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CBM 64/128
Spectrum
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ACE

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REVIEWED

AFTERRUNNER
Sage/Sasler



ATV
High speed, high
fines



DEAD CERT!



Programs for punters, pools and...profit?

25 PRIZES

This card may already have won you an

AMIGA!

See page 10

THE ACE CARD

If yours is missing,
check with your
newsagent
- or see page 14

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INTERVIEW

Mike Singleton:
The Lords of
Midnight man's plans

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ATARI

SPECIALS

31 Break The Bank

Want to be a millionaire? We check out gambling theory - plus the software that claims to help you beat the bookies and win the pools.



Practise to score and enjoy the goals with Footballer

57 Benefits of 6 O Clock

...and 7 o'clock and 8 o'clock and 9 o'clock. In a blistering feat of laser fire, ACE presents the definitive buyers' guide to shoot-em-ups.



Unleash your inner 6 O'clock

87 Progress...Or Points

Are you an *alien assassin* who cares for nothing but the whistles of expiring life-times and your position on the hi-score table - or are you a *planetary glider* who aims for the final power, no matter how many bonuses you relinquish on the way? Andy Wilson discusses game-play styles...

103 Into The Moebstrom

Mike Singleton, programmer and game-designer extraordinaire, talks exclusively to ACE about the challenging programs currently being coded by his company Moebstrom Games. Plus a chance of a job for ACE readers.

His ongoing program appears exclusively on page 98



ACE

INTERFACE

7 Moves

Electronic gets inside the Earth Court for its...New 16-bit disk loading system - one format for all...Angus ST - who's on top?

18 Previews

We put you one step ahead with news of next month's games in this month's issue.



Get your hands on the new futuristic technology.

95 Letters

The *Leadboard*'s letter-inners continuously prompt certain readers to reach for their clubs. Is it a load of old hats?

130 The Bitter End

This month's issue goes out with a bang, and no loading.

SIGHT...

31 Gridlock Tricks

Our *OS* series continues as Brian Larkman shows how to create 3D pictures - without the pain. Plus more of those dazzling pictures from you, the reader, in our *Attracta* section.

...AND SOUND

83 The Food Of Love

From first sight to first night - an honest, no-holds-barred guide to the delicate art of buying your first synth. Told in intimate, revealing pictures - and every one worth a thousand words.

GAMEPLAY

41 Screen Test

This month's red-hot releases face the ACE challenge. Check our digital image editor's first-rate alternative title - *ATF: Advanced Tactical Fighter*, plus stunning shoot-to-destroy graphics on *Samurai*, and you can actually talk to the alien in *Intergalactic Captain/Robot*.



Open about face with the alien, your art-house sci-fi space war.

26 Arcade Ace

It's a knock-out Heavyweight Champ floors the opposition...and probably the player as well.

64 Updates

We cast a critical eye over the latest conversions for your machine, including *ST Test Drive*, *Time Slender* on the Amiga - plus three new releases of the excellent *Tanks*.

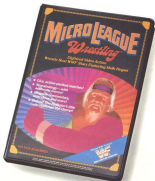
75 Tricks 'n' Tooltips

Superior's very superior *Discounter* laid bare in a 2-page players' guide - not to mention the best two levels of *Metaxus* (tip for *Clayco*), *Red Claw*, and *Genetic*, plus the complete *Wii* pool solution to *Body Cop*.

Instructions on *Genetic*



INTRODUCING A WORLD CHAMPION...



FEATURING EXCLUSIVE DIGITIZED VIDEO ACTION.

Computer game players... bored with "generic" animation and "pre-set" reactions? Your head and your legs have perfect coordination! They take the challenge of the only strategy simulation good enough to be sanctioned by the World Wrestling Federation's MicroLeague Wrestling.

Dolph Ziggler (Hogan) claims the championship? Or you can be Randy "Macho Man" Savage or "Mr. Wonderful" Paul Orndorff and you capture the belt. See the real "WT" Superstars perform the moves you want.

MicroLeague Wrestling has all the action and drama of live WT matches including interviews by Mean Gene Cleveland and in-ring commentary by Vince McMahon, Jesse "The Body"



Veneno, not to mention the legendary Bruno Sammartino. And who knows what lurks in the mind of Bobby "The Brain" Heenan or in the heart of the lovely Miss Elizabeth?

So thank it out, dude! Orndorff's devastating pin-throw, Savage's awesome elbow drop—and everything else that's in the book or whatever you can get away with in MicroLeague Wrestling. The ultimate in computer sports simulation!

If your computer/software store is out of stock, no need to visit with the Hulkster's Atomic Drop. Just write to MicroLeague Sports, MicroProse Software Ltd., 2 Market Place, Tisbury, Glos. GL9 8DA.

AVAILABLE FOR ATARI 32
AND COMMODORE 64/128
COLOR TV-MONITOR REQUIRED.
1-2 PLAYERS.

CLASH OF THE TITANS



Who's winning the 16-bit battle for your hearts, minds and cash? Listening to Commodore and Atari spokesmen you'd almost believe that both companies were. In an attempt to get some more meaningful idea of the ST versus Amiga battle, we've contacted opinion where it counts — in the UK's computer shops.

In Bristol level, Atari ST seems to be winning the 16-bit sales battle, but certain pockets of strong Amiga resistance are holding out. At the Sound 'n' Vision shop in Leigh, Lancashire, Graham Mills has reason to be happy with his Amiga sales — he's just won a holiday in Singapore from his distributor. 'The Amiga's doing fantastic', he says. 'It's selling like

hot tea to me.'

Clare in Southend-on-Sea, however, the story's rather different. (Every Computer) Nick told us that over Christmas the ST was outselling the Amiga by three to one, although the Amiga was picking up again now. The higher price of the Commodore machines, added Nick, was putting a lot of people off buying it in preference to the ST.

At Loughborough's (Commodore) Computers the ST was reported to be outselling the Amiga by a factor of 10 to 1 and the shops Alan Christon felt there would be no change in the situation unless Commodore cut the Amiga's price substantially. Alan also thought that if the Amiga were

the same price as the ST then Atari would start a disaster.

HOW MANY ARE THERE?

Estimates of the number of 16-bit users vary. Commodore claim there is an installed user-base of 25-30,000 while Atari claim 170,000 for the ST. Other voices, though, suggest that these figures may be just a little on the optimistic side — various sources suggested new machine numbers should be around 60-90,000 for the ST and 20-25,000 for the Amiga. Even if they're as low as that, the UK's still doing pretty well in the 16-bit stakes; in the USA there are only 140,000 STs in homes.

An Atari spokesman expressed satisfaction with ST sales last year, describing the machine as the fastest-selling home computer in the UK. In 1988, he suggested, would be a year of consolidation for the machine, with Atari seeking to increase the power of the machine rather than lower the price.

VIRGIN TAKE 16-BIT RISK

Virgin are following the success of Optimax with the computer version of Risk, to be released under the Leisure Genius label. The program is a faithful conversion of the classic board game and is the first in a long line of protected titles for the label, which Virgin see as being one of its greatest assets.

Leisure Genius is where we really shine', said Patricia Mitchell at the company; the games are fun and very well suited to computer conversion. 'What do you get for ST Double Double Monopoly during the Christmas period and Double Double during the coming year.

Roadsigns are reworking Risk, giving it more rooms and more obstacles. These changes will all be incorporated in the new

Leisure Genius version, confirmed Patricia, who went on to say that Virgin are looking to release other '...advanced computer entertainment titles looking at games in a more strategic way.'

But Virgin aren't playing by the board alone — they've also got their eyes on other game genres, and member historical simulations as a possibility. Not only that, but their interactive video division is producing a CD-ROM exploration game about the North Pole, while other Virgin companies are involved in video distribution and program production. 'The 16-bit market is food', declares Patricia, and we're going the way of 16-bit, for people who are still looking for real games'.



The Virgin Gang of Five. How do you like their tapes and Video Double Fun?

A C E N E W S

SOFTWARE SUPER SAVERS

ACE has received a stack of letters from readers complaining about the service of mail-order software suppliers. Software Super Savers, who advertised in the first few issues of the magazine. Naturally, we've had to contact the company about the allegations of orders sent, cheques cashed but games NOT received — in some cases as long ago as October and November of last year.

First problem: Software Super Savers are no longer at the address in Boreham from which they used to advertise. They are now to be found at 72 North Street, Romford. Second problem: try phoning them on 0199-780271 and all you get is a recorded message suggesting you write in with your order — which is what the problem was all about in the first place.

Attempts to contact the shop's

owner, Mr. Clive Pullman, by letter/message have met with a blank.

Readers with a complaint are best advised to contact the Trading Standards Office at the local council where Software Super Savers operate, for it is one of the company's obligations and an endeavour to investigate your problem. You should write or telephone giving all of the following information: name, address, telephone number, title of goods ordered, computer the goods were ordered for, date of the cheque, date when cheque was passed through your account for payment, VISA or Mastercard, Luton Borough of Wareing, Trading Standards Department, Mercury House, Mercury Centre, Bedford, MK1 3DS, Tel. 0753-766000.

TWO INTO ONE DOES GO...

Most Amiga games are little more than direct conversions of their ST counterparts. Amiga owners often complain, but here's something new: a game whose ST and Amiga versions are literally identical. Take the disk out of the box, put it in an ST and it's an ST game. Put it in an Amiga instead, and it's an Amiga game. It's that simple.

Technique like a practical jester in a magazine with an April cover date you could be forgiven for thinking he, but prestige ST software house Bandain are deadly serious. The revolutionary new disk loading system involved is ADLS, its creators Argonaut Software.

Just to show how serious they are, Argonaut are not using this

straightforward, they offer economies of scale. From the software house's end of things, one duplication run caters for both sets of users. At the retail end of things meanwhile, it's easier to decide how many copies of a game to stock. For Bandain's Paul Hubbard, the latter point is particularly important in the American market. "Out in the States

their own programs for other software houses. They're currently more than half way through a project for American game Electronic Arts, so what does BAN Band mean here? ADLS? It's pretty cool - a sort of mix of mirroring technology with software piracy. As Argonaut boss Jim Scott has shown it to us, though we haven't discussed using it ourselves at length. We already produce "Tapper" - 5.25in disks with a CDD version on one side and an Atari 800 version on the other, as well as packaging 5.25in and 3.5in disks in the same box."

Whatever the commercial advantages of ADLS, public reaction could still be a problem. The Amiga owners' instruction "Don't try putting off your ST conversions or it won't entirely resemble..." there's no reason why ADLS games should be any poorer at using the ST's facilities than any other - but there have already been cries of resignation along these lines.

Bandain it will make extensive use of the Amiga's custom chips, with both the Amiga and the 16450T offering access to a whopping 800K of sampled music from the Brute of the disk. This represents at least as good a deal as 128K Spectrum owners normally get for their extra hardware, but the hefty price difference between STs and Amiga could still cause psychological problems. If ADLS can fill out the CDD 800K price gap between (essentially identical) Amiga and ST versions of a game, that ought to make it the Amiga owner's friend. Let's hope so too.

ADLS: THE TECHNICALITIES

The ST and Amiga certainly have a great deal in common. They use the same central processor - the Motorola 68000 - and have (nearly) similar technical specifications, so converting programs from one to the other is a relatively simple matter. If the information contained on a typical ST game disk - the game code itself, data, the sounds etc. - should 90% will be identical on its Amiga counterpart. That's not just a consequence of peer comparison work from the one to the other that's a measure of how similar the two machines are.

Of course, there's a snag here: the ST and Amiga disks might be 90% identical as far as the information stored on them goes, but that doesn't mean the information's stored in the same way. Both machines use standard 1.5in disks.



Paul Hubbard of Bandain explains Argonaut's ADLS system.

but stick a normal Amiga disk in your ST - or vice versa - and you won't get very far. Not, that is, unless you know what you're doing.

The first hurdle is a dual sector program is Argonaut. Both the ST and the Amiga will interpret foreign formats as disk errors, and refuse to do anything with the disk concerned. The machines can be fooled into accepting strangely formatted disks, but producing something both machines will accept is no easy matter.

HIGH CAPACITY

In designing their disk loading system, Argonaut set out to cram as much data as possible onto the disk. They aim to do this not to overcome the greatest single handicap of the 5250T: its single-sided disk.

Though the Amiga and 16450T both have high capacity double-sided drives (ranging in 160K and 120K respectively), the 5250T has to make do with a standard capacity of only 360K. The lack of enough space at its 512K RAM size to give gamers programmers some real headspace, or force software house



Jim Scott of Argonaut Software says:

technique on any old game, but the sequel to their highly successful 3D shoot-em-up Bandage - and that means there's an awful lot of money at stake. So how have Argonaut managed to make the same game run on both machines? More to the point, why did they bother?

The focus of the project are pretty complex things - see below - but the reasons why dual-version disks look attractive are quite

they'll sell 5.25in and 3.5in versions of a PC game in the same box) it simplifies things for shopkeepers. We suggested the possibility of a similar thing on the ST and Amiga, but on just the one disk, and Argonaut came back with ADLS."

It may be a Bandain game that uses ADLS first, but Argonaut will keep the rights to the system and may well license it out to other developers, as well as using it in

as to release SF games on two disks to the Amiga format only. By casting aside the normal format, you would have been necessary in any case to get an Amiga-compatible disk. Arguably, how managed to cram 500K of program and data onto a disk — the maximum that the SF can read.

Once you abandon standard formats, you start to run up overhead. In particular you must write your own hardware driver routines to load your program in from disk. These drivers themselves take up disk space without adding anything to the program directly, and this point has got a lot of programmers off the whole idea of dual-format disks.

According to Argonaut's Jim Barrowman, the hardware driver for AOLS takes up very little disk space. The total loss involved in using the dual-format technique compared to a normal high-capacity disk format is 'very small', he says — less than 25K. A little longer arithmetic gives 480K as the space left for game code and data, and that's enough to fit a 50007 or Amiga 4800 right up — assuming that screen memory takes up of least 22K, as it almost always will do.

This is a crucial point. If you can fit the machine's memory with code or data from a disk, that's as much as you need to do for most purposes. Why this space left over is very useful for overlays — sections of code or data that load in as required — and how they're used is something often confused to between-games and title sequences.

Of course, not all that 480K is equally useful to both machines. Graphics and sound handling aren't identical on the two machines — especially if you're aiming to make the best of the Amiga's extra power — so a conscientious programmer will want two entirely different sets of routines here. You'll also need a place of code that works out which machine the game's running on and reacts between the two sets of routines accordingly — but none of these need take up that much room if the programmer's careful.

And from here also SF adventures which access the disk continually — these may be too big for one AOLS disk, in which case the system-lose is apparent — the only other area where AOLS could run into problems is reliability. Mass duplication of *Starfighter* is a bit of a one-way off. AOLS's fail to estimate just what sort of failure-rate its hard-to-predict. High-capacity disks remain have given other houses trouble on this front in the past, and AOLS pushes the SF disk harder than most systems do, but it's still too early to tell how it will fare.



Robtek's Bad Hunch — screenshot.

ROBTEK'S BAD HUNCH

While some quarters of the software industry still argue whether the increasing trend of porting games from 16-bit machines down

to 8-bit micro is a good or bad thing, some software houses seem to be adopting that practice in reverse.

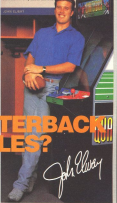
Take *Robtek* for example, who have recently released an Amiga game called *Reaximodo* which starts at £2.95. The game looks very much like an ancient Spectrum game with few enhancements. *Reaximodo* uses 8-bit, and suffers from serious collision detection problems. Spectrum games of over four years ago were generally faster and had more playability than this, despite the fact that the machine was still relatively new and programming standards were not as high as they are today. When *Robtek's* sales director Mike Segue was asked what he thought of *Reaximodo* he replied that *Robtek* were not overly impressed with the game. He went on to tell us that the game was released for a variety of reasons, many commercial. 'When it got *Robtek* notice, it made it sound as if they were obliged to release the game. Mike Segue was swift to point out, however, that there were 'a lot better games to come from *Robtek*'.

If you listened

to all the hype before the latest Super Bowl you could be forgiven for believing that Jon Dawley — the Denver Broncos' quarterback — could walk on water, or at least pat his head and not too funny at the same time. And if you'd agreed to sign up to endorse an American Football arcade game, you'd probably have been dreaming of all these big boys filling your coffers.

After the match, well after the match you'd probably have been wishing you'd signed up to certain Doug Williams instead. But Archie — the *Mastromino* character who's bringing *Quarterback* to these shores — are pulling a little fast on it. *Mastromino's* *Rebel* Series captured the Broncos' defeat by claiming that Dawley was too busy getting excited about the *Mastromino* tie-up. Nice try. And with the great one-to-one look for a personal appearance? 'Not unless he cares to seem...' suggests

Quarterback on the loose at *Mastromino*



QUARTERBACK FUMBLES?

Rebel

On the game — what about the game? *Quarterback* looks as though it will be one of the better American football simulations, detailed down to the cheerleader's display at half-time and the list of the top money earners when the game is over. Expect to see it around within a month or so.

METAL MOGGIES TAKE OVER

Steve Cooks reports from the Earls Court Toy Fair...

Robotic puppy cats, alien turtles, and baby computers were all in evidence at the latest International Toy Fair at Earls Court.

Of course, but most intriguing, had to be Toys's range of Pezlers from Milton Brummet, the man who founded Atari but now sees his future in micro-processor controlled mouses. Pezler Deluxe is a furry feline fumble with a stubby tail and flashing eyes who can be controlled by different hand-clap sequences.

For £99.00 you can watch Pezler scurry about the floor, wiggling its tail and finding its way round the furniture. Clap a different rhythm, and your little friend will spin on the spot - and to be rotated - and walk off for the starter of the race. And the only things it learns on the carpet are dead batteries.

Those of us who aren't fond of cats can show our feline friends with Pezler Squid - your '...furry electronic spider friend who does everything he's asked'. Not EVERYTHING, surely? The most foggies. As it is, he can perform a good display of falling asleep, then waking up again with his eyes fluttering and stamping across the room. Micro-processor driven will be released to hear that it does not actually spin webs.

On a more practical note, however, £299.99 will get you an Omni 2000. This remote-controlled toy features manipulating limbs and a learning/programming function that can have him bobbing off down the hallway to fetch you a drink from the



Pezler Squid - Did a member of the little set see his Pezler Pez?

kitchen. By the time he gets back, you'll probably need one. If Omni 2000 is a spot too intimidating, you can have almost as much fun with his younger brother, Omnidex. Built



Pezler and Pezler Deluxe - Just before mouse and computer take over.



Micro-processor learning/teaching provides simple machine instructions for use by Pezler's 'mind' it's pretty easy going for the robot.

will soothe your shattered nerves with taped music if so required.

MINI MASTERMINDS

In a rather more serious vein, Milton Brummet were showing the 'Grandstand IQ Builders'. Top of the range is the £99.99 Animated Learning Monitor, which is a small, portable cassette keyboard with simple LCD display. The unit offers spelling and numeracy games for children over 5 years old. In addition there are 600-cc cartridges to provide voice capability (£25.00), additional elaborations, and other features. £12.99 gets you built-in music functions, electronic drawing, animated pictures, or thirteen different activities.

If all this has you weeping with nostalgia for the good old days of soft cuddly bears and nesting dolls, take heart - traditional toys still occupied 95% of the exhibition. Asked if they didn't think new technology threatened their business, one fell by the grabbed a bear with the immortal phrase, 'Look at this then - it talks'. He then turned it upside down - 'Bathrooms' were the bear - ... But of course it does have a limited 'vocabulary'. He admitted.



Only cost that £99.99 is the best value/feature ratio Entertainment Bear on the market. I certainly had that in mind.

Snippets..

Up and coming titles for your micros.

TIME FIGHTER

CDL
CDL CD-ROMs
 The first version of this seven-stage shoot-'em-up will be for the CDi with possible 16-bit versions later. It sees the player heading through several time periods across in the flow of events. The game's developers have spent a lot of time studying animation techniques to make the central character's movements as sleek as possible.

TRASH HEAP

Point
Aard ST CD-ROMs
 You'll need a memory of at least 1MB before you attempt to play the game, which comes complete with a pair of cardboard framed, shaded lenses glasses that enable you to view the action in stunning 3D. Your mission is to race across the filthy sea and deliver some potent drink to your emperor. Take care not to spill any though. Trash-Heap should be available now.

SLAYWON

Stratford
Must ST CD-ROMs
 With the most sophisticated history novel ever created under your control, you must try to intimidate and destroy the Cybermen's Latent boy. With 500 rooms to explore (not all immediately accessible), be prepared for long sessions in front of your screen. Slaywon should be in the shops if you read this.

CARD SHARK

Available
CDi CD-ROMs, CD-ROMs



The time-warrior in Time Fight.

The dealing should start real soon now in this card playing sim, featuring Poker (three variants), Five-Card Draw, Seven-Card Stud and Texas Hold 'Em), Blackjack and Hearts. You play for money against computer or controlled opponents who will spend their minds should the game turn sour.

ALIEN SYNDROME

The Edge
Spectrum CD-ROMs
CDi CD-ROMs, CD-ROMs
 The Edge covers up that features such memorable and of level quarters as the The Huggin is due for release. 16-bit versions are under development too and should also be with an quite soon now it's a classic-style game in which your buddies are looking to you for rescue.

CYBERNOID

Firefox
Spectrum CD-ROMs
Amstrad CD-ROMs, CD-ROMs
CDi CD-ROMs, CD-ROMs
 Firefox-Coccaro latest program is a shoot-'em-up cranked with wacky weaponry including ship bombs,

horizontal beamers, stinger blasters and laser launchers. Plenty of up-arms weapons to collect then. Look out for it any day now.

DESTROYER

Spyn
Amiga CD-ROMs
 Anchors are due to get weighed in the near future in this game where you play the captain of a fully armed, Trencher class (US level) destroyer in this action-strategy game from Spyn. Use your laser down beam guns to reduce the enemy planes to six-foot-cubits.

ROCKET RANGER

Stratford
Amiga & ST CD-ROMs
Others under test

You'll find almost everything in here! From zapping guns to zombie waves, from air fields to time-controlling machines. There's plenty of strategy, smaller sequences and a real linear plot to keep you busy. Commodore versions should be here first with ST and PC versions following shortly.

STRIKE FLEET

Electronic Arts

CDi CD-ROMs

The latest Laserflair game offers strategy and arcade action in a modern naval combat simulation. You've got an entire fleet to command and ten dangerous missions to complete (each of which takes place in a different location). You can opt either to play the game one scenario at a time or - if you think you can handle it - you can play the whole campaign at once. Strike Fleet should be dropping error at your local software emporium very soon.

TASK III

Datalys
CDi CD-ROMs, CD-ROMs



Datalys's first European programme should be in the shops right now. This one or two player action-packed arcade game features smooth graphics, stunning music and 16 levels. It's a sector-busting game that has you trying to save the galaxy from impending doom.

INTERCEPTOR

Electronic Arts
Amiga CD-ROMs
 An action-packed flight sim where the player is given six missions to complete in and around the San Francisco Bay area. You have a choice of two planes, the F18 Hornet and the F16 Falcon. Both feature digitised jet and weapons sounds. Look out for it sometime in

YUPPIE FAX

All long lead PDP-forming supplies - and for anyone who wants a PDP by definition a yuppie! - here a computerised personal organiser that will print out 7-fold-compatible pages - DTFax by Hampton Data.

The PDP's printer will produce copy in condensed print on both sides of the page, which can then be separated along the perforations and mailed into your very own Florida, or other compatible, expense. Options in the software include Day, Month, Telephone Address Book and Calendar.

DATFax costs £39.95 for the software, and 15 quid more if bought with a stylish grey binder with supply of continuous paper.



ARIZONA DIGITISED

70,000 square miles of terrain from Arizona and southern California have been stored in memory for Hughes' modified Weapons Tactics Planner (WTP). 385-degree 'stare' screens surround the cockpit, providing full-colour, high-resolution, real-time images of the surrounding terrain. The idea is to allow pilots to practise even more complicated manoeuvres without cost in terms of fuel or weapons - or aircraft, presumably. We want the Spectrum version withered.

PLAY THE ACE CARD!

Type in the five-line program
to discover if YOUR number
is one of the 25 winners

Why not make your computer do something really useful? Like finding out whether you've just won a fabulous prize. All you need is the ACE card given away FREE on the cover of this magazine.

The program opposite will turn the 25 winning 4-letter codes into 25 winning numbers. Yours could be among them!

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You may obtain an ACE card free of charge by sending us a stamped self-addressed envelope together with a signed statement saying that neither you nor anyone else at your household already owns an ACE card. Apply.

