games you could play from disk!) but I have to erase one of the other games, reformatting another hefty load at a later date. What a bore!

Now, the blame can hardly be aimed in Mediagenic or Sierra's direction (although I suspect that a little bit more data compression wouldn't go amiss). They are simply trying to give customers the 'wow!' factor for money.

Unlike PC dealers, who seem to be ripping us off I've been looking in a few hardware mags recently, and you can get a laptop-like

range VGA PC with 100meg hard drive, more sound boards, joysticks and drives than you can shake a stick at for £1,000, the same cost as a big standard machine here.

What is going on? I'm extremely interested. Are we Brits being ripped off or is America (and the rest of the world, so far as I can tell) some sort of dreamy Utopia where everything is cheap?

Please tell me, ACE - I'm at my wit's end!

Paul Bradford
Oxfordshire

A self situation. And one that we have experienced ourselves. Our ACE PC is, in fact, just about to be replaced owing to it's somewhat obsolescence. And all as a result of similar circumstances. It's not unreasonable to have to clean out one's hard drive every now and again, and it's not even the number of games that you can or can't fit on the machine which we find annoying. It is, as you correctly point out, the outrageous pricing difference between machinery over in the States and here which sits us.

However, there would appear to be some light at the end of the tunnel - PC prices are coming down at the moment, and while they're still a long way above the silly numbers found on the other side of the pond, it is possible to find a PC with a decent hard drive and all the bells and whistles for around £1,200.

STRIP SEARCH

I'm writing to say the cartoon strip in the ACE technology, particularly *Dobby's Tool* and *Johnny's Glasses* particularly amusing, though I must admit that I didn't get the joke in *Things in Boxes*.

Anyway, it got me thinking about other alternatives for a possible future guide. How about CD-Rom - here's a big one, about a criminal who uses a vast CD-Rom database to help her rob banks or something? Or Mandy's Megabyte - it makes games more alive, about a character that makes the sprites in a little girl's game cartridge come to life?

**Daniel Brock
Glastonbury**

To be perfectly honest with you, I didn't understand Things in Boxes either. As to your strip idea, CD-Rom has promise (I like the pun), though you don't explain quite how this character is set up or involved, and Mandy's Megabyte is perhaps a little too similar to Freddy's Publication Freak to be used. [But, glad the strip generated some response!]

BACK TO THE FUTURE?

After reading ACE compulsively for the last year, I felt I must write to say what a load of rubbish, nay, cobwebs! I think all this future technology business is, it's just another three-wheeled excuse for money-grubbing software and hardware manufacturers to squeeze more money out of the exploited game-playing public. Well, we won't stand for it anymore!

Recently, I had the opportunity to sample that non-virtual reality console in a London arcade. Two-put-it cost me, what a load of rubbish! All the graphics were blurry, the format was far too heavy and the game was very disappointing. Call me an old square, but the way I see it, and these VR speculators can come up with something as realistic as the system seen in the movie *Blade Runner*, they should stay tucked in their little boxes and experiment, and not try to fit us all with their half-baked ideas. Come back when you've got something that is GENUINELY realistic, eh chaps?

And CD-R! A load of gish if ever I saw it. It's yet another excuse for penny-pinching software to get away with releasing sub-standard games by dressing them up in flashy graphics. Or can be software publishers use technical breakthroughs - it shows them to be lazy or the gameplay first.

Whatever happened to the good old days of the games industry, when games like *3D Ard Attack* and *Tomato Low Level* ruled supreme?

Because the capacity for graphics and sound were minimal, programmers had to impress by doing playable games. Now they have all these 2048 colour video-cards and 32-bit sound capabilities they just sit back, in a few free, out of care, half-back, put these videos on the back and then go off to buy themselves a new pair of slippers with the earnings - which come out of DSB pockets.

Well, I say it's time to stop. I think that we should all be forced to go back to our old 512k machines, so that gameplay will once again become the most important factor in a piece of software. And while we're at it, let's swap all the talk about VR and CD-R, and come on teachers! If the kids are united, we will never be divided.

**Donald Myerson Poshkin
Peters Bar**

Steady on! While we at ACE share your sentiments that gameplay should always come first, there's no need to have a go at future technology to support your argument. It seems to us that your ideology is tinged with a strain of paranoia and unconvincing technofear as you attempt to fight off the future with these futile dreams of an industry that isn't was. You can't go back you know, or the only way to look to the future - which, you'd find if you just opened your eyes a little - is getting together by the processor. Wake up and smell the coffee, why don't you?

MEGABYTE MISERY

After reading the excellent ACE preview, I rushed out to buy a copy of *MicroProse's F-15 Strike Eagle II* for my Amiga. However, on booting my new purchase, I experienced loading difficulties and consulted the manual to see if I was doing anything wrong. It was only then that I discovered from a small Amiga version booklet that the game only works on a 1 Mbit machine.

Since I have only an unexpanded Amiga 500, this is hardly any good to me. Since I am planning to buy a Mbit expansion within the next few weeks, I won't be taking the game back - but it's a shame to me in the meantime, and what about all 20 users with no place to report who bought the game?

I know that more and more Amiga owners have megas now, but what about the poor unfortunate who don't? It hardly seems fair, so come on *MicroProse*, it's not difficult to put a 1 Mbit only sticker on the front of the box to protect any potential buying buyers. I hope this isn't some kind of deception they're running to con more people into buying the game, and I hope this is only an isolated incident. It's hard to see this kind of trend continuing.

**Henry Fisher
Godalming**

Fear not, an paranoid one. This is not a subtle plan to grab buying owner's cash. A simple call to the *Prose* boys explained the problem. A cock-up in administration saw the first batch of *F-15s* being shipped to the

shops without 1Mbit warning stickers. The mistake is currently being rectified, with sticker-orders being sent out to shops, so they can modify their packaging. And, of course, all further copies of the game will have a warning sticker. *MicroProse* assures us that if you did fail to buy, there should be no problem taking the game back to the place of purchase to get it sorted.

BARGAINS GALORE

While visiting my local software shops the other day, I noticed that all of them had one thing in common: they were selling the recent games at crazy cut-down prices! *Blitzkrieg* and *White Death* were listed at only £9.95 each, while *The Killing Cloud*, *Drat* and *AMS II* weighed in at only £14.95. The *Corporation Mission Disk* and a sprinkling of budget titles were available for under a fiver.

When I enquired about why everything was so cheap, I was informed that they were not selling many games at the moment. This is due to a sales slump, current recession, and the fact that the majority of big releases appear at Christmas.

If it's the same everywhere, or is Sheffield just an isolated case? I just hope that none of these local stores really feel the bite and have to close - one of them has already had to fill surplus shelves with board games, paints and resistants.

Even worse, all the companies themselves suffer from stores selling off their titles cheaply and at the same way as Henson. This is just one casualty and I hope that there won't be any more who get swallowed up before the current situation sorts itself out. What are your predictions?

Anyway, now for a question. Concerning your in-depth feature of the game *Robin Hood* is last month's issue. What exactly is one of those *Warze* jobs doing in a game such as this? I noticed it in the spine book picture on page 60 right at the bottom left hand corner and wondered if it was supposed to be some kind of compensation for your readers. As if the only one who noticed this, and if so, do I have a prize?

**David W. Hardy
Sheffield**

Interesting point, *Warze*. It's a well known fact the software industry enjoys a bit of a slump during the summer months. All the software gets their wings no matter how cheaply the games are eventually sold for, don't you worry about that. As a vic the Robin Hood query - yes, you are the only person to have noticed it, and no, you don't win anything.



IBM PC &
Compatibles
CBM AMIGA
ATARI ST



My head is throbbing... and my heart isumping the adrenaline around every vessel of my lap-lessee body - the "driving seat", that will be also formed, wedged like a Gull 48 into the steering, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

"Dirt Wheels" They call it. Competitors who play a "game" - a game where there are two ways to lose - down the road or down on track - the last of the two "WIN" for winners are the heavy forward considerations of expertise...

...because that will give you the **WIN** opportunity, and then, crash them, drive them into a million white-hot, smoking piles of wreckage, the full of "dirt" in which only a

... will experience our last, and final, bloody track. In the arena, the game becomes a **struggle to win**, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty team of this **mechanical beast**. It's engine purring out every ounce of power to keep me just ahead, and delivering a heavy, shattering blow into my back as it accelerates at my command, taking aim, I firm up every muscle ready for the great burst, the finishing stretch as I witness my **total domination**, and the message - "TOTAL WIN!"

But there's just left the game story line **WIN** enter the arena...

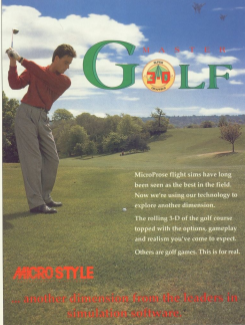
ENJOY THE SHOW!

OCEAN SOFTWARE LIMITED
& CENTRAL STREET
MANCHESTER M2 5NS



TELEPHONE: 061 832 6633
FAX: 061 834 0650

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



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

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

Others are golf games. This is for real.

MICRO STYLE

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

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



With DYNAMIX looking to build on their computer-film success with interactive cartoons, and DISNEY fairly stomping

the ODD COUPLE

ahead with a brace of big name titles, the two are gearing up for a major assault on the top-end of the market.

DISNEY

Disney Software's releases to date haven't exactly been pitched at the high-end of gaming, avoiding recent Mickey Mouse's endeavors to avoid incarceration both in the Castle of Doom and Donald Duck's arithmetic for beginners.

However, the next batch of product would appear to promise a considerable image hike for the firm, certainly in the age-profile stakes.

The firm's glittering press launches is a plain exponent in the swanky part of Chicago was an impressive effort, not only for the effort Disney had put in ensuring the sales and promotion from the world's press were well fed and

watered, but also for providing a brace of product managers on hand to demo their own projects.

Although being filtered around the exterior of the room felt a little like being on some sort of public relations campaign left and the slick speed was a little over-the-top for the tastes of some Brits, the entire presentation was a pleasant enough affair.

Release Date: Summer '91

DICK TRACY

The movie may have been a flop and the first game may have been dreadful, but Disney's latest crack at the game of the film of the cartoon of the man in the yellow coat looks to be more successful than you might expect.

Radio-station Dick need not be a grumpy crime-fighter; although following his own rough edged form of justice to the mob while trying to keep out on the right side of the law. His adversary, Big Boy Caprice is behind the scenes of mind-boggling crimes: theft, harm which Dick must solve.

The time there's actually a lot of detecting to do, with clues to various references going on littered around the town and Dick, with the help of regular bullets from Police HQ being around the town knocking up felons.

Plot is an extremely predictable read, the game at least looks presentable enough. There's a healthy amount of data to be gathered on each suspect, accomplices, aliases, known hide-outs, etc., and at least the animation/promises to be better than the debacle of late of its predecessor.

Release Date: Summer '91

HARE RAISING HAVOC

Roger Rabbit, the loopy long-eared rabbit who shot to stardom in *Who Framed Roger?* and more recently as the decidedly superior ball of a Don Tracy double bill is about to appear in a computer game of his very own adventure.

Baby Herman, angel faced psychodeo brother of the first movie has been given to Roger in babydoll by Mein. Should any unpleasantness befall Herman, Roger will be for the high jump.

Disney's aim this time was to produce an interactive cartoon, and if first impressions are anything to go by, they've had a pretty good rate of success.

The game is constructed from a number screens each featuring a unique set of



animations, leading off the disk in chunks. The advantage, obviously, is the game designers can define a whole new batch of animations for Rigger for each situation. They know what problem you'll be solving so they know what you're standing on a springy training board is opposed to standing on the sofa.

And indeed, the game looks well suited to the genre, being broken down into chunks, usually a couple of rooms long. Each provides a new mix game with new rules and potential for Rigger to roam.

The vital challenge is to help Rigger escape from the living room of the house, a considerably more complex problem than may at first be apparent.

If his old sounds a lot Dragon's Lair, don't be alarmed. The player is afforded a great deal more freedom over Rigger's antics. Each location is also pretty safe to begin with, only placing Rigger in a dangerous situation with warning.

Release Date: Summer '91

ROCKETEER

Scarily to appear as a major motion picture in the format of the States, Rocketeer is a top-back-to-back-to-back-to-back style of movie with clean cut lines, suddenly Race films and a whole bunch of funny songs.



FROM ROCKETEER (MCA/UMI)

Rigger's graphic style allows plenty of room to find the greatest, best problem from which solutions are common—available to the player—before time expires. (ACE)

More attractions/images, but this time from the west

All of which add up to a pretty excellent game formula. And indeed, Disney isn't giving a lot in the game.

All the action in the film has been rolled up into a suite of subgames. So far as our early information reveals, there's a great deal of flying (in the horizontal) and some Lucifex/Chameleon style sequences too.

Release Date: Autumn '91

STUNT ISLAND

It's no place for novices, Stunt Island. Only the top-ranking elite pilots need apply for a vacation on this adrenaline-infused holiday paradise.

Billed by Disney as the flying and filming simulation, Stunt Island allows the flyer to select from a batch of cheery historical aeroplanes and then film themselves performing dangerous stunts.

As well as realistic judge flight, the game boasts the most comprehensive set of video and variable playback features seen in any title.

The purpose is to become an expert pilot and filmmaker and earn yourself a forkful of cash along the way.

Release Date: Autumn '91

DYNAMIX

Having covered the advertising populace with top-quality titles like Rise of the Dragon and Heart of China, and having schooled simulation fans with their super-detailed Real Dinos, Dynamix are set to make a play for the hearts of, well, just about everyone else with their new outing, The Adventures of Willy Beanoes.

Billed as an interactive cartoon, the latest joint-writer/illustrator intelligence has a mischievous youngster as its hero, pitted against the sort of everyday trials and tribulations which American teenagers seem to have to endure. It makes a



STUNT ISLAND (ACE)

By dynamic controls and film camera for the greatest step in simulation.

More attractions/images, but this time from the west

nice chance to attack more lightweight problems instead of having to save the galaxy again. You must keep Willy out of detention, keep him away from the school bully, etc., etc.

Imagine being able to control levels out of The Wonder Years, and you've got a pretty good idea of what goes on.

As yet, extremely little information is available on the title, but as you can see from the pictures, the graphic artists have gone to no small effort and the environment Willy has to play around in looks entertaining enough.

AND THE REST

Amiga owners who have been salivating over APC versions of Heart of China can catch up on Dynamix' earlier blockbuster Rise of the Dragon come the summer. Clearly, the game looks pretty stunning, and any space 'em worth its salt would be wise to invest in it. Versions of Siska 2 and Trial by Fire are also on the way.



RISE OF THE DRAGON

Amiga owners will shortly be able to enjoy the spectacle of the future's private investigators on the loosest time and they seem to be having something on the biggest local Amiga.

HUNTER

ADAPT TO SURVIVE

The Hunter is alone behind enemy lines. Infiltrate, outmaneuver, and the expertise to complete his mission.

His only accomplices are the weapons, and the multi-dimensional universe; his objective: to survive.



MISSION
394-KST-95
CODENAME
HUNTER

ACTIO

HUNTER

SEEK TO DESTROY.

...ability to make best use of a wide range of
...ate our missions, the Hunter is a breed apart.

...s, vital structures found in his amazing three-
...tackdrive. The Hunter has the will to win. Do you?



VISION

Available in September on Amiga & Atari ST

size building blocks whirling through space and forming the Channel 4 logo was considered the very epitome of groundbreaking. But times change, and these days it's easy to become very blasé about the quantity and quality of computer animation seen on TV and cinema. Jim Pibb barely raises a jaded eyebrow at seeing milk bottles come to life and merely just 'down a suburban street, or 'trapezoids' swishing around across a breakfast table. In a way, this complacency is a tribute to the skills and artistry of the many computer graphics companies now producing state-of-the-art animations for ads and television shows like *Seinfeld*. One of the leading exponents of this relatively new commercial art is London-based Digital Pictures.

Digital Pictures was established way back in 1982 with just two staff. Since then the company has expanded dramatically and now employs 150 animators and computer technicians. Recent commissions include commercials for 'Hospital and Genitors', and the title sequence for Channel 4's *West*. Demanding as these projects were, they were nothing compared to the creation of a virtual Barcelona.

CALL THE COMMISSIONER

While the Olympics are the premiere sporting event for the world's athletes, they're also a major showcase for the host city. When Barcelona was awarded the honour of hosting the 1992 Games, major construction and rebuilding throughout the city was inevitable.

But when Post 2000 announced plans for a major redevelopment of the city's harbour and marina area, the reaction from Barcelona's citizens was mixed. To overcome this, Post 2000 commissioned the Spanish company Division Video to produce a 3D-rendition commercial that would somehow convey the eventual positive benefits of the extensive construction work. The solution they came up with was a computer-generated flight around the 'real' Barcelona, centring on the port area. Which, of course, is where Digital Pictures came in.

Digital Pictures had already done similar work but of a much smaller scale for the City of London Pavilion at Seattle and for a Hong Kong airport proposal, and their success with these two projects made them natural choices for the job. Kim Kohn, the project's Director and Chief Animator, describes the task as 'intriguing, exciting'. 'This is the first time a whole city has been digitised and animated to this detail. We came to share with our animators of Hong Kong but the project has taken the idea one step further.'

GROW YOUR OWN CITY

The first hurdle was collecting enough reference data. Kim spent some time in Barcelona taking photographic references of the city as it stands now and planning camera shots for the animation. In addition, street plans, architectural specifications, and building plans were collated to provide a huge library of data.

Once back in London, Kim devised how the commercial would look. The idea was to start with an eight-second full action tour around the area as if new clients, followed by thirty-two seconds of animation illustrating the eventual results of the current development work.



VIRTUAL CITY

ACE goes sight-seeing in Barcelona, the host city to the 1992 Olympics... before it's even been built!



Meanwhile, the four other animators began the epic task of inputting the collected city data into Digital Picture's custom built DigPic modeling software running on Silicon Graphics 4000 graphic workstations. Digital Pictures have eight workstations at their disposal, each costing a cool \$25,000. It's money well spent, though—each can generate a frame of animation to 70 resolutions from a sixteen million colour palette in just thirty minutes. Compare that to an Amiga! Post 2000 wanted the animators to give the impression of the city 'growing' as the commercial progressed. This was achieved using various techniques, including animated tree maps fading up from transparent to fully

...to be made more 'real'.

THE
The e...
Just 1...



design and adding detail, polygon by polygon, to each frame. The expanses of water were modeled using bump maps and "cloud" shadows peered over the surface to provide an authentic look.

The end result? A stunning, fast-moving flight over Barcelona. Its new buildings and plazas formed at the viewer's swoops and dives over the city. Just take a look at these stills to get a sense of the complexity and intricate detail of the superb animation.

THINK ABOUT THE FUTURE

The quality of these images begs the question: Just how far away are full-length movies

completely generated by computer? It's a question that generated a great deal of discussion at Digital Pictures. Generating photorealistic images of man-made objects such as buildings and streets is completely feasible (take a look at the shots on this page), and natural phenomena such as trees, clouds, mountains, and fire can all be closely modeled. The big stumbling block are humans and animals. Generating a, say, human face is incredibly difficult, due to the complex mechanisms governing the way it moves and looks. But that city will come... and ICE will be there to tell you all about it.

■ **David Igochert**



Top: **Michael
Chaplin**,
Project Manager
Middle:
John King,
Visual Effects
Artist
Bottom:
Chris Knight,
Animator
Right:
**Michael
Lynch**

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T2

THE REBELLION

It's taken seven years, but Schwarzenegger is back in style as the fearless, ruthless, relentless killing machine in *Terminator 2* - and the game's promising to be every bit as hard. ACE prepares for Judgment Day...

TERMINATOR



Forget the SMS - if you want anything like a sci-fi shot, movie director James Cameron's poor man, Omega, is a futuristic killer. He's been responsible for some of the most spectacular science fiction films of the 80s - but now that he's back on Earth, he's got a new mission: to kill Schwarzenegger. In *Terminator 2*.

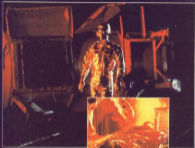
Director of an end-of-the-world and end-of-the-world film from the future to eliminate the world's most powerful leader is still a tough job. It's a science fiction masterpiece - although it's not as good as Schwarzenegger's previous work. It's a tough job, but Cameron's previous work is still a tough job. It's a tough job, but Cameron's previous work is still a tough job.

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T2

THE BOY

could have been made... or, in other words, the original movie didn't do it. Instead, Cameron and Co. T2ed it right down the middle, changing some key bits of "history" to make the movie more palatable for the masses. In this case, however, we're not talking about an artificial history being made to suit an art form.

Machine Intelligence: Terminator 2 is a technological triumph. Cameron used his excellent imagination that makes movies more fun than ever before, but he also used his extensive computer and special effects knowledge to make the Terminator a more realistic character. The movie also features the Terminator's first close-up, which is a real highlight of the movie. The movie also features a lot of great action, and it's a real gem of the sci-fi genre.

Machine and man are the main themes in the movie. Cameron explored the relationship between man and machine in a way that is both touching and terrifying.

viewer certainly that such a sequel would pack a pretty hot-to-eat.

The second factor is actually considerably more important than first impressions suggest. Terminator 2: Judgment Day is officially the most popular movie EVER MADE, weighing in at over a hundred million dollars! Such is the enormity of the investment that's been made, the entire future of currently production companies' budgets hangs in the balance. If the movie bombs, literally nobody's willing to bet. Cameron could well get down with it.



ATOR 2

Information about the movie itself is incredibly tight — as tight a fact, but every copy of the script, which has been distributed by Cameron himself as "the Pre-Action Papers", has a huge red metal number stamped across every page, and any copies turn up in the wrong hands, Cameron can have it back to the original owner. However, despite such tight-lipped security, ACE has exclusively obtained details as to what Terminator 2 is all about...

THE STORY

In the cold open chapter future, where the war between man and machine rages, resistance leader John Connor (played by Robert Patrick) is the only computerized pilot to have been killed in the war by means of time travel. So when the robots capture a T-800 Terminator, Connor has it reprogrammed with instructions to protect him. The T-800 returns to the Cyberdyne Systems HQ and finds that back in time to our heroes' 1984



John Connor is a mere 10-year-old boy) to do battle with the new, more-lethal Terminator — the T-1000.

But hold on a minute — where does Arnie come into all this? Since he got "quarantined" at the end of the original movie, you might think it's a little difficult to bring him back with a feasible excuse for the sequel. But the problem has been cleverly negated by Cameron and Co. writer William Wisher. You see, A-1, T-800 Terminators look exactly the same — in fact like three, and that includes the one captured and sent back to protect Connor. So what follows in the movie is Arnie having a right old ding-dong with his more sophisticated mate — one desperately trying to kill the Connor boy, and the other trying to keep his alive.

Protecting the boy and his mother played out more by Linda Hamilton, is no easy task, considering the opposition here finds herself up against. The T-1000 Terminator 2 (played by

T2

THE MILE

newsman Robert Patrick) to not a robot at all, but a being constructed of a new super alloy with the same slippery qualities as Kevlar— which means it can dissolve and restructure itself to look like any person or object. Not only that, but bullets pass through its body like water.

The reason for the T1000's watery properties would seem not to be for any particular script requirement, but as an excuse to make use of some stunning special effects. Robots were so impressed by the glowing computer-generated "water scenes" in Cameron's *The Abyss* that it seemed impossible to resist using it again. This time it's an even more elaborate form— called the T-baler, which is, currently dropping into a crevasse around the country for a taste of what will be talked about. But while at this country party to announce effects like these don't come cheap, the computer-generated T1000, along with the rest of the special effects, ate up an incredible \$4.7 million of the production budget— that's more than an average movie needs to make its profit!

Terminator 2: Judgment Day is already out in America by the time you read this (previews it hasn't slipped from its July 4th opening date), and is released in the UK on Friday August 19th. So get previewing...



Robert Patrick used the T-baler (aqua computer-generated) to see in *Terminator 2*. The film is the first genre movie available on laserdisc.

While the great cast (the T-baler computer-generated) and the excellent cinematography of the great John Badham kept the movie's style, which is based on the original, strong and intelligent, it's hard to believe that it's not a masterpiece.



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JAMES CAMERON FILMOGRAPHY

PIREAS 2 (1975) Directed by Peter...
 Cameron's first feature film, a...
 about the...
 on land. On the...

THE REVENGE OF NANNY
 Cameron's first feature film, a...
 about the...
 on land. On the...

THE APYX
 Cameron's first feature film, a...
 about the...
 on land. On the...

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T2

30 YEARS

With the movie brimming with some of the most expensive and amazing special effects ever, and only a month to go before its theatrical release, how on earth is OCEAN hoping to do 16-bit justice to James Cameron's hundred-million dollar epic?

The insular task of adapting Cameron's first game into a computer game felt like nearly working development house. However, and in particular, the company's chief lead, Herb Sutter, is a double-edged sword for Kevin as not only is a particularly creative character, but to Sutter, there's a personal factor, too. Kevin is a self-proclaimed Terminator enthusiast. "I love it, but I got the video of the first film on my shelf here, along with a model of the Terminator robot, and all the paraphernalia."

With the help of his Director of Games, Kevin's been responsible in the past for games such as *Guardian*, *Golden Age*, and *Star Knight's* Blacklisting debut. Cameron felt that it was the letter that got him a spot at Termination 2. "We got lots of offers of work after we did *Opposition*, one of which was from Ocean to do *Termination 2*. To be honest, I wasn't too interested. First because we had other projects in progress, and then I was more money to be made out of doing art versus work that would generate that sort of buzz for me to talk about."

It wasn't until he read a script for *Termination 2* that he felt like it was a good one. "I read it, and they said they had revised it, and I was like, 'Oh, the script, it was the 'old' version, I was like, 'It's a better game.'"

"I would have work began on the game that a month before we had the almost unrelentingly successful security surrounding the movie script. The script was multi-use. We started off working from the old script," Kevin explains, "and from that we were able to pick out scenes that would make good games. But when it comes to actually writing the game and doing the graphics, the script is not enough. For example, there's a scene in the film where a helicopter chases a van down a street, which we've used in the game. But the script just says 'helicopter', so how do you know what color to draw it, or even what kind of helicopter it is?"

Fortunately, matters became a little clearer in March when Cameron saw the movie trailer, which, as you would have it, has snippets from most of the action scenes that Kevin's had selected for use in the game. It also came in handy for giving a better idea of the movie's tone and style, and for depicting frames for art reference.

"The game itself is a level based affair," the action-based and two people game, dotted around in between. "So far as the movie's concerned, the action is actually very restricted as it's a sub-machine gunner battle between Arnold and the T-800 for pretty much all the way," says Kevin. "One of the problems we faced was working out how to end a level. In the film, it's often a blow that ends a combat sequence, like in the T-800 fight between the two Terminators when Arnold is pushed through a window and then collapses on a table. Nobody really ends or



level," as how do you translate that into a game? The fact that the T-800 in general may not shoot makes things an issue, as Cameron changed the rules a little. For each combat round, the T-800 has 10 "hits", and when they've been depleted he becomes disabled, allowing the player to escape to the next level.

But when the T-800 is incapacitated you get all his energy back, representing the machine's ability to repair damage. It's very





Arnold Schwarzenegger's Terminator 2 is a more complex character than the original Terminator. He's got a conscience, a sense of humor, and a sense of duty. He's also got a sense of humor. He's also got a sense of duty. He's also got a sense of humor. He's also got a sense of duty.



for sure that the T1000 becomes vulnerable and he can actually be vanquished.

As a Terminator fan, Schwarzenegger had a clear idea about what he wanted to do with his game. "The big thing about the Terminator that always inspired me was the idea of a robot [created to] become flesh. So what I've wanted to do is enhance the robot/human images as much as possible. So in the "trazer eye" subgame, even though it's not such a prominent feature in the



The Terminator 2 game features a large number of Terminator units, including the T1000, T800, and T-850. The game also features a variety of weapons and abilities, including the "trazer eye" subgame.

ers. When Arnold gets hit by bullets you see little points of light beneath the skin, and later on, as he becomes more damaged, you see more of the robot underneath."

Graphically, Schwarzenegger has gone for big, chunky sprites, and frame-advance animation, which through very memory intensive, and a programming pain, has been well worth it to him.

"What amazes me is that in all the previous Terminator games, with the exception of *Ter 2: Future Shock*, he's been chosen as a tiny little sprite, and that's not what he's about at all. So for *Terminator 2* the choice here as a guest character [Schwarzenegger] is the other way to give him any screen presence. I wanted him to have a powerful and muscular physique, a sense of weight so that when he punches someone, you really get the feeling that that punch could knock you off your feet."

Now that most of the graphics and storyboarding are taken care of, Schwarzenegger is working round the clock carving out the finer points of the gameplay and generally getting everything together.

"It's about 90-95% finished at the moment. The biggest headache has been getting all these graphics working properly. Each character has about 70 animation frames. That's Arnold, the T1000, Sarah Connor, the movies in the system scenes, the police - it's a hell of a lot of graphics." Soean is happy to have the game released in America in time for the movie's theatrical release over there in early July. Once it's all finished, Keen will be moving onto another *Terminator* project, this time for MS-DOS, which is due for release in the middle of 1997. "It's called *Maximum Overdrive*, which is Latin for horrible monsters. It's a role playing adventure that's got the most amazing VGA featured shading you've ever seen." Find out more in a full Q&A report next month. We'll be back.



IT'S GAMETIME! Here's a level-by-level breakdown of exactly what would-be Arnies will be facing in *Terminator 2*.

LEVEL 1

The first level takes place in the corridor of an arcade, recreating the first major confrontation between Arnold and the T1000. It's described by Schwarzenegger as "Terminator's" best one-up because of the innovative way in which the combat works. The arena available to you fluctuates both in size (range between the first confrontation and the damage level of your opponent, T1000, punches and footfalls are all at your disposal, but since the T1000 is indestructible, the best you can do is try to survive by moving him down - even for a moment, you progress to the next level).



LEVEL 2

The first of the game's two-stage sequences recreates the scene where John Connor, driving a stolen truck, chases the young John Connor on his way down a road (and several others), while Arnold, on his motorcycle, attempts to grab the key "to get back up the action just as Arnold has escaped up the key on his motorcycle and is trying to escape from the truck," Schwarzenegger explains. "There's got things to avoid like crates in the road, and the object is simply to make it to a certain distance without the truck catching up to the movie, which happens in that later passage. Between the two scenarios, support gaffers which are holding up a bridge. The T1000 tries to blow the truck through after them, but it's too big for the gas and it blows up. That's where the level ends."



BEAST BUSTERS

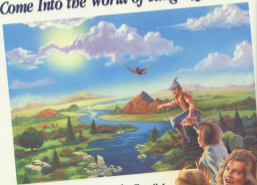


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FLAG

Touch is that, like true magic, they've mastered the art of invisibility, and so can only be seen by the enemy when in close proximity—by which time it's normally too late.

Attacking buildings can often be considerably more effective than prying off individual soldiers, as Ian explains. "We don't just put buildings on the landscape for decoration. Each one has a specific purpose relating to its army. For example there are taverns which, if destroyed, will lower that army's morale. Each army also has a treasury building where it keeps all its treasure money for buying more troops. If you take that, you can stop the enemy reinforcing and rebuilding its army."

IT'S A KIND OF MAGIC

In true wizards' secrecy style, magic plays an important part in the proceedings. "If you've got the cash, you can buy various magic spells to use against the enemy," Ian explains. "There's a plague spell that's particularly nasty. What you do is sacrifice one of your own men by selecting him with the plague, then send him marching into the enemy camp—anyone who comes near him will become infected and eventually die."

HERE BE DRAGONS

In an attempt to add some more spice to the gameplay, Ian has drawn on more classical world's scary themes. "What we've done is put in these dragons that pop up randomly as the game progresses, and then proceed to rampage around the landscape destroying people and buildings indiscriminately. Before they appear you'll get an animation screen to let you know



Simon: "I'm going to have dealings with some medieval people, such as the knights from countries, so it seemed to show some things that were really about the landscape." Ian: "I used to have my own little castle. It had a picture of my own family on the wall, something I missed tremendously. The flag here, which appears on the screen before the map is loaded, is actually taken from a picture in my family magazine. It inspired the entire technique of introducing the character to the introductory sequence."



dragons were carefully kept behind buildings for that. I have levels, rather than just a landscape for the dragon to be single aligned, so a combination of systems has been utilized instead. The top landscape screen of the same size, some walls, roads, rivers and things all available in being incorporated on the landscape on the dragon screen.

Simon: "I've seen some buildings in the dragons, instead of buildings that are the dragons when you're attacking people, although it's not as good as the other idea in which the game is not of the man using dragons, but more like training themselves to be dragons."



Simon: "I've had a lot of ideas, some of them, like the dragon, which is not generally being as happy. But it appears on the field playing and some dragons are anything but happy—they're actually very, very dangerous." Ian: "I've had a lot of ideas, some of them, like the dragon, which is not generally being as happy. But it appears on the field playing and some dragons are anything but happy—they're actually very, very dangerous."

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that we're on its way." It has to be said that a similar feature did appear in Populous (arguably the game by which all others in the genre are judged), although much less was made of it in *Flag*'s classic: "They were treated much more as just something to look out for than a serious gameplay element."

SIMPLICITY ITSELF

When asked how the original idea for *Flag* came about, Ian is quick to answer. "I think we all got fed up of seeing all these strategy games that you need the brain the size of a planet and an instruction manual to match in order to play. PowerRanger, for example, is an excellent game, but by the time you've got it all set up, and spent ages building up your food stocks and everything, you can't be bothered."

"Most people don't want to have to worry about all this multi-layered abstract counter-strategy stuff. They just want to have a blast, and *Flag* lets them do that, while still retaining strong strategic elements. The idea was always to create a game with lasting interest, but one that you could just pick up and play straight away, even if you didn't have a manual. I don't think that



the manual for this is going to need to be more than two pages."

Creating a "simple" game that's new to understand and play isn't as easy as it sounds. Ian and Simon went through more than a few packets of *Inside Edge* chewing over some of the more complex problems thrown up by the

game being active. Ian: "I've had a lot of ideas, some of them, like the dragon, which is not generally being as happy. But it appears on the field playing and some dragons are anything but happy—they're actually very, very dangerous." Ian: "I've had a lot of ideas, some of them, like the dragon, which is not generally being as happy. But it appears on the field playing and some dragons are anything but happy—they're actually very, very dangerous."



could find you through Hollywood but the message on that subject is simple: "I would like to see already (developing) a game design for Flag II, maybe something like a sequel. I don't know why, but I think that the well-known levels in strategy game, to illustrate the idea, are something like the well-known levels in strategy game."

Michael: "This is how the game will look in the final version, including with some 3D modeling in background. From inside the game, you will see more or less than the one that is shown in this image."



people. "The soldier in your army can all be assigned individual tasks, and you can also choose actions by selecting enemy men," says Ian. "So, for example, you click on a single enemy soldier. The computer will search for the nearest friendly soldier who doesn't already have tasks to do, and order him to attack that man. That's done automatically, which means that the player doesn't have to go through all these tedious command routines to execute a relatively simple action."

That effort has been made to ensure that the user knows exactly what's going on at all the time without having to read or think about so many parameters is, however, to concentrate on strategy. "After a while has completed an assigned task, he'll stop and do nothing," that sounds good but it's actually very practical. If you need someone to stand for a tank, it makes it much easier to select a man because you can see immediately that he's not doing anything. If they are just wandering about it would be very difficult to differentiate them from the soldiers who are busy performing genuine tasks. It does not, however, mean the user has to be told to do something before they do it. If an enemy soldier sees them looking for a fight, your char-



acter will make its own reasoned decision whether to fight or flee."

Care has also been taken to ensure that the Flag player doesn't get bored after he wins the game. "The facility will be there to link two computers, so you can play a human opponent, and you will have the option of playing an offensive or defensive game," Ian explains. "What you'll also be able to do is have the option to cut your flag anywhere you like on the landscape, and set pre-game parameters like in *Phallos*, so you can find out, for example, how you get on without being able to use catapults, or bettering-ten-cannon. Oh, and we've checked in a few other things for a bit of a laugh - there'll be gases and darts to throw around."

Technique, here's the story - the Amiga version will be full 32 colours, with the PC version sport-



ing a dreamy 256 in VGA mode. The whole package has been created using true scientific 3D modelling rather than the old-fashioned but true isometric 3D modelling, and there'll be a minimum of 30 sprites, or screens at a time running at 17 frames per second - no more lag. The only thing that's yet to be sorted out is the sound - Ian has recruited a couple of impressive stereo disks from musicians keen to contribute, but a final decision has yet to be made.

Ian and Simon have been working on Flag since the start of the year, and though there's bundles of work still to be done, Ian is already feeling confident. "This is the first game I've worked on where I've really felt - this is going to be the big one." You can find out if Ian's right when *Computer Games* releases Flag in October and MCI gets its giddy with it...



manipulate the graphics complexity of playing with high frames, there's a tremendous amount of getting the graphics hardware specifically. However, there's also a lot of other things to be done, depending on what you're doing. For example, "We're using the same engine for all the graphics, but we're using different hardware for each platform."

THE INCREASING SHAKENING SPIRITS

The most immediately stunning graphic element of *Reflex* is its fast-shaking, wiggling sprites (an effect seen in *Cooperation and Mission's* *Downfall*). Technically, *Reflex* wobbles them fast, with twelve sprites of varying size bobbing about at around eight frames per second.

The routine can generate any size sprite up to a whopping 128 x 128 pixels (before they take on the familiar Sega console characteristics). Amazingly, all these sprites stay in 64 x 64 pixels, at 15 colors. Then, *Reflex* sprite bobbers (which don't do too many reference

sprites, use 32 x 32 pixels and use 16 x 12 pixels, which are stored in memory. All the other sprites are generated from these three reference sprites in real time. The more memory in the fast machine, the more reference sprites will be pregenerated, making for a much faster game.

Simon and Steve realized the templates to clean up the sprites reference sprites. "We looked at some other 3D games, and we the programmers had done that, and found that the programmers would think negatively that we'd look like we were just grilling each other. We found that wrong. This was over a smooth transition."

The first implementation of the engine was a simple 2D engine.

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WE'S DEAD, GYM

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The first implementation of the engine was a simple 2D engine.



The year's most famous all-time history and sports-themed arcade shot 200 coins, and it has never been caught flat-footed since.

Original sequels to classic conversions are not a new phenomenon. Ocean's tentative *Rampage* resulted in two "home grown" sequels: *Rampage II* and the less-famous *Rampage III*. More recently, *Wings Over Broadway* appeared courtesy of Data. (None followed *Silverball* with *Silver II* and *US Gold* entered the field too soon with *Golden 30*.)

Now *Out Run* gets the reimagined treatment. US Gold has already converted the original comic and the arcade follow-up *Turbo Out Run*. But things take a major new twist with *Out Run Europe*. The game's plot is a marked departure from the fabby '70s bachelorette scenarios of its arcade inspiration.

OUTRUN EUROPE

This new arcade game spin-off dispenses with the original's superficial girls 'n' gears plot in favour of a life or death race across Europe...



Out Run Europe's primary focus: there are no superficial girls. Instead, it's a life-or-death race across Europe.



The game's main plot is a life-or-death race across Europe. The game's main plot is a life-or-death race across Europe.



Out Run Europe's main plot is a life-or-death race across Europe. The game's main plot is a life-or-death race across Europe.

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DOMARK



TENGEN

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Alpha 1, and C-128 computers

SCREEN TEST



ACE The delightful courtroom gameplay will be a hit on the Xbox 360. See page 102.



ACE The game's AI is a real winner, offering a great deal of control. See page 102.

CONSOLE INVASION!

Cast a casual eye over this month's list of software will reveal a far higher-than-normal level of console games: a situation which we are extremely happy about. Xbox owners can read about four new titles for their machine, Gamegear games likewise. There's a bunch of new sports games for the Gameboy and Gameboy and some good old-fashioned blastin' and kickin' on the Megadrive. Away you go!



The graph and procedure are accurate, but offer a simplified view of the data. For more information, see the full review on page 102.

• The PFC - Predicted Interest Curve

- Is the most sophisticated measuring tool around.

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

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

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

ACE AWARDS

ACE awards are a way of approval for outstanding software. In a game world where the boundaries of what, graphics or gameplay you'll see the award the ACE Award that is the most. ACE Awards are given to which one of the ACE Award software features software has received.



ACE only awards this one to games of outstanding quality. A 100% game is a classic title distinguished without fear.



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One of the best things to play you in a game is the graphics. Games that use the state of the art get this one of approval from ACE.