ACE CARD REQUEST, c/o Cover 6, Adamant SA
(This offer valid while stocks last)

PUBLISHERS STATEMENT

Each month the CD writing for later dates printed on the opposite page corresponds to one of the cards distributed with this issue of Advanced Computer Entertainment.

Every time it goes missing, additional offers are distributed that fit some special condition of equivalent value will be awarded instead and placed in the next future issue (ACE).

Signed

Chris Anderson

Chris Anderson, Editor

RULES

1. This number is given to correspond to the number of instances of a letter appearing in the above number in the distribution of the ACE card in the corresponding magazine.

1. Determine the ACE card code and your number.
2. Subtract your code from the top of the corresponding number in the program to get your number in the ACE code.
3. The number is one of the 25 winning numbers if your code and your number are equal.
4. Note the prize that corresponds to the code in the program opposite in this issue of the magazine to see what you can win.
5. If there is a prize, you may claim it by sending your name and return your ACE card FREE CLAIM, 4 Green Street, Bath BA1 1SU.
6. The code will be drawn randomly from the magazine.

HOW TO CLAIM A PRIZE

If you are one of the winners, you may claim your prize simply by sending us your ACE card together with a note (signed) which says you are claiming a prize from which issue (ACE).

If your prize is to software, for certainty the software you would like from the selection printed in the ACE issue (the page 170-171).

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NOV 1988/1989

VERMINATOR

Action

After the very respectable ACE rating of 8.3 for Nintendo's *Blair Witch* last month, here's another game-looking '87 arcade adventure from Telemeat. People expecting *Atari Schwerkrieg* to pop up as a historical time-traveling robot have seriously missed the title, because the name of this game is just control. As the three-legged twin of the title you must visit your way up an ancient 250-screen castles, administering a wide variety of creepy droids and collecting handy items of equipment en route.

Written by Chris Huxley of *Everquest* a *Blair Witch* Verminator date to other game-play with a bit of depth to it by bringing in some tactical problems. Do you gamble for money, try for a bank loan, or go to the neighborhood car-thieves and get your low-cops on the street?

Verminator 85. Fight the past you with time-trip. *Verminator* will save you!



STEP ON IT!

It's pedal to the metal this month as we start up another set of high-performance games! Will they burn rubber on the competition, or just stall at the traffic lights? Have they got the turbo-power to really eat that tarmac up, or can't they even make it into second gear? Watch out for a full road-test in an ACE near you, soon!

Racing

**KIKSTART II**

Racing

We've already reviewed the Spectator version of this bike-balancing budget number - see last month's ACE - but it's fun getting to do appearances on the *Amiga* any day now and we just had to share these pictures with you. Aren't they pretty? The screenshot to be called at other, but we couldn't figure out how to post that. :DE!

Race 1 (loop)



CHAMPIONSHIP SPRINT

Advice

If you loved Super Sprint but thought it didn't have enough obstacles to really hold your interest, this one could be the answer to your prayers. It's not just the set of new courses you might have expected; it's a more course construction set. You want a simple loop or a figure of eight? Simple! You want some curves, lots of openings and plenty of air in the road? No problem! All this can be yours if you own a CD-i, Amstrad or Spectrum. Check out the definitive ACE engine test track, sports fans!

Championship Sprint CD-i. All text is a trade secret.



STORMTROOPER

Order

They may not be terribly well-known just now, but new-to-the-house Cinemas could make quite a name for themselves with this one if the screen shots are anything to go by. The basic game background works reasonably well on any thing is relevant on the CD-i - as you lead your way into an enemy-held mining complex of the future. We're hoping to review this one next month, with Amiga and PC versions to follow.

Stormtrooper CD-i



Stormtrooper CD-i

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GAUNTLET



GAUNTLET II



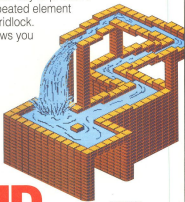
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Just about the fastest way to produce a picture with a repeated element in 3D is by using gridlock. Brian Larkman shows you how.

One of the most dramatic changes in the design of final computer games was the advent of pseudo-3D in games like Knight Lore, Sargon and Alien 3. Before Knight Lore most games - certainly most arcade-style games - had a two-dimensional, side-on approach. The unique viewpoint of the Sargon game was the three-quarter view, directly above one upper corner of the "room" and looking into the center. Sargon and Sargon3D were moving about on the floor below gave the impression that they were traveling in and out of the room.

That 3D movement was, of course, an illusion compared to the true 3D views created by games like Alien 3. Nevertheless, it's a very pleasant illusion and it's very easy to create with the help of drawing tools available in almost every drawing package. The results will amaze you with yet another



ESCHER FLOW

Color illustration (Brian Lark), with graphics by M.C. Escher. In drawing a simple cube, three-scale cube block, point and gridlock is required.

RAPID REPEATER

trick to avoid the hard work of having to do any "paper" drawing. There are two main advantages of the three-quarter view: It allows perspective to be ignored and it encourages the use of gridlock.

In perspective it is to ignore the need question is - to what degree do the lines of reference to be scaled? The word scale can be substituted with a size in cube of sugar. If it is the a field with one face lowered you and the opposite corners being up and down, what you see is a square (rotated "diagonal" fashion). If the top corner is now tilted away from you the square appears to be squashed into a true diamond shape and two other faces of the cube come into view. There is no time when the face is a square, and when the other faces can be seen. Nevertheless, it's drawing a cube with the upper faces square (drawing corners at 90 degrees), the other sides can be drawn in without the



ESCHER FLOW PARTS

Scale components for cube drawing.

- A) Starting block. Angles chosen to achieve desired effects.
- B) First block. Defines chosen to show direction of light rays (top face block and other values ensure that the top corners will have consistent lighting).
- C) Second cube. Block is the upper face with gridlock in position. Starting the top corner (90 degrees) and the other face.
- D) Top face. Starting at the bottom of the top face (point B) and the top.
- E) Third plan. To make (false) horizontal. The top of the wall must be drawn horizontal by the top.

drawing looking awful. The style is frequently used on the Apple Macintosh to design icons and other graphic symbols. The great advantage of this method is that the effects of shading or jagged are kept to a minimum. Most lines (like those vertical or horizontal) which shading is not a problem, are at 45 degrees giving the maximum jaggedness.

If the degree of distortion is a problem, then a more acute angle can be chosen. Using gridlock it is possible to produce an angle that gives an even degree of stepping. Once this angle has been determined a three-quarter view cube can be constructed so that shows at 45 to both the plane diagrams. Experimenting should produce the ideal cube for your purpose.

With gridlock all selected just up the outline cube on a window, (black with transparent background). The white line used to

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NEW CONSTRUCTION

Below: Long before reality... Above: Part 2 Single block placed into a row on the single, the entire row can independently pivot using gridlock.

pick up should be positioned so as to just cover the upper and lower points and the left and right sides of the cube. If the line was positioned correctly it should be possible to push a row of cubes, and to push other, alone each other and touching corners, in perfect alignment, as shown in Temple Part of (B). Again, a little experimentation should perfect the trick.

Temple Part (B) shows that the surface "extreme" construction soon becomes a lot of stress. A far better result can be obtained by filling the three sides of the cube with slightly different lines. Usually, just on top

and the two darker tones in the side gives a better "look". It shows five, but colors are available the faces can be changed or "shifted". By repeating the process of picking up the fixed pipe with gridlock selected it should be possible to build up a credible wall or building similar to Temple Part (B) and (C). To achieve a sort of "corner" see below it is better to start at the back of the construction and work forward. The last block (or key-block) to be positioned should always be that of the best.

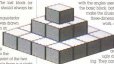
The Temple in New Computer Graphics by M.C. Berthel was drawn using the basic block shown at (A) and (B) in Berthel's part. The basic waterway (C) was drawn at by just and into, starting at the top and working down. Clear is the letter (D) the last existing part of the two sides can be seen. Obviously from a right angle (outside is any other language) but I preferred it if a point where the vertical would cover it up. It is a part of the art to learn how to cover up - or even better - mistakes in the way.

The pillars were drawn using one block, starting at the bottom. There is the last (left) edge (D) are easy to build up as the last block in the pile is the key-stone. Other pillars such as that of (E) are more difficult. They require either that the basic pathway of

blocks is repeated back to a key-block to remove inconsistencies, or that the point where the top of the pillar joins on a placed up and stand in advance and then, placed down again, when the pillar is complete. Gridlock makes these operations very easy.

The solid walls were constructed in outline, again with gridlock selected. It is important to remember constantly

with the angles used for the basic block, both to make the base of three-dimensional walls, and to



could easily obtain. They can be tiled most easily by building a suitable pattern and using, for instance, the featured (F1) command in Advanced Art Studio.

The final touches in both main pictures were very simple. The Temple drawing used a small command with a few colors as a touch for the vegetation. It is important to leave some areas of dark to give a feeling of depth. Most of the space screen was painted with the vegetation then merged in behind the temple. The (F8) (display) of the present

Gridlock

One of the least used facilities in most painting packages is gridlock. In most circumstances the tools available for drawing can be used to place lines, dots and areas of colour absolutely anywhere on the screen.

Gridlock is designed to limit the placing of any visible grid with gridlock turned on for example, and with the grid set to 100 pixels, the smallest line that can be constructed will similarly the end-points of any rubber-banded line that requires drawing are limited to the corners of the grid. This does not prevent the drawing of diagonal however, rather, it limits them to specific angles.

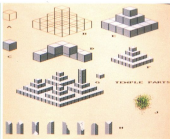
deviation of the blocks contained was constructed but finally using a transparent 'oil' placed over the screen. The watered oil flow lines in the 4 colour drawing were all drawn backward using a one or three pixel brush.

All these drawings were made using graphics and a very simple cubic block. It should be possible to get more interesting results using more complex blocks and cylinders, and by varying the size of the grid, as long as the blocks are constructed and oil and painted using one size of grid, consistency should be maintained. Good luck with your graphics. ■

The three-quarter trick

The basic technique or 'trick' of a three-quarter view game is that it gives perspective. By looking down onto the screen at quite a steep angle, the objects further away are (in real life) hardly any smaller than the nearest ones, despite the laws of perspective. If perspective is completely ignored therefore, the impression of depth can be created without the nuisance of reducing the size of objects as they move.

Instead the back of the screen, in the Spectrum 'Vector Plot' allows this effect to be exaggerated to create quite a peculiar illusion. New computers on the other hand, where this illusion seems not also be created using such a view.



TEMPLE PARTS
(Objects used in the construction)

- 1. Single block.
- 2. Single length section. Without holes for internal fire construction uses unnecessary complexity.
- 3. Five block.
- 4. Five length section showing construction method using of the last.
- 5. Complete temple section with within (to accompany first image).
- 6. Single section (with hole) for further construction.
- 7. Complete temple and internal (to assist in other block sizes).
- 8. Negative block.

ARTWORKS

We are proud to present the second instalment of our series of readers' artworks. This month's selection covers everything from Spectrum and C64 to ST and Amiga - and these are some very fine pictures for you to feast your eyeballs on.

If you want to join the fun and strut your stuff before the rest of the world, send your work - preferably on disk, with an explanation of how you created it - to **Artworks, ACE, 4 Queen Street, Bath, BA1 1EJ**

A BIRD

Berry Smith, Tunbridge Wells

Berry's first serious piece of ST artwork was created using Paragon's Advanced Art Studio. Berry took the best way to use the package is to build up pictures on the grid as opposed to the main screen.



ESCAPE

Christian Simpson, Richmond, Surrey

Christian writes: "If you click the right mouse button on the B of QWERTY, when selected in AmigaDraw, a few function keys appear - the ultimate function. Animate a figure, speed up the animation and then press escape; the window will be then copied onto the screen. From here I moved the scene from the boxes and edited them to give the escaped effect."

FROG

David Dixon, Bromford

David's example of C64 artwork was produced entirely using the graphics editor in Basic Lighting.



LEVEL 42

Mac OS Classic, Series 1, 1994

This graphic artist created all his masterpieces on the ST using Microsoft's Art Director.



FROM BEHIND THE WIRE

Mac OS Classic, 1992, 1993

Ray's ST works of art were created using Integral Systems' Degas 3.0 software.



19

David Cox, Seattle

Destination is war on an Amiga using Deluxe Paint 3. Degas is used.

RED ARROWS

MS-DOS, 1992

Mr. Gifford uses Animator 1 to express his artistic flair on the Spectrum. A sound to form an Octave is "patience, patience and more patience."



PATHWAY

Mac OS Classic, Series 1, 1994

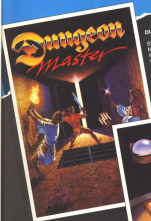
Another example of Degan's handiwork. Created on the ST using Microsoft's Art Director.

BRING ME THE HEAD...

Font '04, 1994

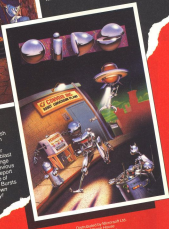
Produced on an Amiga using Deluxe Paint 3. Single items were created, placed up with brushes, saved and then printed.





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Rock and Ace are opposed 1 foot in the very stage. Slips in the top indicate more mazes to come.



Rock and Ace are again on the way to level 2. Now better before another robot bit.

XYBOTS

Atari - 80p per player

Two-player arcade action hits the coin-op in the strange-but-not-actually-at-all-fantastic game. The latest parental panel* has been awarded by a load of nasty robots, who now enter the multi-level underground center.

The players - and it's much more fun on a team - take the role of Captain Ace Gann and Mean Rock. Hardly two real badass dudes who have, of course, got to clean the place up.

Xybots features an interesting split-screen display of the top center is the map of the layout. You need to use that because the out-

K.O.!

It takes two to tango this month. Atari's **Xybots** gives you 3D joint exploration, while Sega's **Heavyweight Champ** pits you against a series of mean opponents in the modern arena of the boxing ring. It's a game that really takes brawn - and takes it out of you too.

at playing area is a maze of walls and corners - a lot of the time you must use the map to find your way around and to spot the traps awaiting unsuspecting Xybots.

On each level you must whip around blasting the numerous robots, collecting energy pods and the spinning coins that allow you to buy extra power between levels.

The game has some neat touches, when



There's level 2! Rock and Ace have killed a robot. Now they're ready to take on the next one in the game or next player.

one of the tanks makes it through to the next level he stands hand on hip, impatiently waiting. If you ponder it a little longer in completing the level, you'll see and hear yourself standing on.

Combat against the hybrids is pretty straightforward - you just aim and try not to get speared in when they and their swine refuse you can take behind, and if you keep your eye on the map you can spot them coming and ambush them.

The game is a laudable attempt to do something a bit different to the standard genre. The arcade adventure format might look a bit odd but to learn computer games, but it's well worth a go - especially in two-player mode.

MIDNIGHT LANDING

Tails seems to have gone overboard with this cabinet, once you get inside you shut the doors and look out the world. What that means is no over-the-shoulder stuff - but there is a rear-mounted monitor that lets spectators see what's happening. The game itself is a rather tricky flight sim, and not really what we've come to expect in the coin-ops. We hope to land you a detailed look at the gameplay next time.



HEAVYWEIGHT CHAMP

Sega - Price 20p

You can run, but you can't hide in the increasingly realistic boxers-up from Sega. Heavyweight Champ is the first coin-op we've seen so general release that actually requires you to put in almost as much effort as he-aventy its simulating.

You play the game by grabbing hold of those handles, you can see (providing you're the cabinet). To punch, you shove them in

in this way you can not only deliver those neck-snapping jabs, but a nice swinging hook and a few heavy uppercuts. The revolving monitor also helps as you try to head off sleepily get out of the way of punches.

The game structure is pretty straightforward. You have to knock out four successive opponents before getting in the ring against



And here's what you'll see when you start up.



It's All Right to Be Bad.

and out in up-and-down. But that's not all the upper part of the cabinet revolves on the base, allowing you to change your opponent and giving you a whole stage of punches that you would get lost from the lever.

The revolving is largely responsible for the physical exhaustion you feel after a bout, and for the extraordinary posture you'll see players taking up in your local arcade. Some punches really get their legs back and their butts high as they wrestle with the machine in an attempt to deliver that KO punch that will take them on to the next opponent.

the world always. If you're still on your legs after that you go on to the defense, the pugilist have suitably silly names - Michael Boon, Ice Princess - and all resemble well-known fighters. Tommy Boon and Marvin Eagle both seem to have been in the crowd at the design.

Make no mistake - if you're not prepared to put your back in to Heavyweight Champ it's just not worth spending your cash. It's not the most subtle or thoughtful game you'll play, but it certainly the sweeter and one of the most exciting.



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DEAD CERT!



Could your micro tell the future? More importantly, could it tell you the winner of the 3.30 at Aintree? Believe it or not, the experts maintain that it could. Steve Cooke and Pete Connor order their Roller and get down to the track...

Let's not beat about the bush, we're talking jockeys, trainers, and juries here. You've got a micro, you've swapped together enough to put us Mike Bell, or the pools, or the blackboard here, and you want to get rich. Impossible dream? Or possible possibility?

Chances are your computer just might be able to turn the tables in your favour. It's not easy - you've got to accept quite a bit of preparation and hard work - but the end result could be a system running on your desk that will, in some ways, substantially increase your prospects of winning. Provided, you make allow yourself to become a slave to the habit, and provided you always remember common sense is not buying out nature, you can happily claim to use the combination of computing and gambling can provide a lot of fun - and the possibility of a profit at the end of the day.

Computers can help the gambler in two ways - by brute force, or through artificial intelligence. The first approach involves the micro's power to manipulate and sort large amounts of data at high speed, spitting out statistics that could take a human being months to work out. Doing this obviously involves the use of a fair bit of work as well - after all, the data has got to come from somewhere and you're the one with the fingers.

The AI approach is perhaps more interesting, but also difficult for most home micro owners to implement because of the lack of available software. The will almost certainly change during the next couple of years and the results could be very exciting. An AI program called **EMERGE** (Emergent Evolutionary Algorithm Generating Equine) Experiments, if you please, revealed the form of 150 horses during the summer of 1982 and predicted the definite winners and thirder (not breather). All four winners actually won

their races, and of the thirder's other horses, ten were last past the post. Pretty impressive stuff.

The brute force approach can have some startling results as well, however. The key factor here are the amount of data you can access and enter into your program (see the Data Source box) and the skill with which the programmer can combine the tactics, and weighting to various aspects of form, and other variables. Donald Stuart, who used to do computer tips for the Sun, once achieved an astonishing 40% hit rate over a 100 race season using the approach. In fact Donald Stuart himself is quite a phenomenon, as you can read in the Hot Tipster box elsewhere in this feature.

What we're doing, then, is to take a look at some of the software currently available for purchase. A successful program will demand a lot from its user, but you can be reasonably sure that the greater effort you put into it, the greater the potential reward.

You should remember, however, that even breaking even is quite an achievement in the gambling world — as in any other profession, you usually have to pay for your education.

COURSEWINNER

See below

Spectrum		\$19,000s
CGA	\$19,000s	\$19,000s
BBC	\$19,000s	\$19,000s
CPC	\$19,000s	\$19,000s
PCW		\$19,000s
IBM PC		\$19,000s
ATARI ST and AMIGA versions due March/April, 198800s.		

Selects Peter Chadwick describes Coursewinner as 'a tool' for weighing the factors involved in predicting the outcome of horse races — whether on the flat or over the stote. He emphasizes that 'it's not a magic system'; it uses exactly the same factors as a human with pen and paper would — it just deals with them much more efficiently.

To use the program you'll need a copy of *The Sporting Life* or *The Racing Post* — or at least a daily paper with detailed info on runners and odds etc. Factors such as weight carried, distance, going, speed factor, jockey's record can be taken in to account. In fact there are 18 or 19 different pieces of data that can be entered for each horse in the race. The more you enter, the more effectively the program will do its job — but Peter Chadwick emphasizes that you can use as many as all or as few of these factors as you wish.



Furthermore, before you run the computer analysis of the data, you can enter the bias — that



is, the weight given by the program to the individual factors. So, if you think that the trainer of the horse is insignificant, you merely turn that one down to zero. In this way you can use software expertise you yourself have to add to the computer's analysis.

Used over the course of a season, Peter Chadwick reckons Coursewinner will turn in at least a small profit, but bear in mind that entering ALL the data for races can be a long and tiresome task; you need to be pretty dedicated to stick with

CASINO ROULETTE

See

Rari 8-80	£3,000s	£14,000s
CGA 128	£3,000s	£14,000s
Rari 87		£18,000s

Beating the bank at Monte Carlo is many a gambler's dream. Most of us are unlikely ever to get near Monte, but you can make it to the casino and enjoy its offers. But how — courtesy of the micro-

David Stewart, computer tipster

A striking example of the fact that there's still just profit but a career in your computer is provided by 20-year-old David Stewart, computer tipster extraordinaire.

As a mere 14-year-old David acquired a IBM, one which he transformed the manual record file previously stored in a suitcase. It seemed a logical step to work out a system for picking winners from the historical data available.

He wrote to his local paper, the *Northen Star* in Darlington, who printed his computer tips against their own human for a week. David's tips came out better; he was taken up by Radio Cleveland, then by other local radio stations, then by *The Sun*. All of which led to his current job at *The Racing Post* in the information services department, working at a Prime Minicomputer.

David's selections consistently outperform those of human tipsters, in one season

he had an amazing 60% success rate; he averages around 65% winners, as opposed to the 30% scored by other tipsters.

So how does he do it? The data he uses is exactly the same as anyone else's, but, he says, 'it's the percentages in which you combine the factors that's the important thing.' What that took is he's not 'betting' and he's not going to put his work on the market as a commercially available product, he thinks that the average punter just finds it too much trouble to enter the relevant data.

Another tip: he made a fortune out of betting himself. He does think, though, that 'I've probably made more than I've lost over the years. But the real pleasure for me is in the ratings.' And does he think gambling is a 'hug's game'? 'No — not if you treat it as a statistical exercise over a long period of time, and if you know something about what you're doing.'



computer revolution — we can all break the bank from the comfort of our well-worn armchair in front of the monitor. CGA's Casino Roulette — due to appear around now — simulates the spin of the wheel and the thrill of the wager on both Rari 87 and Kings.

Furthermore, it gives details on playing six betting systems — and that lets you try them out at without losing your skin. Now systems are beloved of Roulette maniacs, and some of them certainly sound pretty funnily. A very popular — and very simple — one in the past was the Martingale; all you have to do is double your bet every time you lose. Easy. But what happens if you have a losing streak of several spins? Lose your

BEATING THE BANK

- A History of Greed

The idea of trying to come up with a mathematical theory that could make gamblers' predictions about the chance outcome of events is obviously very attractive to a gambler and was first taken seriously in the 17th century. It all started in Paris where the Chevalier de Méré made a small fortune by repeatedly betting that he could throw at least one six with every four rolls of a single die.

Unfortunately, he was so successful that very soon his bank would accept the bet. In 1654 he tried to get round the opposition by changing his tactics and betting that in 24 throws of a pair of dice he would throw a double-six at least once. He had no problem with this bet at all - everyone watching was in on it, for the simple reason that the die kept losing. Although common sense seemed to dictate that the two bets were simply a variation on the old theme, practice proved otherwise and the Chevalier asked the mathematician Blaise Pascal to find out what was going wrong.

Pascal was able to show that the odds in the first bet were 14 to 13 in favor (i.e. a probability of almost 50%, significantly better than events), but contrary to expectation the probability in the second bet was only just over 40% - hardly a winning proposition.

ALL SYSTEMS ARE GO

Once probability theory had got off the ground, other punters began a slightly different approach, coming up with betting systems that could maximize their profits. Again, the French were first, but the rest of the world followed D'Alembert's method.

D'Alembert was the diplomat son of a French aristocrat and a friend of several famous Parisians including Voltaire and Goethe. He was very keen on roulette, and developed a system of betting that increased his winnings as he lost.

1. He would start with a bet of 9 francs, betting on either red or black. This ensured him a 50% chance of winning because in those days there was no zero on the roulette wheel. However roulette is a long proposition for banks

because the bank gives the casino what is called a "house advantage", whereby they pay reduced winnings when the ball lands in that slot (or in some cases no winnings at all).

2. After each win, he would decrease his stake by one franc, and after each loss he would increase it by the same amount.

3. If ever he found his stake reduced to zero by the method above, he would start again at 9 francs.

There is some surprisingly sophisticated theory behind this method. It really does work, and can increase a gambler's returns significantly whenever he is betting on a system that offers either an even chance or better. Naturally this is hard to do nowadays, but if you find that your prediction program is giving you better than even chances, D'Alembert's method should take your income.