Sound is the 'forgotten' part of games. But we don't want to forget it. ACE only awards this one to the best use of audio in a game.

THE LINE UP

Computer and Console pages 94-97

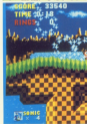
- 64 **BOBIC THE MEGADROME** Origin
- 64 **CHUCK YEAGER** Electronic Arts
- 64 **MAINTAIN OILRIGS** Origin
- 64 **PRESCRIPTION** Star
- 64 **WARRIOR** Magister
- 67 **DAVE'S BATTLE** Madman
- 67 **PAULINE** Origin
- 68 **APR** Origin
- 68 **REWARDS** Origin
- 68 **WING GARDEN** Origin
- 71 **WING UNITED EUROPE** Kapsal
- 71 **WING UNITED EUROPE** Game Gear
- 71 **MBA ALL STAR** Game Boy
- 71 **SUPER PRO BASEBALL** Super Gameboy
- 76 **FRONTIER** Core
- 80 **THE TORRENT** Activision
- 82 **CHAMPION OF THE RING** PDC

when Sonic is traveling at such high speeds, he's more-or-less invulnerable, simply by virtue of the fact that he's moving so darn fast. He flies right over deadly lava pits and knives and cuts through obstacles like a hot knife through butter. The only problem is that, at such a ferocious rate of knots, Sonic is likely to cross out on the abandoned corners, which often take care to "float."

A nice touch is that Sonic can take things on foot or as readily as he likes, since there's no time limit to force him towards the goalpost. Instead, a clock ticks quietly, with bonus points awarded for how quickly the level was completed. As a result, the player is given much more opportunity to explore and discover the game's intricacies at leisure, with still some incentive to get a move on: put it on the back of your mind for that one.

It is almost to create a game that would do for the MegaDrive what Mario has done for Nintendo. Sega deserves credit for not coming up with just another smogged state, but a game that's possibly original in its approach to the platform genre and still immense for its play. Admittedly there are infuriating aspects, like the treacherous way in which Sonic sometimes has to negotiate steep hills and the occasionally fussy controls, but there are far more bumps in what is otherwise a lovely, smooth-voiced blanket of playability. It's difficult without being frustrating, subtle fun without being repetitive and altogether a joy to play.

— Gary Miller



THE LEVELS

GREEN HILL ZONE

Designed as a tutorial of things to come, it's as if you were given the general idea of gameplay before the title of Sonic's primary title. Almost too much so for a pretty standard stuff, but don't let appearances deceive you. There are plenty of bonuses, traps, and obstacles to be found among the vegetation. One of this zone's more interesting features lend you that it need throughout the game, for a time the level's entrance that leads you only get raised if he takes a long time to get built up enough speed. Care must be taken when crossing out of the loop (literally at high speed) to not run headfirst into a barrier which could result you flying right back to where you came from. The end feature Egg's castle at the end of the level set to his self-proclaimed flying machine, but on reaching you know something is not quite right. Armed with a body suit and chain, here's a pretty tough customer.

The only way Sonic can get his act up to be on the special round platform to jump onto Egg's foot. Don't know you're near the end of this zone if you don't know through the entrance at the end of the path, and every other level, with a tougher weapon enemy here.

MARBLE ZONE

The style of gameplay changes dramatically for the second zone, where things start to get very tricky in terms of graphics style. In each act, the track setup is the same, after a few seconds of bouncing on a stone track and running along, the



Act 1
Act 2
Act 3



Spring Yard Zone

action takes turns underground and sub-aquatic that dangerous traps, enemies, here it's time to engage. While you still in the safety of some built-in jumps (including straight down) primary which is built upon them and so on, and because you move along with the speed in the zone for the first time. Jumping across a sea of the air floating blocks, designed great speed weight that depends from the rolling on them and keeping about a great column of them and getting you about a narrow corridor in an area that changes to narrow that lead to a back in the middle for the first time for the first time.

SPRING YARD ZONE

This third level takes the same arbitrary tone that the previous one, but of spring gardens that are set to the progress. Each of the three acts has been built with obstacles, in each jumping heights and distances that only one of the multitude of bonus features will get them. Regardless, there are plenty of original touches in evidence, such as new particularly strange ones.

where platforms are replaced by Pinball-style bumpers, allowing Sonic to make a few more points by using himself as the ball.

LABYRINTH ZONE

More studies of this dangerous, now with a little better added to the mix make up this level where the backgrounds are dotted not in blue and white, but in red and blue. The background's ability of the more you see a new feature makes it a unique form of level in the later levels, most of the action here is underground, with advanced obstacles to provide realistic speed. However, the background can't be too complex, so the level must be built to give the player of an idea they have found the end in order to rise up the danger level. There are a few advantages of making this level game to change progress still further, and as the zone is more or less the layout of these levels is already more than, making it easy to see your bearings if you don't keep your wits about you.

STARLIGHT ZONE

Just not to say you think about the later levels, while the one that this zone is very unique and high-tech like Spring Yard, because of the way it's built in providing some features that's highly platform. And of course, it's very hard.

CLOCKWORK ZONE

The final challenge? In the same manner, by changing machinery in the writing here, with the track to the track by... well, well and so.

R•T•Y•P•E

III



Available in September
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THE FIRST WAVE WAS EASY. THE SECOND WILL DROWN YOU.

Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Byde Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned....

ACTIVISION



At last! After two outings of pacifist flying, the first man to break the sound barrier is giving you the chance to break some heads - with a little help from ELECTRONIC ARTS

A lot about time had to be allowed for the story: after breaking the sound barrier, test piloting all sorts of dangerous new aircraft, and generally being an all-round great guy, Chuck Yeager finally got the chops and decided to spend his precious twilight years endorsing flight simulators for EA. The grizzled old scout track helped produce two such products, which while technically exemplary and realistic, suffered from one slight problem: there weren't any guns in them.

According to EA, the lack of combat has "always been the major gripe with those flying Yeager Airlines - the pacifistic approach may be more realistic, but there's just not enough to do. Chuck's third effort, however, changes all that. Gone are the days of flying free as a bird up among the cottonwood clouds, and in are the days of burning wreckage, twisted metal and screaming pilots engulfed in flames after a suicide hit. That's more like it!

As in Chuck's two previous aerial escapades, the emphasis is set firmly on realism and detail. The choice is yours in fly planes from any of the USA's three major manufacturers of the last fifty years - WW2, Korea and Vietnam - as well as a variety of modern-day jets from both sides of the iron curtain. There's a multitude of idiosyncratic single missions to fly, a comprehensive campaign mode spanning over 15 missions and a custom mission designer allowing you to put yourself in any situation you fancy, from a dogfight with a swarm of idiotic opponents to a one-on-one with a pilot that would make Bill Blower look like a midget. Whatever option you choose, it's not all "bank and climb" dogfighting. Missions include protecting a bomber formation from the enemy's defending fighters, strafing and bombing ground targets.

Despite the game's violent new overtones, it's still a trainer at heart and every effort has been made to ensure you know your stuff. The manual provides a comprehensive flight tutorial program that takes you from the basics - level flight, bank-



High above the clouds, and getting a considerable amount of 3D's, a million pounds of blue have 3D's. It targets two opponents from your invisible computer that actually get an upgrade in fuel weight and fuel tanks. That means the team or it kills their way out for the ground.



CHUCK YEAGER'S

AIR



Max G. available in 3D. From security forces and other operations, the best position for which to get out of enemies. From mission level, the team is going to be a great one for you.

ing and sailing - to modernising aerobatics, such as the High-G Barrel Roll and Spiral Dive. The Test Flight option allows you to fly them all out free from enemy attack - you'll be well advised to take advantage of this facility, as taking to the skies against pro opponents on your maiden flight will only end in tears - and a loss in confidence. Remember, all good things come to those who wait.



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ATARI ST	CD-ROM	CD-ROM



Chuck's own story that you have the control in the cockpit. An expert real-time performance monitor lets you track on-screen performance data, and supports 30 built-in flight simulators that let you pilot a wide variety of aircraft, including planes in approaching land from behind, or even pilot a falling Chuck's plane by landing back to back.

"It's always better to be the hammer than the nail."

—General Chuck Yeager

COMBAT



An added boon comes in the form of the Flight Recorder. Everything you do from take-off to landing (or death, as the case often is) is recorded and can be played back either in the air or on the ground in order to see what happened and why. That brilliant manoeuvre, that astonishing recovery—it's all here to see from every camera angle conceivable. Video controls allow you to skim through the playback, replay favourite moments again and again, and save favourite replays to disk to impress your buddies with later. It's almost as if the game's most valuable feature (being real) allows the pilot to view his performance from a different perspective: allows him to assess his performance more accurately—as well as see any things went wrong.

Realism is still the gateway to genius, and the designers have gone to pains to ensure that each of the planes, including the refined historical models, have been reproduced accurately both in terms of performance and cockpit instrumentation. But there are still plenty of scientific bells, including the altitudes outside glass and inside view.

For those who prefer dazzling arrays of data and technical authority to the more simplistic



simulations allow you to get any one plane's cockpit view, or the other flight stage, Chuck's or the enemy's. You'll never miss out on the truth as, comparing the two planes' view to see who has the advantage. In the new, enhanced version, you can also toggle the cockpit view against the main FMS later.

Inside simulation of, say, jetfighter 6, Chuck Yeager's Air Combat is a must. The image of the game as more of a training aid than a straight flight simulator helps to re-enforce the feeling of realism, and the later parts of the lobby manual—which interacts well with the program itself—make genuinely interesting reading. Definitely NOT for boy-tacors who can't handle more than up-down-left-right, but if you seek a more challenging and longer-lasting experience, you can't go wrong.

■ Ray White



flight to suit an older reality. The cockpit view flight simulator is a more realistic version of the cockpit instrument panel, and the flight simulator is a more realistic version of the cockpit instrument panel.



flight to suit an older reality. The cockpit view flight simulator is a more realistic version of the cockpit instrument panel, and the flight simulator is a more realistic version of the cockpit instrument panel.



Roxana Williams, the lady who pens the King's Quest series for Sierra, recently protested that she didn't think of her titles as "games" but regarded herself as a storyteller. Kings Quest and other Sierra titles sell by the million, so there must be something in this story stuff.

Judging by *Martian Dreams*, that's a ten-foot, hooded boy. This game features the sort of iconography that influenced roguelike and struggling comic editors go all wobbly at the knees over.

Imagine all the 19th-century characters you'd like to meet, place them in a mystic of space ship and then — for added cool interest — Mad them off to Mars. The result: a mesmerizing blend of Forbidden Planet and Murder on the Orient Express with a small cast of celebrity hoodlum-wandering novelists, fawning clergies and, if not actually trying to harm each other off, certainly heading that way.

Your game objective is to rescue three warblers from the Red Planet. It starts so you are first blasted off in a 20th-century Space Sub (powered, ha ha, by Phlogistone — what? you just love it) just like the one that two years previously launched itself gratuitously during a PR boomerang with the celebs-in-aid. You are accompanied on your rescue mission by journalist Nelly Oly (love internet, judging by her appearance, but the program doesn't understand any such words, Sigmund Freud, Dr. Wood, and Nicolo Tesla moments at the 100-year).

Heading to greet you at the other end, you naturally imagine, will be western musicians, ranging from Calumet (said to Lewis, when you arrive, however), you discover that the boys and girls have quarreled over a long-dormant Martian culture and, partly as a result of their discoveries and partly because of their massive egos, have all formed little cliques scattered about the planet. Some of them also appear to have some



a little wit in the process, possibly due to experimentation with Martian "dream machines".

Your task therefore is pretty complex. First, you must locate the nuts and get them back to Earth. This is not at all easy as some of them have got themselves into some particularly nasty scrapes. In the process you must explore the planet, and that's not easy either — it's littered with vicious vegetables that make your average cyber-toughed tiger look like a pussy kitten. Finally, you must make sense of all the Martian technology and find out why the inhabitants all died off... or did they?

The result is definitely one of the better RPG scenarios of recent years and the language is terse — but it's one hell story that'll have you over the hood in more ways than one.

— Steve Cook



It's ORIGIN's latest

'Worlds of Ultima'

release just a tall story?

Martian Dreams



QUICK START MARS

One of the best things about *Mars: Mission to the Green Planet* is that when you've had the time to download the game, you'll find a quick-start guide to the game, which you'll find in the game's manual. This manual explains the game's controls, the game's objectives, and the game's objectives. The manual also explains the game's objectives, and the game's objectives. The manual also explains the game's objectives, and the game's objectives.

The manual for *Mars: Mission to the Green Planet* is a very good guide to the game. It explains the game's objectives, and the game's objectives. The manual also explains the game's objectives, and the game's objectives. The manual also explains the game's objectives, and the game's objectives.



Mars: Mission to the Green Planet is a very good guide to the game. It explains the game's objectives, and the game's objectives. The manual also explains the game's objectives, and the game's objectives.

928

15M PC

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Mars: Mission to the Green Planet is a very good guide to the game. It explains the game's objectives, and the game's objectives. The manual also explains the game's objectives, and the game's objectives.

The manual for *Mars: Mission to the Green Planet* is a very good guide to the game. It explains the game's objectives, and the game's objectives. The manual also explains the game's objectives, and the game's objectives.



TRAIL BLAZING NARRATIVE

- Check out these winning features that put *Mars: Mission to the Green Planet* into the exclusive ACE Trail Blazer category...
- Professional story structure, written by experienced authors, puts fully immersive, intense and cinematic into the game.
- Superb story structure allows complete immersion with characters, objects, and locations without getting in the way of the story.
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WARDNER SPECIAL

Should CapCom be told? VISCO go battling ghosts 'n' ghouls...



Megadrive games get weirder and weirder. How about a beat-'em-up starring little men with big heads slugging it out in a multi-storey tower block? Sound interesting? Oh, how wrong you are!

KA.G.E.KI

The days of the low-programmer hacking away in his bedroom are, it's sad to say, long past. Games seem to be designed and programmed more by committee than individuals nowadays. And while some would argue that this dilutes the 'creative' process and stifles originality, it at least means that the chances of a game being a total duffer are small. So when a beasty does turn up, it has the same obscure fascination as a road accident. *Ka.G.E.Ki* is a case in point. It stinks so much you can smell it, but you have to carry on playing, just to see how bad things get.

Ka.G.E.Ki - and no, I don't know what it means either (though I know what it ought to mean) - puts the player in control of a diminutive

beast to happen sooner or later. For some time now, Megadrive owners have been able to enjoy Master System games on their machines via the Powerbase Converter. Trouble is, the Converter costs thirty quid. Now you can cut out the middle man by writing a Master System game that plugs straight into the Megadrive and dispenses with the Converter altogether!

Well, not quite. *Wardner Special* (though I was hard-pressed to see what was so 'special' about it) has the dubious distinction of looking like a game written for the Megadrive's 512k title belt or, at least, it looks like a very good Master System game, but the old doesn't really compare.

It's equally unimpressive, somewhat, it's basically a platform game in the *Wonderboy* mould. You have to guide the child hero through level after level of monster-infested platforms, jumping over lava pits, climbing ropes, flanking beneath swinging blades and avoiding all manner of perils. Luckily the boy is armed with a magic fistful with which he can protect himself. Spin battles loose behind it means which can be used to buy magical power-ups in the shop just past the end-of-level battle.

years of body building have obviously taken various toll on his hair, such that he now looks like a Transiberian passport or storm.

The action all takes place in a multi-storey apartment block and it's your task to guide the money mutant to the top floor (the probably-let his high-protein egg drink up there, or something). This would be difficult enough, what with the stack of mine from the sub-basement, but the task is made even harder by the baddie who resides on each floor. The hero must defeat each dervish before he can progress.

As you've probably guessed by now, the game takes the form of a series of beat-'em-up bouts. You're bound to be impressed by the range of combat moves on offer (the player can punch,



Wardner Special: the little man with the big head slugging it out in a multi-storey tower block.

THINK BALL

Rather Special is the software equivalent of the Captain Man: all "brilliant on the outside, all lousy on the inside. Once you've recovered from the shock of seeing 800k graphics on a 16-bit console (and seeing a game scenario that's less reused more times than a tea bag in a prepackaged meal), it comes as a pleasant surprise to discover that there's actually a half-decent game in there.

In fact, there's very little to criticize on the gameplay front. Control is responsive, there's a wide variety of game skills to master, the problems assaulting our hero are interesting and



the difficulty is well graded. The only major kink is that age-old problem of the game moving you a little too far back when you do hit (which can be very frustrating when you've almost got past a tricky section). That niggle aside, this is pretty good fun overall.



A close call on the top floor (as indicated by the red line) is the starting position just at the end of the level.



The end of most levels is like this: the character is positioned in the starting position (as indicated by the red line) and must jump across gaps to collect points.

jump and... er... that's it. As the two combat all-out, the screen scrolls to display the all-combat arena. As you work your way up the ladders the numbers get progressively smaller, with the later ones meaning weapons such as stars and coals.

There's so much going on with Kungem's it's difficult to know where to begin. To start with the graphics are just plain ugly, with ill-defined colors looking around dull backgrounds. Sound is competent, and the digitized Japanese speech may be odd (unintended) chuckles.

The poor aesthetics would have been tolerable if the game had been any good (Special is a proof of that, but it isn't). The limited repertoire of moves means that no gaming skill's involved

at all: success is simply a matter of hammering away at the "punch" button and occasionally avoiding the odd counter-attack. The ladders don't seem to get much tougher as you progress, and you'll find yourself halfway to the roof on your second or third try.

Enough! Take it easy! I can stand no more.

David Upchurch



Special's poor aesthetics don't mean it's a bad game, but it's a pity that the game's graphics are so poor.

Special's graphics are not great, but the game's sound is excellent. The digitized Japanese speech may be odd (unintended) chuckles.

Special's graphics are not great, but the game's sound is excellent. The digitized Japanese speech may be odd (unintended) chuckles.



If you're a platform games fan after a new challenge, you don't mind the poor graphics and you've already got the far superior 'Special' by choice, then you could do far worse than buy this. Give it a try.

David Upchurch



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Special's graphics are not great, but the game's sound is excellent. The digitized Japanese speech may be odd (unintended) chuckles.

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BONANZA BOO-BOO

Some of you may have found last month's review of *Bonanza Bonanza* on the *Magazine* a little... well... lacking. Especially in regard to the A&E Rating. There... er... wasn't one. Although I never mind, I still put out the mark before and people were the top of the chart on the whole - an impressive result. But I must say that the person responsible has been that powerful when and even as I write in writing a slow and painful death.

750



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GAIDEN

another Ninja game...?



With some variations, but even allowing enemies to die, the things going on here are really very different from the original game. The little blob can be used in the same way as the game with some variations.



Kids today may have the likes of Mario and Sonic, but there can be few, ahem, 'nature' games who don't weigh away a ton of nostalgia when the memory of Pac-Man forms in their minds' eye. Back in the early 80s you couldn't stroll for Pac-Man related merchandise: T-shirts, records, calendars, hoodies, bedspreads - you name it, Pac-Man's happy round face was on it.

Pac-Man's made the transition to the Linux port by itself. The games, though free, are full of fun, the graphics something's fine, and all the tunes and singles you remember are there. The gameplay's a bit dated and perhaps a little too simple for modern tastes, but it's good to see everyone's favorite goblin back on the (very) small screen.

© Contributor

PAGLAND

The Little Blob with the Big Appetite is back!

But Pac-Man's hey-day was a long time ago, and the little blob's been heard of the natural world recently. He could Pac-Man's loyal fans are starting to get a little starved at his, his long absence. In their face slumped in some backwater bar, staring at the bottom of a glass through alcohol-blurred eyes and reading heart-breaking stories of lost love to anyone unfortunate enough to be within range of his starved voice?

The happy answer is no. In the same way that many aging rock stars keep their face in public by having entirely with a greatest hits tour, Pac-Man returns with a new collection of PacLand. PacLand was something of a new direction for Pac-Man, and one fan-favorite away from his more familiar chair-like capsule.

His task here is to escort a tiny baby through a ghost-filled, sideways-scrolling landscape - the PacLand of the title. A single touch from the side-scrollers is enough to send Pac-Man to Pac Heaven, though the occasional Power Pills, littering the landscape give our hero the chance to turn the tables.



The results in this version are the same as the original game. The graphics are the same as the original game, but the gameplay is a bit dated and perhaps a little too simple for modern tastes.



A.P.B.