There have been numerous other systems developed, including some to help you win at blackjack (or 21, " vingt-et-un"), the most famous probably being that devised by Edward Thorp in 1962. He started the issue by so-called "hotting" systems that involve the player monitoring all the cards already played, and then adjusting his bets accordingly. His system is very effective and can raise the odds, which are normally in favor of the casino, the other way. The problem is that the level of winnings remains very low and - at more practical applications - people who "count" and bet in the manner prescribed by the system can be recognized by casino staff and gently deposited on the pavement outside.

One of the most exciting aspects of artificial intelligence programs is that, unlike past programs, they can generate their own logic and "systems" and test their effectiveness themselves. With computing power becoming cheaper and cheaper, it can't be long now before someone comes up with a better model. All packages that could offer a significant performance on luck, field and table, try this!

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Data Sources

Most of some computer prediction programs rely on the user to enter data for them to analyze before they will come up with the results (assuming they ever do). This is particularly inconsiderate when horse racing, where a horse's "form" can be a strong determining factor of how well it does in the race.

Naturally you can't follow a horse around all the time, taking how well it performs, but luckily there are people who collect all this information together for you. Best source of all is *The Sporting Life* magazine, which publishes regular summaries of the performance of horses in the field. Not only is this presented on a handy-to-use basis, but the

paper also occasionally prints special statistical summaries about particular stables.

The information is an absolute gemmine for the punter. The *Sporting Life* Form Index, for example, gives details on each horse's performance, age, gender, background, winning history, weight carried and so on. Combine this information with that provided by the system in the computer.

press

and you have some excellent raw material for your mine to get working on. *BECKLE*, the AI program mentioned elsewhere in this feature, uses the Daily Mirror System in conjunction with information drawn from racecards. And the *Sporting Life*.

MINE OF DATA

The *Sporting Life* Form Index and *Sporting Life* magazine offer you all the analysis, presented in several different ways. You can choose from profiles using text or a 3-D visualization. The information includes the horse's pedigree, its age, weight and other characteristics. Previous performance is also included in the program's database.





Rob White, author of the book *100 Years and Counting*, says there is hope of a Transcendental Meditation for space.



David White, author of the book *100 Years and Counting*, says there is hope of a Transcendental Meditation for space.

03:00.01
22



You want the world's most exclusive shoot-em-up? You want processing power beyond the wildest dreams of Archimedes owners? You're looking at it! This is the deceptively named *INMOS Flight Simulator*. It's from INMOS right enough – their mind-bogglingly powerful Transputers are the driving force here – but it's not really a simulator in the *Flight Sim II* sense. Though the game does feature runways, you don't take off or land – just fly, shoot, and stare in amazement. This is definitely one for the combat freaks!

POWERFUL STUFF!

The game was programmed by INMOS application engineers Phil Allen and Steve Gibb, writing in the parallel processing language Occam. Steve wrote the internals of the game in his spare time after seeing the Lucantech Blaise flight simulator while on holiday in the States. Phil already had a set of 3D display and tracking routines which he'd used at INMOS, so he decided to provide a working simulator after only five weeks!

As it stands the game can be played by up to four people at once, each with their own pitch eye view of the game world, the winner being the last one still airborne. It runs on a system built out of standard INMOS development boards, the original using sixteen assorted Transputers per game. By upgrading to top-of-the-range 1600 Transputers throughout, Phil and Steve have now got



The INMOS suite simulator plant in Newport, where the *Transputer* is at work.

the game running at 20 frames per second – a rate approaching the speed of professional flight simulators used for pilot training.

You'll probably see more of Phil's work in the near future, some of his other tinker demo programs are currently being used in stores at the Atari Festival. Atari's website has "Watch out for more details and pictures of ABAG in next month's ACE."





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SCREEN TEST



This month's Screen Test is just bustin' out all over with 16-bit software – looks like the Amiga and ST owners are starting to get the choice and quality they've been asking for. But, just to remind us all that there's life in 8-bits

yet, our highest rated game of the month is on ...the Spectrum! Zooming onto a screen near you is Digital Integration's *ATF*, one of the classiest



flight and combat simulators we've seen in a long, long time. And those 16-bitners will just have to eat their hearts out; *ATF* is 8-bit only.

But there's some lovely stuff around for Amiga and ST. Anco's budget

Karting Grand Prix is a worthy – and noisy – rival to *Super Sprint*. Ere Informatique's *Captain Blood* combines snazzy French graphics with original – and playable – game design. And



Melbourne House's *Xenon* probably marks the state-of-the-art end of the line for 16-bit scrolling shoot-em-ups. But it's not all fun out there. Check out Robotek's *Kwasimodo* for a creature

from the land that time forgot; Spectrum *Hunchback* four years ago had to be better than this....

And don't forget to consult our Updates pages on the latest versions of the latest games for your machine.



INDEX

ACE RATED

44 *ATF* Digital Integration

REVIEWED

- 51 *ATFE BURNER* Sega
- 50 *ART OF CHESS* SPA
- 63 *BALL RANGER* Spectrum
- 49 *CAPTAIN BLOOD* Ere Informatique
- 46 *CHEQUATE* Anco
- 45 *GRID START* Anco
- 47 *JET BIKE SIMULATOR* Code Master
- 42 *KARTING GRAND PRIX* Anco
- 57 *KING OF CRICKETS* Microsoft
- 51 *KIRKON FIGHTER* Ere Informatique
- 54 *KWASIMODO* Robotek
- 48 *MATCH 5* Spectrum
- 50 *NICE! MARSHALL'S GRAND PRIX* Microsoft
- 45 *NOVOSTAR* Gamma
- 59 *PLATFORM* Ocean
- 45 *RESCUE MISSION* Sega
- 43 *ROADWARR* Melbourne House
- 57 *SPACE RANGER* Megasoft/PC
- 45 *TELEVISION* CDE
- 44 *TERRAMOR* Grand Slam
- 60 *THE TRAIN* Electronic Arts
- 60 *TOURNAMENT OF DEATH* Ere Informatique
- 45 *TRAX* Codecode
- 45 *XENON* Melbourne House
- 44 *ZYBEX* Deepsoft

UPDATES

- 48 *DARK CASTLE* Amiga (Microsoft)
- 44 *FLYING SHARK* CPC (Ere Informatique)
- 44 *GOLDEN PATH* Amiga (Ere Informatique)
- 44 *THE DRIVE* ST (Ere Informatique)
- 44 *TRAX* Spectrum (PC (Microsoft)
- 44 *TRAX* Amiga (Microsoft)

● THE ACE REVIEWING SYSTEM

If you're new to ACE, a word of explanation is in order about our innovative reviewing system.

First off is the PIC. PIC stands for **P**redicted **I**nterest **C**urve. It's an easy to use representation of how long we think your interest might be held by a game. (Think online conventions will start high and then steadily fall off; games demanding some thought and planning will stay higher longer; fast games start low and go nowhere but down.)

The ACE Rating is a figure calculated to show the area underneath the curve. It's the game's overall score, and is marked out of a 100. Any game which scores over 90 is 'ACE

Rated', and is pretty damn good – see *ATF* for an example this issue.

As well as an ACE Rating each separate version of a game reviewed gets its own version too, giving you details specific to that version and a score for graphics, sound, fun factor and *Clarity*.

These last two categories are there to give you an idea of whether the game demands much in the way of thought, is instantly enjoyable, gets an exciting punch, and so. A high *Clarity* does NOT necessarily mean that the *Fun Factor* will be low. *ATF* for example, scores a very respectable 8 on IQ and 9 on Fun Factor, it's

not just great fun, but something that also requires more than a little thought.

Platform boxes on each review tell you how much the game runs on the different formats, and when they should be in the shops. Bear in mind that we can only pass on what the software houses tell us as to the date of arrival of a game. 'Imminent' means that that version should be in the shops by the time you read this review.

Each game is reviewed by one main reviewer, but is played by at least three of the ACE team. The final ratings and judgement are the considered opinion of us all.

KARTING GRAND PRIX

ANCO get on the grid

RACING games have been coming at us fast and furious of late, but this karting racer from Anco is still worth slowing down to have a look at. Not only does the graphics compare very favourably with the likes of Super Sprint, but the price should prove very attractive as well.

As with other games of the genre you view the action from above. There's a choice of 11 tracks, starting with a fairly considerable amount of scenery progressively more features. Control is, unfortunately, by means of joystick only. Since you have to press for-

ward to accelerate, sideways movement can be a bit of a problem. In the early phases of your starting career you'll inevitably spend more time crashing-out of the race than racing round the track. A few laps of practice should see you grasping the steering a bit to this racing.

Admittedly, then, that you can actually make it round the various circuits the game should provide lots of fun - especially in two-player mode. It's very well executed cost, of the price, should be considered.

● **Fun Factor**



You're going to find that the computer from the get-go is tough.

Amiga Version

Excellent graphics and even better sound make this very smooth indeed. Steering issues and braking is perhaps an issue - but not quite - as good as the real thing. While the view from above doesn't provide graphics the game is so interesting, they are more than adequate to the job. And then you've got a really good, heavy metal guitar on the loading screen.

GRAPHICS 7 IQ FACTOR 3
AUDIO 7 FUN FACTOR 8

ACE RATING 848

RELEASE BOX

AMIGA 12/858 OUT NOW
STARS 12/858 MARKET
No other versions planned

PREDICTED INTEREST CURVE



This is the likely performance for the first 100 hours of play.

JET BIKE SIMULATOR

Watersports CODEMASTERS style

NOT content with releasing a string of high quality budget games, Codemasters have now produced their first racer.

For just a couple of extra pounds, the player gets two versions of the same game. One version is standard, the other is a version for expert players. This one of course is not about the standard version and just play the expert version, if you so desire.

As the game is one such that you can't finish the course (meaning as usual out of the buoy in the correct order) within the time limit. For the expert version you have the extra courses but you have to finish the race

in at least that place (there are either two or three computer controlled classes, depending on whether you're playing solo or with a friend) to qualify for the next course.

The game plays extremely well and is very addictive, falling somewhere between JMW's excellent First Person Simulator in style. The standard version of the game is a shocker on the water table, but the addition of extra courses and the expert level means you'll be playing this for a long time to come.

● **Anti-Grip**



It's a bit of a shock to see the first lap of the expert version. Good but it's quite a long time to come.

Spectrum Version

Excellent graphics, but it's sometimes hard to distinguish between the individual jet bikes. Computer is great although the artificial definition is more an eyes-bleed. The sound isn't your first best though.

GRAPHICS 7 IQ FACTOR 2
AUDIO 5 FUN FACTOR 8

ACE RATING 819

Amstrad Version

Very similar to the Spectrum version, with a touch more colour. Again the artificial definition is slightly but not really a real joy.

GRAPHICS 7 IQ FACTOR 2
AUDIO 4 FUN FACTOR 8

ACE RATING 825

PREDICTED INTEREST CURVE



This is the likely performance for the first 100 hours of play.

ROGUE computers are licensed output machines for arcade games, and those of Melbourne House are no exception. The computer in *RoadWars* was responsible for introducing the many roadways that lined the roads of the planet Atmosphere. Since the computer went berserk, the roads have since been closed to travel, so it's down to you to make order.

The player takes charge of one of two Battlephores Green computers in a head-to-head struggle (of the other) until the game finishes travelling down a roadway and blasting away the malfunctioning panels that appear at the side of the road. The starting panels are easy to spot because

RELEASE BOX		
AMIGA	12/84	OUT NOW
SPEC	12/84	OUT NOW
ATARI ST	12/84	IMMINENT
OS/2	12/84	IMMINENT



they are of a different color and usually come in pairs, one on either side of the road, with a huge electric arc between them. Destroying one of the panels will remove the arc, but you'll have to clear each roadway of all the damaged panels before the next appears, and you can progress to a different, faster level.

These cars are the least of your troubles, however - you also have to contend with various obstacles found on the roadways. These other obstacles include spikes, small balls that run into spaceships, and vehicles that appear at the roadside. All these items are destructive to your Battlephore if you should happen to run into them with your vehicle doors.

To aid you with your task you have a laser scanner with which to shoot out the panels and some of the hazards. But the

ROADWARS

MELBOURNE HOUSE let the sparks fly



SPOTON - Good graphics and better graphics.



WILLI - They're pushing my ball to you.

laser can only be operated with your vehicle doors. Indiscriminate fire will not only remove the offending panels, it will remove any panel. Once you've only got a few pan-

els left on either side of the road it becomes very difficult to change the lanes and turn on to the roadway, so realize when being recommended.

Extra weapons are available to help you with your task - whoever manages to run over an enemy car in the road is granted with a score that counts as Battlephores. The more money you manage to run over, the more money you get, but if you lose one of your three lives you also lose any benefits you might have collected.

There's certainly plenty to keep the player busy in *RoadWars* but the game seems to be lacking something in the playability department. Control of your sphere is extremely difficult, and even if you master the controls you could find the full score disappointing.

Andy Smith

Spectrum Version

This one is a classic in the Spectrum version, but your main screen gets a higher resolution every time you start over an arena. Graphics are generally poorer when an enemy appears. Generally the game plays in 40 dots on the Spectrum, but it does on the Amiga, which just gives you the best of both graphics and a nice new game.

GRAPHICS	7	IQ FACTOR	5
WORLD	4	PLAY FACTOR	7

ACE RATING 715

Amiga Version

The graphics are very good in the Amiga port, and sound is terrific. The style of control method gives the game to a certain extent, making it very tough to get into. As a direct result of this you could find yourself getting fed up with it sooner than you might have done.

GRAPHICS	7	IQ FACTOR	5
WORLD	6	PLAY FACTOR	5

ACE RATING 635

PREDICTED INTEREST CURVE



Based on Amiga's excellent graphics, the graphics in my opinion, the graphics will be better on the Spectrum.

UNHOLSTER your Light Phaser for this class of interesting shoot-'em-up. There are five stages in the game and three difficulty levels. The player's aim in each stage is to rescue up to eight fellow soldiers who've managed to get left behind in enemy territory. So you try to find each team-up, yep? No, find them, you have a task to perform and go charging in, don't you? No, in fact you use a hand-pumped railway rail (with recharge gun) and you follow a series of tracks around the various arenas, picking up your men-as you go.

Of course, the enemy are out to thwart

RELEASE BOX

SEGA	118.00	OUT NOW
No other formats		

you plans, firing rockets of various shapes and sizes at you, and this is where your Phaser comes in handy. Point the gun at the ally and loose the enemy away with a pull of the trigger. Fortunately, the badies don't seem at all interested as your stranded chums so their only worry is that you aren't in for too long. Bang-off one of your chums and a small army heads for the goal entrance in the sky. Rescue a friend and he'll leave

RESCUE MISSION

SEGA shoot-to-kill

behind a secret level. Good, but not all the on-screen goodies take the dust.

Blowing your finger on the trigger and the loss of your chums in your hands can be great fun. It's a real shame that the game is too easy to be anything like a testing challenge. Even on the hardest stage it shouldn't take too long to master. Tweak fun, but don't shoot to live.

• **Andy Gault**



Play the set, rescue the allies, save your allies.

Sega Version

The graphics are very good, but the music is inane. The Light Phaser performs well during the game but the sound design of the gun itself is somewhat dull.

GRAPHICS	IQ FACTOR
AUDIO	FUN FACTOR

ACE RATING 739

PREDICTED INTEREST CURVE



Tweak fun, but don't shoot too long.

GRUB is the sort of old and is the very early and amusingly scrolling shoot and collect game. Overpopulation of our planet has led to the construction of an enormous space station housing thousands and producing food for Earth. Problems is, those tasty aliens have taken over. And guess what? You're to clear up the mess!

Martian's a space-faring sideways shooter. Equipped with your rotating stick-in arm, you have to zip along and zap the

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MSX	11.990, 114.990	OUT NOW
SPC	11.990, 114.990	WANTED
MSX2B	11.990, 114.990	WANTED
STAR ST	11.990	WPL

aliens. Along the way there are bonuses and extra weapons to be obtained by collecting cylinders and collecting their asteroids as they float up the screen.

Whenever you fail to break an alien, and make contact instead, you're blown off the runway and into the mood which runs alongside. This sometimes adds an awesome spot of frustration to the proceedings, as it's not always possible to avoid the alien. Fortunately, you're not sent all the way back to the beginning of the game.

The extra weapons you can collect include some useful things as well: bombs, a virtually-losing laser and invisibility. But be warned - these extras are more of a way to die.

NORTHSTAR

GREMLIN scroll sideways

Northstar is by no means an original game: it got elements of Defender, Space Invaders



Being saved and being good are if you shooting, shoot on.

Defender and Space Invaders. But it's very well put together and provides a demanding shoot-'em-up challenge.

• **Pete Carter**

Amiga Version

Excellent, detailed graphics mean that Northstar is very pleasing to look at. Sound effects are much the usual fare, but there's a fairly strong theme tune. Your character is very nicely animated and the way he slides around when stopping is particularly nice.

GRAPHICS	IQ FACTOR
AUDIO	FUN FACTOR

ACE RATING 680

PREDICTED INTEREST CURVE



Good looking to be a while - but a bit boring.

THINGS seem to be thriving at what was once Agave Peak Software and is now, somewhat grandiosely, named Grand Slam Entertainment.

Basically, then, they seem to be bringing out some classic stuff. Following the possibly grand old Deluxe, we now have the possibly better made adventure Terramex.

The very words evoke adventure, they bring you out in goosebumps as you remember all those wacky pick-up-and-go games of yore, and to be honest, Terramex isn't exactly the most inspired game you'd see this decade. But it is pretty enough in 10-bit visuals, at least funny enough and

just about tough enough to bother anyone's fancy.

The plot involves you in the search for the hidden but ancient Professor Dynastoc. Since delivering his warning of the arrival of a literally earth-shaking cataclysm has gone AWOL. Not surprising since nobody took him seriously. Now, of course, that nobody is on its way and only Dynastoc can save the world.

At the beginning of the game you can give the choice of playing one of four characters, each of them the kind of outlandish stereotype we've come to know and love. Perhaps Smith, the pit-bulleted fugitive; or Wu Kong, the diminutive Chinese,



WU KONG - Perhaps best of the four heroes, being one of the most powerful.

RELEASE BOX

AMS	0396a (12/86)	OUT NOW
SPCC	0396a	MINENT
MSL	0396a	MINENT
GMTR	0396a (14/86)	MINENT
ATARI ST	0396a	OUT NOW
AMIGA	0396a	OUT NOW

TERRAMEX

GRAND SLAM'S pretty arcade adventure

Atari ST Version

Very neat and smooth, with excellent pixel graphics. The sound is jolly enough if not outstanding.

GRAPHICS 9 IQ FACTOR 7
 AUDIO 7 FUN FACTOR 7

AGE RATING: 6/8

Amiga Version

Filled of those we've seen. The screen graphics are the machine very well indeed, and the audio music provides a suitable, if fairly unimpressive, accompaniment.

GRAPHICS 9 IQ FACTOR 7
 AUDIO 8 FUN FACTOR 7

AGE RATING: 6/8

Amstrad Version

Graphics are adequate enough, but we get a little of the floppy-side and, hence, a little confusion. The search to gain status after - but then there's little that doesn't seem all being an enjoyable and playable game.

GRAPHICS 6 IQ FACTOR 7
 AUDIO 6 FUN FACTOR 6

AGE RATING: 7/8

PREDICTED INTEREST CURVE



Predicted interest during playing and during play-off which shows interest drops off after 100.



WU KONG - One of the underpowered, his Ping Pong strategy is really fun. It's going to save his face from many players!

and so on to include a Freshman and a Graduate.

The different sublevels have a purpose in making the game more varied, since certain objects can only be used by certain characters. What possible use, for instance, would Wu Ping have for a cobra hat? And which character might just be able to do something with it?

Once your character is selected, off you go into the strange landscape of the game. First of all you will light on a mezzan element, assuming you avoid one of the many irritating plants that proliferate. The mezzan takes you flying up to another screen composed of clouds and pillars, where there were lots more objects to accumulate. Finding it really allows you to come back to earth and rest up (although - but unless you're found a certain object along the way, you won't get past the mezzan

level).

In order to carry all those objects you have a pretty large collection of sublevel-based class stereotypes. To select an object to use you look along the bottom and then pick the thing you want. This is a fairly simple method, but can cause a few failures if you need to swap objects when under water pressure.

The fun of Terramex comes from its combination of exploration and deduction. While you may find certain areas really tough, you won't be able to get through them until you find the right object and working out exactly which one you need is not always a simple task.

While it's a little old-hat in terms of inspiration, the game is accomplished graphically and musically. It's fun to play when it's not getting very fat.

Paul Coates

AFTER BURNER

The right stuff from SEGA?

SKY high, seamless handling has always been a successful strategy formula, and it's no wonder that after *After Burner* has had such a good run in the arcades. The action is smooth and consistent, the graphics superb. Add to that a huge air-to-air cabinet that soars and sails all over the shop and you've got one mean, fast, responsive arcade cabinet. Take away the cabinet and make a steering wheel and the game loses something. It will get all the action, sound and graphics but it's not so real any more.

RELEASE BOX

SEGA 262-262 OUT/NOV

Also version for ACTRAGON panel

Convert the game to a home console and does the game lose anything else? Naturally so. A steady, yes. The whole game is still present and the plot hasn't changed. Fly your F14 Thunder through steep air-bags of enemy territory and try

to wipe out as many of the enemy fighters that appear from a host-and-battle-as possible. You're still armed with a best-selling machine gun (armed with the aid of a small on-screen square that moves with your pistol) and missiles (used when your sights lock-on to an enemy plane or missile). How that all sounds good, so what's the problem?

The lack of playability is the game's biggest problem - the arcade version was absolutely tough and you got used to the controls to where the side panels on the screen weren't but that is not the case with the



In the After Burner action, don't even consider stopping.

console version. The action still looks and sounds but the game's software just as tough and it loses most of its attraction, very quickly. *After Burner* on the console is one of those games you may come back to time and time again, but only for short spells.

• **Andy Bell**

Sega Version

As seems to be the case with most Sega games, the graphics are very good for the price it's sold. There are problems that do disturb computer arcade simulators, and don't expect your play meter to be the least bit tired.

GRAPHICS 4 IQ FACTOR 2
AUDIO 4 FUN FACTOR 4

ACE RATING 792

PREDICTED INTEREST CURVE



The graph is for the arcade.

THE KRYPTON FACTOR

Accept the challenge from TV GAMES

DEFINITELY not a game for one player only, this program is a tactic but unattractive attempt to convey the excitement it craves of the popular TV series.

Up to four players choose a game character from a list of eight, represented on-screen by a digitized portrait and a brief biography. The one who has the most accurate, age, and home towns if you want, but these details don't progress in the game.

Then there follow six challenges, each one a separate test that makes use of your brain to type correctly, test your powers of observation, short-term, memory, physical control, and general knowledge. At the end of each round the score and ranking still

are shown, and at the end of the game there's a brief victory display (but it still seems with a lagging air like-wise).

The physical control sections involve tapping different keys at different rates, usually, either to propel an "Ironwrecker" across the screen, or to tackle the obstacle course. All the sections are dominated by strict time limits, except the Observation Round in which you spot differences in pictures and short stories. The puzzles here a not too little time, but too much of it - those not playing of the time-leave nothing to do.

This game offers a moderate of fun, it is fairly of fun who want to gather round the monitor. You could play with less participants but it wouldn't be so enjoyable. For the most it's a waste of time.

• **Steve Cook**

RELEASE BOX

SPEC C780 OUT/NOV
AMS C780a, D180k OUT/NOV
CART8 C780, D180k MARCH

Amstrad Version

Not very exciting graphically and lacks sound during play. Some sections would benefit from a joystick option. The video input eye counter makes the multi-task a little more accurate, but the combination of loading delays and waiting for others to take their turn does nothing to enhance gameplay.

GRAPHICS 3 IQ FACTOR 1
AUDIO 3 FUN FACTOR 3

ACE RATING 441

PREDICTED INTEREST CURVE



The graph is for the Amstrad and the Amstrad version.



Not fun - *The Krypton Factor* makes tapping differences in different sets - it's all so-contrived that some effort is being put into making it more fun.

Spectrum Version

Digitized pictures display poorly on the machine and the graphics are generally slightly better. But if you're looking a type counter may have some user manual loading errors, but otherwise there is little difference between this and the Amstrad version.

GRAPHICS 4 IQ FACTOR 1
AUDIO 1 FUN FACTOR 3

ACE RATING 416



THE WORLD IN A LAND
WHERE TIME STOOD STILL ...

... A SUDDEN ROCK-BALL
THREATENS TO KILL OUR HERO



ARGH!!!



WHERE TIME STOOD STILL



DISCOVER
SECRET IN
BRAIN
- CONTROL
- CONTROL
- CONTROL



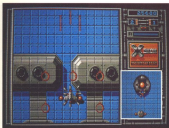
GOOD LORD!

CRAB LOOKS EVERYWHERE!