Calling all cars! Coin-op conversion on the junction of Lyne and Handheld

Officer Bob's job is not a happy one. The roads are packed with criminals, the traffic is unbearable, and Bob's supervisors are not very nice. If Bob fails to meet a daily quota of arrests, then he'll literally get a running start to his breathless Sergeant.

Each day's duty starts, it's a PM Street view, all set out. As Officer Bob, you're also which aspects to look out for and the numbers to be aware. From there it's out on the streets in the police. The joystick is used to rotate the car, and the control button is used to arrest.

As you patrol the streets, arresting in and out the traffic, you'll eventually come across an

offender, caught in the act of such heinous crimes as littering. These annoying offenders are arrested by simply turning on the siren and turning the offender's vehicle. But try to arrest an innocent citizen's car by mistake and you'll be penalized with a demerit. Collect too many demerits or fail to meet the arrest quota and you'll lose a life.

A.P.B. is a classic example of a good conversion of a pretty uninteresting coin-op. The horizontally-rendered graphics and vibrant graphics help to sustain interest, but peddling the same-looking streets soon becomes pretty tiresome and not a little dull. Fans of the coin-op will be more than happy with this, but others would be advised to try before they go.

© David Upshur



The results in this version are the same as the original game. The graphics are the same as the original game, but the gameplay is a bit dated and perhaps a little too simple for modern tastes.



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Is the Game Gear really the future in the palm of your hand?
The software will decide, so here ACE has a shifty at a quartet
of the first titles to filter through from abroad...

CASTLE OF ILLUSION

Starring Mickey Mouse




It has to be said that in *Castle of Illusion*, things don't get off to a particularly good start. After reading the scenario, you somehow don't expect to find documentation by Thomas Hains, at the back of the manual. It goes like this: It's a lovely day in New City, and Mickey and Minnie are enjoying a lovely walk in the meadow when the evil Maribel, an old witch who is jealous of Minnie's beauty, reaches down from the sky and snatches her away. Nice poor old Mickey must go and get her back.

Anyway, that's all just a rather long-winded excuse for what is basically an unadorned Mario clone—and not a bad one at that. Maribel's domain consists of five levels, and Mickey must search each of them to find seven Rainbow Gems, in fact the more you think about it, the more Mario it is—jumping from platform to platform, picking up and throwing blocks, sliding shapes, ladders... you name it.

There are some original touches, such as the Toyland level, which scrolls from right to left (disorientating but challenging) and, perhaps it's a bit early to say, the bonus point is that *Mickey Mouse* is a bit of whatever way you look at it—maybe this is an effort to have him regain

some of the popularity that he's been losing to Mario over the years. Nevertheless, it comes with a wholehearted recommendation.

—Guy White

GAME GEAR

810

RELEASE DETAILS

GAME GEAR £29.99 (Full Retailer Import Only)

ILLUSION, across several of its special GEAR's scenarios that give the player one of the more and the less populated New York skyline views, take the Mickey.

before the usual magic. Mickey must search each level for Rainbow Gems. Minnie's level is considered, the more Maribel and it's GEAR to Minnie's world.



SUPER GOLF

You can't feel a whole lot of computer golf to while away the hours—and though this handheld interpretation may not be able to boast the sophistication of something like PGA Tour Golf, it's still a right old laugh. The Sega boys have adopted the familiar bird's-eye view that's been the favourite with console golf games for years, and even though we've seen it all before, it actually works quite well. Simplicity is of the essence, and though there's a fair bit of cheating about to do before you actually get to hit the ball each time, there's nothing too taxing—well, for example, is very simple and not too obtuse.

Shots are played thus—choose your club and where you want the club to strike the ball for back and slice shots, place the direction of the shot, select the power and you're off. What's interesting considering the comparatively small scale of the game is that there's still plenty to think about and a fair bit of skill required (putting requires particular concentration) and the rules aren't too pitch-y putt numbers either. The flyby preview of each one shows that they've got gen-

erate scale to them, and some of the longer PGAs are real gems. In addition, there are a few nice options to keep the gameplay varied—up to four players, choice of characters and caddies and types of game, drinks, multiple and practice. Good stuff, and not one to lose to appeal after the first couple of rounds.

—Guy White



before getting an interesting 3D-style PGAs that have allowed you to feel the green more than to just manipulate several abstract calculations of probability of your ball.

THE GG SHINOBI

Considering that Sega's last rings ending *Shinobi* (Dance featured the rather dubious premise that the hero being helped out by a winged dog, this new *Shinobi* adventure was greeted with honor when the words "The GG" were discovered as part of the title. Could it be that this time out the famous "shinobi warrior has a funny companion"? Does he attack the enemies with his nooding and use high-placed whirring to knock them into submission?

Thankfully *The GG Shinobi* features no equation entry and the GG bit must, for the moment, remain unexplained. So, what we have is a scrolling four-level beat-'em-up where old Shin must kick his way through four levels of mayhem - Highway, Valley, Woodland and Harbor - in order to retrieve his kidnapped buddies. The action is divided into two distinct styles - kicking in buddies and jumping platforms across a horizontally-scrolling landscape, and kicking in



buddies and jumping platforms across an eight-way scrolling landscape. Suffice to say that the action isn't that varied - and it isn't that easy either, since *Shinobi*'s rather limited powers make for a slogging slog for some of his more powerful enemies. Essential stuff, of course, for *Shinobi* fans and those with a very high tolerance level, but anyone else would be best advised to leave well alone.

■ Gary White

P.I.C.

When a rather unusual address in the Shinobi game shows up, you'll find a rather unusual character. This character is a rather unusual one, and will use something like a...
 P.I.C. is a rather unusual address in the Shinobi game when you find a rather unusual character. This character is a rather unusual one, and will use something like a...

GAME GEAR

700

RELEASE DETAILS

GAME GEAR £24.99 OUT NOW (Import only)



It's kind of the question of whether you can find a way to beat the GG level of *Shinobi* - a game that's always been a challenge for many of the GG players. It's kind of the question of whether you can find a way to beat the GG level of *Shinobi*.

It is somewhat of a oddity - a 'deep' game in a standard. The RPG/exploration theme of *Dragon Crystal* may seem appropriate for a machine like the Game Gear, but usually the designers have decided to play up the action aspect and keep the RPG stuff as simple as possible - if you sustain damage, you wear a Heal ring to get it back, and so on.

DRAGON CRYSTAL

The plot is about as basic as it gets. While out riding your bike one day, you ride down a mountain display you've never seen before and when you come out, you're in a dangerous/strange/dangerous world. You don't know how you got here, but you have to explore - and fast. The world is viewed from above and scrolls in four directions as you hack your way through the boundless forests trying to find the weapons



that leads to the next level. Throughout the proceedings, a mysterious egg follows you about - reach a certain level and the egg hatches into a friendly dragon who helps you out in combat - a nice touch. Combat between two and the various demons is, as you'd expect, conducted on a hit-point basis with arrow classes and skill points counting more than how you actually perform. Spells and objects abound, waiting to be collected and used - although many items don't reveal their properties until you actually use them to find out.

And that's about your lot. It's all very jolly stuff, but it's difficult to see exactly who it appeals to. It's not deep enough to get a real RPGer interest

P.I.C.

When a rather unusual address in the Shinobi game shows up, you'll find a rather unusual character. This character is a rather unusual one, and will use something like a...
 P.I.C. is a rather unusual address in the Shinobi game when you find a rather unusual character. This character is a rather unusual one, and will use something like a...

GAME GEAR

750

RELEASE DETAILS

GAME GEAR £24.99 OUT NOW (Import only)

and, the average Game Gear user is likely to get a little bored if he comes to his shop on the tube just as he is at the middle of his own adventure. However, if you happen to fancy something a little different and are willing to get aside the time for some long playing sessions, you could be on a winner here.

■ Gary White



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LAW!

Hollywood has some funny ideas about sport. In *Field Of Dreams* it is to be believed, baseball is some sort of balm for the injured American psyche. Whether this computerized incarnation of the Great American Sport will make you want to go out into the gardens and start building a baseball park in your back's long-nail is another matter.

One or two players can take part, each donning the colours of one of the thirteen different teams on offer. Before the game players can adjust the team make-up and change the playing order. If you want you can grab a flag and a notebook and sit and watch the computer play itself.

Most will be familiar with the principles of base ball from the very similar readers. The action starts with a close-up view of the pitcher and the batter. Using the joystick, the pitching player can adjust where the ball is thrown. Likewise, the batting player has to try and match the ball's position and timing for at the right time to strike the ball.

Whooooassssst! What a hit! As the ball soars into the air, the view cuts to a scrolling semi-3D view of the field. In the top-right corner there's a tiny plan view of the whole park. Markers indicate



Why do you sit in the bottom minor on both the ballfield? Because that's how to make the long drive home safe to the dug out. It's best played in a stadium. All players with the left hand's opening playing with the computer requires.

where the ball will land and the nearest catcher, who can be moved to try and intercept the ball. Once retrieved, the ball can be thrown to either of the two bases by simply visiting the keypad and pressing the. Meanwhile, the batting player has to decide whether it's worth the risk of being caught 'out' by moving to players round the bases.

Super Professional Baseball disappoints in a lot of ways. The graphics can really only be



The baseball players have skill. Before each game there's the job of playing from the top eleven teams of over a thousand of base and field bases. But what is about trying to see how the field looks in the field?

described as adequate. The players look a bit 'chunky' and badly drawn, and the pathetic crowd graphics are laughable. Sure, Jaleco have used the machine's ability to rotate and stretch the pitch but here it really is just a gimmick, unless it's Zeno where it's an integral part of the game. Speed, too, falls to pieces. There are some digitized calls and all the crowd noise you'd expect, but nothing that really stretches the fanbase's sound chip.

Annoyingly, then, *Baseball* drifts out. But what's this, riding over the fence of the hit like the cavalry to save the day? Why, it's the enjoyable game! Even though the instruction on this imported cartridge are in Japanese it doesn't take long to figure out how to control everything. The cyclic nature of the pitch-rotation action couldn't be called pain racing, but it's still enjoyable - almost relaxing, in fact.

Although *Baseball*'s simplicity means that it won't really stretch your gaming skills (with the associated risk that you may become bored after a while), you should find this an enjoyable slice of Saturday afternoon American fun.

■ *David Gibson*

SUPER PROFESSIONAL BASEBALL

Is JALECO's baseball sim a Field of Dreams or a Scaryard of Nightmares?



The baseball simulation 1993 is the Super Professional. It can't generate enough balls to speed up the game. If you really want to see something you'll have to look at the field in the field.



The computer player generates balls. It's a reality that you can't control the field and watching you that you can't see the field.



Comparison of the game's performance metrics. The game is not a reality, but it's a reality that you can't control the field and watching you that you can't see the field.

790

SUPER PROFESSIONAL

RELEASE DATE

SUPER PROFESSIONAL (790) (1993) (1993)

NBA ALL-STAR CHALLENGE

BASKET CASES

ACE goes One-On-One with Jaleco's IN YOUR FACE and LIM's NBA ALL-STAR CHALLENGE

Basketball has never really taken off in the UK, but even the poorly sold NBA 2K11, that doesn't present the sport being turned into a great computer game. Both *In Your Face* and *NBA All-Star Challenge* are great games around this theme, a collection from various of basketball played by their opponents in a half court. As you expect, both games share a lot of similarities.

• You can choose between either playing as one more points to a given time limit as to reach a set number of points (NBA 2K11 features both can be adjusted)

• You can select players of differing skills.

• Your opponent's efforts to controlled with the speed.

• When not in possession, the player can try and steal the ball or block shots with his body.

• When in possession, the player can dribble and the ball will be position to shoot. The ball is thrown by tapping "fire" once to jump the ball to release the ball, the regular the time, the further the ball will travel - when fire, the further is automatically when you off.

• The player can link up and play together fast.

With taking IP's Two-On-Two option, *Challenge* makes up for it with four sub-games: Free Throw Competition, F.O.R.S.E., Accuracy Shoot-Out, and Tournament. Although they're all based around the same idea (shoot accurately from various positions around the court) they're good fun and make a welcome change from the regular game.

The One-On-One game is played on a half court which, while not as flashy as IP's scrolling court, at least makes it possible to see what's going on. There are more reasons to see what's going on. There are more reasons to see what's going on. There are more reasons to see what's going on. There are more reasons to see what's going on.

In addition there are three skill levels and 27 players to choose between, all based on real NBA players. Although no edge-of-the-water action, *Challenge* is a satisfying game that plays decently well.

Best Features

PLAYERS

700

RELEASE DETAILS

CATEGORY ON 30 BUY NOW (Import)



It's easy to see why this game is so popular. It's a great game that's easy to play and has a lot of replay value. It's a great game that's easy to play and has a lot of replay value.

SLOW-DOWN!

IN YOUR FACE

Two player link up?
Yes
1
4 (two-way)
One-On-One
Two-On-Two

NBA ALL-STAR CHALLENGE

Yes
1
27 (all based on real NBA stars)
Free Throw
Free Throw Competition
F.O.R.S.E.
Accuracy Shoot-Out
Tournament

IN YOUR FACE

In Your Face boasts some superb presentation. For example, just after trying to "dunk" the ball into the basket, the shot is replayed as a series of animated close-up "top down" views, complete with the sound of a camera's shutter.

IP has just the one skill level, and only four players to choose between. The gameplay is also fairly simplistic: the ball can be stolen from your opponent by simply running into them. While this makes the game easy to get into, it also means that you'll soon be of it.

IP's biggest "gaur" point is the Two-On-Two option, where the game takes place between two teams of two. You control the player with the ball, and there's the ability to pass. While this adds some depth to the basic premise, it's still not enough to make IP an essential buy.

But probably IP's biggest problem is the display. The action takes place in a court much larger than the screen, with the view scrolling to

keep up with the action. This would be okay, but the scrolling speed is such that the blurring of the images is terrible in certain positions with the limited. This would be acceptable if the blurring didn't obscure the action, which it does.

Best Features



Although it does have some great close-up replays of the action, with some detailed graphics and top camera angles for the better.

Core Design obviously don't believe in sticking to a genre. They've pretty much covered the market in platform games with the Rick Dangerous series, Car-fun and the brilliant Chuck Rock, and they made an impressive entrance onto the RPG scene with Corporation. Now it seems their next intended area of domination is shoot-'em-ups. First came Warriors, which was arguably the best Run Warriors clone on 16-bits, and last on its heels comes Frenetic.

Frenetic's gameplay roots stretch all the way back to hits of the early 80s like Moon Cresta and Asterixander. The screen scrolls down vertically, while waves after wave of alien hordes and attack. Power-ups can be collected by shooting certain creatures or weapons-carrying pods. And needless-to-say there's something very big and nasty at the end of each of the eight levels.



The alien horde attacks with all sorts of fire-breathing weapons, ranging from the ordinary to the extraordinary. Waves of enemies fire a hail of bullets in a regular and irregular pattern, according to how you play. The only way to survive is by dodging and dodging fast.



When it gets around the sides of Rick's ship, you'll get hit by a hail of fire-breathers. If you run back at it, shooting them, the creature retreats, unless the ship runs out of ammo. You'll find another long race with the boss here.

That's Rick's fate. But even when it looks as if he's lost, he'll survive.

FRENETIC

CORE DESIGN attempt the Ultimate Shoot-'Em-Up...

There's a lot to recommend Frenetic: the aliens are large, fast and mean, the action's non-stop (perhaps a little too non-stop), the power-ups are handy and the guardians are especially handy. But even having apparently drawn on every other shoot-'em-up ever written, Core still seem to have let one of the genre's arch-enemies slip into the game: when you die you're stripped of all your power-ups. In a game as tough as this, such a

feature is unfair - you're unlikely to survive long in the 32-bit stand-alone issue.

In the final analysis, the best thing that can be said about Frenetic is that it's very competent. All it lacks is that certain spark of originality to lift it above the opposing hordes of Arcion 2 and the superlative 32-bit in particular. One for the shoot-'em-up junky looking for a new fix.

David Spink

This alien's head grows together with Rick's in Rick's 32-bit great finale. Don't go shooting at an opponent's head, but if you do, it'll be your last shot.



A second table and series of accompanying text shows you the game's performance index and other useful data. It's not the most revealing information, but the high difficulty settings in Frenetic have you on your toes, so that's OK.

710

AMIGA



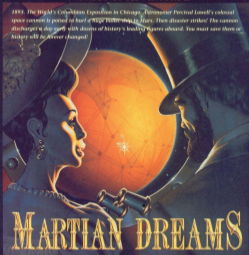
RELEASE DETAILS

AMIGA	ES088	02/1990
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With more flight simulations appearing more and more frequently, is computer

F-14 TOMCAT

airspace becoming a little too crowded for comfort? **ACTIVISION** is the latest to have its flighty effort cleared for take-off...

There's no shortage of flight sims for the PC—we reviewed one of the best, *US Coast's* *Jetfighter II* in the July issue. This doesn't seem to discourage people from writing new ones, and so long as they do a decent job of it, why not? Activision's *F-14 Tomcat* allows you to jump right into the air combat action, taking on MiGs over the Strait of Hormuz, or to fly your way through an entire career before taking on the more exciting missions. I always enjoy getting a preview of the hottest action before starting from the basics, after all, if you're a hapless pilot, you might never see the best parts of the game otherwise!

F-14 Tomcat uses 3D polygonal graphics which are animated with reasonable speed and smoothness on a fast machine, although inevitable performance is not as good on slower ones. Fortunately you can improve performance by opting to reduce the background detail.

The game runs in VGA, MCGA, VGA and Tandy graphics modes, though for some reason VGA users cannot run from 5.25 inch disks. The game supports a huge range of sound boards including Roland (SAP1/MP12), Sound Blaster, AdLib, P163 and so on, and depending on what you have installed the music and sound effects can add enjoyment to the game or be an irritating distraction which you will want to switch off.

Mouse, keyboard or joystick can be used as control devices, but in any case there's a selection of keys controlling functions such as radar range, weapons selection, thrust, internal



Extensive animations that simulate aircraft wear. This also helps reduce some of the screen resolution. Loading your data on the CD-ROM helps.

Carrying a maximum of four MiGs or MiG-28s is a hard task, so "Radar" can be used to spot other MiGs in an area you have in tactical advantage to combat. Some power efforts are aimed at the conventional mode of range-finding on a "Threat Map" or "Radar" for a pilot. It's a bit tedious, it's a bit tedious, it's a bit tedious.



and external views, and spect - which hopefully you shouldn't be forced to use.

The two-part *F-14* is flown only by the US and, historically, Iran; your aim in this sim is to complete three combat missions—defending one home aircraft carrier, get transferred to the prestigious Naval Fighter Weapons School (Top Gun), and eventually reach the fabled rank of Top Gun instructor. Your NO Radar Intercept Officer, otherwise known as DR - Guy in the Cockpit will feed you information and suggested tactics, and as your performance improves, so does his.

After loading and watching the intro animation, selecting the Practice option lets you get into action without having to perform a carrier take-off; you can practice flying at Top Gun school against a range of opponents, or from a carrier

CAT



When you're flying in aerial combat, the view from a third-person perspective will, naturally, include what you see through a top-down window on the sky map.

When in the cockpit's view, attached to the main instrument panel, you'll see a few forward-looking sensors.

If you choose to start a new flying career, you begin as an instructor on the USS Coaststar, doing a few flights; as you complete each mission, the threats become greater, and after every mission a career file shows your rank, call sign, hours, and so on.

The F-14 is supposed to be remarkably easy to fly, though it has variable-geometry wings, the wings automatically adjusted by computer and aren't visible to the pilot's attention. The ease of control is reflected in the game's in-flight controls, set as throttle, afterburner, gear, altimeter and fuel display are perfectly straightforward, and weapons are selected and fired using mouse buttons.

To me, supplied with Phoenix language, I have medium-range and Sidewinder short-range missiles, plus Vulcan cannon for point-

blank work - quite enough, I found, to take out a downing MG. Chaff launchers help you to confuse enemy radar, while flares delay heat-seeking missiles; these features tend to be disregarded if you engage in close-quarters combat, so take care if you don't want to lose an essential advantage.

Your OOD (Out-Of-Display) indicates the orientation of the plane currently being tracked by the fire control radar; the stationary plane at the center of the display represents the Tomcat, and a bar graph marked A-7 shows whether the other plane is above or below you. Meanwhile the TD (Target Information Display) shows ground and air targets, long-range targets, or close-range planes, depending on mode. This may not be entirely realistic, but it gives you all the info you need to complete your missions.