OH NO!
CANNIBALS





3.23.87 • Competently installed games, and it's a good job you've got some nice features. It's not enough (but) not on the one either - see for yourself.

XENON

MELBOURNE HOUSE have the last word?

COMPETENT Initial programmers are in short supply in the current era that's bound to change soon so it's jolly nice to see a product coded by not merely competent, but good, programmers. The fit-and-finish is superb. These chips at least have some ability to do better to see all that extra memory etc. to its full advantage. Whether they should have demonstrated that talent with yet another carefully written shell was up to another matter.

Considering it's a one-up conversion, the standard-issue scenario comes in no surprise - fly your craft through four stages of alien

RELEASE BOX

STAR 57 119.996 0.7 NOW

AMIGA 119.996 0.7 NOW

No other versions planned

leveling and try to destroy as much as possible. The first sector has the player in charge of a space craft that can either be a ground vehicle (for destroying ground-based alien and installation craft) or a airborne fighter craft (for flying obstacles). Changing between craft is simply a matter of giving your joystick a quick nudge (or if that poses problems you can just hit the space bar). The overall idea is to simply survive to the end of the sector and destroy the end-of-level goodies. Lots of extra weapons are there for the taking - x-rays/multiplies, laser cannons, extra shields etc. - simply destroy certain



3.23.87 • It's a shame that... will be... despite a job you've certainly got it well done.

installations or the odd wave of alien and collect the resulting symbols.

If the first sector gave you the choice of ground or airborne craft, the second gives you fighter craft... or fighter craft. The idea again is to survive the onslaught, beat the various installations and aliens occupying what looks like a tunnel you're flying through.

The third sector is similar to the first, again with a choice of craft, and the fourth is a real race against the clock as you try to reach the end of the sector. Despite the dull scenario, when Xenon really scores is in its popularity. The end-of-level goodies are

in a problem, until you learn their movement patterns and the mystery of the bonuses appear at the same place each game, so it's not too difficult to plan your route. The designers have been managed to obtain that fine balance between frustration and exhilaration, and have produced a wonderful game. It's just a shame all this sort of thing has been seen and done before.

• Andy Smith

Amiga Version

The sound is superb, the graphics are wonderful and the gameplay is terrific. Never that far out of the line with up-conversions to appear on the Amiga (not counting converting the actual original version to newer format image formats). A very competent alternative game.

GRAPHICS 8 IQ FACTOR 7
AUDIO 8 PLAY FACTOR 8

AGE RATING 8/9

Atari ST Version

The graphics are superb, the installation and maintenance are wonderfully done. Good control of some atmospheric tones and great response effects. Control of your craft is good, though you can find yourself changing craft at a moment's notice simply because you were holding the wrong...

GRAPHICS 8 IQ FACTOR 7
AUDIO 8 PLAY FACTOR 8

AGE RATING 8/9

PREDICTED INTEREST CURVE



A predicted curve for interest in the area of testing...

WAR REPORT - INTELLIGENCE



The road to war, as British and other people used from computer of the enemy's aid.

AGE
956
RATED



Getting up with British landing vehicles.



Ready to land off.

A T F

DIGITAL INTEGRATION fly out

LOCKHEED may just be having a fine old time of it out of the nearest, severely home Microsoft get their F-16 game Project Stealth Fighter option when Digital Integration wheel the one out of the hangar. Based on the Advanced Tactical Fighter, the F-16's exciting success, the game's something of a departure for it. Rather than producing another simulation in the mold of Tomcat or Fighter Pilot, the new CD have gone for some very accessible landing action - intertwined with the strategic depth you'd more normally associate with them.

The more away from combat simulation takes you out of the cockpit so that you view your plane from above and behind. The viewpoint is fixed so that the horizon stays

level so that how you climb, dive or bank, isn't a lot enough back that you can see enemy interceptors on your tail. Aside from the input you only about controls are the keys to throttle, undercarriage up or down, and two very handy autopilot modes. The bit of tank, twice-revolving, water level-stage fudging is done while the second halfs your plane automatically for you.

Once you've got the hang of flying - steer, change opposing the and don't fly too fast at low level - you're ready for the game's real guts: combat. The wrap-around game 'world' of sea, snow, beaches and airbases is the setting for a subacute war, your task being quite simply to bring the odds in your own side's favour. You need to guess reasonable objectives you'll have to work out your-

RELEASE BOX		
SPIC	CD-ROM £119.99	OUT NOW
AMB	CD-ROM £119.99	MINENT
CRATE	CD-ROM £119.99	MINENT

ties from intelligence reports and your own sightings, aim up appropriately and get stuck in.

Once you're loaded up with various shells for air-to-air combat, AIRBASE and AIRBASE modes let surface targets and fuel to get you there, you can have in a suitable for taking your bearings from your onboard computer. Enemy interceptors will



There are enemy ships after you — don't hang — but there's a light in your tail.



On-screen, it's typical to see enemy fighters and pilots.

haves you along the way, pointing on you from behind or burning down on you from ahead, guns blazing. Cannon shells will flash from off-nearly, but being a little strategic, noise interception can often best simply avoided. Your real targets are the enemy's ground and sea bases, so bases, communication centers, and — most important of all — the factories for depend on to replace the bases.

Once you're within 100km or so of one of these you can let fly with a Minicraft; they have a lot of their own accord, and can usually do the job without you ever actually seeing the target. If you've locked up with JARHets instead, you'll have to stare at it until you can see the target, and then guide the missile in manually. This makes a

greater need to fuel and do start with an awful lot of missiles, but since they weigh far less JARHets can be an attractive choice for short-range heavy-duty missions.

As you gain in experience you'll soon find that, even at the lowest of the game's eight levels of difficulty, you need defeat the enemy simply by destroying the factories (intelligence reports tell you about). The only way to make real progress in the game is to fly into known enemy hotspots — you can pinpoint these on the map before each sortie — and find the targets yourself. The advanced computer will advise you of enemy installations at bases as you approach them, and you can then proceed as before.

Intelligence data will determine your engine power and damage other systems



A target needs to be seen to pass.

Spectrum Version

The landscape (which doesn't really impressively reflect the ground targets) can well draw out the 1200 round to get on. A good alternative then and especially for us.

GRAPHICS: F 10 FACTOR: 4
AUDIO: 5 FUN FACTOR: 5

ACE RATING 956



Not close, it's blowing you.



One you'll usually encounter you'll already know.

until you're forced to land for repairs or brought down. JARHets, but they aren't the only tactics. JARHets (Quaker-in-Air) Missiles will track you outright if you don't hit the sensor key in time, and since being there places you in the game regardless of the way the ground work going it's vital that you stay alert.

Though the size of the task is limited — the game would always the same size whatever level you play on — the initial disadvantage you start at steps up from nothing as JARHets divide on the ATP (but nothing, giving plenty of being missed). It's got the same solid collision and damage depth of Dan's old Comstar 2 you wouldn't state of the art graphics, very playable stuff.

• Andy Allen

CHAIN REACTION

DURELL clean up the mess

NUCLEAR powers always a good excuse for a game. In this one the Anti-Nuclear party have done all sorts of nasty things to the reactor, and you must set out the items, collecting and then disposing of the radioactive rods. It's got a clever, clever 3D view and interesting graphics.

RELEASE BOX

ON CD	0.99s (2.99s)	5/7 1/2
SPC	0.99s (2.99s)	5/7 1/2
MS	0.99s (2.99s)	5/7 1/2

PREDICTED INTEREST CURVE



propulsion mode. Graphics are neat but not special. An enjoyable game that looks just a little old-fashioned.

• Pete Carter



CHECKMATE

Cheap chess from PRISM



44-87 chess of the piece has got to be worth considering. While Checkmate doesn't have the 50 alphabets of some programs, it has a clear enough 2D display.

piece - and, if you so desire, you can reorganize the pieces. It's by no means as strong as some full-price 2D chess programs but it's certainly cheap - and clever - too.

• Pete Carter

PREDICTED INTEREST CURVE



RELEASE BOX

MARKET	0.99s	5/7 1/2
No other release dates		

ZYBEX

Action-packed blast from ZEPPELIN

RELEASE BOX

ON CD	0.99s	5/7 1/2
Multi-arcade game		

70-87 really produced and very exciting budget shoot-'em-up. There are complex levels of blasting, and complex different weapons to collect and use. Graphics and scrolling are top-class, and the sound effects suitably atmospheric. Yes, an

introducing two-player option. Zybex is a complete blast to investigate.

• Pete Carter

PREDICTED INTEREST CURVE



KWASIMODO

ROBTEK'S humpty dumpty?



70-88 arcade action game puts the player in charge of Curtis as he struggles through 25 levels in the attempt to rescue Kwasimodo. The graphics and soundtrack are extremely poor. Sound too is very bad and the game itself is

no fun to play. Definitely one to be avoided.

• Andy Smith

RELEASE BOX

MS-DOS	0.99s	5/7 1/2
No other release dates		

PREDICTED INTEREST CURVE



SPACE RANGER

Environmentally sound Defender-clone from MASTERTRONIC

DEFENDER is still one hell of a game, so we shouldn't dismiss derivative out of hand. *Space Ranger* gives the homocentric aspect of *Defender* a twist by turning the critter you must rescue into a fully-armed, isolated animal.

The action takes place on the planets of

RELEASE BOX

AMIGA £19.95 OUT NOW

No other version played

Amiga Version

Very pretty indeed, with sounds better than our chiding sound effects. If you have a joystick, the responsiveness isn't so OK, but for this very pretty and spacey lot.

GRAPHICS 4 FM FACTOR 2
AUDIO 4 FUN FACTOR 7

ACE RATING 745

the Beta Crust system, where the evil Magalossians are trying to disturb, confuse and destroy the indigenous Defomers - all in all, in the name of progress they follow. Yes, in one of the Space Environmental Protection Rangers, here to save the critters.

You fly around in your space suit, armed with a laser pistol and carrying an endless supply of nets with which to save the wee beasts. The capturing is easier said than done, while some Beta Crustians are sluggish



Start in Beta Crust 1, the Magalossian transporter has you on the life line in Beta - Beta 1, see the health and then wait to save points between the sides of your net.

and occasionally, others will insist on being rescued in circles or leavering all over the place. Given your merits and the fact that you'll have to use the spaceship to drop nets, manoeuvring may be a frustrating business.

And, of course, you haven't got things at your own way. Your score display at the bottom of the screen shows not only the score that you must reach, but also the score that one competing Beta is the Magalossian transporter. You'll have to beat scores while trying to avoid falling the others (they're copying). As levels progress, the scores get more and become more of a problem.

There's a good variety of creatures and landscapes in *Space Ranger*, all of them very pretty drawn. While the subtitle of levels is pretty limited - to eight, in fact - the action gets hot and exciting enough to make this very derivative game worth a look.

Paul Grier

PREDICTED INTEREST CURVE



Play in the hot and exciting with these cats.

MULLS their cows. The most subtle - they're all here in Microsoft's latest and, arguably, greatest addition to the City-escape range.

Do your pastime and quite and design come, to the second speed-way in the programme takes you back to the good old, old old days of American gangster life in the early thirties. Chicago has her lot for names as king of the windy city and as a young ambitious hoodlum in the employ of the Northside boss, it's up to you to gain control for your gang and ultimately the city.

King of Chicago is one of those interactive movie-type games that allows a central cut and shoot, the player to make crucial decisions at various points during the extensive plot. Each earlier attempt at this type of game have proved to be very limited. *Crime, Anarchy, Chaos* was but *King of Chicago* has been very well done. You can bank on the characters' reactions, it's very

KING OF CHICAGO

MIRRORSOFT make you an offer you can't refuse

gives structure and its detailed, whether any two games you play will ever be exactly the same. You always have to plan your strategy for the game - you're virtually playing out and not in the hope that the game will follow the same course as an earlier attempt. Choosing your course of action involves selecting one of Frank Callahan's many, well-thought-out options, so that means, accordingly, interesting stuff that does tend to capture the flavour of the era as well as providing a fair challenge.

Andy Bell

RELEASE BOX

AMIGA £29.95 OUT NOW

MAC £19.95 DEMO/1

ATARI ST £29.95 SPONGE

OS/2 £19.95 SPONGE

PREDICTED INTEREST CURVE



Mastering game life you'll find you've lost it. It's the one.

Amiga Version

In Microsoft's pursuit of the state of the art, the game's not recommended for the funds, money is also very much a handful thing. You really do need either 2 discs (or at least a 1 MB drive to enjoy the game's graphics and music without annoying loads of file swapping - which can be tedious in the game's progress).

GRAPHICS 5 FM FACTOR 6
AUDIO 5 FUN FACTOR 7

ACE RATING 700



The beautiful girl, the beautiful girl - she's the beautiful girl of the game.

THE TRAIN: ESCAPE TO NORMANDY

ACCOLADE do the locomotion

VIVE In *Train*, as French Resistance fighter Pierre Le Feu, you mission to capture a train loaded with gasoline and weapons that Army intends to escort to Berlin for the new curvilinear Mercedes negotiations. You must then drive it to the town of Dives to meet the Allies.

The game breaks down into three main sections—locating stations, securing bridges and driving the train.

RELEASE BOX

DATE: 07/98 TITLE: \$19.98 OUT NOW

Further entries planned

Following stations and bridges puts the player into an action sequence as he tries to shoot within guards that appear at windows or roofs that will lead the train, depending on where he happens to be. Driving the train involves regulating speed, steam pressure,

bariatric temperature and water levels, and during these sequences the player has a choice of four views: the engine cab, a map screen, and first- and second-person views. The last two are for shooting down attacking enemy fighters. The map screen can be called up at the press of a key and allows the player to plan his route, taking note of which bridges and stations are controlled by which side, and where the web of points are



Keep your horsepower in a tight spot.

Odd Version

Graphics are well drawn and animated. Gameplay is easy to get used to and the only way to winning (train pressure etc. while studying one of the other areas for attacking train planes). Has nice moments and excitement and makes the game great fun—a shame that the three episodes with this strategy being a possible being challenge.

GRAPHICS: 8 IQ FACTOR: 5
AUDIO: 8 FUN FACTOR: 7

ACE RATING: 641

You start the game at midnight and have to reach Dives before dawn. The train sequence contains a small amount of strategy and planning with a low risk value of concrete action. It's fun while it lasts, but it won't take long to complete the mission—all fronts left there is to try for a higher score.

Apply Data

PREDICTED INTEREST CURVE



This is an exciting game to play but without enough challenge. Please do not buy it.

TOURNAMENT OF DEATH

INFOGRAMES go rifling through dungeons

LEE Bored or bored some? You got to look in the well since again in this, the second of the *Time Troubadour* series. After he defeat in the *Prohibition* game Score 400, Lee is up against the evil Yellow Shadow yet again, but this time at an arcade adventure set in the 13th Century.

That Yellow Shadow has entered the Holy Grail and is preparing to destroy it, so it's up to Lee to recover it. The force of the 8.5 are gathering the Grail in the castle of the Count of Sorey, and it's in this castle that the action takes place. To overcome the guards which include both Lee has to react to attacks, and two vertical series of the side

level strength and overcome the fire—of course all lights are detrimental to Lee's health and since the health meter reaches zero it's game over. Nightly visits and sets of attacks can be found in various levels and especially around the castle to help prevent Lee during fight though, so it's well-worth looking there.

Being set in a small window to display the action is a little odd but would well, and the game can become quite addictive after a short while. On the whole it's an interesting arcade adventure that should keep you wanting to watch while.

Apply Data

RELEASE BOX

DATE: 07/98 TITLE: \$19.98 OUT NOW

DATE: 05/98 TITLE: \$19.98 BANNED

DATE: 05/98 TITLE: \$19.98 BANNED

DATE: 05/98 TITLE: \$19.98 BANNED

of the window through which you view the action appeared Lee's health and strength. During a fight with a foe, the player has to wiggle the joystick rhythmically to raise

Atari ST Version

Though the controls aren't, the graphics is it are superb—well drawn and very animated. A life the plays of the way through some levels is great, though with the absence of visual sound effects that keep it intense the game. Gameplay also a life getting used to feel seems to not problems. Inevitably made adventure that's fun to play.

GRAPHICS: 8 IQ FACTOR: 8
AUDIO: 8 FUN FACTOR: 7

ACE RATING: 776



Lee battles it out with a vicious-looking foe. Defeat the foe and you'll have the chance to enter the elite.

PREDICTED INTEREST CURVE



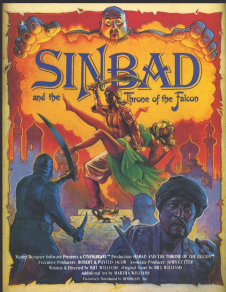
This is an exciting game but without the graphical edge it has.

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BALL RAIDER

ROBTEK go in to bat

REARVIEW shows will explore time and again, and here's one of the Amiga variety. You've got 20 levels to complete, each with superb background graphics. There are some tricky sections to clear and your coin rate starts dropping miserably toward the end of

each to credit your bat. A good looker that unfortunately isn't so gameplay.

• Andy Smith

RELEASE BOX

AMIGA 1.2MB 127 KHz
In the release panel



XR35

ANCO's good-looking number

OVER-SENSIVE controls spoil the otherwise-looking horizontally scrolling shoot-'em-up. You're flying a space ship through a tunnel that uses constant left-right-ness from various flying stars. You've got to dodge these stars, and this is where the problems start. Getting into any of the tunnel walls takes away one of your lives and the controls are

so sensitive you'll find yourself hitting the walls almost every time you move the joystick. The trick is the game is a lot less playable than it might have been.

• Andy Smith

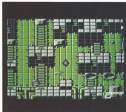
RELEASE BOX

AMIGA 1.2MB 127 KHz
With manual



STRATON

CRL look into the future



EXPLORATION shoot-'em-up as you guide your boat through several levels of the futuristic environment as an attempt to destroy the great leaders realized throughout the levels. Great

graphics and music help make this an enjoyable game.

• Andy Smith

RELEASE BOX

AMIGA 1.2MB 127 KHz
In the manual



GRID START

ANCO hit top gear

SEMI-94 games aren't exactly the world's great Grand Prix drivers to look at, but they're certainly fun on the ground. This one offers you sight of the world's great Grand Prix drivers to look at, but they're certainly fun on the ground. This one offers you sight of the world's great Grand Prix drivers to look at, but they're certainly fun on the ground. This one offers you sight of the world's great Grand Prix drivers to look at, but they're certainly fun on the ground.

but, you might agree, but there's really too much choice involved in what should be a routine measure.

• Andy Smith

RELEASE BOX

AMIGA 1.2MB 127 KHz
With manual



New versions of old favourites? We've got 'em! ST Test Drive's out on the forecourt, Amstrad Flying Shark's ready for take-off and somehow we've crammed in three helpings of Tetris. Enjoy!

UPDATE SPECIAL

DARK CASTLE

Microsoft £24.99

On deck, oh-dear! This one could have been a last-very-seconds game, as even better, it is wasn't on the Amiga gameplan.

Dark Castle's very unusual in some ways. It's about Laysa on the 2D though not really a party. It's essentially a search and destroy game with a jumping, red-hairing hero who makes his way through different scenes to confront the Black Knight at the end of the game.

Each screen is an elongated layout of problems, obstacles, stairways, ropes, and traps—doors are which you climb, jump, and run. Master take the form of rats, bats, gnomes, and other familiar opponents, all of whom you dispatch by blowing rocks at them. There are a few bonus weapons to collect, but they are as limited as their number.

In fact, as familiar. Unfortunately, the controls are terrible—you must read your figure options, directions, and sound the Black Knight's diabolical by pressing irrelevant combinations of the buttons and disk. The program will attempt these commands in different ways depending to whether it thinks you're standing by a staircase or not. All the other, you'll keep to your death when instead you were planning to trip lightly down the stairs.

Once you've lost your lives, more often through lack of proper control than lack of skill, you have to wait one hour to get back into the game while the program loads from two disks. This might be able to develop enough skill in the very long term to overcome some of the control problems, but that drives home here.

Even playing with the keyboard and mouse is cumbersome. It could better be things are not improved. You can't improve the old game concept, but most of the old games were a damn sight more playable than this.

• Dave Cooke

Amiga Version

Graphics are possible but nothing is what you'd expect. Some are unusual effects, but though they get a bit repetitive after a while. But if the trial version what looks like game is rather the unimpressive display for the old game idea, but the graphics management.

GRAPHICS 3 HD FAC 100 8
AUDIO 8-16N FAC 100 4
ACE RATING 6/10

PREDICTED INTEREST CURVE



See how often and how much you're able to get your hands on the money you're earning, and how often you're able to get your hands on it.



See how often and how much you're able to get your hands on the money you're earning, and how often you're able to get your hands on it.

AMIGA

GOLDEN PATH

Puzzle Gold £19.99

For the many Amiga games use pre-rendered screens (loaded) is from disk as a substitute for interesting gameplay, and here's a case in point. An arcade adventure consisting around an ornate island mystic quest, the game slowly unravels passing objects up, dropping them again and hitting people or animals. Not exactly inspiring stuff, especially if when your movements very restricted, and your movements rapidly of a much more.



• ACE RATING 5/10

SPECTRUM

TETRIS

Microsoft £16.99

Collection released (two) - £40 (both) £16

Composers are odious, but the version of the Russian abstract geometry classic does tell a little very short of its 256 colors. This can get rid of the silly patterned backgrounds, switch on the word shape view and put up with the rather less impressive music, but the lack of a page mode makes it from a great game to being merely a good one. When things start going wrong in high speed you really need to pause and make the situation, without this, the game's lacking interest takes out of a beating.



• ACE RATING 8/10

PC & COMPATIBLES

TETRIS

Microsoft £16.99

If the Spectrum version wasn't all it might have been, this one's just about everything you could wish for. It's got the lot: a crystal-clear VGA version, a full colour VGA version, a completely gorgeous Hercules version and a really wonderful set of memory-resident versions. And it's up in the middle

of your display banking and you'll waste the rest of the day cleaning little coloured shapes into tight spaces. There's still no pause, etc., but the box tends to take credit for those tedious moments at work will turn the game to give you a breathe. Good stuff.

• ACE RATING 9/10

AMSTRAD

FLYING SHARK

Model 54 Plus 127.95

Spectrum enhanced version - 400 listing 80

64 version enhanced base 1 - 401 listing 70

Softer slower than the Spectrum version and not a great deal more colourful, the sea still screaming out as voraciously scolding trout-enraged go. The bullets could have been made a little easier to see, but you can't have everything.



● ACE RATING 764

TETRIS

Model 54 Plus 127.95

The usual dreary first instalment of the games already every version, the lack of a pause mode here is absolutely crucial. The game speeds up for too early and the controls are dreadfully unresponsive, so games tend to be short and exceedingly frustrating. A great concept badly treated.

● ACE RATING 716

ATARI ST

TEST DRIVE

Model 54 Plus 127.95

Amiga version enhanced base 1 - 401 listing 60

64 version enhanced base 1 - 401 listing 64

There isn't quite the same polish to the graphics on the drives eye-rarer foot race that the Amiga version manages - the 2F sound in particular falls a little short of the mark - but that's only to be expected. The thrill of wild acceleration and cornering is all there, the graphics score well and the



gameplay is superb.

● ACE RATING 819

WARLOCK

The Edge 119.95

Some very poor programming makes this isometric 3D decade adventure a real design disappointment. The graphics aren't too bad but animation is very poor. Some animation is juddery slow and the lack of a joystick or mouse option - its keyboard or nothing - cripples the gameplay. Even at the lowest than average price, it would be very hard to recommend this one.

● ACE RATING 473

UPDATE SPECIAL

TIME BANDIT

Microcass 819.95

Take enough elements from enough good games, put them together in an intelligent way, and you might just come up with something that's playable in its own right - as Microcass here with this entertaining high-speed chase to succeed job.

The basic idea is to explore the different

classical run of a high-sec complex. There's even the Macintosh - a very early Mac. Most done. Whenever you see the monster you encounter are initially intimidated course of you feel and focus as you progress through a series of levels.

● Peter Corbett

Amiga Version

The new band letter you control is quite cute and moves quite smoothly, but overall the graphics are remarkably unimpressive. However the game is played for its action and effectiveness, so don't let that put you off.

GRAPHICS 5 HD FACTOR 4
AUDIO 5 RUN FACTOR 5

ACE RATING 764

PREDICTED INTEREST CURVE



As interest goes to zero, productivity - and profit - steadily declines to zero.

The more you add, ultimately, solve the complex non-linearly the total, back of the 16 axes for low levels of difficulty, need results of these low levels has low further levels. This makes a lot of sense - all of which you must complete to win the game.

In play, Time Bandit has similarities to both Robotron and Gauntlet. You control a lone fellow who roams around dodging the monsters constantly being generated down the corridor. You search for a key - or keys - which will allow you to reach the end.