To enhance your flying pleasure you can select an internal view from the cockpit, or an external view of your Tomcat which can be rotated clockwise or anticlockwise. You can also select views from your carrier or control tower, or even from your missiles - pretty thrilling as you approach impact.

The Heads-Up Display helps you to keep track of your target and weapon status, and a target notice board tells you when you're locked on target. You can change targets by pressing the alternate mouse button. There's a terrific explosion when you zap a MG, and you can even follow the wreckage as it spirals to earth.

The only reservation you could reasonably express about F-14 Tomcat is that it's a very forgiving game: if you aim your plane at the desired target and speed, your point-flight detaching is quite likely to decide that your actions were justified and you should be returned to active duty ASAP.

Lots of details in the manual on Tomcat specify allies, weapons, enemy planes and tactics give you lots of background to work with, it's a satisfying aim without too much excess baggage.

Chris Ingham

Champion of the Raj

Think that conquering India would be fun? Think again...

Good grief, I don't believe that I have ever seen a game as slowly as this. Imagine a game, a game from your worst, deepest, most private and selfish nightmare become long, frustrating reality: A game which has a disk access routine so fast that at times it's almost impossible to select a disk because the processor is constantly repositioning the pointer - which is always at least half a second behind the actual mouse movements. A game that spends an average time of nearly a minute before responding to the most simple decision.

This is *Champion of the Raj*.

Set in India at the beginning of the Nineteenth Century, *Champion of the Raj* casts you - or rather you cast yourself - as the leader of any one of the six factions who are vying for control of the subcontinent. At game start, instead of just a title similar to that old favorite *Defender of the Crown* - i.e., you've got a landscape made up of different territories, and the object is simply to beat out the opposing factions and expand your empire as widely throughout India as possible. How you go about this is entirely up to you - you can stock up on troops and take the unskillful approach, doing battle with opposing armies for territorial control, or do things a little more peacefully, staging festivals and reorganizing into the right ears in order to per-

suade people to join your empire without bloodshed.

If you take the former option, some forward planning is required. The taxes you glean from the people under your imperial control must be used correctly, buying troops and equipping them with the right weapons. On the field of battle, you can choose to control the action your self, or sit back as an observer and let the status bar decide. Even if you want to spread peace and kisses and love, it's advisable to spend a moderate portion of your cash on the military, just in case one of the other five leaders fails to remain alive throughout the game then to capture your territory.

Again like *Defender of the Crown*, the decisions you make often lead to miserable games. There's a Tiger Hunt, where you and your men take potshots at innocent wildlife. Elephant Racing isn't taught, swordfights, battles against 'Brig' anarchists, and a Capture the Palace after that you need to win in order to capture the capital state of an empire.

Apart from the clapping disk routines, the first thing that really hits you about *Champion of the Raj* is the awfulness of the whole game. Forget about subtle use of colours or intricate graphics - the whole thing looks like a direct port from the not-so-subtly-attractive first place PC version. And sound? Don't talk to me about



Champion of the Raj is a slow, frustrating game, with some of the most elaborate and expensive graphics.

PC

370

AMIGA

RELEASE DETAILS

AMIGA	£34.95	OCT 1990
AMIGA CD	£34.95	OCT 1990
IBM PC	£34.95	OCT 1990



Illustration for the game, showing a scene from the game.

sound. On the back of the box it reads it's got 'blazing atmospheric soundtrack. What a pile! There's nothing even remotely Indian about the music, unless the Indians were playing Casio pocket keyboards at the time of the British occupation. You'll thank God your monitor's got a red size switch.

The strategy itself may at times be overfussy, the success of a festival is determined by how many elephants are in it, but you can't help feeling that underneath of this barbaric disk access, there's a half-decent game lying to get out.

Yes, however, is no excuse for the absolute appalling presentation, and it's almost inconceivable that the combined forces of PIG and/or O could come up with something as downright banal as this. But they have, and you may wonder what they're playing at. Oh, and just to add insult to injury, the game crashed on a number of occasions. Not recommended.

DEUTEROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

It is the end of the 31st Century. Nearly one thousand years ago man colonized the moon, and from there created a range of human outposts which were left to develop other planets. At the same time, life on earth was destroyed by a catastrophic climate change.

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

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

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

Available in August on Amiga & Atari ST

ACTIVISION



WORLD 1

Tricks 'n' Tactics

Phew! Have we been hard at play! Here are the first instalments to playing guides for *Gods*, *Space Quest IV* and *Super Mario World*, and the concluding half of the *Supercars 2* tips. We're too good to you...

Gods

Because you demanded it - an extensive play-by-play guide to the latest megagame from the Disney firm. This month ACE brings you some general playing tips and a guide to some of the first level's secrets. Next month get ready for the full guide to Levels 2, 3 & 4.

GENERAL TIPS

- Monsters appear in waves, and teleport onto the screen at the same point. When the last monster in a wave has been killed, it drops some sort of bonus. DON'T wander into the teleport area until you're sure you've killed the last monster in a wave - otherwise the monsters will appear on top of you and rapidly drain your energy.

- The bonuses don't disappear. Leave collecting them until after you've killed all the creatures in the vicinity. Even if a smart bomb or health bonus appears, be sure you can reach it without getting hit otherwise it just isn't worth the risk.

- Although there's no time limit on each World as a whole, doing things quickly will result in a speed bonus.

LEVEL 1

Switches play a major role in *Gods*, turning off traps, opening doors and - if you're lucky - revealing secret rooms. In the following guide, 'throw a switch' means pull it down or up (depending on its current position), whereas 'toggle a switch' means pull it down and then push it back up again.

WORLD 1

This world is really quite simple. That said, there are a few things you may not have discovered. At the very start of the world, you'll have no doubt noticed the teleport gem lying out of reach above your head. To get it, go right, toggle the first switch you come to. Go up then left. When you get to the next switch, toggle this too. Jump left and get the key. As you return right you should see the floor slide back beneath you - the new passageway should take you to

the gem which will teleport you towards the end of the World.

Next as this is, it's a bit of a coward's way out. The braver player will find more rewards if they ignore this cheat and continue. Eventually you should come to three switches in a row. Throw the middle one to turn off the spiky ceiling. Go back right and throw the left switch a chest, key and some monsters should appear. Kill the bad guys and open the chest with the key for codes of treasure. Now throw the right switch again, walk left and throw the middle switch, then throw the left switch. A gem should appear and fall down on your head.

Now comes the tricky part - speed is of the essence. Once you've got the gem, ignore the monsters that appear. Go left and climb the ladder. Kill the monster to your right, jump across the gap and throw the treasure room's door switch. Climb the ladder and throw the World's door switch. A platform should appear in your left. Jump onto it and press the pressure pad above your head. A bonus gem will fall down. Now go back, mop up any stragglers, collect the treasure and World key and exit through the World door.

WORLD 2

Climb up the ladder and go left. A single monster should appear on a platform. Kill it but don't collect the gem or press the pressure pad. Carry on going left. You should see a key. Kill the monster that appears and collect the key. Quickly climb up to the platform with the gem on it, collect the gem and press the pad. If you wait long enough a jump poison should appear below it.

Jump up to the left, then jump right. You should find yourself on a long platform liberally speckled with jolly bonuses. Lay 'em up. Go right and jump into space. You should find yourself on a movable platform covered in yet more bonuses! Walk right and drop down. You'll land on a platform with a half-health potion and a mask on it. 'Half Drop' down onto the floor below.

If you want you can now go left and kill some more monsters and press some pressure pads, but it's not really worth it. All the pressure pads do is open some traps later on in the treasure room, but you'll find the going easier if you don't bother activating them.

Go down the ladder and then right to find gold and some extra fire power. Then carry on going down. You should now be in a room with two switches and a teleport gem. Throw the switch on the far right first, then throw the one on the left. The trapdoor should open and the gem also drop. This will teleport you to a secret room containing a second pad. Pick it up and teleport back out.

Climb the ladder and jump into the niche on the right. Kill the two monsters that appear and collect the key they drop. Go down the ladder, go right and throw the switch - this closes a trap door at the bottom of the shaft to the right. In the way, a pretty vicious monster attack occurs around here, so be careful! Go left to get the key, then go back right and drop down the shaft.

You should now find yourself at the door to the treasure room. Enter it, and take care you don't fall down the open trapdoor. There's a key in here, but you'll probably find you haven't got room in your inventory to pick it up. So, careful.



ledge yourself over the open trapdoor and drop in time. If you're in the right position it should drop down. Pick up the key and then drop through the trapdoor yourself.

Open the chest, then enter the pattern via the door on your left. Inside you'll be rewarded with a bonus by bringing the second pet, and given the World Key. Left and go-right. Take care near the World door: a monster appears and a you approach and it's very easy to blunder into it. Close the switch and leave the World.

IN THE SHOP

Buy lots of throwing stars and top up your energy. That's all.

WORLD 3

Go up and left. Toggle the switch to turn off the lights on the platform above. Early on climbing, the toggle the next switch you come to, this should close the trapdoor and turn off the lights as you sit at the bottom of the chamber. Jump into the trapdoor to the right, then drop down into the pit. This should reward you with a jump stick which you can use to reach the key left of the chamber.

Go to the ladder and then go right. Kill all the monsters that appear and pick up the key they drop. Now throw the switch and go down. Go right you should come to a patch. Throwing it will open the trapdoor, leading to some lovely treasure. But don't do that yet. Quickly go right, enter as you can, drop down and throw the switch. A secret treasure room should be revealed. Having plundered the loot, go back and enter the other treasure.

Eventually you should find yourself alone again. Climb the long ladder. At the top go left onto the platform: eventually you should come to a key. Collect it then go back right to hit some slime gargoyles. These gargoyles will follow you to life. Beat around and pick them off to a fairly treasure bonus.

Simply go through the first door you come to. You will take you to a platform with a key on it. Anyone know how to get at those keys on the platform above your head here? So ignore the moving platforms. Eventually you should reach yourself back where these gargoyles are. Throw the switch to open the trapdoor, then ignore the platform that appears. This will infer you from harm as you make the long steps to a secret door.

Go through the door to reach a high platform. Collect the key and go through the door to enter the treasure room. Inside you'll find a lightning belt weapon - very handy against the Centaurian. Use on. Leave and work your way down to exit the World.

THE CENTAURIAN

Though the game Centaurian looks pretty hard, it's pretty easy to kill. Just try and stay under the beams of his fireballs and keep blasting

Space Quest IV

Hearst! The first half of the solution to Sierra's fabulous interstellar riddle. And don't think us - think the game-making genius of Dave Grossman in Artway, Redwood! The concluding half will appear next month. And we mean it!

PART ONE: SPACE QUEST 10 -

PHOENIX'S REVENGE 2

Plots that generally clicking on something requires the hand cursor to be selected, unless otherwise stated.

After you've watched the intro (which you should see at least once), with usual click on the rope at the bottom of the screen. (Stand between the two red pillars at the upper right of the screen), select the rope from your inventory and click the rope cursor on the ground. After a while a pink beam should shoot by. Click on the rope to pull it in.

Walk west until you see a climber parked by the side of the road. Click on the climber, and then click on the glow compartment. It should pop open allowing you to get the laptop computer inside. Walk north then go east twice. Click on all the water pipes until you find one you can open. Go down. Walk over to the table and click on the empty jar. If you like, click on the brown pig. Click on the door on the west wall to open it.

Inside the screen head north, then west. Walk down the pipe leading south and a green ball comes out of the gating in the north wall, but don't walk off the screen. Select the empty jar from your inventory and then click on the blob to pick it up. Go south and then west at the crossing. Click on the ladder on the west wall, and after the animation sequence click on the ground between you and the ship. Walk east and click on the landing gear's hatch.

When you get to the supercomputer, head west and west until the two cops start talking to each other. Click on the time and the second cop arrives in. Get past the copy protection and make a note of the symbols on the display. On the keypad, hold down 'Control' and 'C' to go time-slowing.

PART TWO: SPACE QUEST 10 - THE LATEX BABES OF ESTERIS

Walk off the left hand side of the screen and keep going until you see a pheromone fly by. Head south and quickly click the eye cursor on the shadow. Go back to your time pad and head south. You should be taught by the pheromone fly and carried to its nest.

Head for the Staged Police to arrive and click on the dead guy. Switch to the walk cursor and go through the hole in the bottom of the nest. Spend a while admiring the scenery, then when the girl starts talking to you, do what she asks and click the walk cursor on the submarine.

In the boat, watch the animation and after the one dog starts looking your legs. If, click on the button near your right hand to 'lap it. Having made a miraculous escape, click on the bottles of glue in your right. When the vase cuts to a close-up of you and the dog, click the gas bottle cursor on the dog. Now let's go sleeping.

When the gels leave, one of them drops a card

which you should pick up. Walk east and wait until you pass the Autobucks Teller Machine next to the software shop and walk over to it. Get the card from your inventory and click on the machine. Get back on the conveyor belt. Stay on it until you pass the Big and Tall male clothing store and enter it.

Click the talk cursor on the chair and, when you have your pants back on, select the backrest from your inventory and click on the 'hood. Walk south out of the store and go clockwise on the conveyor to get to the Moonlit Range Inn.

Enter and apply for a job by clicking the talk room on the manager a couple of times. Earn around 25 burkasredits then get fired by getting a load of burgers reacted. Follow the conveyor belt to its end and pick up the cigar you've obviously tossed away. Carry on to the female clothing store.

Talk to the sales 'tend, and after you've finished changing go back to the Autobucks machine. Insert the card again and clear the machine out. You should now be 300 burkasredits richer. Go to the software shop and click on the burglar bin. You should eventually receive a copy of the Space Quest IV Hint Booklet. Use it to find the first three symbols for the coordinates to Venice Flats dated. The other three are on the piece of chewing gum. Find them out by clicking the cursor on the item in your inventory.

Buy the book, then enter to the female clothing store and get back into your normal clothes. On one screen-clicks to reach the arcade and enter it on the left side. Inside, try and walk around the middle clockwise. The Street Police should turn up again. (This is a good time to save the game.)

After the first guy leaves the screen to the south, follow him and follow the conveyor belt clockwise until you reach the end. You arrive at the right-hand side of the screen. Get off the car again and leave using the conveyor to the east (ie. the bottom end). This way, the guys should miss you. Follow the belt and clockwise and enter Reddfool's.

The two guards have a conversation and then leave. In the bottom left corner of the screen are some stairs. Climb them and when you regain control of Rager head for the top of the screen PHOENIX! On this screen, keep moving until you get some armed company. Now quickly go to the bottom of the screen and climb the stairs. The guards should be gone. Follow the conveyor anti-clockwise until you reach the arcade. Enter and click on the time pad. Type in the codes from the bet, look and the gum.

Now you're ready for Part Three: Space-Quest 10 - next month!



Supercars 2

A promised last month, here are the maps and guides to the Medium and Hard levels of Gran Turismo Sport's superb track 'N' crashes...

MEDIUM

1 No problems. Handbrake turn the tight corners to save slowing down.

2 Just avoid collisions on the straight, even if it means driving slower. Collisions could slow you down and let other cars get away from you.

3 A choice of routes here! The route with the jump saves a lot of time. Practical! Look ahead to see if the gates are open - don't wait for them.

4 Looks difficult but all you need to remember is where the jump is and to take your time at cross corners. Homing missiles are handy here.

5 Do not get pushed off course or you will be penalised a lap. Otherwise race around it full

speed making full use of the handbrake turns.

6 Again the jump choice is much faster but beware! If you take it too fast you'll jump over the second take off point. Be wise of the acceleration for a mis-timed as you approach.

7 Not much time to see the train coming here. Since it's the last corner, spend lots of money on homing missiles and turbo jumps to help you jump over the train.

HARD

1 Use hand missiles on the long straight if necessary, but mainly just be wary of cross over.

2 Not much to say here, just make sure that - as usual - you have a clear run at the jumps.

3 Take the shortcuts on speed if they're open for it, otherwise go around - don't wait for them to open. With the train it's up to you - you can hang around to see if the train's coming or just try and get through and pray for luck!

4 Just master the art of doing triple jumps here. Super missiles are very handy in the tunnel.

5 In this case it is usually worth waiting for the gates to open, but that's easier said than done. A large number of turbo jumps are fairly consistent to get over the train.

6 Get the right angle going around corner 8 and you should be able to jump okay. Not much you can do about the cross over.

7 Careful how you line up on the jumps - they're very deceptive! Missiles are very handy here, especially homing and hand missiles. Shoot them off as you jump to take out any cars thinking of running you.



MEDIUM LEVEL



HARD LEVEL



Console Corner

Super Mario World

After months of hard playing and much cutting and pasting, ACE is proud to bring you the full overview map of *Super Mario World* and the overview maps of the start and under the mountains. Complete with notes on how to find some of the more elusive secret locations, level layouts will show you how to get through the woods, reveal the horrors inside the rock dragon's mouth, take a trip to the island and guide you to the secret levels...

How do you find a secret level? All the cheat of the level is in the right way in the right direction. You can find out the secret level in the right way in the right direction. You can find out the secret level in the right way in the right direction.

It's not just the map, the level is to get the map, and the level is to get the map. The level is to get the map, and the level is to get the map. The level is to get the map, and the level is to get the map.

So all the secret levels in the cutting level is to get the map, and the level is to get the map. The level is to get the map, and the level is to get the map. The level is to get the map, and the level is to get the map.

How do you find a secret level? All the cheat of the level is in the right way in the right direction. You can find out the secret level in the right way in the right direction.



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How do you find a secret level? All the cheat of the level is in the right way in the right direction. You can find out the secret level in the right way in the right direction.

UNDER THE MOUNTAIN...



How do you find a secret level? All the cheat of the level is in the right way in the right direction. You can find out the secret level in the right way in the right direction.

How do you find a secret level? All the cheat of the level is in the right way in the right direction. You can find out the secret level in the right way in the right direction.

IN THE BEGINNING...



GAMESTY

Gargoyle's Quest

Big thanks to Mike Palopke for these access codes to *Illigates 1 to 6*...

Stage 1 1900 0254
Stage 2 0049 7915
Stage 3 1718 5276
Stage 4 0880 0129

Illigates 1 1142 8182
Illigates 2 0242 0769

Illigates 3 1900 0254
Illigates 4 0049 7915

The following aren't level codes but they will take you to other mysterious locations throughout the game...

1142 8182
0242 0769
1900 0254
0049 7915

BUBBLE BOBBLE

More thanks to Mike! This ratings platform exclusive may be fun to play but it's definitely hard to finish. So how about this for a cheat. Type in 1020 to play the last level. This code also lets you play any level from 1 to 100 using left and right on the joystick.

IT'S SHOW

My, how time flies by. Just when it seemed as if the world had finally calmed down after the first rip-roaring, rooting-boosting, sea-a-button-on-that European Computer Entertainment Show last September, it's upon us again, bigger, badder and better!

Yes, it's time for the Second ECES. For three days in September, the eyes of the world will be firmly focused on Earl's Court 2 in London as every major player and hot product in the industry is brought together in an apocalyptic fusion of fun, thrills and curled-up sandwiches. EMAP Images (the publishers of ACE) are getting the whole shebang together with the backing of the Prince's Trust. We, of course, will be there, along with sister magazines Computer & Video Games, Mean Machines, CU Amdig, Sinclair User, PC Leisure and the two The Ones.

Just about every major software and hardware producer will be there showing off their latest wares (some in very elaborate fashions), and there'll be no shortage of special events to keep the ball rocking. The top games players from Europe, USA and Japan will be clashing in the World Computer Games Championship. W Industries will be giving you the opportunity to sample the miracle of Virtual Reality for yourself and there'll be a Sponsored Carnation where celebrities from the worlds of film, TV, sport, music and politics will be knocking up high scores in aid of the Prince's Trust. And top Radio 1 DJ Jazzy Braxton and Simon Mayo will be broadcasting LIVE to the nation from the show hall on Saturday morning.

Not enough for you? Alright. Match magazine will be there, fronting a VERY special Kick Off 2 event, CU Amdig will be holding its second Public Domain Demos competition and the World Champion Skateboard and BMX team will be on hand all day every day, with a stunning happypops acrobatic display. The amazing Super X and R300 machines will be there, and of course ACE will be making an inconsiderable contribution with two very special events...