Each level has its different theme, you might find yourself in a microcass world, or



The character in Time Bandit (C) and being as really looking up, find more things in showing you at over the place. The words on that level's door is going to be equal of what you have 1. How the you stay in the monster's track, which means you get 4 points for any word added. If your intention game then it always you can't get going any further at all.

WIZARD WARZ

WIZARD WARZ is a combination of fast moving action, depth of game play and strategic challenge that takes fantasy role playing one step further and it's....

OUT NOW!!



Screen shot from US version.



Screen shot from Japanese version.



Copyright © 1987, S.S. Company Ltd.

Screen shot from US version.

CDU 64-178 \$11.99 US\$ 59.99 JAP

AUSTRAL \$14.95 US\$ 59.99 JAP

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There are times when you need a rest from all that puzzling and brainwork that a lot of games provide; when what you really want is a good strong dose of furious, frenetic, noisy, reaction-testing, nerve-racking ACTION. In short, what you need is a good shoot-em-up. In these pages you'll find listed the games we think are fit to be included in any self-respecting space pilot's collection.

SHOOT-EM-UPS

ACADEMY

Spectrum	CDL	Amiga
CD/CD	CD/CD	CD/CD
Amiga	Amiga	Amiga

As much a way of life as a game, Robot craft and satellites have got set on a series of orbits, and it's your job as a novice astronomer just to wipe them out. Satellites can focus and deflect while shield effects are removed, but the closest really matter from the game. Twenty missions are grouped into five sets of five, with each set being progressively more difficult, and they succeed by successfully completing the stage before. Not an easy game, but hardly addictive until you get into it. The action takes place over a 2D landscape which you can keep if you want to. Success is more a

matter of push-overlap, patience and caution rather than lightning reflexes - take off their feet, you will see where and you're done for, however good you are. A game you'd choose to be an hour of a time, and one that'll keep you going for a long, long time.



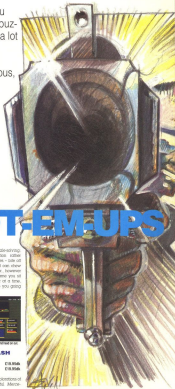
Backlash - Spectrum/Amiga/CDL

BACKLASH

Strategy

Amiga	CD/CD
Amiga	CD/CD

After the strategic explorations of the hugely successful Merc-



copy. Forever returned to the arena with *RoboCop* - a pulse-beating melee of laser blasts, instant annihilations, and sonic stomaches. The scenario is strongly reminiscent of *Blade Runner* - here alien levit-wings swarming with hostile aliens who hunt you down efficiently, shooting mechanical fireballs at you as you dodge about the maze trying to get

intensely enjoyable game that shouldn't be passed up, especially when you consider the price.)

DROPZONE

3D Cockin' Americans

094/08 \$2.95ea

How a budget bargain, the Defender class is still one of the



Dropzone is for the MGU buff.

best in your sights. Very fast, spectacular explosions in slow-mo, 3-dimensional glory, and very, very tough. Your mission is to be the true shoot-em-up tradition - stay alive as long as possible and take as many of the fighters with you as you can. You'll run out of bullets inside long before you run out of lives.

DESTRUCTO

Building

Spectrum \$2.99 ea

Amstrad \$2.99 ea



Destructo's 3-D graphics are pretty good.

A super budget game for one or two players in which each player controls a plane and tries to shoot down all of the Destructo's army class of his ships. Buildings in clouds blow down enough planes and the mission is completed and you can proceed to the next level. With 21 different levels and huge money graphics, Destructo is an

best available. It not only looks good, but it also plays well and manages to keep the pace of the action right at the top of the league without sacrificing smoothness or playability. The mission is pretty well defined in the single segment - collect the diamonds and deliver them safely to your Defender before they get turned into foolish rubble by the aliens. As for the aliens - well, you should know what to do with them by now. One of the best budget shoot-em-up bargains.

ELITE

Friend

Spectrum \$2.95ea

094/08 \$2.95ea \$27.95ea

Amstrad \$2.95ea \$22.95ea

PC \$24.95ea

If this 3D space epic is a shoot-em-up then, *Michigan* was an interloper, but for all that trading and making you, can do there's still a shooting beat in here. You can battle between safe systems carrying legal cargoes if you want, but the only way you'll get that reward clearly is still trading is by going out there and wrecking other ships. The last way the combat is 3D tactically as well as graphically, so successful parties can attack from any

direction. There's no up, no down, and absolutely no open fire. All the enemy, run for home or die in the process. Tough, cynical stuff that'll leave the pores of your hands to sweat. Graphics have come on a bit since the dawn's wire frames of the 8-bit version - but the PC Elite is still 2D - but its deep-space dog-fighting the game still gets top marks.



Elite PC version still rules.

ENCOUNTER

Movings

094/08 \$2.95ea \$22.95ea

Amstrad \$2.95ea \$22.95ea

One of Newberg's games that launched them to instant fame. Blurring 3D graphics, centered around, but what really set the game was the pace of the action - fast, furious, and unrelenting. By today's standards the interface is pretty basic, but what made the game and still does is the speed of which you play. Multicolored polygons handle scores a green advantage being by at you - and they're very good. One the the player to avoid them, to take them, to spray antibodies, and stay alive as long as possible. Once you've wiped out a level you have to locate and pass through a gateway - that you find yourself back at the action on the next of eight levels. High low rates, and the aliens are intense from ever.

LIGHTFORCE

Graphic

Spectrum \$2.99 ea

094/08 \$2.95ea \$22.95ea

Amstrad \$2.99 ea \$22.95ea



Lightforce's 3-D graphics are pretty good.

A fast-paced shooter that's one. And so the Spectrum - miraculously - not a colour cheat to be seen. Destroy the descending class and the various installations. The varied alien weapons make this a demanding game that can easily become a habit. Not to be missed if you're a Spectrum owner.

MAG MAX

Image

094/08 \$2.99 ea \$22.99 ea

Spectrum \$2.99 ea

Amstrad \$2.99 ea \$22.99 ea

Here's a technically exciting shoot-em-up that has the player controlling a robot scanning the surface of a planet looking for signs of himself. The robot was designed to seal the holes of intruders and every part of the robot that the player collects increases his life points. The mid-level bonuses and progressively harder stages make for one highly addictive and extremely playable game that will certainly test your reactions. The Spectrum version is, arguably, the best of the bunch.

MOONSTRIKE

Amstrad

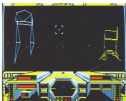
Spectrum \$2.95ea

Burnout's in trouble once for programmers, but New Zealand duo Binary Innovations were



Moonstrike

spot on with the visual pop in the worded scrolls. As you blast and bomb your way through swarms of light bulbs, cones, pillars and 6600 central processes you'll also be struck by the weird alien attention they've put into the gameplay. You'll need nerves at hand to park your way through the hell of slow-moving enemy bullets, and split-second timing to destroy the vicious anti-alien defenses. Scary-slay tactics destruction that's not you'll need your brain is game right from the word go. As for the collection tank and while graphics, these might not appear to light from here but they're effective and witty.



PARTRID - Screen from the game.

PARATROID

Designer: Consultants

Amiga £7.95 Atari £10.95

A very clever game, it quite A&E co-editor Peter Costello. But it also has the distinction of combining the excitement of warlike destruction with a good deal of strategic challenge. The intent of a space ship is the same for a strategy-gameplay style in which you use your influence devices to enter and control A&E at the close on-board by first tapping them and then taking control of them. All of this is prettily in a game in itself. Controls on either side enable you to view maps and the Dead Data Library, all of which will help you to maximize your points by moving, locating, and controlling other clouds as you attempt to clear the ship of its monstrous crew.

PLUTOS

Designer

Amiga £7 £14.95
Atari £14.95

There is shortage of vertically scrolling games on the 16-bit machines, but if you get fed up of fluff you could well have found the bubble of being more than one. Not that this is a game with anything special to offer - but some action and blasting all the way up the pretty screen. A great bonus is the inclusion of a dual two-player option, which is some of us is the only way to make and progress for some time past in a pretty level of game. Naturally, Plutos isn't going to bewilder your mind or make you a star and better person - but it will give you a

per there among out in pursuit and the other half blasting away at them before they can reach you. Finished stuff but by no means mindless. The game has 20 selectable screens to edit once you've learned out the built-in set. Terrible value!

STARGLIDER

Random

Spectrum £16.95 vs £19.95
Amiga £16.95 vs £17.95
Amibeam £16.95 vs £19.95
Amiga £7 £24.95
Amiga £24.95
Amiga £24.95

StarGLider is still one of the best examples of vector graphics, and one of the best shoot-em-ups you can buy. There's a ton of state of strategic planning involved as you fly your AGW around the barren wastes of Neptune in the attempt to

destroy the Egon flagship (the flagships) as you learn to keep your eye on your health every time you fire. A wonderful 'remake' from the cockpit game that has no big a look as you could hope to find in a shoot-em-up.

3D STARSTRIKE

Random Silver

Spectrum £7.95
Amibeam £7.95 £14.95

A dramatic sequel of the Atari classic Star Wars, the five-year old war-torners can still show the recent official Star Wars space is clean job it feels. Just the lightest in deep space, that the towers in the battle-station's surface and sludge the ball in the trench as you head for the alien's control station. Terrible in its time, and great value nowadays if you can track it down.

very satisfying stop whenever you feel in need of one.

SPORE

Building

£19.95

Amiga

A tremendous feature-filled, with a whopping 70 screens of generally related spaces out to drive your ship energy. Open up the screen screens one at a time, clear out the spores and penetration within, and pick up the all-important boxes of particles. You'll spend half your time eating away from the spores to



SPORE - pick out the spores.



MAGMAX - Screen scene during.



TANK BUSTERS - Screen scene during.

TANK BUSTERS

Design Designer/Random Silver

Amiga £1.95
Spectrum £1.95

This was one of a family of very successful games by Design Design, who were originally on the good old, but old days called Crystal and produced some memorable Spectrum games, including the notorious (lots of) the Things. Tank Busters appeared in their disk compilation along with the excellent Star Wars and others - it's now a budget release from Pegasus. It remains one of the best representations of the classic game Busters on an 16-bit screen. Just in case you were born yesterday, that means you pilot a tank around in vector graphics

landscape, leaving other levels and guided modes. Use the obstacle icons and pyramids to help behind and make sure you run like fast when one of the more challenging levels. Enemies look onto you - the lightest color, however, is the main who knows when to turn and fly...

URIDIUM

Atari
Spectrum £8.95es
C64/128 £8.95es £12.95es

Andrew Braybrook's game took about five months to become a classic - parents were shocked by the super-smooth scrolling and handed out by the masses and marketing gurus.

So-called, you have to fly around blasting the mighty Demosaurus - massive structures floating in space. That ship has plenty of items, which some people find annoying in play. Or maybe they can find it too easily...

XENON

Atari/Amiga
Atari ST £19.99es
Amiga £19.99es

Xenon made it's first appear-

ance in Mastertronic's Arcade arcade cabinet. The 10-20 minutes of the game are actual level transitions from the average, and are consequently very good looking.

There are lots of extra weapons to pick up, including multiple and immobility pods that render you indestructible to a few seconds. There are easy four stages to the game but each one is increasingly difficult and it will take you a long time to master each level.

ZARCH

Superior
Amiga/Atari £19.95es
ST & Amiga versions under development

No issue of ACE is complete without a reference to this one, and quite right too. It's a little better. The inevitably objective



ZARCH - ACE's lightest game to date.



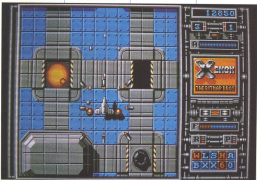
Synapse (Amiga/C64/128).

blasting of Defender meets the best physical control style of Asteroid or Thrust, all in glowing solid 3D that goes well beyond the state-of-the-art. Your mission is to wipe out a whole lot of alien nasties, before they locate your planet, with a whole series of tougher levels to take once you've conquered the first lot. You'll have missions to fight with, enemies to bust down, bonuses to pick up, mutated trees to destroy - but you'll get everything. It's pure 3D-ST party, with total weapons in the pipeline.

ZYNAPS

Hyperion
Spectrum £7.95es
Amiga/Atari £8.95es £14.95es
C64/128 £8.95es £14.95es

Sideways-scrolling shooter, where objects collected give you extra weapons. Crystals collected by the broken alien give you either extra points or the additional weapons you'll need to make progress - because Synapse is pretty tough going in its own right games where it certainly does play in terms your home structures. ■



XENON - Best in class. In these systems.



"The graphics are well designed and the scrolling is faultless."
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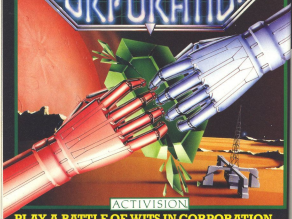
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IBM 486/120 £9.99, £13.99 AMIGA £24.99,
 AMSTRAD £9.99, £14.99

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Spectrum system shown



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reach the asteroid and mine the crystal before the catastrophic meteor collision...
To achieve your vital mission you'll have to learn your share first...
In this pulse-pounding race against time, the opposition is ruthless, the rewards fabulous and stakes agonisingly high...

Commodore 64/386-Casette (1399) and Disk (1499) 32 Spectrum 128+ (1299) Amstrad CPC Casette (1399) and Disk (1499)

ACTIVISION

Mail Order Activision (UK) Ltd, Units 14-16 Glyde Close, Finches Road Industrial Estate, Northampton NN4 4SR. Tel: 0603 70306

Commodore programming by David Brown, Spectrum and Amstrad programming by Steve Proctor. Graphics by Tomes



WIN 3 Z88
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EPYX ECSTASY!

The Z88

If since you don't already know, the Z88 is the latest incarnation of the Clue System. This may explain the rubber keyboard – but don't be too concerned by that, you get used to it very quickly, and it's a real boon if you want to type somewhere that demands quiet, such as a library.

The Z88 is not just an electronic notepad, but a full-featured and totally portable computer. It comes with a built-in spreadsheet, BASIC, clock and a calendar which will give you dates and days as far back as 1750 (useful, eh?) In short, it's the perfect Vioppe computer, the essential accessory for 1988, and everyone's wearing in the random streets... Get competing for one now!

HOW TO WIN

In *Impossible Mission* you play the role of the secret agent who must stop the nefarious Minibender's megalomaniacal plans. So we're going to see if you've done your homework on secret spying. Below are 8 questions about fictional spies from film and TV. All you have to do is select the right answers from the alternatives, write them on the coupon provided and then send it to *Impossible Mission 3* Care, ACE, 4 Queen Street, Bath BA1 1EU – by the 15th April.

1. Who played agent Napoleon Solo in the TV series *The Man From UCCLE*?

- (a) David McCallum
(b) Robert Vaughn
(c) Patrick Vaughn

2. Who played James Bond in the film *On Her Majesty's Secret Service*?

- (a) Sean Connery
(b) George Lazenby
(c) Roger Moore

3. Who was the secret agent Harry Palmer in the film *The Ipcress File* and *Paranoia in Berlin*?

- (a) Trevor Howard
(b) Oliver Tobias
(c) Michael Caine

4. Who played Steve in *The Avengers*?

- (a) David White
(b) Max Miller
(c) Patrick Miller

5. Who was Smiley in the TV series *Thinker, Teller, Soldier, Spy*?

- (a) Frank Stout
(b) Alec Guinness
(c) Ian McKellen

6. Who was *The Sandlot* in the original TV series?

- (a) Ian Ogilvy
(b) Roger Moore
(c) Edward Gellon



The six correct answers are (write letter in box):

- | | |
|---|--------------------------|
| 1 | <input type="checkbox"/> |
| 2 | <input type="checkbox"/> |
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A bumper bagful of tips and pokes this month, including pokes for *Quedex*, *Jack The Nipper II* and *Flying Shark*. We also bring you the solution to the last two towers in *Nebulus* and a magnificent players' guide to that Superior mind-bender *Bonecruncher*.

TRICKS 'N' TACTICS

BUBBLE BOBBLE

A handy little tip for 33 owners.

Press **F1** to advance one screen.

Press **F2** to advance two screens.

Press **F3** to advance three screens.

FRANK DEGRISON, Nottingham.



NEBULUS

Following Bob Wozniak's wonderful tips up to level 58 in issue 5, we can now bring you the solutions to the other levels.

■ **Tower 7** Go right, onto the lift, go up, go right, left, jump right, then left (back out for the spinner), go up, shoot glowing block, go left, onto lift then push up. When you stop push up again. Go right and you will fall onto the lift. Push up, shoot one glowing block on your left, then go right staying just behind the spinner and shoot the glowing block. Go up, quickly getting on each lift as soon as you get to them. When you reach the top lift go underneath the spinner (that's going up, and down) and wait on the back to the right of it. Another spinner will be going round (as before) and you must be behind it as you go around. Avoid the bar blocks as they all disappear. Go up the lift, do the same as before but this time use the lower blocks

to wait on, as the spinner goes twice as fast as you. Go up the lift, under the spinners, take lift fast, go up, shoot balls, go right, drop, go left, drop, take lift fast, go left, left, left, left, go up and through ladder.

■ **Tower 8** Go right, go up, shoot balls, go left, shoot glowing block, go right, through door, go left. When you reach the third block jump, you will fall onto a lift. Go up, through door, go right, jump under spinners that are going up and down. Take the lift up, go left, jump over all the spinners, shoot glowing block, go up the first lift, through the door, jump left, through the door, shoot right glowing block, go through the door, jump right, go through door, jump left, go up, go left, go up once, go up again, go left, shoot block, go right, fall onto lift, go up, go right, fall again, shoot block, go up, go left, go through door, shoot right, go left, jump left - block disappears. Repeat process. Go back to the point jump into lower blocks, jump left, shoot block, go up and take door number 3, and keep you yourself a pal on the back.

JOHN MAGE, Newbury, Wilt.

GRYZOR

A neat cheat for Spectrum owners.

Load in the left side of the tape. Choose your method of control. Then load Level One and complete it (shouldn't be too hard). Load in Level Two and lose all your lives. Now you will get the chance to Continue or Restart. Select the Restart option and you'll be asked to reload Level One. Reload to the beginning of Level One, and when the level has loaded you will have a whole heap of lives which should enable you to complete the game in one go.

LEROY BADWELL, Newton Poppleford.



BONECRUNCHER PLAYERS GUIDE

This challenging puzzle game grabbed a massive 943 ACE rating in our March issue. Check out our timely tips, passwords, and tactical hints...

Bonecruncher has 22 levels, completing each of which will give you a password that enables you to access the next level from the main menu. You can check out a list of passwords in the first six levels elsewhere on this page.

The diagrams on these pages go together to provide a complete map of level 4 (Password: *Colombian*) and the accompanying tips provide a good introduction to basic Bonecruncher tactics. Success in the game depends on taking the different obstacles in the right order — and that usually means knowing which route to follow when, and when to change the screen direction.

In addition there are a number of basic skills, some of which are similar to Boulderdash. You can see these listed in the Skills Box. Good luck, and may the loop be with you...



PHASE 1

1 - Collect the key, open the gate, and hold the screen to the right. The glass will fall and block the screen. Then follow the route in Phase 2 to clear without disturbing Point A. Bonecruncher will replace what you see behind walls to signal it on your way to the screen.

The screen's auto-falling — meaning you don't release it — will help you determine the proper wheel position behind walls to signal it on your way to the screen.

2 - Hold the screen to the left until the glass will fall and hold the screen to the right to B. The screen will then move to the left to one reach the screen, allowing the gate to fall to the bottom of the screen. Though you won't be able to see this, Bonecruncher will see you and the screen will rise up after you. Don't attempt to rise above — otherwise you'll crash the glass to point C. The glass will fall, blocking the screen. Now go after the key and stop. Press down the left-hand edge of the screen. Hold for five or six seconds if you want to signal and will clear the screen. Repeat, tapping the screen and holding it to a distance.

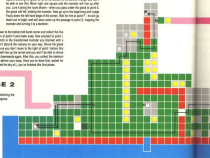
3 - This cycle repeats itself, then go down to the bottom-left hand corner and return to the screen then. Proceed to the corner of point F and make way. Now proceed to point I, obtaining the two obstacles (one of which is the translucent obstacle you passed with a glass in the beginning of the game.) Don't disturb the screen on your way. Drive the glass to the right and "fall" the block. Make sure you don't move to the right of point I before this happens, otherwise the screen at J will rise up the screen and you won't be able to drive the glass without disturbing it to the screen. After this, you collect the obstacle and, then you have to the screen and follow your way. Once you are done that, collect the glass to shift to the left and collect the key at G, you've finished the first phase.

PHASE 2

1 - Open the gate, and follow the route to point B, collecting the key, the two obstacles, and making your way to the screen.

2 - Drive point B, pass the screen to the right, then quickly descend one square, allowing the glass to collect the two squares above you. Move back to the side square, allowing it to slide into the square of point B. The translucent step to point B will then fall. Now follow the route through the gate to point F, collecting another obstacle and so on. Repeat these steps for the second loop, passing the translucent obstacle again.

3 - Walk by the screen until the screen direction changes, then go down and collect four obstacles from the screen (one on the bottom right of the map).

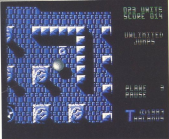


QUEDEX

If the quest for ultimate dominance is proving a little tough for you on the C64, the infinite lives poke should come in handy. Type in the listing, run and load the game from the start.

W FOR 8-526 TO 507
 88 READ FROM 8,170 C-11 YMBST
 26 OF 2-2665 THEN POKE 157,259-515 208
 40 PRINT "SAVA (GOOD)"
 80 DATA 188,259,141,403,199,2,141,41,3
 80 DATA 22,88,248,188,6,141,258,1,26,70
 TO DATA 77,80,188,187,147,26,48,75,235,2

DIGGER, Washington
 Type and Run.



034 WHITE
 SCORE 034

UNLIMITED
 LIVES

ALIVE
 POKE

T 105889
 105890

ANDY CAPP

Here's the solution and some general tips for Microsoft's cartoon skier.

- 1 Go to the shop and buy the Daily Mirror and the Racing News.
- 2 Go to the Jobcentre - ask for a job and your file.
- 3 Go to Fred's Biting Shop - see "You come for the job." say "I can operate a computer." say "BIM" say "No, I haven't." use the Transaction command and tell you you're £48 rich.
- 4 Go to the Racing Shop - examine the Racing News - use the Transaction command and get on Track One (20p). Next time you go you're rich again.
- 5 Go to the Train Hall and say the CCB word.
- 6 Go to the Police Station. The Desk Sergeant will

- give you Chaplin's keys. With these keys go into Chaplin's back garden. Walk into the middle of the garden and you will automatically pick up a note.
- 7 Find Flo. Show her a kiss. Stand next to her. Use the mirror. She'll give you your homework card.
 - 8 On Wednesday go to the Jobcentre. Use the Transaction command and sign on the 20p.
 - 9 On Thursday find your girlfriend. Ask where the CCB is. She'll say she gave it to Jack the Barber. Go to the local pub and ask Jack where the CCB is. He'll then give you the CCB.
 - 10 Find Flo and give her the CCB. That's it!

WESLEY SMITH, Tunbridge Wells.



NONDRY

KISSES 12

DEFLEKTOR

If last month's player's guide didn't help you conquer this game then hopefully this guide will.

It's for the C64 and you should type in the listing and run it before loading the game. You will now be faced with infinite energy and immunity to everything.

188 C64'S 32 88 248 188 78 141 254 2
 188 C64'S 188 1 141 258 2 88 188 188
 188 C64'S 141 143 84 141 2 48 84 78 2
 188 C64'S 8 188 173 238 32 258 208
 140 C64'S 83 258 78 258 252 1 3 8 3 2
 188 C64'S 78 83 2 78 1 78
 188 FOR L=200 TO 244:FOR K=4
 TO FOR L=L+1:NEXT K:GOTO 200

THE HACKER, London



Flying shark

FLYING SHARK

For those C64ers with a reel facility, this poke will give you infinite lives. Load the game, reel the computer and enter

POKE 1025,11025:200

THE HACKER, London.

★ THE HUNT FOR RED OCTOBER

The lives of ST users have been made a whole lot easier thanks to this little tip.

Once you have been killed, you will receive information on how you died. When this is displayed, go up and save the game (use the Red October disk) then load the saved game and go to location game and press fire. This can be used every time you die and should help you complete the game.

NOTE: Saving the game on the original disk will NOT copy over The Hunt for Red October.

DARREN PARDOE, Basingstoke.

JACK THE NIPPER II

C64 poke for infinite Jacks. Simply type in the listing, RUN it and load the game from the plot.

```

10000 L=250:TO=200:POKE L,POKE
L+NEXT
20 GOTO 250
30 DATA
32 14,287,202,158,245,155,15,141,104,8
40 DATA
100 1,141,158,8,76,16,8,168,22,141,174
50 DATA
6 150,1,141,158,8,76,8,168,226,141,174,169
60 DATA 75,15,126,8,0
  
```

SIÂN AND ADYAN MEADS
Basingstoke.

FREE SOFTWARE!!!

Well, almost. All you have to do is send in your traps, tips and pokes to

**TRICKS 'N' TACTICS
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BA1 1BJ**

If your tips are chosen for the tip of the month prize, you can expect to receive SIX top-rated games for your machine specially selected by the ACE team, completely free. If you need any more encouragement, consider this: Wesley Smith wants himself copies of A.T.F. Ratoon, Nigel Meadows's Grand Prix, Scorpions, Rampage and Cynor for his Spectrum. Darren Pardoé wins a copy of Xenon for his ST. Sean and Adrian Meads win a copy of Defender for their C64 and The Hacker wants himself a copy of Ratoon. Lesley Bagwell runs off with a copy of A.T.F. for his Spectrum John Mack however, wins himself a copy of Captain Blood. Now, aren't you jealous? Well, get those tips sent in and your name could appear in this very spot. ✦



GARFIELD

The C64 cheat should grace your feline chum with infinite food and he'll loose his need to take naps, simply type in this listing, run it and load the game from the start.

```

99999 GARFIELD CHEAT
1 FOR 24259 TO 80 REPLY C64=POKE
5,176,0,1
2 IF C=255 THEN POKE 17,128:YR 500
3 POKE "DATA ERROR"
4 DATA
20,245,168,24,141,226,168,2,14,158,1,2,45,
73,77,80
5 DATA
168,2,141,21,8,8,168,73,14,16,77,141,68,77,
73,48,8
  
```

THE MASTERHACKER
Perry-Mole, Chyrd

720°

Weather too bad to skate and practise your Boneless to Cecelia?

Perhaps you'll give 720° a shot. If you'd like unlimited time and levels on the C64, then type and run the listing below loading the game.

```

100 DATA 22,104,225,150,15,141,245,150,8
110 DATA 141,23,8,76,15,8,150,25,141,42,1
120 DATA 168,8,141,42,1,75,1,150,42,141
130 DATA 226,4 168,8,141,225,4,75,4,150
140 DATA 173,141,28,25,141,80,21,1,41,240
150 DATA 10,141,15,25,141,21,21,1,41,212
160 DATA 10,73,48,8
170 FOR L=1500 TO 1500 POKE L
180 POKE L,AREADY POKE 163,158
190 SYS 1500
  
```

THE HACKER, Lanchon



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on 24

ACE

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THE SOUND OF MUSIC

A photo-romance by CHRIS JENKINS.

Could his love for his micro survive his passion for music? Read on!

Larry (and had always) loved his computer, but another desire now threatened his little heart...



Well, if you already have a micro computer, you have the tools of a music system which will allow you to produce professional-sounding results at home. Using the computer as a MIDI controller, you can create music with inexpensive, powerful MIDI synthesizers — allowing you to play more than one instrument simultaneously, make digital recordings of your playing in real time, add your own sound like Howard Jones. Destroy your relationship with your neighbours: play a keyboard when you thought you could only play a guitar; plus a host of other tools that make most computer alternatives seem even less inspiring than old hats.

Larry went to his local music shop. His heart pounded with excitement as he tip-toed inside...



Sales don't necessarily mean bargains, but if you want to find out more about computer music systems, your local music store should be your first stop. They'll be able to show you a range of instruments starting from around £100, and can advise you on MIDI software and interfaces. Getting into MIDI is a lot like getting into computing for the first time — you do need to invest money, but the results really justify the effort. Nowadays, even some board games have a MIDI output to generate a really stunning sound accompaniment while you blast away.

But in a shop, things were just a little confusing...



MIDI equipment comes in all shapes and sizes, from 200 lightweight modules to £1800 synthesizers. Some of these can make very nice noises indeed. As with most live offers, however, speed music is simply a matter of knowing which buttons to press. First, however, you have to decide what you can afford — get some advice from a range of shops, and choose the equipment which offers the best sounds and facilities. It's worth trying operators' demos as well — a good one is Syntronic Music (Tel: 01 444 1106) who will give you some detailed advice. If you're serious about asking it,

When Larry saw the Yamaha DX100, it was love at first sight!



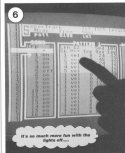
Larry's one machine that, it seems, but if you don't agree with his choice, you could try one of several other, portable, powerful-sounding MIDI synths starting at around £149, the Yamaha SH-10, Casio CZ-101, Casio CZ-200, Yamaha DX100, or Casio HT-100 any of worthy contenders.

But wait! Something was keeping Larry and his love apart!



Helps run out of control, to start with. Help also realized that unless you have an Atari 520, which has built-in MIDI ports, you'll need a MIDI interface to connect your synth to your micro. (MSL, Jellingshaus, Rowlett, Passport XTR, Creative, DigiCP are (IBM) or manufacturers interfaces, for a range of micros including the Spectrum, BBC, Commodore 64, Amstrad CPC/PCW/PC and MSX. You'll also need several MIDI leads which your music shop can supply. Further details on MIDI and MIDI interfaces can be found in Issues 1 and 2 of ACES, or see the MIDI Info Box on the last page of this section.

The kind assistant had also sold Larry a software package...



It is so much more fun with the lights off!

he best package you'll want is a MIDI sequencer. This will record notes played on the synth keyboard, and allow you to correct, delete, copy, paste, and arrange them into songs. Some MIDI interfaces come with appropriate sequencer software free; other packages, like C Lab Creator in Sterling Plus 64 on the Atari 520, can even record MIDI file notes for piano, bassoon, since there are packages to suit all budgets.

...and another software package...



Wow! I really got a rush off the Synthesizer every time it hits me with the Synthesizer!

the exciting - some of the sounds you can test off are really neat. Sound editors for these packages allow you to transfer sound data from the synth to the computer, edit and rearrange it, then store it for future use. In this way you can create and save your own synth sounds, more easily than you can with the on-board panel controls of most modern inexpensive synths.

...and another software package...



Computer packages allow you to translate music from MIDI data into conventional manuscript form. They're invaluable for serious music students, but aren't your top priority if you can't read or write music!

The kind assistant had also sold Larry lots of other little boxes...



There are lots of different products which can be controlled by your music via MIDI. MIDI drum machines will play in time with a sequencer, MIDI effects units will change function in response to signals from your music, and MIDI lyric boxes allow you to synchronize your sequences to tape for multi-track work. Even MIDI guitars, pianos, wind instruments, and more instruments are available - and getting cheaper all the time.

Larry loved his system dearly...



With a simple 1/2-inch tape recorder, or a 4-track Portastudio cassette recorder/mixer, you can create impressive music at home without the need to spend a fortune on equipment or studios. As you become more familiar with the equipment, you'll be able to add better systems to produce better and better results. It needn't be an expensive business, but watch out for the temptation to buy just one more little effects unit, or another second-hand keyboard, or an eight-track tape recorder, or a \$40,000 Furlong Series II computer musical instrument, or Abbey Road studios.

...And six months later, look what happened!



Larry Lead became a pop mega-star, and now lives in Los Angeles with his lions, his camel, and chimpanzee Kenneth. Despite his passionate affair with his synthesizers, he still loves his computer, and has bought a mansion in Reno, a yacht, and a Mercedes.

MIDI - the facts.

Future issues of ACE will be covering a host of MIDI topics, and will also be looking at computers and music in general for the benefit of those who are not involved with the MIDI revolution. We can't stress too much, however, how many benefits there are to be gained from MIDI. Like Comms, it's one of those areas of computing which still appears to be a novelty only, but which offers tremendous rewards to anyone willing to investigate a little further.

Current MIDI applications include using the interface as a high-speed data transfer device, as in the multi-player game MIDI Maze, in which 16 players can play simultaneously, sharing each other with-gay abandon. There are also plug-in MIDI converters, which enable you to convert musical pitch (your voice, your mother's voice, your dentist's voice) to MIDI data, enabling you to control a whole musical accompaniment without actually playing a single note. Where to find the information you need about MIDI in ACE.

Issue 1: MIDI Made Simple Part 1 - review of Casio's MIDI-guitar.

Issue 2: MIDI Made Simple Part 2 - a look at MIDI interfaces for different machines.

Issue 3: A look at samplers - review of Roland's stunning MTJ.

Issue 4: Twenty synths reviewed - MIDI Made Simple Part 3.

Issue 5: Drum machines.

Issue 6: Music: MIDI-007 MIDI - seven packages reviewed for different voices.

Next month:

Look, we're not kidding. EVERYONE can use MIDI and with very little skill (and no musical ability whatsoever) can produce some stunning sound. In the next issue of ACE we go one further and tell you exactly how you can use MIDI to radically upgrade local noise ratings. And for those of you with (and without) the know-how, the MIDI Panel of Experts answers a whole string of questions from would-be MIDI-mos.

POINTS OR PROGRESS?

Way back in the distant video game past the question was with us, and it divided games players even then. In those days it took the form 'Do you shoot saucers?', but deep down it was all about whether to go for points or progress.

The game was Space Invaders, and the answer in question was little-rectangle-shaped blobs of light that periodically whizzed across the top of the screen. Shooting saucers could earn you big points if you knew what you were doing, but didn't get you any nearer to clearing the screen. Indeed, it usually involved expending yourself to considerable danger from the menacing alien pests. Was it worth it? Were you better off concentrating on the peeps and getting further into the game?

The dilemma cropped up again and again in the great run of coin-ops that followed. Were the power pills in *Robotnik* worth those to help you earn big bonuses, matching ghosts, or was it better to use them for protection while clearing on the important task of clearing the screen? Was it worth using slow down in life and death, increasing your scoring rate, or did another play mean dodging across the screen at full speed so that you survived longer?

Depositing coins took things to bizarre lengths in the quest to fulfil this respective goal. Rook players would find side quests in Asterix screens and being their backsides incensed out, deliberately leaving the last staggered or dazed vessel so that they didn't have to do a load-out of trouble. Progress players meanwhile would sometimes hold the screen in *Missile Command* without a quiver, the better to defend the other bit, even though this drastically reduced the end-of-level bonuses they got.

It isn't just classic arcade titles that divide the opposing factions. How about the more modern 'is flying alien?' If you see them you'll undoubtedly get better, but earning them up levels your bonuses impressively. Or like Frank's Super Sprint do you use the sprinters to take your cut up and be sure of winning the next race, or do you take the risk of scoring it as it could go for extra points instead?

On many games, dilemma of points versus progress can just a choice the player

goes through. At last you'll always want to play for progress so that you can safely go to steadily clear the game, or a while happens on level two? Surely, you'll eventually get on for as you're going to end end up just playing for points you will finish the race, but how much extra time will you have set over? Games that cleared extra lives every 10,000 points or so can blur the boundaries further, nudging better progress players into collecting those bonus points after all.

At least the games that really bring out the progress or points player is all of so get feasible games. *Perimeter*, *Asteroid* and *Star Wars* pretty much what you make from. They reward better playability without stifling individual style, instilling decisions and developing tactics are vital ingredients of gameplay, but as many titles have days after you die - and only one - way to play tackle the problem like this. They say, or you won't get anywhere. Think skill, and challenge, the long term interest in games can offer. Let's hope things swing back the other way.

BAT AND BALL STYLE

In some action modern breakout dilemma really do bring out the dilemma in games players. It's the idea that so it or more, the tempting capsule in *Asteroid* the glowing holeholes is largest that give you big extra powers, divide the ball into time it calculates. Even more so from now, they're the key in the sudden turns in ball-and-ball games that otherwise there may be enormous progress made by *Implosion* or *Devolution*.

The tension the thing - that created dilemma of playing the ball or grabbing the capsule too. Can you get the ball back in time to keep the ball bouncing? Or you want the capsule badly enough to risk losing a life? Do you want it or not? Both games use their own particular problems.

ARRANGED

There are two basic strategies here: either go for the capsule that'll help you clear the screen most parsimoniously or progress or to obviously only capsule you can reach (points). The two aren't always easily distinguishable: grabbing a type of capsule you don't want takes the game to give you something else,



ARRANGED: (left) to be into things again, enjoy level 2!

so it can make sense for the progress player, but even the most careful points merchant

will concede that on some screens a laser or glue is just too important to let go of.

The two capsules that really set the sleep train the goals are extra lives and level passes. Progress players won't normally grab extra lives unless they can get back to the ball - if they're only one it again immediately, why bother? - while points players grab them come what may. So what if they see it again? They've still got the bonus points.

Level passes are slightly trickier to high-score heads. They may get you on to another screen and give you a refreshing 10,000 point bonus, but they do stop you getting the points for increasing levels on the screen. If the balls topped at the top of the largest one-dring (extra) week it was for worth leaping around a while. Progress players don't waste a second with such trivia; it means they only ever want to get onto the next



▶ **INPUT** (2) It's all about letters - sometimes it's all about

screen, or they dash for that point without hesitation.

IMPACT

The hooking structure for getting extra points here will follow the wise progress player saving up letters for something really fancy and then wrapping them at the critical moment. Conservatively this was made, deliberately letting letters go - if you've got just

enough to fit a double row, but don't want to trigger it yet - but finally spending both types of player agree that watching letters always makes sense. They want the letters, for completely different reasons (never forgetting the last thing on a point player's mind. Hit one the coin alternative - coin, level, high-score making points - and tell get a whopping 8,000 of them if he can clear the screen with a full load of them. Of course if you're really good you can trade it for an extra bonus - a wide bet, for example - and still have a good chance of filling up with tokens later on, not a risk most point players would take though, that one.

Some players think that all impact passes are top-outs and should be ignored regardless of points. These people are clearly not letters.

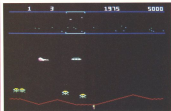
LIMIT SETTERS

Send a perfectly reasonable of course, and any healthy points player will have a significant helping of it, but don't, strange multi-rotors for going after points (ask in the depths. Perfectionism is a strong one of course, and the long-of-the-castle syndrome has given many a games player dozens nights trying to reach the top of the high score table, but that's not setting a something else again.

There's a little of the limit letter in all of us. Ever had playing a ridiculous weapon shoot-out-up without mulling over if the weapon? Ever used items on a tough opponent in 3D5 area when you could walk space a minute? From limit-setting to you.

Out also set that letter on a level apart. They're the set of people who notice the last item to use (most games in Defend-er). They aren't actually playing the same game that most of us are at all. They're looking up new rules for themselves as they go along, trying to make things harder so that they can squeeze that last drop of entertainment out of a game.

The typical limit letter avoided breathing on the cracks in the pavement when they young, and a bit trying to break the table



▶ **DEFEND-ER** (2) That's a star battle in progress!

new, high-handed but when play old games, left-handed for the challenge of it, and will eventually graduate to playing with the monitor off because looking where you're going is for notes.

BODY BUILDERS

Progress is normally a matter of clearing the current screen, fighting your way past the next major obstacle or reaching the check-point before your time runs out. There are other kinds of progress that games can offer you, however, the fashionable one at the moment being body building - and improvement by obtaining weapons or other bonus abilities.

Ever seen the dual-ship feature of classic go players have wanted bigger and better craft to control. Whether it's Ironhorsemen in Green Lead, compiler tracks in Penetration-03 games and down-in-front every scrolling shoot-out-up since Heaven, optional weapons and features for the otherwise normal players with a very special kind of goal.

In the state of developing yourself from a single shiper working into a real, tough, air-

liner that appeals - the point these games make that every day, it every way, you can get better and better. It's not what you can do with the extra features that matter, it's just getting them. More improved slow-speed.



▶ **DEFEND-ER** (2) That's the next step up and you know!

EIGHTEENS

The true progress player is compulsive. Expect a mountain-top type who absolutely must reach the next level simply because it's there. But the challenge isn't the only thing to go for: there's the view from the summit as well. For many players that's the real interest in making progress - just seeing what comes next.

Of course, it really decide games what come next was very much the same as the still you'd been playing already, but progression isn't about the value of extra features or a change of graphics as a reward to progress. There days the bulk of programming cost means all too often to go into these features and graphics at the expense of playability. As a result, on detail of games how they succeed does you've seen all the progress-changes that are.

Though many games just get too tough for you to reach the point of elegance, there are always cheat modes, maps or prizes to show you the bits you couldn't reach. That doesn't spoil the game for you, but it, practice the gameplay often, not good enough to stand on its own once the element of curiosity is gone.

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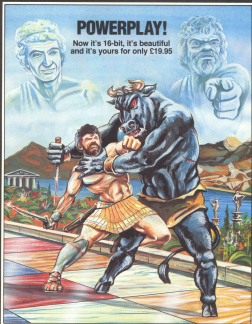
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This month the Pilgrim continues his exploration of role-playing games with the excellent Bard's Tale II – just released and undoubtedly a major achievement for adventurers to revel in. Plus a host of other goodies covering every aspect of adventuring with your micro.

BARD'S TALE II

AGE
920
RATED

Excellent role-playing epic from ELECTRONIC ARTS

THE Bard's Tale was one of the best EPIC role-playing games released in recent years. It offers the opportunity to create a party of up to six adventurers with complex attributes and then take them off on a lengthy adventure through a well-detailed game-world.



Bard's Tale II is everything you would want from a sequel. It takes all the best bits about the original and improves on them, so you get the same character system and even the same characters if you want to transfer them from the earlier game! But a much larger map and a more complex storyline.

Your party's objective is to locate the seven broken fragments of the Dorian

Wrest, which has been stolen and destroyed by the necromancers of the evil Logoth Zents. Each fragment is concealed within a Shrine of Death – a location full of tricky puzzles that must be tackled by the party in real-time (and you've included each fragment, you can engage the Wizard and defend the repository).

What makes this game so playable is the sheer weight of gameplay involved in reaching your objective. It should take you weeks to complete, with several mini-adventures en route. There are six cities to visit, wilderness and town, as well as a number of Castles. And that's not to mention the dungeons beneath the cities – dark, perilous places which feature hidden traps as well as treasure and torture.



The graphics window shows your location – but the size is small (and fixed).

On screen, your progress is accompanied by a small graphics window that shows the view in any of four directions from your current location. (Remember streets, strange buildings, and outside the towns! Forest and wilderness scroll rapidly by as you move about. Every so often you will encounter hostile creatures, from gnomes to orcs, whose hitpoints flow like the windows, with extended effects in real-time).

Gameplay is enhanced by the complexity of the scenario. First, there's the large map. Then, there are numerous different character classifications and levels, based on seven different poles: from half-orc to elf, six character classes including Paladin, Wizard, and Rogue, ten Magic User categories, and six personal attributes for each player that determine his or her performance in battle. You can, of course, create your own named char-

Keep your distance

Bard's Tale II is very similar to its sequel in gameplay features, but has two important improvements: a larger map and the idea of distance in combat. In BT1, when you're in conflict with an opponent you're in the thick of the fray, but in BT2 there's the added complication of distance between combats. Over a larger distance (80 feet, for example) spells are less effective and hand-to-hand weapons are ineffective. At a range of 70 feet, however, the 'meat' really begins with self-hand-to-hand fighting taking the lion's share of the action.

RELEASE BOX

CD-ROM CD-ROM CD-ROM

AMIGA COIN MONKEY

Over 100 features including hot 27 and 486 PC

Keys to be announced in the next future

Transferring Characters

One of the best things about EPIC's is the strong belief a player can build up with some of his or her more impetuous characters. An excellent feature of BT2 is the ability to transfer characters from a character disk created under BT1 – and, very interestingly, from Ultima III and thereby, two other popular EPICs.

acters, with their original attributes fixed by the job of dice-throwing, the computer does for you.

In addition, there are an astonishing 70 spells and seven magical songs (which only Berik, of course, can sing). Combined, all these features with the variety of locations and puzzles make you have a very satisfying scenario indeed. Highly recommended for

all those who enjoy a spot of bottle-and-benched-in foreign lands - the emphasis, if

not to be confused, is even on titles that'll go, but who could resist it?

SYSTEM 47 ENCOUNTERS 90
CHALLENGE 94 LANGUAGE 90
ACE RATING 920

Role on Issue Eight

This month's RPG, *Bards Tale II*, tries to give the adventurer the best of every possible world. You get complex character creation, a large map, AND reasonable graphics for the different locations. And even if a lot of the buildings do look identical from the outside, they can still spring some nasty surprises at you once you've looked down the door!

Next month in Issue Eight of ACE we'll be looking at the famous Ultima games from Origin Systems. These games take a different approach on graphics from *The Bards Tale*, with a map built up from small character-sized tiles - so you see more of the map on screen at once. In other respects, however, they are closely related to *BTD* and also to another older game, *Ring of Darkness* from Westminster, which we'll be mentioning for the sake of nostalgia.

LOADS OF MIDNIGHT

Epic satire from CRL?

EXCELLENT idea this - to do a take-off of Mike Singleton's epic release. CRL's *Guillotine* program features the adventures of Letic, Morik, Corbin, and Sorbon as they attempt to destroy the Clerics at the Tower of Doom and win the first of the franchise against the infamous Stonegates.

RELEASE BOX

SPEC CRL's REVIEWED
to the unreleased

So, great idea. But not much of a game, unfortunately. Loading up the game takes the player to begin with, especially when you see some really lousy graphics and realize that - in the early stages at least - the program manages to be quite clever at allowing its various problems. The map sys-

tem is also disturbingly reminiscent of the cards of *Midnight* and anyone familiar with the various models and plans of that domain should have a few laughs.

Naturally one of the best features of the original loads of *Midnight* was the strategy element. It would have been nice to see some attempt to introduce a take-off of this in *Loads of Midnight*, but it doesn't appear.

And that's about all, really. The humor seems to weaken as you move further into the game and any sense take-off of Mike Singleton's game becomes a bore and more insular possibly as you discover a sparseness and find that a disturbing number of simple commands are not accepted by the program. Spelling mistakes that are totally amusing (ironically), for example soon become nothing but a symptom of poor game-testing and built-in evasion.

Software companies that publish *Guillotine* and *Loads of Midnight* need to remember that



Looks like Loads of Midnight isn't so loaded.

many of these games are written by people with little experience. A good company will give the programmer help, advice, and feedback that ensures the absence of simple grammatical errors and sharpens game-design. Then you move and up with some good products. Without it, you get something like this, which very few people will want to add to their collection.

SYSTEM 48 ENCOUNTERS 25
CHALLENGE 48 LANGUAGE 48
ACE RATING 490

NO PROBLEM!

The *Figures* also return starts the month. Don't forget that if you've got some handy tips for *RIP* adventures, then pop them on a postcard and send them in to:

noProblem! The Figures-A-Queen Street,
Bath BA1 1SU

By doing this you get your name on the page after adventures out of trouble, and the chance to immediately give your ideas to reach the side of *Midnight*! This month's tip are sent courtesy of Nigly, the Danish Wizard, who's about got all your English halloos in shape. Come on, and hear from you!

Minichobos

To get past the angry crew about the prize you need to be silent! Use the cleaver to cut the anchor chain, then walk the plank! Examine your drink in Black Cafe and follow that to get a vital lead in the search for your lost identity.

Seaside Suits

Shut switch with the fork to make the ball move in its right direction before climbing it. Blow a bubble with your gulls to get an egg from the chicken. Throw pancakes at the barbers. Eventually make a mess, and jolly cheer!

Rain of Swarrows

Capture the thief to escape from Nottingham. Kill Beloma with the arrow, and take Beloma to the location just south of the Orange. There's a man taking it from the basket! If you only need one more swarrows and don't know where to find it, why don't you stop the other carrier in the stone oval.

Shrubs

Sign register, and ring bell before eating, and take care when choosing from the menu. Examine the eyes of the old woman in the coach, and make up

what you've had enough. Lift seat in Doctor's coach, and use the coat as a key to get into the storage. Wave cross when attacked by the female vampire.

Sally's IT

Try 'get gulls' when outside the bus. Move the numbers in the shop after, but be sure to take spinning and leg of lamb with you before you enter the sewers.

Temple of Terror

Use wand at attempt to enter the city. You could also walk right past the go doorway, but clearly this is a bug (not of Italy!)

Yaglin

Open bar to get past the Madam Fay. To escape from Yaglin's quarters you need to ride the hoop.

Yamstons

Ask the girl why she's weeping. Pray in the church and say hello to the young priest. Hit and throw through for a job.

◆ The Travellers' Times

Edited by: The Editors ◆ Honorary Editor: The White Wizard ◆ Published by: Ion Future Publishing
Price: Free with every issue of ACE Magazine.