THE LIVING ROOM OF THE FUTURE II

The future's never looked brighter. We'll be giving you the chance to take a break from today's ham-drum existence and sample life in the years to come. In the living room this year will be High Definition Television, the digital audio mediums of laserdisc, CD, CDTV, Photo CD, the Data Discman, DCC, DAT... and who knows, you may even get a chance to have yourself dematerialised and reintegrated in the ACE Teleportation Chamber! (Oh yes).

PLUS! THE ACE CONFERENCES

Throughout the show, ACE will be presenting a series of action-packed conferences, in which some of the most knowledgeable and respected figures in the world of advanced computer entertainment will be exclusively flying in from the USA to lend their expert views on what YOU will be playing in the years ahead. Officially the conferences are only open to the industry's top movers and shakers, but next month we'll be giving YOU the chance to win a ticket to this amazing event, along with details of how you can save a few bob on the entrance fee. Stay tuned...

THE DATES

6th-8th September 1991

THE TIMES

Sam - Open Friday, Saturday, Sun - Open Sunday

THE PLACE

The Earl's Court 2 Exhibition Centre, Earl's Court, London

THE PRICE

£7 per ticket on the door or in advance.

W TIME!

And while we're talking about the future, what about...

NEXT MONTH

Even as you read this page, the white-hot molten mass of ideas and words, scorching with inclusion and originality known as the ACE September issue is taking form.

It's being molded and formed by master craftsmen into an even finer example of computer entertainment reading, especially for you.

And even at this early stage, some definite shapes are forming in the swirling mixture. So look, if you will, over the safety rail, down into the depths where ideas and criticisms so pure and strong run unobscured and unadorned.

What can you look forward to?

- **MORE** Reviews of the top games on your machine than ever before.
- **MORE** in The Works features on Lotus 2, Monstrum Horodrum and Megatwins
- **MORE** Tricks'n'Tactics featuring Mario, Secret of Monkey Island, Space Quest IV and Gods.
- **MORE** Exclusive software features and interviews, giving you an angle on the gaming world unavailable in any other magazine.
- **PLUS:** An in-depth analysis of Super R-Type on the Super Famicom, a game which promises to blow Mario out of the water.



ACE

And we'll also be making an important announcement which will bring ACE blasting into the 21st Century.

ACE September. On sale 8th August.
Miss it at your peril.

ACE MERCHANDISE OFFER



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



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

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in the



ACE has brought you some 60 issues of content with little or no paid back matter - and in this case, content goes beyond the coverage of the best of British magazines. Now the publisher's excited by providing valuable details on their content.

ACE CHARTS

While you think about systems in ACE, so you can really sort out the treats from the turkeys. In this upper section we print the exclusive ACE charts – the only one's you can buy that rate games according to the review marks awarded in ALL available British games magazines. If a game makes it to the top here, it's HOT – though you should remember that all reviewers tend to disagree to some extent, so that just because a game gets top billing in the ACE charts doesn't necessarily mean we think it deserves it!

Below are the Gallup charts, based on sales. One anomaly to spot this month: Code-suiting Lemmings on the ST. Some people just don't read the reviews...

IBM PC

Sea Earth	Ocean	93.75
F29 Retaliator	Ocean	93
Eye of the Beholder	US Gold	92.5
Supremacy	Virgin	92.5
Jet Fighter II	US Gold	92.50

The PC gets hot scores these days. With 92.5, Supremacy could have been number one on any other machine – here it's fourth!

AMIGA

W+	US Squad	92.5
Secret of Monkey Island	US Gold	91.5
F-16 Strike Eagle 2	Microprose	90.50
Edgar Allan Poe	US Gold	90.5
Boob	Blizzard Brothers	90.00

Amiga budget software is clearly taken seriously. Budget Bangor was number one two months ago – now it's fifth the top...

ATARI ST

Lemmings	Psygnosis	93.47
Secret of Monkey Island	US Gold	92.4
3D Construction Kit	Comix	92
Boob	Blizzard Brothers	90.00
Legend	Rainbird Arts	89.00

Not much around for the ST. Boob is here yet again and Lemmings, Monkey Island scores almost identically to last month.

GALLUP CHARTS

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

T

IBM PC

Lemmings	Psygnosis	£24.99
Colossal Chess X	CDG	£24.99
Jet Fighter II	US Gold	£20.99
Defender of the Crown	Mirror Image	£9.99
F29 Retaliator	Ocean	£24.99

AMIGA

Eye of the Beholder	US Gold	£30.99
Monkey Island	Lucasfilm/US Gold	£29.99
Fantasy World Dizzy	Code Masters	£8.99
K. On Winning Tactics	Acce	£12.99
PGA Tour Golf	Electronic Arts	£29.99

ATARI ST

Boob	Blizzard	£25.99
Fantasy World Dizzy	Code Masters	£8.99
S Davis WM Breaker	CDG	£8.99
Lemmings	Psygnosis	£25.00
Little Puff	Code Masters	£8.99

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- Comp Pro 5000 Extra £12.99
- Star Probe £10.99
- Quickjoy Jetfighter £18.99
- Topstar £18.99

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HARD SELL

Once again, a rather truncated list! (I'd feel the month's bill, it should hopefully provide an at-a-glance comparison between computer and consoles, still wondering what to go for in the great "Console or Computer? Debate? Well, if you can afford one of each, our money is on the Amiga and Megadrive. But if you only go for one, get an Amiga. It's an excellent all-round performer that gives the best VFM.

COMPUTERS

AMIGA 500

Models: Amiga 500/1, 500/2/3
Price: 795
Package: 520 and 540 have 4-keyboard with built-in disk drive; Mega versions have separate keyboard. Mega-type panel for current software bundles.
Memory: 128KB (149), 512KB/256KB (499, 519, 2 or 4MB). All machines can be expanded internally to 4MB.
Processor: 8 MHz Motorola 68000
Recommended Retail Price: 520/1 £299, 500/2/3 £299
Contact: Amiga UK 01753 53344

IN BRIEF

Hard days for the machine that arguably started the avalanche to 16-bit computers. The 575 boasts capabilities almost on par with its arch-rival the Amiga, but the Commodore machine seems to be the one most people want these days. It shares because this is still a great general purpose home machine for games, small business and production, and thanks to its 80286 port it still the number one choice for 80286 machines.

GRAPHICS

Resolution: Low-res 320 x 200, medium-res 640 x 200, high-res 640 x 400
Colors: 4096
Palette: Black and white in high-res, 4 colours in medium-res 16 in low-res

70% fix.

Monitor Output: VGA.

Monitor Supplied: No.

Monitor Options: Amiga monitor 500 16 high res mode, 62744 mid res colour.

Speakers: No.

Input: Four.

Key: High resolution display is only available on microchannel-number motherboard and low res displays only available on colour monitor at 175.

SOUND

Speaker Quality: Depends on monitor.

8000 Hz

Source Output: Yes.

Performance: Three 1.44 MB floppy drives sized channels.

SOFTWARE

Disk Format: 5.25 inch - 525K
Disk Prices: Around £1.50
Disk Performance: Fast, reliable.
Keyboard: 94 keys including 10 function keys. Has a cheap feel which can be improved with third party spring kits.
Input/Output: Two joystick ports are standard, two-button mouse is supplied with machine.

SOFTWARE

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

Current Releases: None of the major software houses ignore the 575 so it is well-served with pump of good software.

Games: Among the finest. **Strategy:** Good with some excellent software to manipulate them. **Music:** Excellent. Plenty of sound samples, editors and 80286 software make this the musician's choice.

Prospects: Very good, but the Amiga is currently the favourite with software houses in the UK and the chances of a second season of interest in the 575 decline fast very often.

Software Loading: No problems at all. The 575's drive is fast and friendly to the car. It is worth that some companies still release games on two or more single-disk drives is being on from the mid-80s when the 575 had single-sided drives which can mean unnecessary and annoying loads of tape swapping.

BUYERS

Best Buy Price: At 895
Second Hand Availability: Very common and quite cheap. Beware very old, single-sided 575 machines.
Maintenance: One year's guarantee. Return to dealer if faulty.

COMMODORE AMIGA

Models: Amiga 5000, 4100
AM000, A3000
Package: 4000 has keyboard and

built-in drive with separate 3.5" 4 floppy and 2.5" floppy separate keyboard with built-in floppy controller. **PC:** A3000 is a very powerful machine indeed.
Memory: 4500 (149), A1000 & 4500 (149), A3000 295.
Processor: 500/1000/3000 1.1 MHz, Motorola 68000, A3000 16 or 20MHz Motorola 68010.
Recommended Retail Price: A000 (24), Super Game 2299.00, Flight of Fantasy Pack 1299.00, Class Of The 90s pack 1576.00 (all packs inc. A000), a 1000 from 1999, A3000 from 1111 (999), 16MHz 20MHz hard 2048, A3000 from 1319 (999) (16MHz-4096 hard 2048), 240 pins for 1675.
Contact: Commodore 04263 736888

IN BRIEF

A stunning specification with custom chips in most areas - everything around the Amiga is the first choice for the most jaded of games players and video professionals after an initially shaky start the machine continues to sell extremely well and has overtaken the 575 in the UK, though the latter machine offers a slightly larger installed base. The A1000 is now identical spec-wise to the A3000, but cheaper. The A3000 is a top-end workstation substitute. Includes the KickStart 3.1 featuring enhanced icons, file handling, and security features plus Amiga 5000, a multimedia programming tool. A3000 also comes in three configurations, ranging from a "mini-channel" hard disk to a 21MHz/100MHz etc.

GRAPHICS

Resolution: From 320 x 200 to 640 x 400 (more possible in software)
Palette: 4096
Colors: 2, 4, 8, 16, 32, 64 or 4096
FB: With resolution.

Monitor Output: SCART - compatible video monitors.

Monitor Supplied: No.

Monitor Options: C1068 £249.00

Speakers: No in hardware - optional 8000 from software base.

Input: Very fast with good software.

SOUND

Speaker Quality: Depends on monitor.

8000 Hz. Third party interfaces available.

Source Output: 2 jacks (mono/stereo).

Performance: Among the best around. Custom hardware equips 5 octaves of 8-bit digital sound into the four channels.

HARDWARE

Disk Format: 3.5 inch - 525K, A3000 50/1000/byte hard disk formatted.
Disk Prices: Around £1.50.

Disk Performance: Noty and sluggish. Third party software is available to improve matters.
Keyboard: 94 keys, 10 function keys and separate mouse cluster.
Input/Output: Two-button mouse supplied as standard.

Interfaces: Two independent stereo audio external disk drives, SCSI serial, Centronics parallel printer, SCART RGB/Video, composite monochrome video, expansion bus (internal on A1000 & A3000, 33-bit on A5000), co-multiplexer expansion on A500 only, internal PC expansion on A1000, A3000 and A5000.

SOFTWARE

Existing Software Base: Similar to the 575.

Current Releases: Everyone's doing their own.

Games: Something for everyone.
Application: Quality and range in comparison.

Music: Needs better support for 80286. Internal sound software is well supported thanks to 8P standards.

Prospects: Excellent.

Software Loading: Noty but user friendly. Paged by screen.

BUYERS

Best Buy Price: (540 Amiga 1000) can be picked up cheaply though not these lacked the extra graphics modes of later models. They're fast a good value pack.

Second Hand Availability: Reasonably common. Best buys are low Amiga 500 with KickStart 1.1.
Maintenance: One year's guarantee. Return faulty machines to dealer.

IBM PC

Model's IBM's PC was the first PC to be accepted to large quantities (not just for PC) and remains the standard by which all others are judged. There are hundreds of clones and variants including offerings from Commodore, Atari and Commodore. In general, with PCs you pay for speed and better graphics standards. The extra money is worth it if you can afford it.

Package: Depends on the monitor but although most are supplied with monitors, they can still be bought in kit form at an extra cost.
Memory: Usually 128 KB or 256K. Can be anything from 512K to 1024K. Always go for a 640K model.
Processor: Intel 80486/486 in base machine is common replacement with faster 80387/386. More expensive machines are based on Intel's multi-faster 286, 287, 288 and even the latest 486.

Recommended Retail Price: Can be picked up for as little as £249 for a "no frills" machine. 9500 top-of-the-range 486 based clone - and the official Intel version - is the 475 the best. Look for a good 604-01 VGA model for between £750 and £1100.

IN BRIEF

Superb value if you want the ultimate all-rounder, the PC will bring it because anyone. Almost every major software's latest title port that runs on the PC. But there remain limited by the constraints of the base.

most common machines—which means they tend to be the best in sound and graphics. Definitely NOT the choice if entertainment is your preferred use for the computer, or if you cannot afford the better ISA or VISA models (which are really essential for good-games playing).

GRAPHICS

The best PC system I tried with graphics as standard (but most claim to incorporate the memory hardware and come with a monitor). There are three main standards: CGA—a fairly fast all-in-one colour display; EGA—the lower-cost display worth considering; VGA—an average (loading) display; and Super VGA, which are usually only fitted to standard (or more expensive) machines (Gambit's PC386 is one exception).

Resolution: CGA: 640 x 480; EGA: 640 x 385; Hercules: 720 x 400; VISA: 640 x 480.

Refresh: CGA is (or has) fixed refresh; EGA and VISA: 75.

Colours: CGA: 6; EGA: 16; VISA: 64; Hercules: 16.

Monitor Output: TI: 640x480 (VGA); analogue RGB (VGA).

Monitor Options: Not. Many monitors are dedicated to just one or two modes—some have amber, green or white monochrome displays—check before buying.

Speakers: None.

Speed: From very slow—3868—to very fast—6600.

SOUND

Speaker Quality: Built-in sound is very poor. Third-party add-on sound boards (such as Creative and AdLib) are available—which is fast becoming a standard—provide significant quality of sound through an amplifier.

OS: Third-party interfaces available.

Game Output: Not boards, yet.

Performance: Not the ideal machine for the musical term—in Atari ST offers more for MIDI, the Amiga more for software sound ports.

KEYBOARD

Key Format: 1.25m—100/1000; 1.5m—1200/1400.

Best Price: \$16—23.80.

OS Performance: Average. Most PC owners also buy hard disks, a large amount of PC applications software refuses to work unless you have a hard disk.

Keyboard: Almost as many variations as there are clones. Prefer the AT or extended AT layout to the XT layout (which is easier to use).

Keyboard/Mouse: Neither supplied as standard. The better choice includes a mouse in at least a mouse port, especially since IBM's PS/2 system (introduced) has become more popular.

SOFTWARE

Existing Software Base: Vast.

Current Software: All major software houses now produce something for the PC, with many now supporting the superior Amiga.

Games: Most of the best Amiga ST titles appear on the PC eventually. **Graphics:** Given the right graphics adapter, the PC has nice graphics and the software is usually available on a standard VGA PC; the graphics aren't so matter how good the software is.

Music: Unimpaired by standards. However, don't ask for a hard copy of the best sound—you'll hear on a home computer.

Peripherals: The PC is the eternal champion—in others fail by the wayside because of getting faster and better all the time. This is aided by most constantly improving the machine's processor and the vast user base demanding better equipment.

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

BUYING

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

Second Hand Availability: Common but be careful you do not get a clipped-out motherboard.

Maintenance: Usually one year's guarantee—but companies that have the price of maintenance contracts often do an affordable deal. This often means they'll include it.

Monitor Output: The—13" built-in colour LCD.

Monitor Options: None.

Speakers: Special graphics hardware effectively treats all screen objects as printed.

Speed: Fast.

Speaker Quality: Very good.

Game Output: Yes.

Performance: Four-channel, first-class stereo sound has to be heard to be believed.

HARDWARE

Resolution: Eight-way input.

Ports: Cartridge port; multi-play port; miniature colour headframe jack.

SOFTWARE

Price: £20-35.

Cartridge Software Base: Very small.

Existing Software Base: Excellent.

Current Software: Excellent. Games in a great 'library'.

Peripherals: Unimpaired but several new titles in the pipeline.

BUYING

Best Buy Price: At RRP.

Second Hand Availability: Very low.

Maintenance: One year's guarantee.

NINTENDO GAMEBOY

Package: Main unit with three games.

Resolution: 144m—contended 8 bit.

Colours: Memory in Recommended Retail Price: 209.95.

Contact: Deighton PE 071-880-2973.

IN BRIEF

Nintendo was the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On reflection even the Game Boy was a long time coming since the technology employed by the display is starting to look dated. Not to be dismayed simply because of mono graphics—this machine has some superb titles and games making use of the two-player link-up (2000) are systems that run (especially the superb Final Fantasy).

GRAPHICS
Resolution: 13 x 18 characters. Colours: 4 grey shades.

Monitor Output: Yes. LCD display is lit by ambient light.

Speakers: None. A speaker block.

Speed: Fast for what it is.

Speaker Quality: Depends on transducer.

Game Output: Yes.

Performance: 8 Channel system. 16-bit CD/Digital.

HARDWARE
Anybody. Supplied.

CONSOLES

ATARI LYNX

Package: Lynx. Play with a peripheral and exclusive Game Games Processor. 99-9999 9999.

Game Memory: 64K.

Recommended Retail Price: 299.95-399.95 with peripherals. 1200.95 with peripherals and game.

Contact: Atari PE 071-880-2973.

IN BRIEF
Despite the fact behind the Amiga, the Lynx is an amazing handheld. After it's play starts, the Lynx is going first and all of the various are fit to be believed. It's starting to take off in the home, to meet obvious competition, the Game Boy. Lacks the Lynx's 64K, but makes up for it with smaller size and TV output.

GRAPHICS
Resolution: 160 x 160.
Palms: 40K.
Colours: 16.
Ft: 100.

NINTENDO SUPER FAMICOM

Package: Console unit, controller unit and Super Mario World Processor. 3.99 9999 9999.

Game Memory: Not known.

Recommended Retail Price: 199.95 (Japan price + £100).

Contact: Local dealers.

IN BRIEF
With the weight of all power of Nintendo-defined, the Famicom can hardly fail. Although not hugely popular in the Sega Megadrive territory, it's the games that inspire (notably the beautiful Mario World) which will no doubt help sales on and off. Just and, there are some real buffers among the game Big Star, anyone it, but it's still early days yet. The Super Famicom's enormous games potential has barely been scratched.

GRAPHICS
Resolution: 512 x 512.
Palms: 32,768.
Colours: 256.
Ft: 100.

Monitor Output: No.

Monitor Supplied: No.

Monitor Options: RGB, SCART.

Speakers: 120.

Speed: Remarkable.

SOUND
Speaker Quality: Depends on transducer.

Game Output: Yes.

Performance: 8 Channel system. 16-bit CD/Digital.

HARDWARE
Anybody. Supplied.

CONSOLES

Package: Main unit with three games.

Resolution: 144m—contended 8 bit.

Colours: Memory in Recommended Retail Price: 209.95.

Contact: Deighton PE 071-880-2973.

IN BRIEF
Nintendo was the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On reflection even the Game Boy was a long time coming since the technology employed by the display is starting to look dated. Not to be dismayed simply because of mono graphics—this machine has some superb titles and games making use of the two-player link-up (2000) are systems that run (especially the superb Final Fantasy).

GRAPHICS
Resolution: 13 x 18 characters. Colours: 4 grey shades.

Monitor Output: Yes. LCD display is lit by ambient light.

Speakers: None. A speaker block.

Speed: Fast for what it is.

Speaker Quality: Depends on transducer.

Game Output: Yes.

Performance: 8 Channel system. 16-bit CD/Digital.

HARDWARE
Anybody. Supplied.

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485Battle of Britain	£17.99	Duck Tales	£14.99	Jump Street	£17.99	Shredder	£14.99
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485Blue Raptor	£17.99	Elfers	£17.99	Mad Turbo	£14.99	Swashbuckle II	£14.99
485Cadence	£14.99	Ember's Wings for	£14.99	Mad Taxi Platform	£14.99	Tam	£14.99
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485Championship Box	£17.99	Fare	£14.99	Major's	£17.99	Tomb Raider	£14.99
485Championship Book	£14.99	Fox On The Highway	£17.99	Major's 2	£17.99	Turbo	£17.99
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485Clashers 4	£14.99	Flora 3	£14.99	May's Balls	£14.99	Wonderland	£14.99
485Clashers 5	£14.99	Flora 4	£14.99	May's III	£14.99	World Of The Doctor	£17.99
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AMIGA



Amiga's ProSource game design system, it comes in a classic like Darkside and Castle Maker, in the classic we've not seen to virtual reality in home computer games. Using 3D objects as the basis of computer 3-D objects, Amiga.com games allow you to move around, though objects apparently solid objects, swing them from any direction and when necessary interacting with them opening doors, shooting targets and so on.