INFOCOM GO HOLMES

Infocom's latest release takes us back to Victorian London and sets Dr. Watson and Sherlock Holmes in pursuit of the stolen Crown Jewels. The player takes the part of Watson, who has sole responsibility for solving the crime, although you can also confer with your distinguished colleague during the game.

The release is part of Infocom's expansion into other gateway areas. To start with, there are the New-Orleans on-screen books as well as the usual Infocom paraphernalia (which in this case includes a tourist map, newspaper, and key list). In addition, ST and Amiga versions feature sound-effects — a first for an Infocom product.

But is it an Infocom product? The company are now accepting programs from other sources rather than developing their exclusively in-house. Infocomics' own last month's Travellers Times saw the first example of this, and now we have this game, produced for Infocom by Challenge Inc. Recent titles have not been as strong as some of the other in-house programs, so keep your fingers crossed and read the review in next month's Pigeon column.

Gulf Crisis for Activision

Activision are about to release their first game from new programming house Michael Compuz, out by Arnie Pipposki and (in the background) Fergus McNeil. Multitasker has some excellent graphics, a strong storyline, and a number of very attractive programming features.



Southampton after the war — not our oldest town, it?



They'll tell you to leave the Pigeon — make priority.

Psycho young Robin tries hardest in a post-war Southampton where a fascist regime is making his mother nasty for the locals, who — with isolation screens and nuclear devastation — have

got enough on their plates already. Robin gets in visiting the time zone while in a harness returns to pre-fascist Southampton to prevent the Third World War from taking place.

The game is produced using Level 3's new programming system, specially produced for them by (among others) Tim Gillies at Gault. The professional background to the programming really shows, with system features like SCRAM and SARC being controlled from an user-driven menu screen. There are twelve interactive characters to be interacted with (using the traditional SAS TO name "MESSAGE" format) together with PGM-BASE and BAMBUSTOPE. There's also an unusual feature whereby the main character will start to stutter if you don't enter a command for three minutes — so you have to keep on your toes, although of course you can pause the action if need be.

Michael Fergus is hard at work on projects for the Delta II label, and we should have some news of Striding Home in the very near future.

A THOUSAND KISSES

Soren Bang Hansen, Danish adventure superno, points out just how difficult it is for adventurers abroad. If you thought The Pawn was tricky, wot'll you tackle a game where a typical location description might read: De er i en mørk og uhjyggelig gang uden vindue. Makes the Goblin's Dungeon seem like an open door...

Most Scandinavian adventures prize by far the use of the Danish "C 800" map code, where it isn't a regular adventure-only use the legend in one non-English computer magazine featuring a chess helper, news, reviews, and even complete solutions now and again. I understood that the latter is a matter of much debate in England, but there is a great demand for this service throughout Scandinavia, and I certainly don't have any moral qualms because of this. As you will see, there is a particular reason for this, and you'll find out why pretty soon — it often considerably more difficult than most English-speaking people realise.

LINGUISTIC DIFFICULTIES

It is a well-known fact that the real reason

of professional adventures are written in English, and if this happens to be your native language then, of course everything is just fine. But those of us who use as a minor language also are a bit less privileged. How do you get about playing adventures in foreign languages?

Outside Britain, USA, Australia etc. something in an adventure game is not only a matter of solving logical puzzles. Often the most difficult task is hitting upon the particular word or phrase required by the program in order to perform certain tasks in the game — the dreaded "Spoken word answered in Charon the Coloss" is one well-known gem. Also most of us know by our own that it is essential to be clearly aware of what the text descriptions actually say, as often there are



that tasks embedded in the text. This means that you have to understand every single bit of it, which goes to make an English dictionary an absolute necessity.

Still, if you have some rudimentary knowledge of the English language, then, with perseverance, it is usually possible to wade through, the only exception that I have come across, during my long life as an adventure reviewer, is *Intersect: Mind and Matter*. I recently reviewed this game in IC 887 and it was the first ever Infocom game that I could not recommend to my Scandinavian readers. Even I don't have some-exception in translation, word just couldn't locate itself in all of this game (I'd like to see the only one: *Intersect*.)

THE GAMES WE PLAY

Needless to say, the linguistic barrier also has great influence on what games we play. It was unclear to great difference whether you're playing a rudimentary pre-Flow! graphics adventure, or exploring the cinematic environment in the best text-adventure from Infocom. Thus, the most popular adventure on this side of the Channel tend to be those with nice graphics and a measure of text. Together, you can imagine of the games we always publish over. I have compiled a chart based on the number of mentions to game titles in my helpful mail. The list shows how to be most covered during 1987.

1. *Kavale* (Mikaelarsson)
2. *Reviewed Time* (Lindström)
3. *Robyns* (J. Stenlund-coop)
4. *Arrow of Death* (Charval)

Danish Dynamite

Have played a Danish adventure? Thought not, but just imagine what you would do if you were confronted with a text description like this:

Be er i en mørk og øjeblikkelig gang uden vindere. Run for it og klatr forrest!

The location description is from the best and best Danish adventure I've seen for a long time. It's called *Tvanden* (plain for 'A Thousand Rivers') and is a graphic adventure for the Amiga written in complete BASIC by one Søren Lützen.

The game is a funny little story in which your quest is to prepare yourself and your home for a night out by your girlfriend. Before you'll go green with envy for not being able to actually play this adventure, there's a good 70 hours to make. The general standard of Danish adventures is generally far better than that of English and American games. But despite that, it is always a refreshing experience to play a game, rudimentary as it may be, in your native language!

5 Books of Childhood (Lindström's list)

As you see, there isn't a single between game among these five all-time classics. However, Danes do have their own brand of loyal and dedicated followers — in Denmark like everywhere else. And this list of books is just that: based on credit for it, at least in paper.

Another common problem facing a Scandinavian writer is that of getting used to

writers. The adventure market is a relatively small niche (especially in small countries), and many software stores simply don't stock anything which doesn't contain some element of pretek-waggling. Consequently, I know of many adventures who order their adventures abroad—directly from England.

Probably the most important point to make in this connection, however, is that if an adventure (or any other game of educational software for that matter) is to really succeed in Scandinavia, there's **MUST** be for a Scandinavian computer. For the last 3-4 years the Commodore 64 has been the home computer over here, and there can be little doubt that the Amiga is the next step forward. And if it is a word which just doesn't appear in our dictionary!

THE GOOD POINTS

Clearly, as playing in English can be frustrating sometimes, but there is of course one important point which I haven't mentioned, that of education. I speak from experience when saying that most of us actually stopped in England. I can think of no better way of learning the language (the only thing the computer can teach you a little in particular) the words correctly (allowing if you play *Pat's Patch* on the Amiga, do before the speech again, oh, it would seriously damage your English pronunciation). Anyway, I normally believe in the use of adventures for educational purposes, and I think the educational authorities should consider the potential of the new media in language instruction, both here in Scandinavia and elsewhere.

PAT'S PATCH

Gull and PAW have a built-in wash/remove routine but GAC does not. Pat plays wardrobe mistress in this month's column especially for those who like to create their own adventures...

GAC's lack of a built-in wash/remove routine was pointed out to me by Robert Lane of Manchester in a recent letter. Robert sent a routine for washing things in GAC which dealt with specific objects, using the five standard verbs to allow automatically washable objects to be handled.

First define all washable items as having coded numbers above 100 and ensure that their nouns have identical numbers. Also define the verbs 'wear' and 'remove' and allocate a free noun (I'll use 200) as the player's 'own room'. Then enter messages as in the conditions in Figure 1.

Condition 1 checks that the object is washable and coded, and asks if you wish to do so (if the weight carried will become distorted) then sends it to the wash room.

Condition 2 and 3 print appropriate messages if the object is already worn or not available (in Pat's case otherwise, not just would trap objects worn since they're not available).

Condition 4 covers objects which are not washable.

Condition 5 brings the object from the 'own room' but doesn't try to get it in (since the player is already carrying the maximum amount).

Condition 6 deals with objects not currently worn (which is checked only if condition 5 fails).

Condition 7 (which replaces the standard inventory condition) asks the player about both carried and worn items.

RE: The 'n' (y) condition is incorrect in the GAC manual and should be used as 'you're IN object' ... NOT '(object) IN (room)'.¹

If your adventure had only one washable object it would be simpler to define two objects for the washable item and simply swap them around using the conditions in Figure 2. There's no need for a special inventory condition.

Listing 1 - MULTIPLE OBJECT ROUTINE (See Figure 1)

```
1) IF (N01 = 100 AND VERB "wear" AND CARR)
N01 / DROP N01 HD1 TO 200 DRA1 END
```

```
2) IF (N01 = 100 AND VERB "wear" AND 200 IN
N01) / MESS "already-worn" WAT END
```

```
3) IF (N01 = 100 AND VERB "wear" AND HD1
```

```
AND HD1) / MESS "It's not here" WAT END
```

```
4) IF (VERB "wear" AND VERB "remove" AND
you can't wear that" WAT END
```

```
5) IF (N01 "remove" AND 200 IN HD1) / MESS
N01 / MESS "you remove" HD1 N01 / MESS "and
drop it" WAT END
```

```
6) IF (VERB "remove") / MESS "you're not wear-
ing that" WAT END
```

```
7) IF (VERB "wear") / MESS "You are carrying"
LIST WITH MESS "you are wearing" LIST 200
WAT END
```

Listing 2 - SINGLE OBJECT ROUTINE (See Figure 2)

```
1) IF (VERB "wear" AND NOUN "glove" AND
CARR "glove") / "glove" DRAP "glove worn"
DRA1 END
```

```
2) IF (VERB "wear" AND NOUN "glove" AND
CARR "glove worn") / MESS "already wearing
that" WAT END
```

```
3) IF (N01 "remove" AND NOUN "glove" AND
CARR "glove worn") / "glove" DRAP "glove
worn" DRA1 END
```

```
4) IF (N01 "remove" AND NOUN "glove" AND
CARR "glove") / MESS "not wearing that" WAT
END
```

Yes, folks! That old 'Leaderboard controversy just keeps rollin' along. Is it or is it not possible to get a hole in one? There are those who say they've done it - and there are those who say it cannot be done. And, at long last, the women are having their say on the sexism debate.

ACE Prizes go this month to Grant Punchard - that man is so plucky in defence of his Spaczy; to Anonymous of Great Budworth for his tale of Yuletide woe; and the Letter of the Month is from Michael Ormond of Glasgow for his trenchant criticism of the GEM operating system.

Make sure your views are heard - and give yourself the chance of picking up a software prize - by writing to ACE Letters, 4 Queen Street, Bath, BA1 1EJ. Don't forget to say what software you would like if you get lucky.

☛ Fairy godmothers

Once upon a time there lived two cunning artists who were great owners of an ST. On the joy of the first colour on the palette and 16 colour on their printed canvas - a

mighty leap from their Easians.

But one fateful day, a wicked witch cast a spell on them, making them greedy for more colour on their canvas. They heard of such things as Quantum Paintbox and

Spectrum 312 offering them hundreds of colours on the screen. They found with Quantum Paintbox that their canvas had to be split up into different sections; was the so with Spectrum? Was they did not

☛ Tarnished GEM

They certainly don't make computers like they used to. That was my first thought on switching on my new Acer 5500T. And how right I was. What's this bloody GEM user interface? Okay, it's fair enough on the IBM PCs alongside Microsoft Windows, and in fact I found it very useful, but that was probably because I could switch it off.

I remember when I first got my ZX81 and I could guff happily at its features and its compatibility with its user interface but with GEM its rather a one way conversation. I have owned a lot of computers since my faithful Sinclair and have used a great deal more but the ST is the first I've come across that won't let you do anything unless you've got some software to load.

Picture the situation. I'm sitting studying for my analogue/Electronics degree exam. I need to calculate a relatively simple equation. To get my calculator would require excessive muscular effort so I turn to my ST to do the sum for me. Speed is of the essence. What do I have to do? I have to load the Basic language first, that's what the only version of GEM I've seen that doesn't have a calculator facility and it needs it the most.

In the an ST owner's manual I see 'before run?' Come let me check this. I have this not and get it as they still. Ah they're not a variety of model for an owner's manual? I mean, I've heard of something but not including a through guide to ST BASIC is a

bit ridiculous.

The machine itself though has a number of interesting features. The keyboard, though not quite IBM standard, is perfectly adequate and the built-in mouse is very useful. The mouse is better quality than I had expected and that makes life a lot easier for the less computer literate among us. It has a parallel printer port, which is not mentioned in your nice pages. The disk drive is fast and quiet. And the screen display on my 17 is excellent, far better than any I have seen before. I still can't quite believe that I got this for £285.

No doubt I shall be even more impressed when I get some games software and I can't wait to try my hands at an adventure and a version of PACOOL (can you recommend any particular software for either genre?).

The Pico 1680 Plus word processor is really marvellous. It's so much easier to control the type style and formatting than with other WPs I've used.

As I sat at the start, they don't make computers like they used to. Most of the advances that have been made are almost unobtainable. I was paying on an instalment the other day - why would I let you keep the loop in 'Zeroth'? I think though, that Acer, if they'd make the ST more user friendly have only succeeded in adding an extra degree of obstruction between the user and the machine. It is like where does you could program in assembler you

LETTER
OF THE
MONTH

are now being forced to program in PACOOL, with all the obscure letters and information having the stop function.

Michael D Ormond
Glasgow

Should an operating system come between you and your computer? The idea behind GEM is one to predominantly on the Apple Macintosh and Lisa - is that pretty simple relatively to operate the machine. Somehow or other you're supposed to grasp the meaning of all those weird icons and symbols. As you can gather, I don't believe it's as simple as this. A WIMP system needs to be learned, just as a command line system such as MS-DOS. Also working on the Mac is quite some time, I believe that a decent WIMP system does make things easier - the management in particular. But I still can't help being annoyed by the silly little pictures and instantly 'furious' of it all.

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know. They seem of a RAM model or another computer which did not run on the same, they needed Spectrum 512 worked like this and that than they gambler ACE could not beat, what is last story. And I hope their wishes come true and they will be successful.

**Max Kenney
Wales**

● Forbes of Arabia

I am a British subject residing in Saudi Arabia and am writing to ask your advice on a matter of complete legality of the CIB 1881 number. At the present I own an ACE and the 1881 number and I wish to buy an Atari 520 ST FM. Can the Atari be used with the 1881 number? (with a suitable read of course). Also I wish to congratulate you on producing a magazine that is, best of the petty arguments over Machine vs Machine that one encounters in many dedicated publications! Every month I receive ACE via free from the UK, after a very thorough read and to read, I pass it on to my colleagues (most of whom are Arabians), whereby they argue over who gets to read it first. For free information, can you offer subscriptions to overseas readers? Alternatively, they have nothing like ACE in the UK, if I am lucky enough to be 'Letter of the Month' can you give the reward to some deserving charity. As I said is that, you can carry on the good work in producing such an excellent magazine. For me, it really is something to look forward to every month.

**Harry Forbes
Dammam, Saudi Arabia**

You can certainly subscribe to ACE!

● Leaderboard

Finally, in reply to B P Lee's letter last month, I have achieved a hole in one on World Class Leaderboard - but only once!

Secondly, why don't you introduce a PIM (Play By Mail) section. I'm sure it would be very popular. Thanks, gentleman

**Col Kirkhamer
Cambridge**

Concerning a letter from B P Lee of Wiltshire in ACE issue 5, if it is impossible to get a hole in one at a leaderboard because the flag hits the hole and doesn't move until the ball has stopped in the green.

**Mark Preston
Bristol**

I reply to B P Lee of Wiltshire question about getting a hole in one on Leaderboard. I have not got a hole in one on Leaderboard, but I've got

from the Green or even from Baulf - but it's going to cost a lot more than it is on the UK. Almost certainly Super costs £27.95, payable in Sterling as for the CIB 1881 number. ST FM up, write that it may be used as any simpler way of doing it. Which isn't to say that it can't be done, more now as that as said as write got some.

● Stocks & shares & videos

I am really and am interested in buying a computer for personal use rather than business purpose.

My main requirements are that it is able to print:

- 1) A portfolio for stocks and shares
 - 2) Text captions on Video files.
- I understand that any of the Amstrats can do (1) but not (2) and that the Amiga can do (2) but not (1).

Can you advise me what computer I should be looking for?

**Arthur Kettle
Brighton**

You're short or less right, you can get portfolio management software for the Amstrats, but nothing that will produce video tapes. The Amiga will do the video, but there doesn't seem to be anything to manage your stocks and shares. The thing to bear in mind is that it's unlikely that there will ever be video editing software for the Amstrats, but it's very likely indeed that someone will bring out a portfolio management program for the Amiga.

● Programming questions

I was wondering if you could help me, I am a 13 year old Amstrad old timer and I'm really into my 128k

side. I've always wanted to learn how to make programs my own games, but I haven't had much luck. I've read all the books I could get hold of about Fortran, the Gaming etc, but as they are explained in such a complicated way, it's impossible to understand them.

I was wondering if you know of any programmers, casual, that would teach me how to make games on my Amstrad 128k for money, I would appreciate it very much, if you could find this out for me.

**Name & address withheld
to spare embarrassment**

We know of no casual programmer aimed at games specifically. Most people who write games professionally are either self-taught or have studied computer science at university. There are evening classes out by local authorities, but these aren't necessarily for what you're looking for. I suggest you try teaching yourself machine code - Amstrad Asdems comes first steps at all good a price at only 50p. If you don't take it first, then perhaps you should try a 128k game program such as Chess for the Commodore 64.

● Easy Cars?

I was wondering how many people find Easy Cars on the Amiga easy? It's quite a good game, but it seems a bit simple, as you can't play 4 games. I was driving the Ferrari no trouble, in fact I wasn't pleased to say I completed it and I put the straight back to the back in the tank (blameless) and then I completed it again on the same game and I could have gone on as a score of 98320/10000000 but it was just getting boring over taking the same old cars with the same old finish. I just gave up and stopped. Thanks gentlemen.

**Roger Phipps
Reading**

● Irish users

I have been an ST user for over 18 months now and I've really hated them in very little support for ST here in Ireland. Instead of getting around and waiting for someone to start up a user group, I have now decided that I will start one myself. I am at the moment compiling a newsletter with the help of a few friends. We also have a list of P12 software between us and we also have made a list of our own main items.

As the name suggests we are looking for Irish ST users interested in joining our group, but we would like to hear from anyone anywhere. It goes without saying we would love any of your readers to send their names and P12 software to us. All data will be returned and we will add a few names of our own.

If you are interested send a SAE, if for UK or Europe an Inter-

national Reply Coupon. You can type this in a piece of cardboard in UK or IR, if you don't desire we cover return postage in return you get a lot of our Diskos and free Newsletter. I would like to thank you for giving us the chance to publish but first group.

**ST Ireland
Mark J. Egan
Johnston, Sea Road
Athlone, Co. Wicklow, Ireland**

We're happy to print your letter to help you get going. If you wish to advertise your assistance and you're established, don't forget the Reader Panels in the Plus Pages.

● Atari 5X?

After reading your letters (page 1) I feel pretty relaxed because I bought my ST the day after H Smith dropped the price to £350, as I named the lady from 1000-1000 on top machine which was everything. It's possible to make a letter/caption ST because the software houses will always write for the basic model ST upwards - they certainly won't produce special letter versions for the few thousand people who will upgrade and might not buy the program.

Once a machine has been successfully upgraded it's best not to purchase the bugs as programmers can write around them. This would save you for years on the Spectrum 486, which went through several hardware versions of having exactly the same ROM (and the same bugs). Consequently every 486 Spectrum has many 486 programs with no problems.

Unfortunately Sinclair then stuck their feet totally in it when they produced the 128k machine, which in theory should have been better than anything to a 486 machine when they added the comparatively useless calculator to the 128k machine. They put the code for it in an unused area of the 128 ROM chip in 48k mode. Many programmers working in assembly mode too had been using that area (all of two P12s) as a jump vector table, and their programs would not work on the 128. Now lots of very professional address uncorrupted the code as a case of the top parity by ROMing it against the ROM, and would not work with the standard ROM.

I don't really want to produce a letter machine, and they should be compatible with the currently superior Amiga. They should also throw in a 50000 sound chip, perhaps 512 colours on the 128k ST or video thing. It's completely unthought-out instead of utilising the software base for it. If Terminal printers an SX P12 key are to keep my ST company.

**Graham Gledhill
Widford**

was wondering if the ST is as good as it is cracked up to be and would it give me value for money? And is it worth buying in my Speccy or is it worth selling?

Ask West Works

Well, the ST is a real nice machine, and you're unlikely to be disappointed with it, but it is a good option to reply after you read it: if you want to play games or get in to graphics, then perhaps you should dump up the extra cash for a colour monitor, or just use your TV set. I don't know if any dealers will take your Speccy out part-exchange for it, if they do, I doubt that you'll get what it's worth, if you're going to get rid of it it's probably better to sell it, especially if you can also offer your software collection.

Deluxe Paint for ST?

I was wondering if you could let me whether any of the Deluxe Paint ranges for the Amiga would be available for the Star ST. Even though there are a few paint programs out for the ST, none of them really match the capability of the Deluxe range.

Matthew Owen London

Debian's Art tells us that there are no plans at present to produce versions of the Deluxe range for the ST. If it were to happen, it would be quite some way in the future.

Back Issues

I am interested in obtaining back copies of your magazine ACE. The requests required are: issues one to six. Please do not know the cost of these magazines and I will send on the money.

If possible I should also like to obtain current and future copies of ACE. Thanking you in anticipation.

Neil Mc Darity Co Cork

For back copies of ACE you should contact our circulation office - the address and phone number are on the Contents pages. The price is £7.50, but fairly - there aren't many copies of the early issues left. If you want to get ACE regularly through the post the best thing to do is take out a subscription see the offer and form on page 68.

Advanced - that head

Please could you give me an explanation on why after six months of testing through 32 screens of Advanced on my Speccy 402 and getting absolutely nowhere on TWT HEAD (The last screen on

Christmas tragedy

"Well, when is my thing? I'm writing to tell you about the most disastrous Christmas Day of all time. It was Christmas Eve and I had just sent a good quarter of an hour setting up my new Amiga. At last it was ready, and after opening the morning mailing the manual I switched it on. In went the Wipe-Disk and I surveyed its functions, before taking a deep sigh and, I took out the Wipe-Disk and reset the computer. Then I tried to start the game, Test Drive which cost me ten Christmas presents and one month's pocket money. "Goshay" I murmured, "or something in that effect, the disc didn't click into place. I had again to go for an hour or two as I guessed the computer discs now could take a fancy to the strip as well as a cassette. If that wasn't the last of it, the disc thoroughly melted in front of the TV.

Came Boxing Day and we tried to phone the company who bought it from, there was no reply. Sunday came and there was still no reply, I was getting worried now and I just couldn't stop thinking the dealer had left the country after selling off faulty computers before Christmas.

I decided to call by once more, so full of hope I filed the computer



out of the box and old in a shop, "Gosh" went the computer "Thank God" I shouted, then proceeded to play on it for the rest of the day. For the Christmas had just begun.

Please tell me why the prize couldn't be accepted and how I could possibly work again just like that.

Anonymous Great Baddow

I sat late with a happy ending - there wasn't a dry eye in the office when I read it out. And just to make sure you stay happy, we're giving you a nice prize. Why are we such nice people?

the original tape, why should it be so easy to get through TWT HEAD on Advanced on the new release (Magniflow) Super, in the original tape a lot of areas come at you from TWT HEAD'S mouth as soon as you get through it. But as soon as you get through to TWT HEAD on Magniflow Super, no more. Could you give me a reason why this is so. So therefore to conclude, a tip for your TWT HEAD Super would be to get Advanced on Magniflow Super TO GET TWT HEAD.

Mike Pava Coburn

We haven't really played the May 7 version of Advanced, so we can't offer any advice. But there must be readers out there who can offer advice.

Outrageous Out Run

Well, we've just received our copy of Out Run for the Spectrum and we're disappointed to find a disappointment that isn't how you'd expect it.

Okay perhaps, there isn't much to be said about the music, given the space limitations, but we can live with that - just stop the music tracks on. But the controls?

This is where a genuinely excellent conversion has miserably failed. The same fault occurred with Lotus Race: the backgrounds were fine and in Out Run the top half of the screen is okay. But when you get down to the mountains,

rockface and the gleaming red Ferrari Testarossa, you encounter these truly BAAAA things and somewhere amongst that chaos is, in the car and the light.

It doesn't have been like this. The use of blue for the road position would have improved appearance tremendously and there is the RED car!

Super Hang On was closer to being on the "right track" - at least there had some colour in it.

So, there is our opinion. The conversion of track would have made a world of difference. This game should be related and corrected. Then it would give the pleasure that games are clearly doing.

Frank & Lee (Frank Layland) Mansfield

We're just to find anyone who's been spotted with Out Run, we're certainly weren't.