Now the programming principles behind ProSource have been harnessed in the 3D-Construction Kit, one of the most impressive programs ever for the Amiga. While the kit is also available for the Atari ST, IBM-PC compatibles and even night-owl machines, it's on the Amiga that it achieves its most impressive performance. Costing £49.95, it comes complete with a presentation case containing a single disk, three manuals, and an instructional VHS videotape featuring five entire hours for Andrew demonstrating the basics of the program.

The difference between ProSource and the 3-D

Constructive Kit, which features ProSource II is that here you can construct your own world before creating a game, design routine or any other kind of interactive environment around it through the main purpose of the program is to create game worlds, the kit also has applications in CAD, education, art and video.

The program uses both full-out menu and on-screen control buttons which offer shortcuts to certain functions. Library files include varied backgrounds and objects including a house complete with garden with flowers, and a fully furnished interior, a custom looking racing car, and a gigantic and detailed space shuttle.

Loading and playing the demo game gives you some idea of the potential of the kit, not only can you move around, through and into the animated buildings, objects and vehicles on screen, you can also interact with them, moving, shooting or clambering over them.

Designing your own world is a most laborious process, but once you've got the hang of it, you can build up libraries of objects which make it quicker in future.

The principle lies in combining simple 3D or 2D objects—cubes, spheres, rectangles, and so on—which are selected from the Create-Object page of the on-screen menu. Objects can then be edited—stretch, squashed, rotated, copied and combined—to create 3D solid objects such as buildings, vehicles, trees and even buildings. Controls on the main panel allow you to view objects from any angle, and to lock/unlock them from the background.

You can choose the colours you want for your objects, colouring objects sides to give an illusion of different light sources, place them anywhere within the confines of the game "world", change your own colours for the background sky and earth, and add borders and control panels created using other PC-compatible

graphics packages.

The complex part lies in adding attributes to these objects, animated actions, opening doors, exploding objects and so on. Creating these conditions, which control what game does you move to what you pass through a door, whether objects explode when you shoot them, when sound effects appear and so on, requires the use of a special programming language. Fortunately it's a logical BASIC style language controlled using a full-out editor function, and as such doesn't present much difficulty to anyone with a working grasp of programming knowledge.

Sets of conditions such as the starting point, the player's ability to climb objects, the distance you are allowed to fall without harming yourself, playing controls, score display and so on, can be saved as part of the game file, and if you like you can import your own "customised" graphics to complete the game, then define the control points on the screen which are selected as well cause your character to move around.

Games can be saved in a file format which can serve as a troubleshooting program for the things owners who don't have 3D-Construction Kit can still play the games you create. For now it won't be long before 3D-constructed games appear on the open market.

Registered users can use a telephone modem, but if you want to join the User Group and get bi-monthly newsletters it will cost you £10.

The potential of the 3-D Construction Kit for game-makers and players is terrific, but don't expect quick and easy results. A really interesting game requires a much investment as preparation.

■ Mike Smith

ATARI ST



How do you get a spare £200 to spend? If the answer is yes, then is hoping you'll be interested in a new add-on CD-ROM drive for your ST.

The device is due to be officially unveiled shortly at the Atari Home Show in Coventry, Germany. Details concerning the technical specifications of this peripheral are sketchy at present, but will start talking about this and the expanding CD software market the launch. Speaking to the trade press, Martin Smith, Director Product Sales Team, in a typical fashion, has compared the CD-ROM to a Trojan horse.

Frankly, I think the whole concept of a CD drive for the ST is a little too late. I got with Atari's word-of-mouth and together, they announced odd-ball products like the Panther video game console and start promoting the value-for-money ST as the best 16-bit computer for playing games. The Amiga may have slightly better capabilities, but most games fail to take proper advantage of any superiority. In fact, many programmes are far to code on the ST because of the cleaner, much faster operating system. Do you like playing flight simulators or any other games using 3D graphics? The type of

software actually runs better on the new Atari line-ups. Enough said?

Better news for producing Public Domain software and introducing the concept of compression. Budget 128 is soon to introduce its first full-price game, Football Challenge (3.9.95) is a multiple-choice quiz game with over 2000 questions divided between football-related and general knowledge topics. Update disks, costing 29.95 a piece, are already in production. These disks will each contain another 2000 questions on a number of different subjects. A spokesperson for Budget UK stressed the educational value of Football Challenge doesn't affect the fun of playing the game. For more information contact Budget UK at 71 Binkley Close, Basingstoke, Texas.

Oh! It's a new year, go for it! mono-chrome ST users, is looking for new blood. Organisers say 1985/86 users, enthusiasts and a sense of humour are the only traits they're after. In other words, the drive is seeking a small but well-organised, PC library which will include a few non-Atari games. Write to Club 8, 59 Maple House, Maple Street, London SE1.

TURN THE GAME

- Special thanks to Leslie Rogers in Salisbury, Wiltshire for the handy playing guide to Great One of Metal Masters
- Screen 1 - There is a rock-dragon called an Oubliette. Use the bar and fire a torpedo to dispatch it.
 - Screen 2 - Empty.
 - Screen 3 - Pick up cyborg's lightning bolt/bomb power-up.
 - Screens 4/5 - Use disco and the crush weapon a couple of times to disorient carrying monster.
 - Screen 6 - Kill the flying islands with cyborg's lightning.
 - Screen 7 - Switch between cyborg/robots to kill bands.

Screen 8 - Is the regeneration unit. Use cyborg and select the bottom corner (yields) position opposite to the divider you're facing. Regeneration is automatic.

Screen 9 - Walk across platform 20 and cyborg's about headlight. Use ramp to reach the other side.

Screens 10/11 - Use disco and the flame-thrower to kill the insects and take to destroy the robot.

Screen 12 - There is a Jupiter Alpha lightning power-up hidden amongst the rocks. Use tank to fire and destroy it.

Screen 13 - Contains a magnetic grapple power-up.

Screen 14 - Use another rocket gun called Multitank. Use cyborg and lightning to kill it with about ten tanks.

Screens 15/16 - Use cyborg to walk to the edge of the islands and then jump over the platform.

Screen 17 - Walk to the edge of the island without entering the quicksand and jump. You will start to sink. Use the magnetic grapple to haul yourself out.

Screens 18/19 - Switch between cyborg/disco to fight the islands. If you have time, use the lightning weapon.

Screen 20 - Use disco to kill the band bug.

Screen 21 - Another regeneration unit. Use the same procedure as you did before.

Screens 22/23 - Use cyborg and time your jump so that you land on land's back. On Screen 23, time the jump so that you land on the volcano before it turns.

Screen 24 - Use tank with bullets to destroy the entity.

Screen 25 - Gain access to the upper volcano by using cyborg with the grapple. Next, use tank to shoot the entity with bullets and lightning.

Screen 26 - Use cyborg to carry the gas.

Screen 27 - Quickly land the entity with tank and lightning from tank. Use bombs to destroy gas power. Go back to Screen 25, drop down and move into the next screen. Use tankers to land the door open. Enter.

■ Guy West

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ATARI LYNX



At a very slow start spreading to the west and tough competition from Nintendo, the Lynx is finally beginning to become a head namer in the handheld world. Atari has announced there will be another 32 games released this year and believes the machine will continue to command the lion's share of the color portable game market in the USA and Europe.

There's no doubting the hardware superiority of the Lynx over Sega's new Gamegear—the lack of lightpen-like software to allow both computers full sort of very similar's capabilities, also worth being mentioned games like *Demolition in Dallas* (not for us, but for you).

Thankfully, Atari and Sega are expanding their software range with increasingly exciting titles. As a result, Atari releases there could be over 100,000 titles played in a lifetime done by the beginning of next year. Sounds like we should all get together and start some sort of club. If you're already involved in such an endeavor get in touch with one of the

usual A/C addresses and you may get some free publicity (but are you waiting for it?)

Being the official honour of the cut-throat racing movie and America's 70 cartoon series, IM & Toys' Excited Adventure promises to be the most exciting Lynx game so far. In order to unlock your business values from the group of water heavy duty generators, you must take a trip to time and split the help of various historical gods. Like the old Time Lane through, you enter a radical laboratory booth to get to those time periods. IM & Toys' Excited Adventure can be played by one or two people. Can you dig it, mate?

The dean of the druids is fast coming to Atari's family game engine. Remember the classic Williams release, *Robotnik's*? That's the software developer. Blackwood is attempting to recreate all the fun and spills from the 1980-1984 era.

The designers have spent a lot of effort trying to overcome the absence of two physical, play features of the single hit arcade-machine. Should they get it right, players will become so impressed in the game that they won't even notice Robotnik's previous games. Being shy, you have to shoot your opponent's of his gun while wearing help-less helmets from a 1980-1984 era.

Robotnik should be available as you read this and Shadowcat has several other 'type-branded' titles still in design. We hope to bring you a full review of Robotnik next month. Don't forget ACE has reviewed the latest Lynx releases elsewhere in this issue.

What games system would be complete without a chess game in the software catalogue? In software (Sokolov) inspired the first Sanyuki system with Chess Master 2000. Atari has asked another American company to add its own twist in the first Lynx chess game.

Ultimate Chess Challenge from Telegames is based on Family Chessmaster's artificial intelligence software chess program which Atari says is the most sophisticated chess engine ever developed for any video game system. Rapid move responses are among the many features incorporated into this Complete program. Players can choose to play Ultimate Chess Challenge in either 2D or 3D graphics display modes. The two-dimensional view gives you a top-down look at the board instead of the perspective viewpoint found in the 3D mode.

The card offers 17 levels of competition, including a master level. You may be interested to see Family Electronic software is the only video game that the United States Chess Federation has partnered with a master's rating.

Tony Swanton, President of Telegames, maintains the Lynx is 'back when on the leading edge' and plans to release two additional products for the world's first portable colour video game system. Keep your eyes peeled for *Wings Ace* (Milestone) and the Lynx conversion of *Tetris* (to be out late this month).

TIME THE GAME

Do you want to get fit, Paganini the piano to who around the screen at a superbly rapid and easily controlled ready player? And start a game and pull into game mode when you need to become a usually incident. Then press the following sequence of buttons: A, B, Option 1, A, A, B and Option 1. A lighting bulb flashes on the top of the screen to confirm you're ready to go (also with the push of button B). Happy rockin'!

F PRESS - STOP PRESS - STOP P

Here are a few things to watch out for in *Wings Ace* (not the new Lynx game featured on page 66).

LIFE PELLETS - these are scattered throughout the first areas of the game.

Make sure you get 'em all.

BALL STUFF - fit-out the walls for various attacks.

EXTRA LIVES - it's always nice to feel another life made a little less on phone booth!

By Tony Swanton

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GAMEBOY



While games incorporated video games prompted you to take regular trips to your local video store the early '80s? The design of Atari's most famous console, the Atari 2600, may have been based on Atari's and Music Command because they're currently working on Gameboy versions of these two classic games. Both titles should maintain the features of the original games while taking full advantage of the Gameboy's screen sound capabilities. In case you're too young to remember them, here's a brief recap of these blockbusters.

Atari's is the arcade title, roughly ten years ago and introduced the first video game spacecraft that could be rotated through space in all directions and displayed on-screen. It also featured "Powerup" giving you the ability to quickly negate the occasional pain from serious trouble. In Asteroids you are scored by destroying the colored asteroids as well as smaller alien satellites and flying saucers that make their way into the belt. The Gameboy version is enhanced by three modes of play: one-player against the computer, two players competing with Gameboy's Link together for a common goal and split, or two-players competing against each other.

Just before President Jimmy Reagan appeared on news as "I'm talking about it" the "Star Wars" defense project, gameplayers were practicing their blaster skills against various attacks in Music Command. During the game, you had make split second decisions in defense attempts to ward off enemy rockets as warheads raining down from the sky. In the latest edition of Music Command, one player can compete against the computer or two players can compete one who can last the longest. Each new level in the game's equivalent of a "blaster from one of the worlds that exist. Additionally, you can now play in split screens for more interesting and varied screens.

Asteroids and Music Command on Gameboy are scheduled for release in time for Christmas to start saving themselves 50 cents. It's already proving to be a hit. Looking Ahead will cover one of the time favorite video games, Star Wars.

One of Japan's best-loved Nintendo titles, Asteroids Island, is coming to the Gameboy. Before you get too excited, the action adventure can't go to be released until spring 1993. Nintendo, better known for its PC Engine games like *It's a Wonderful Life* and *Golden Axe*, sold in excess of one million copies of the first Adventure Island game. The Gameboy edition will supposedly incorporate several features not found in previous NES versions. Though a spokesperson for the company won't willing to comment any further at this premature stage, I try to keep you informed.

There's a game like *Star Wars* and *Star Wars: The Force Unleashed*. Epicurus got together really friendly with Walt Disney. The new Gameboy version brings Disney's double *Roger Rabbit* cartoon character to the small screen. Inspired by the non-simulation picture like *Frank's Roger Rabbit* the game is a mystery solving adventure with you taking the role of the wacky hero.

Roger's beautiful wife Jessica has been kidnapped by the evil Judge Doom. To help find Jessica, Roger enlists the help of a private detective and decides he must catch Doom's two henchmen, a criminal act and force them to cooperate to be released to ensure his beloved wife. This title seems to set for a change means taking in the rights of the early '70s.

Roger can talk to a variety of alienated corners and other characters. He also has the capability to take hidden objects, attack with his punching hammer and shoot gully parties. In addition, he has the option to waste time and chase scores in order to devote all his attention to solving puzzles and mysteries and gathering physical evidence.

The music may have bombed in the USA, but this hasn't stopped Sony Imagesoft's enthusiasm for its impending Gameboy product based around Hudson Hawk.

Some great titles have composed the millionaires - *Star Wars* (Billie of *De Heer*) - to name one of the biggest hit titles during the 1980s. Apparently to the... part of Sony's Columbia Pictures Entertainment empire, spend over \$20 million producing Hudson Hawk. Movies sure are getting expensive to make, what about the whopping \$100 million spent on Terminator 2?

As Hudson Hawk, the world's coolest outlaw, you must roam your way through three levels of action, puzzles and traps, while attempting to steal some valuable artifacts. Ocean has developed the game for Sony Imagesoft.

Hudson Hawk should be playing in Japanese markets across Britain as you read this, with the Gameboy software to follow later in the year.

■ Music Command

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HOT OFF THE SHELF

That's just typical - you decide to allow console games into the *Hot Off The Shelf* elite selection and all of a sudden all the good console games dry up! Thank goodness for Sonic - it'll be nice to see a new console face in these lists.

As usual, the selection has been fully updated to cover all the top games from the last three months plus a smattering of classics!

BATTLE CHESS 2

Electronic Arts ■ Amiga (24.99) ■ Atari ST (24.99) ■ PC (29.99)
 layout: its spread from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduced some new moves, has a star leading the board (which some games can't cross) and links the King's movement to an

'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-animated ways. While a bit slow and irritating running from floppies due to all the file swapping, a hard disc shows the game to be far faster and more lethal than normal Chess. A game that should keep even the most jaded Chess fan happy, and provide a pleasant change for the more casual Chess player.

► ACE RATING 8/10 ON IBM PC

BOULDERMAN

Walter Murell Industries ■ Gameboy (16.00 Import) ■ Yet another gem from the aging OAR's catalogue of great games. Hey kid, remember that? Slide out and cuddly Rockford around upstream. That's your-toe-squeak for more than can be counted on one hand! masses of boulders and mountains in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to Nintendo's 8-bit handheld wonder.

► ACE RATING 8/10 ON GAMEBOY

BULAT

Imageworks ■ Amiga (24.99) ■ Atari ST (24.99) ■ IBM PC (24.99) ■ Where Lennings lead the way,

others now follow - and why not as long as the games are as good as that? Little Nathan, the World's naughtiest rappy-wearing nipper, wanders around various vertically-scrolling levels. Unfortunately he's a little stupid, and will happily walk off the edge of cliffs and into traps and monsters - unless you guide him otherwise by placing direction-changing boxes in his path. Those who are dark with the mouse can guide Nathan into the mine and trap locations the landscape for bonus points. A magic mix of cuteness and craftiness, that will have you playing into the small hours.

► ACE RATING 8/10 ON AMIGA

CHUCK ROCK

Core Design ■ Atari ST (24.95) ■ Amiga (24.95)

Unga-lump! Poor Chuck Rock's coupe has been kidnapped by the fanatical Gary Gitter and is now held prisoner at the end of five massive levels of platform-pouncing, rock-throwing, belly-buttin' pandemonium.

Graphically, Chuck is a real treat, with some hilariously animated dinosaurs and very slick 32-colour arcade-quality parallax scrolling. Although, when all is said and done, a fairly basic platform game, the varied backdrops, rapid pace, novel attack modes and humorous writing ensures that boredom won't set in.

► ACE RATING 8/10 ON AMIGA

COMBAT

Impressions ■ Amiga (29.99) ■ Atari ST (29.99) ■ PC (29.99)

Wargames tend to fall between two stools, being too simple to satisfy the ardent fan and too tough to attract the uninitiated. Combat, happily, manages to be all things to all people. The strategic and tactical sides of the game are rigorously realistic, yet the icon driven mode of interaction make it instantly accessible. Add some superb sounds and atmospheric sound FX (thundering flames, clashing swords, screams of the dying, etc) and you have a fine game that will keep any would-be Caesar happy for months.

► ACE RATING 8/10 ON AMIGA

FLAMES OF FREEDOM

MINISTER 2

Microzone ■ Atari ST (24.99) ■

Amiga (24.99) ■ IBM PC (TBA)

Now this is a challenge, how do you sum up a huge game like FoF? The big three has set in, and Minister is now Agona, the Island HQ of the Atlantic Federation. You play one of their crack agents with the task of stopping an impending attack by the evil Beharim Empire. The majority of the game takes place in a massive total-3D world, with your job able to use any mode of transport helms may come across, everything from on-foot to helicopter. But this is no shoot-'em-up, there's more than enough strategy and subtlety to keep any non-arcade fan happy. A major contender for game of the year - already!

► ACE RATING 9/10 ON AMIGA ST

HD SPORTS EXERCISE

Microzone ■ Amiga (24.99) ■

Atari ST (24.99) ■ PC (24.99)

This violent clash between two wild-polygen generated paglains is the best rendition of the 'table art' yet seen on a home computer. The use of polygens allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that decisive upper-cut again and again. Highly realistic, some great polygonated expressions of anguish on the fighter's face, a huge range of moves and a lot of work to be put in if you're to become World Champ!

► ACE RATING 9/10 ON IBM PC

each dial. The aim is to explode all the dials on the board by firing all four dial shots with marbles of the same colour. It all starts off really enough, but later levels feature complications and restrictions for fun. Sooner or later you'll be able to go into the small post available here. As the aging clock goes, infuriatingly accurate.

▶ **AGE RATING: E10 ON Atari ST**

PIPE DREAM

Locafilm ▶ Gameboy £25 (import)

Most readers will probably be more familiar with this game under its original title of *Pipemania*. All the action takes place on a 10 x 7 grid. Using a cursor you have to drop varying sections of pipe onto the grid, with the aim of making a pipeline for 'flow' to flow down. Should the flow leak before it has passed through a set number of pipe sections, then it's game over. Later levels introduce obnoxious pipes (the flow MUST flow a certain way) and obstacles, infuriatingly addictive - it's the sort of game the Gameboy was designed for.

▶ **AGE RATING: E10 ON GAMEBOY**

POWERMANAGER

Electronic Arts ▶ Amiga £29.99 ▶ Atari ST £29.99

A new computer classic, with the highest ACE rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 320 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to *Populous*, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent sounds are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

▶ **AGE RATING: E10 ON Amiga**

FRANCE DE PERVA

Broderbund/Comark ▶ Amiga £24.99 ▶ Atari ST £24.99 ▶ IBM PC £24.99

A game that could so easily go unmentioned and undervalued by the staff-watching bomb, looking for the latest licence. The graphics, when static, are fairly

unimpressive (although they do get better on the later levels), but when they move... The animation as you guide a young Prince through various levels of platforms, pits, spikes and swordmen is quite excellent and life-like. And the gameplay, although it may sound uninspired, is as good as the graphics. Some of the action has a real Indy-style cliff-hanger aspect to it. Miss this and you'll be crying for a sequel.

▶ **AGE RATING: E10 ON Amiga**

BLITZ

BMG ▶ Gameboy £24.99 (import)

In one fell swoop, this conversion of the classic coin-op matches the crown of Top Gameboy Most-Like-you from America. All your old favourites are here. The Force, laser weapons, power-up, Super spider and all-level action, frantic action, steady palm excitement. How do the programmers manage to pack so much into such a small package? Only BMG have the answer! If there's one niggling fault it's the warbling soundtrack, which cuts out annoyingly everywhere a

sound effect is played.

▶ **AGE RATING: E10 ON GAMEBOY**

DRAGON EMPIRE

Origin/Infotopics ▶ PC £24.99

▶ Amiga £25.00
Using the Ultima Winterfare, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dimension-infused land World. A good yarn well told and - hard to believe I know - actually better than *Ultima VI*.

▶ **AGE RATING: E10 ON IBM PC**

THE SECRET OF MONKEY ISLAND

Locafilm/US Gold ▶ Amiga £29.99 ▶ Atari ST £29.99 ▶ IBM PC £29.99

Monkey Island is the latest in the series of animated graphic adventures pioneered by Sierra but now proving a nice little corner for Locafilm. You play Guybrush Threepwood whose ambition is to become a fully-fledged pirate. This entails a lengthy 30 hours in Locafilm's

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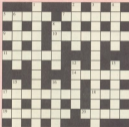
If you're the owner of the first edition of any of the puzzles in this book, you'll find a few games for your collection. We repeat the name and the cover price for each title, but we'll do our utmost to ensure that the prices per your edition are pumping. Don't forget to specify your edition, however.

CLUES ACROSS

- 5 Was played at US Gold game (5)
7 Gave Roy version of Ocean game (7)
9 Handy striker from Firebird (4)
10 They're driven to suicide by Poggiosis game (8)
11 Movement of moon holding it back (6)
14 Looking embarrassed, went ahead with Starlight game (3,3)
17 Where one might be held captive by infographics (8)
18 Therefore gone gets spilt (4)
19 Remain puzzled about Virgin's first software house (7)
20 Film director Oliver seen in Little Rock (5)

CLUES DOWN

- 1 Apt act in plane crash game (7,6)
2 Storming Norman's girl (5)
3 Electronic Arts game ad L, Martin, tore in pieces (3,8)
4 Join six summer get together (5)
5 Game from software house in London or Helsinki, initially (6)
8 Identical copy of lap-top in geometric solid form (5)
12 It's mad to cry about first and last letters (5)
13 Figure gerrit has not time for software house (8)
15 AI gets nothing back and is exhausted (3,2)
16 Verdi performance needed for disk (5)



HOW TO ENTER

Draws usually will occur a three-year month up to 1:30 PM your time. If you're the owner of the first edition of any of the titles listed, please send your solution to:

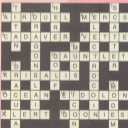
Word Puzzles
1011 Avenue 18 Westwood
Beverly Hills
California 90210
USA

PRIZE LIST

The solution for entries to puzzle #1011 is: THE COVER - Thursday August 1st 1996

JUNE 91 RESULT

Owner of the April crossword was Richard England of Boston. One of our words is on his mind. See... July word crossword and result.





Legend Software



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Telephone: 081-747 4757/081-742 1831

COMPLETION

TOP TITLES	ST	AMOUNT
2001	100	100
2002	100	100
2003	100	100
2004	100	100
2005	100	100
2006	100	100
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TOP TITLES	ST	AMOUNT
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2199	100	100
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001	100	001	100
002	100	002	100
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Title	Price	Title	Price

FREEBIES

Fat Winstanley checks out public domain play power including an apparently unauthorized version of PacMan...

After scouring the barrel for video software last month, a good number of PD libraries have come up through over the past few weeks. For too much to list for everything to get a mention so once we arrived the next few months will be bringing you the best of the barrels - and telling you what to avoid too.

Having now installed a CD-ROM emulator on my Amiga I can review PC disks in addition to coming to grips with MS-DOS. If you are thinking of adding an emulator, everything reviewed here for the PC runs on a very basic VGA set-up. Let me know if there's anything you'd like me to check out for you. And libraries, send me your best and best be to CD, Amiga and PC - the publicity really works when you have a mention in FCL.

TOUCHSTONES

Amiga - £2.00 - shareware
MS-DOS PC Library (4.0/3.0)

I was told this game is based on arcade behavior that is not approached in with anyone - consider ABC TRIS consisting of 500 levels you and me. It is one of those infuriating games which take around five minutes to learn and 500 years to master.

You are presented with a 12 by 8 grid and a pile of stones each bearing various colored patterns. The idea of the game is to place stones on the grid so that a match of either colour or design is made with the adjacent horizontal or vertical neighbor. For each match made a point is scored so, as with Tetris, it makes sense to fill in gaps both to frustrate your opponent and acquire multiple wins.

It sounds easy but believe me it's not. Various options are available such as auto play one against the computer, several players and so on, and the whole package is mouse driven and extremely easy friendly. If this type of game appeals to you then buy it now.

ALL FREEBIES WORK!

ALL knows the volume actually results in more sales for participating libraries - it does not have had to be returned from under the charge of extra costs. For why we mention the new have to put as much effort into locating suitable software? If you're running a library and want to boost your business, please direct people on 011 251 4420 for information about editorial coverage in this section.

CLEAR

Amiga - PD

Amiga.com DEMO-SETT

Sett on the puzzle theme I've become totally addicted to this game which again presents a grid but this time all the tiles are in place and the idea is to get rid of them.

Each row or column can be slid horizontally or vertically as a whole, the idea being to make rows of identical symbols. When you have a row of two or more they can be removed from the board. Only a limited number of moves are allowed and there is a time limit too. In addition the board contains tiles showing a hand. If two of these hand up icons is made other movement of the rows and columns they occupy is restricted.

To be fair I'm totally flummoxed on level 5 but this sure there's an obvious solution ... if only I could find it I couldn't find out the price either - contacting the company isn't that easy, but the game's good enough to warrant the effort.

DARK WARS

BT - £4.95 - Budget Shareware
BT Adventures PC Library

For those of you who enjoyed Dungeon master and would like more of the same, this game is a bit rocky but still a very good RPG.

It has a 286/386 full type screen with full mouse control. All possible actions such as get, drop, examine, pick etc. are listed in a list, simply click on the one you want. Graphics are restricted to a 256x128 box in the top-left of the screen and are a little vague but perfectly adequate. Physical combat, magic spells, potions, food and drink are all included and the game proceeds to be painful and enjoyable.

My only gripe so far is the imprecise mouse control. Moving around is accomplished by clicking on a direction arrow while for commands the word must be clicked. This is where the wobble comes in as my precise pointer control is called for, unfortunately there doesn't seem to be any keyboard alternative which is a great shame. Progression phase note - some people find the mouse too slow in this type of game (particularly advanced text adventures).

CRYPTOGRAMS

PC - £4.00 - shareware

Fantasia Shareware (SMB-002)

If you have ever fancied yourself as a secret agent you'll know how important coded messages are in the espionage game. Here is a program which will give you plenty of training in the art.

The task entails working out letter substitutions in order to translate a scrambled sentence. Initially you need to have a look at letter distribution - for instance the most common letter in the

SHARELESS PLUGS!

Software supplied by:
AMIGAS PD - 0541 491811 (Original 25 Park Road Wigan 4704 744)
Amiga.com United - 0793 780888 (Amiga) 140 (Ski Valley Road Macclesfield)
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Amiga.com PD - 0793 44327 070 51
Amiga.com 044 (Ski Valley Road, Macclesfield) 071 588

Fantasia Shareware - 0793 431981
PCMag PO Box 1134 Compton Martin Bristol 0145 310

Goodman Enterprises - 0784 33000 070 14
Compu Disk Man 044 (Ski Valley Road, Macclesfield) 071 588

English language is 'r'. Then it's a matter of getting likely candidates for one, two and three letter words.

Several puzzles are included on the disk, some already partially completed to give you a start. Again, this is a disk I will be going back to in future hours as a pleasant change from cryptograms.

PACMAN ST

BT - £2.95 - Budget Shareware
Goodman PD, SMB-070

If you like me have looked professional on available machines, more years ago than you care to remember, then you'll love this offering from Budget. Race around the maze gobble power pills and avoid the monsters. PD describes this as rarely found now in the shops as if Pacman is missing from your collection this version is well worth acquiring.

I'm not too sure about copyright implications since the game appears to be a faithful rendering of the original commercial title. Several libraries have had problems in this regard - mostly - most notably over a version of Pacman.

DISTRIBUTION RULES

- **Public domain** - freely copyable - no fee payable.
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- **Share alike** - users "read and" files or similar giving information about the disc into which the contents fall. Please support programmers by keeping both the spirit and letter of the rules. All programs mentioned in this column are PD, shareware or licenseware to the best of my knowledge. If you know differently please get in touch.

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ACE DIARY

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1-19 Early SOFTWARE RELEASES

- **Dark Software/Micro-Press: Command (M) (PC)** (EBA). All-embracing megacombat/strategy. Take on World Wars I, II or future war, either against the computer or using the two-player option. Roland and A4-U6 soundboard compatible.
- **Genesis: Mega-Ocean space ark (M) (Amiga 645-65)**
- **Demarc: Thunderjaws (M) (Amiga 624-65, PC 625-65)**. Underwater mayhem with mutant sharks and the like in fast-paced on-line conversion.
- **Spectrum: Helixbyte: Flight of the Intruder (M) (Amiga 625-65)**
- **Image Works: Woodhead (PC 626-65)**. Visually exciting as a garden edifier. Finally arrives on PC.
- **Electronic Arts: Battlefield 2 (Amiga 625-65)**. Graphically rich shoot game where the press actually motivates and fight one another for possession of the mines.

Sunday 7

Tennis: final day of the Wimbledon championships.

Monday 8

Tuesday 9

Wednesday 10

Thursday 11

British day of the Margaret Thatcher's Resolute. Football: the draws take place today for the first round matches in next season's European club competitions.

Friday 12

Bank holiday in Northern Ireland (anniversary of the Battle of the Boyne 1690): A Briton, Charles Stephens, died going over Niagara Falls in a barrel. International Music Show, Olympia, London (themselves the British Music Fair). Exhibition for computers and music open to the public: today and tomorrow.

Contact number: 071-730 3852. 46 International [4-46] Computer show opens at the Royal in

Manchester, London, and continues until Sunday. Contact number for organisers: 081-648 5644.

Saturday 13

Citicut, Boston & Fledge Cup Final London

16-30 July SOFTWARE RELEASES

- **Demarc: Grandtotal (M) (Amiga 626-65)**. Sports compilation involving Chess's Super System, World Chess Labyrinth, Pro Soccer Star and Continental Chess.
- **MicroPress: Wing Commander (PC 626-65)**. Space fiction-style battles in space, with cinematic feel to gameplay and high quality graphics and sound (Roland or A4-U6 compatible). See also 04 625-65). Submarine also based on German U-boat in World War II.
- **MicroPress: Railroad Sprint (M) 625-65**. The game that made re-orientating text-menus (and later's) a startling and startling innovation.
- **Green: Dark Side (M) (Amiga, PC 624-65)**. Game of the Year.
- **Electronic Arts: Castles (PC 624-65)**. Strategy, engine-building game set in medieval times. Powermancer: Chess Book (27-65). Maps, tips and tactics for Powermancer addicts.

Sunday 14

National Day, France (anniversary of the signing of the Republic). Republic Day, Iraq Motor Racing: British Formula One Grand Prix takes place at Silverstone.

Monday 15

St Stephen's Day: according to the rhyme, the weather today will hold good for (bad) for the next forty days. The original St Stephen was Bishop of Winchester in 652, how he became associated with determining the weather isn't known.

Tuesday 16

Wednesday 17

Thursday 18

Golf: British Open Championship

begins, at Royal Birkdale Golf Club. Anniversary of the opening of Disneyland, near Los Angeles, on this day in 1955.

Friday 19

Saturday 20 Independence Day, Colombia.

21-27 July SOFTWARE RELEASES

- **Image Works: Duke Warrior (Amiga 625-65)**. Walk and stay in fantasy setting.
- **Demarc: Virtual Worlds (M) (Amiga, PC 626-65)**. Compilation of ten titles: the Freespace games, includes Castle Master, Drifter, Total Eclipse and the previously unannounced sequel to Castle Master, Oryx.
- **Micro: Image: TV Sports Football (M) (Amiga, PC 624-65)**. Welcome cover for Commander's treatment of American football. Sky Chase (M) (Amiga, PC 625-65). Early Image Works air combat simulation, developed by the City Team, Mexico.
- **Art: Gold Mine (M) (Amiga 624-65)**. Scavelling hunt 'em up' converted from Capcom on-line.
- **MicroPress: F12 Strike Eagle 2 (Amiga) disk (M) (EBA)**. North-Cape and several Europe (playing areas), plus Operative Ground: Storm scenario for using PC version (using up to date).
- **Electronic Arts: Battlefield (M) (M) (EBA)**.

Sunday 21

National Day, Belgium. Title (to 1950): Astronaut Neil Armstrong became the first man on the moon. As with Kennedy's assassination, most people alive at the time claim to remember where they were at the time...

Monday 22

National Day, Poland.

Tuesday 23

National Day, Ethiopia.

Wednesday 24

Thursday 25

Fourth Test Match, England vs West Indies at Edgbaston.

Friday 26

Independence Day, Liberia.

Saturday 27

28 July - 2nd August SOFTWARE RELEASES

- **MicroPress: Blue Max (M) 626-65**. Air combat in WW2.
- **Mega Fortress (PC) 625-65**.
- **Image: Cowboys: Cowboy - the Big One (M) (Amiga 624-65)**. Hour race (preps for Cowboy afterwards) - needs original Cowboy disk.
- **MicroPress: Goodie 2000 (M) (Amiga, PC 624-65)**. Multi-shopper combat sim.
- **MicroPress/Thunderbox: Arts: Mega Canada 2 (PC 624-65)**. FPS - explore the deserted domain of Gortex (sounds like a national manufacturer).

Sunday 28

National Independence Day, Peru. Motor Racing: German Formula One Grand Prix takes place at Hockenheim.

Monday 29

Teddy Harris hatrick helped England beat West Germany 4-2 to win the World Cup on this day in 1966.

Wednesday 31

AUGUST

Thursday 1

National Day, Switzerland.

Friday 2

Saturday 3

4 - 12 August SOFTWARE RELEASES

- **US Gold: Night and Magic (M) (PC 626-65)**. Gauntlet 2 (M) (Amiga 624-65). Latest update with parallel scrolling, improved graphics.
- **MicroPress: All Sports Driving (M) (Amiga 625-65)**. High speed obstacle race.
- **Green: Dark Side (M) (Amiga, PC 624-65)**. Motorised racing game in Bar Future.
- **Electronic Arts: Wolf: Winger Baseball (PC 625-65)**.

Sunday 4

Monday 5

Bank Holiday in Scotland (anniversary of the death of Martin Luther, 1545).

Tuesday 6

Wednesday 7

1923: German inflation rampant, with 12 million Deutschmarks in the pound, from 9 million the day before. No DM in those days!

Thursday 8

Fifth Test Match, England vs West Indies, at the Oval.

Friday 9

Saturday 10

THE W I F E R E N D

TECHNOSEX OK

He used to play all night with NEI Hot action, fantasy games... you name it. Now he says he has Geo gives him more...

That suit-speak pitch is delivered by a quantity (that blinks) on the presumed cover in the background in the latest Neo Geo ad. The headline reads, "I remember when he couldn't keep his hands off me!" Said ladybird is jiggling a Neo Geo in the same way that Nintendo is jiggling a Neo Geo, while the monitor features what appears to be a hilariously mutated organ.

You probably won't get as far as reading the text, because of course you'll be rushing off to buy a Neo Geo, but that's a pity because it has even more to offer the discerning reader. I mean, but he doesn't leave me above CD channels of pure pulsating stereo sound with 7 dedicated to real voice speech. Other systems, apparently, don't even come close...and lately neither does he.

Apparently some other company (Nintendo, I think) is attempting to clean up in the console market by appealing to the Family environment. How naive.

Where can you meet Chris Balance of Power? Crawford, Brian Beyond Dark? Moriarty, Greg 'The CD' Heer and a host of other awesome interactive entertainment personalities? Answer: at the ACE Special Conference, being held at the COS'S Show at Eads Court in September. ACE is gathering together eight of the hottest celebs from the far corners of the games world to address a featured line at the show. Prices will cost 40% for two days - eight sessions or you can get a 40% ticket for admittance to a single session, which sounds rather costly until you remember that most professional conferences of this type cost at least \$250 a go. If you're one of the people who organize such conferences and are wondering how we can possibly make money at this price, the answer is that we're not, ACE readers, however, will have an exclusive chance to get in even cheaper - for nothing, in fact, because we'll be running a special competition next month to give away 5 free passes in. Since there will only be room for 100 attendees, the conference will almost certainly be heard by mail subscription, so for the more serious ACE reader we're also offering a priority booking service at the same time - so even if you can't get in free, you'll still have a chance of entry.

Meanwhile, the Eads Court Show is sounding like a "must be there" occasion, with coverage for Radio One just announced and a host of circus performers making an appearance. Not again, surely!

Following the news that Sega are thinking of buying Virgin Mastertronic, a host of rumors have been going round the industry. There is, however, no truth at all in the allegations that Ocean are trying to buy the Department of Transport License Division, or that Polygram are sponsoring the Beavis Boys and doing a sports sim featuring the

Barbarians. Electronic Arts have dropped their bid for Gates Plans. Finally, Nintendo are making a desperate attempt to woo shareholders during their hostile takeover of a chain of Italian restaurants - they've now made an offer for Italy.

Following my loss of the 617 number last month that allows you to make contact with the department which will send you a CD phone directory for £2200, the company have kindly furnished this information. You should dial 0800 700 230.

And now, bad news department. Like thousands of others, you may have been thinking how nice it would be to get one of those Game Gear things because, come this Christmas, you'll be able to pop a TV into one it and watch the Queen's Speech while sitting in the small sit room. Well, the bad news is that you'll need a TV license. If you've already got a TV license, you'll need another one if you plan to use the unit anywhere outside your home (other than at a holiday home) - or as a speakerphone for the TV licensing cards mentioned at. Apparently you need a license for any receiving device that is not SOLIDLY battery operated - and of course you can plug one of those power adapter things into the Game Gear. A TV license will set you back a whopping £70 - we're talking cash, remember! Watch out for specially equipped detector vans patrolling on high-tech high speed jets in the near future.

See 617

IN NEXT MONTH'S ISSUE

We've only got room here to hint at what you'll be rewarded with in the next issue of ACE, out on August 8th. Just make sure you're first in the queue!

- In depth analysis of Super 8 Type on the Famicom - can this superior title outplay Mario and get the title 'World's Hottest Game'?
- Tricks and tactics featuring Monkey Island, Space Quest III, Gods, and Mario
- ...And a host of surprises. Don't miss it!

Dear Newsagent,

We may not have met before, but I would like to introduce myself as a discerning gamer/player. Please reserve me a copy ACE magazine - the most authoritative coverage of the past, present and future of games technology. PS ACE is out on the 8th of every month.

Name

Address

Postcode

City

Country

PICTURE THE SCENARIO

Old well-known folks recently confessed that "We only dream up the scenarios AFTER we've written the games... Which leads us into the month's retrospective. In no more than 500 words (count from that word) we length a chapter later, write us a parody of a typical game scenario - it can be either an RPG, shoot'em up, or space epic. You know the sort of thing - only too well, we suspect. Send it to "Bobby" at the ACE address to arrive before August 20th. A red hot game is the one that makes us laugh the most.

"A BEAUTIFUL, PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good words adventure is a joy to play...and there's no shortage of gameplay here."

"If exploring and standing's your thing, then there's enough here to"

"Keep you happy 'til the cows come home"

THE 1994



EL



The strangest things happen in fairy tales - but nothing so strange as the experience you will encounter as you travel as Corwin the El. Your magic plug can cast many spells.

Increasing in power as you travel deeper into the mystical lands of gorks and goblins. Even the castle guards, lion-like beings with the IQ of a cold-steel river, are on a go-cart campaign. They may seem a little backward to start with, but their river-headed, hover-

battles will soon become cantankerous, tricky diabolists if you let them. Many sword, villainous creatures and devious puzzles test your game-play technique and your game's powers. You can even control some of the background game features, allowing you to get to where you think you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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