Happy destruction

Continuing the discussion on installation of computer games I would like to express my personal view. A few nights ago I was watching a documentary about the Hungryford Milling and removing it myself from Britain it was while playing into The Eagles Nest and happily destroying hundreds of men myself.

I believe that people like me do not enjoy playing a chess set as like this because they are causing death and may get into the Hall of

Fame. I would make no reference to the average game player whether they were shooting humans or human robot tanks.

Although I do not continue the marketing of such violent games, I really cannot see how this can cause such apparent damage to the player's mind.

P.J.B London

Another idealist

I would firstly like to say that I think ACE is very good value at £3.50, considering what it offers. However, there are a few things that could be altered to improve the magazine.

Firstly, considering that you are catering for all computers, don't you think that four in the pages is a bit mean? Secondly, could you make the PRG column in monthly rather than an occasional feature? Thirdly, why don't you do a series of box-tales on public domain software? And finally considering that the magazine is Advanced Computer Entertainment, do you not think that the Reviews Board deserves a two or three page regular slot? It is also worth noting the software, magazines and magazines available to the different computers, as well as the services such as Postal, Microsoft, and the scores of bulletin boards.

I hope that by making these comments I have not demotivated your magazine, or that you will not just throw this letter away, thinking "Oh there's another idiot!"

Julian Coker East Green, London

Julian - we're idealists. To take just one of your suggestions, we plan to do something on the world of commercial soon time.

Christmas cracker

For Christmas I had a Spectrum 128 and I thought that Gibraltar looked like a good game so I bought it. I played it over and over again, and thoroughly enjoyed it. One day it was playing it and something strange happened. I was on screen 45 when my health went up to 10000 and extra just appeared from nowhere - lots of them, not just one. Then I was transported to screen 10. I thought how nice city 64 screen so I was surprised to see this.

I kept on playing and the kept on happening. Before I knew what was happening I was on screen 175, in the middle of a bug in an area that many screens? Please tell me you've read this message? Please tell me your version of what I describe, as I know you do.

Nathan Steiner Erection

We invite readers' comments on the change phenomenon.

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Mike Singleton, programmer extraordinaire, talks to Steve Cooke about Maelstrom Games and chartbusters to come.

INTO THE MAELSTROM

I think it's going to write its text back on you for graphics after this, murmured Mike as I gazed in awe at the 3-dimensional display that sat on top of his ST. I kept quiet, as anyone would, because I was foolishly trying to work out just how anyone could get a machine to do what I was watching at such post-processing speed.

Actually it's easy when you know how, said Mike as the spawning program streamed off into deep space. I felt that's exactly what I'm not going to tell you: who cares about the technology, though, since the game - Whirlogig - should be showing soon on ST remembers that you, Mike, took as it once again, he's going to double the games world by taking an existing format - in this case, the 2D shoot-'em-up - and completely transforming it by adding his own peculiar brand of magic.

It's clear it takes a lot of magic. Some of Maelstrom developed most people's preconceptions of strategy and adventure overnight by introducing hand-crafting and the ability to control bits of different characters within a game. It's considered a divergence that stemmed from own tastes, bringing not a game of stunning complexity, reminiscent with Dark Douglas, but game for Spectrum's knowledgeable quads, and solved the character attribute problem at the same time with the simple but ingenious method of giving each sprite a class outline.

One of Mike's latest creations could be his greatest, though - and it's not even a game. It's his own company, Maelstrom Games Ltd, and together with partners



Mike (like to relax around with the huge ship) and Steve (like to sit at ST) are both busy - but it's Maelstrom's good company. Maelstrom Games Ltd, 100 St Albans Road, Hemel Hempstead, Herts. AL3 7AA is a new ST/STC project with BBC Broadcasters.

Maxwell House and Hugh Battersbury, he's preparing the same even bigger hit in the months to come.

TOWARDS 16 BITS

Games are becoming more and more complex, and Mike often isn't bothered juggling at Whirlogig. It's so large one man and his computer doing all the work, you need a whole team - which is why I wanted to set up Maelstrom. It's now gathered in it, still house in Wharfedale near Liverpool are senior programmers who together take care of coding, graphics, and music. You get some idea of the expertise when Mike, who is his second-rate programmer himself, says that he's not job in it, design. I tell that's where I've

not employed, because there are already a lot of good programmers around.

Clearly both the games under development Whirlogig and Darkblood show the benefits of the approach. Mike and Malcolm are able around it's a case about a few weeks and then both can look on the project sharpening the design deal at the same time advising the programmers. Many other software development houses work in game design produced by non-programmers, which often leads to confusion at the coding stage, but there are no such problems at Maelstrom.

The 16-bit revolution is something Mike has strong views about. First, he says, you've got to look to do more as the machines

Getting the ideas together



The English and partner Malcolm (like photography) in a new game idea.

Malcolm: I come up with an idea, and Michael comes up with artists...

Mike: ...and then we argue about it for weeks. We bounce an awful lot of stuff around here.

Malcolm: You're trying to get your feet special, something that all good games have. All of the really successful games have got a special property, which looks like it's imagination.

Mike: Looking at things from a completely new angle.

Malcolm: Yes, I'm thinking particularly of Air Attack and Sentinel - they were both really strange games...

While this elevated discussion was going on, the two meetings were taking at a virtual of Maelstrom the ST 11 board at and within five for hours, said Mike, who's implemented numerous versions of the old classic, using colour planes and new rules to generate beautiful displays. Also, as TRS is why ST/STC they was a later.

You won't find many companies in Utah putting out quality stuff for the AT and the Amiga at \$2-30. But to make up for that most of the excitement of the new machines stems to "store-it-over" standard for \$2-bit. No one knows how far you can push the thing.

What about the 3F versus the Amiga? The Amiga is a pig to program - the operating system keeps trying to take over what you're doing. The 3F on the other hand is a bit like a 3-bit Spectrum - it's just a base machine with some fancy bits, but with the Amiga you've got to set up the chip, set up that crap... Luckily Mike's preferences aren't quite so struck by the Amiga - Mike

Park in particular really enjoys programming on the Amiga, so no Commodore-owned tool but that their machine is getting a rough deal.

As it is, 3-bit Machines games are still going to appear. There's got a lot of contacts for the 3-bit market," says Mike, so Spectrum and Commodore owners aren't going to be left out in the cold, even though there are going to be a few disadvantages. In some of the 3-bit versions, in Granddaddy, for example, much of the character has had to be left out on the 3-bit, as well as some of the variety in the tools. Shouldn't affect the playability too much, though, so keep your fingers crossed. ■

So you want to be a programmer?

No matter that ACE readers are on the top of the pile when it comes to talent and initiative, as Mike suggested that we let you all know that 3-bit Machines Games are looking for someone to join their programming team. You need to live within travelling distance of Walsley and have some programming experience (either in with a CV to 25a Seaside Road, Walsley, Worsley, LD12 2DA).

For those of you who feel outside that area, Mike has some sound advice if you're planning a career in games programming. "Just get yourself a machine - whichever one you can afford - and start playing about with it," he says, and Maccos points out that "...if you can master BASIC then you can master a low-level language, assembler, or machine code." So there's no need to worry too much about which language you wish to, provided you can get reasonably proficient at it. So grab that manual and get coding - your country needs you!



Mike and David looking at the computer in Mike's office, you wouldn't guess how they've got the light on them.



Mike looking happy for the whole lot of things, one of the things being, as it happens, connected with game design.

ON THE BOIL...

Granddaddy

First out of the primary series could be Granddaddy scheduled for release later this year by Walsley House, Maxine Street, 7th East of Granddaddy, is having a spot of fever in the ancestral home. One of the inmates is breaking off the other guests and your job is to break down the assassin and put the finger on him, before he does the same to you.

Once again, it looks as if Mike's team is going to be able to put a whole new slant on an old game idea. There are elements of Cluedo and Lord of Midnight as you move among the different locations in company with 34 other characters. Digitised faces glimmer at you from the screen, each with many different expressions that change according to mood. Modern but randomised figures glide across the display as you ask questions and issue commands to other characters. Finally, you can make your own situation - but if you get it wrong you move a little higher up the assassin's list.

With so many digitised graphics (and digitised speech is best), Granddaddy has been pretty fussy on memory, which translates a disadvantage on some of the 3-bit versions. Don't fret, however, the programmers have turned a disadvantage into a new game feature - "We've

got a compression system that equates the pictures by up to 18 times, but the best thing is that we can decompress it whatever scale we like in real-time. In practice, there are about 10,000 different scale sizes possible." You can well believe it as you see the figures walking out of the screen towards you, growing in perspective as they move.

Whirligig

From medieval murder mystery to 3D isonic program, Whirligig really show their game face. Whirligig's main asset is its speed and smoothness on screen. The programming techniques allow very complex shapes to be presented on-screen at 30 with the result that you get a geometric space-ship not unlike a screen from Cluedo but very much faster.

Whirligig, although currently running on an AT, shows that the 3-bit market still has a hold on 3-bit programming talent. It was worked out by the graphics routine on the 3-bit system - in fact it was originally conceived as an 8-bit game, but it would obviously look so much better on a 16-bit machine.

Speed isn't this game's only strong point. Although the gameplay is still being worked on, the graphics alone are enough to make you stop

and stare. Mike has managed to introduce a new element into 3D graphics that adds versatility to the texture of the display...but, I'm not allowed to tell you what it is! Whirligig? The feature! At all, quite. It just has to stump up that hair after all, and let you all about it best month.

Delivery dates

Both Granddaddy and Whirligig look like pretty strong chair contenders - but when will we see them? It there's one thing Mike's renowned for, it's missing deadlines. Fans of Star Trek will know that prompt delivery isn't exactly Mike's style, but he's very quick to defend himself. "Yes, I've certainly got something to say about that - most of the games where I've got old Mike's (Simpson) have been singled out for missing deadlines have not been games where I've got old Mike's (Simpson) has been doing the programming. That was the trouble with Star Trek, for example - tell the programming team not to be late at the mode of the project. We've got had to start off again with a fresh team." The same thing happened, apparently, with Star Trekper OK. Mike, we'll let you off the hook...but this time.

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Scarygames fruits made it into home computer and has! The game can handle up to seven players and it's an engaging and really addictive game that's a must for most neighborhoods.

EMS

Rescue! **Am** \$7 (24,000) • **MS** PC \$14.95 • **Macintosh** C\$14.95 • **Amiga** C\$14.95

Rescue's General Medical Simulator is designed to simulate a medical scenario from trauma to a post-operative follow-up. GM is a three-dimensional first-person view of sight diagnosis. The program features a new view in 3D on computer

wearing. The 3D version is available also with the other versions following shortly.

VULCAN

CD-ROM Spectrum £10.95 • **Amiga** £10.95

An elegant, simple and original strategy game. Rather than the Turtian strategy of 1942-3, it huge playing area and an open play-area make the game an improvement over the same culture's earlier work: AirWar and Desert Race. Vulcan is fast, elegant and simple to play, and it will reward whoever should be enjoy it.

SIMULATIONS

Games that put you at the controls. Whether you're flying helicopters or simulating, simulation games can't be beat when it comes to

BOBSLEIGH

Digital Integration • Spectrum £9.95 • **Amiga** £9.95 • **MS** £14.95

Bobsleigh is a racing game with enough strategy involved to add another dimension to a highly competitive and addictive simulation. How you get the timing is on your way into one of the top three positions by the end of the season? Remember, bobsleigh starts from down continuously through Bobsleigh is available for the CD-ROM, it's a game game control via the joystick and Spectrum control with a keyboard not recommended.



CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Electronic Arts • **MS** CD-ROM \$19.95 • **PC** C\$19.95

Chuck Yeager's flight trainer gives the flight simulator genre a step further by including a training system. Chuck will guide the novice through each critical phase of an entire flight and take you as high as you like. Package it will take many hours of instruction from to master all the tricks of the trade.

FLIGHT SIMULATOR 2

Soft-logic • **Am** \$7.95 • **MS** • **Amiga** \$8.95 • **MS** PC C\$14.95

The venerable simulator of flight simulation, Flight Sim is the standard by which all others are judged. Although it isn't a title worth to top of the US charts, it's still a game to get hold of in the UK. It's got from the technology. You're an expert pilot.

GUNSHIP

Microline • **PC** C\$14.95

Excellent graphics, involving simulation and a variety of missions make this one of the better PC games. Playing your 'water around in order to top various goals may not be totally realistic - but if you can stand the politics you should find it a joy.

LEADERBOARD

Rockwell's Gold • Spectrum £9.95 • **MS** C\$19.95 • **MS** C\$14.95 • **Amiga** C\$19.95 • **MS** C\$14.95 • **Am** \$7 (24,000)

If you play top gun gun simulation for your collection, make sure it's Leaderboard. It's fast and snappy about everything else on the playability and realistic status. Easy to get the, with detailed graphics and some sound effects. Once you've mastered the controls on the original version, take 'Teamwork' leaderboard and then 'Teamwork' leaderboard and then 'Teamwork' leaderboard based on real statistics, including 100 hours, and also containing the Greater Country. C&A, a movie (based) by them to do an interesting job.

TOMAHAWK

Digital Integration • Spectrum £10.95 • **Amiga** £10.95 • **MS** C\$14.95 • **Am** \$7 (24,000)

One of the all-time great flight simulators, Tomahawk did not a strong combat edge to it. Flying a US, Italian Apache helicopter in a complex formation, and the game's realistic controls make it a pleasure for the player. Choose one of the three combat missions and you can fly to suit all tactical ground targets, while keeping a weather bar open for enemy aircraft. Landscape buildings and vehicles are all three-dimensional vector graphics.

PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring a long class of strategic thinking, then it's a puzzle game you need.

BONECRUNCHER

Supern Software • **MS** C\$14.95 • **Amiga** £11.95

At first sight this means suggest this appears to be a nothing more than a 3D puzzle game. However, there are a number of highly innovative gameplay features which give Bonecruncher a real edge to it. It can, highly recommended, for those who prefer to solve problems rather than solve them.

BOULDERDASH

Piran Games Corporation • Spectrum £9.95 • **MS** C\$14.95 • **Amiga** £9.95

A game that has everything - instant action, long-term challenge, frantic excitement as the clock ticks down and extremely tricky puzzles. The most intense puzzle levels in the game, digging away walls and boulders to get at them. BoulderDash is a game that offers fun for its seemingly impenetrable walls. Complex, long-term fun. BoulderDash is a game you can't afford to miss in its best presentation.



DEFLECTOR

Brooks-Parsons • Spectrum £10.95 • **MS** C\$19.95 • **MS** C\$14.95 • **Am** \$7 (24,000)

Deflector is the only of the 3D top-down and the 3D puzzle game. The player may be confused about how to move and at the same time, identify a number of calls that are on-screen. As well as that, the game is a puzzle game. The player must use all the skills, but also the ability to solve puzzles and identify blocks if you're to achieve your aim. Once the ball is set, the game will have the same to go, returning to that's fairly obvious.

HEBULUS

Heaven • **MS** CD-ROM £19.95 • **Amiga** £19.95

Guide you to the top of night speed using the 3D of platforms, this and helps that form the style. It's a highly

original game game that takes a few minutes between instruction and addition, added to that in the stars, plus, plus, plus, a good looking, playable winner of a game.

SENTINEL

Frontier • Spectrum £10.95 • **MS** C\$14.95 • **MS** C\$14.95 • **Amiga** £14.95 • **Am** \$7 (24,000)

Stairs and complex strategy game played over the strategic surface of a planet dominated by the Sentinel. Fundamentally you have to build a strategy while trying to stop the Sentinel from attacking your base. It's a game that's a real test of your skills. It's a game that's a real test of your skills. It's a game that's a real test of your skills.

SKULLDIGGERY

Heaven • **Am** \$7 (24,000)

Skuldiggery is that completely addictive the origin on the particular machine. Again, see Skuldiggery, about you're digging for diamonds in Skuldiggery over 100 different courses - with a limited for each course. Skuldiggery scores on playability (each course is a test of your skills) and a choice of playing style and its entertaining two-player option.

SPORE

Bullseye • **MS** £14.95 • **Amiga** £11.95 • **MS** C\$14.95

The winning combination of strategy, tactical thinking and great graphics make Spore a worthy full-time release - what a bargain then to be able to pick it up for £9!

TETRIS

Microline • Spectrum £9.95 • **MS** C\$19.95 • **MS** C\$14.95 • **Amiga** C\$19.95 • **MS** C\$14.95 • **Am** \$7 (24,000) • **Amiga** C\$19.95 • **MS** C\$14.95

A fascinating perennial classic, the Russian puzzle game has become mainstream. It's a game of putting into a ball game. One at a time, shapes fall down into a rectangular playing area. Left to their own devices they'll pile up and if they reach the top of the container, you're no game. The player must be able to guide them down and push them to the right so that doesn't happen. Different variants have proved to be rather variable in their own specific, but the original single rule combination makes them well worth a look whenever you're machine.

THINK!

Frontier • Spectrum £10.95 • **MS** C\$14.95 • **Amiga** £11.95 • **MS** C\$14.95

Originally released by AmigaSoft in UK, this has now available for a number of that's not Frontier. It's a highly addictive game played on a ball game - where you

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the program plays games to give you fast play and your best a winning bet.

STARGLIDER

Rated ★ Spectrum £19.95 ★ C1-1000
★ C1-1000 £17.95 ★ Amiga
★ C1-1000 £17.95 ★ Amiga ST £19.95
★ Amiga C1-1000 ★ Amiga C1-1000

StarGlider is a shoot 'em up action game featuring vector graphics at their very best. The screen is constantly your view through cockpit, you straddle it to steering the wingless, shape of the light forces you have created your horizontal fuselage. Standard laser cannons, but an outstanding game.

SUMMER GAMES

Rated ★ Spectrum £19.95 ★ C1-1000
★ Amiga C1-1000 Summer Games I only ★ Amiga C1-1000

Eye sporting simulation one of top quality but more fun quite captured the playability and style of the original Summer Games series. One is on display can take you in high play, graphics, impressive play, eye sport shooting, swimming, golf, chess - and others - with truly large graphics and smooth action too throughout. Control of your drive can be complex to practice a team member.

SUPER SPRINT

Rated ★ Spectrum £19.95 ★ C1-1000
★ Amiga C1-1000 Spectrum £19.95
★ Amiga C1-1000

One of the better coming conversions currently available. With up to three play on at competing at once, the action is fast and furious and it will take a fairly long time to complete some of the more difficult circuits that appear later in the game.

THRUST

Rated ★ Spectrum £19.95 ★ C1-1000
★ Amiga C1-1000

Tonightly variation controls and a large variety of worlds offering a real 3D look to the absolute max. Flying down through the centers of an enemy-held planet, you have to pick up fuel and destroy hostile gun turrets without crashing into the tunnel walls. Tough enough as it is, but then you've got to make the return journey with a heavy load along

under your own. They mean very little to you.



THUNDERCATS

Rated ★ C1-1000 £14.95 ★ Amiga
★ C1-1000 £14.95 ★ Amiga C1-1000

The game based on the hit TV cartoon/comic book. It's a side-on view similar that just looks gameplay. Each of the game's 14 levels is a straight line from start to finish with a main rule of obstacles to avoid using the only. Graphically impressive and completely playable too.

URIDIUM

Rated ★ Spectrum £19.95 ★ C1-1000
★ C1-1000 £17.95 ★ Amiga C1-1000
★ Amiga C1-1000

The game is a variation of shooting program up. Features destructible and shooting objects while dodging around by large structures. Good realistic sound effects and the smooth looking you have to look at the best and shooters above the opposition. A game not to be missed, especially now that the Amiga version (also packaged with the authors' Paradise)

ZARKH

Rated ★ Spectrum £19.95 ★ Amiga
★ C1-1000 ★ Amiga and Amiga ST versions under development

NOES highest rated game to date. A side view dimensional shooter-up with such graphics precision and intricate shooter gameplay that it becomes an instant classic. Each could do for the franchise what the Super 3D did for the Amiga.

ADVENTURES

Adventure games require less input from the player and give a fast response to input. They are mainly sub-categories, looking for control, graphic dependent locations, and even speech-to-text.

THE BARD'S TALE

Rated ★ Spectrum £19.95 ★ Amiga
★ C1-1000 ★ Amiga ST £19.95 ★ Amiga
★ C1-1000

Build a party of up to six adventurers and only both through the city of death of various monsters and later face other adventures in various forms. Being able to see the real-time a pretty impressive

don't expect to find it made a member of.

BEYOND ZORK

Rated ★ Spectrum £19.95 ★ C1-1000
★ Amiga C1-1000 ★ Amiga C1-1000
★ Amiga C1-1000

It's a game to make it in the role-playing market is a great success.

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SPECIALS

Original works that are simply unobtainable, feature in this section.

ATT

Digital Integration ■ C64 £185.00
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■ Amstrad £185.00 £13.00
Excellent soundtrack (see our site
for an illustration of full version).

DRILLER

Spectrum ■ C64 £14.00 £17.00 ■
Spectrum £14.00 £10.00 ■
Amstrad £14.00 £11.00

This three dimensional masterpiece of exploration and adventure took a year to develop, but the end was worth it. A whole world was created in 64000 words to give the player such a feeling of being there it's unlikely, its hard to distinguish original and copy players. A nice touch in computer wallpaper.

ELITE

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MATCH DAY 2

Cover ■ Spectrum £1.00 £1.00 ■
C64 £1.00 £1.00 ■ Amstrad
£1.00 £1.00

Definitely the football game on many magazine reviewers, great graphics, action and stellar computer graphics. Various opponents and the original make this a must for computer football fans.

QUEZEL

Thames £14 £10 £14

In this impressively challenging game you must have available full thought on

different screens of maps, bonuses and obstacles, all within a set time limit. This simple game turned into a host of added features to make it particularly pleasing, you can carry over unused time to the next screen, for example, and take in the different screens or places in one enter you will. Excellent graphics and playfully absorbing play

SPINDRIZZY

Black Ocean ■ Spectrum £1.00 ■
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Spindizzy still rules when your spinning top can't keep itself upright and control levels against a random time limit. This game highlights a real system of controls, ramps, levers, and humpoles controlled by left hand - and 60 wacky rats. Four sections across the and bridge gaps, but helping them in the right order can be faster than it looks. A few last gasp and a lot of nose twitches, further exploration is the key.

TAU GETU ACADEMY

C64 ■ Spectrum £10.00 ■ C64 £10.00
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Firstly wonderful-looking and it depicts which are both incredibly smart and well put together. The attention to detail is impressive as you set off on his quest missions as a space cadet in Academy you get to design your own space mission (well so can)

WIZBALL

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A puzzling and proper ball game in which you become the wizard and must get 10 cubes the faster contained within an instant an amazing the spectrum and rendering the landscape grey and black. Controlling the wizard is not hard and makes this one of the most playable game to have appeared for a long time.

with a few more imagination.

JEWELS OF DARKNESS

Randomsoft 1 ■ C64 £14.00 ■
Spectrum £14.00 £14.00 ■ Amstrad
£14.00 £13.00 ■ BBC PC £13.00
■ Amiga £14.00 ■ Amiga £14.00
■ Amstrad £14.00

Level 5, Brian's latest adventure game programming family, have put together three of their classic releases, Cultural Adventure, Dungeon Adventure and Adventure Quest on one disk. The games have been updated with graphics and larger resolutions and are a nice mix to this slight shift of identifying that you're back to back.

Launch the fabulous Crystal of Zenith in a game that combines the art and mystery of all of the world's most original software companies with state-of-the-art coding and graphics. Truly only one of our most amazing adventures.

GUILD OF THIEVES

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HARDWARE & SOFTWARE		BUYLINES
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RANDOM ACCESS

Let's face it - reading through all the action-packed colourful features and regulars in ACE is a pretty satisfying experience. But when you go out for a good meal you need that little something extra to round off a wonderful evening - an after-dinner mint, a fine Havana cigar, another helping of jam toly-poly and custard.

That's why we've introduced the brand, spanking new Random Access section, so that once you've read through the magazine you can sit down and DO something. We've got mini-listings, fiendish puzzles, cartoons and a cryptic password to keep you busy, entertained and - if you strike lucky - rewarded. Because there's hundreds of pounds' worth of software to be won on these pages. So dip in and do something about it. NOW!



THE ACE PUZZLE

ENIGMA VARIATIONS

Set by Archie Medes

Puzzles can intrigue, infuriate or even delight - if you crack them. The pleasure of solving the first of ACE's new puzzle series will be enhanced by the knowledge that you stand a chance of winning £25.00 of software if you're first out of the hat.

Some of the earliest mathematical puzzles are 'alphanumeric', in which letters are substituted for digits and

the solver has to discover the original value.
For example: ABCDE + 4 =

EDCBA would have to be the solution (though 21978 + 4 = 21982 in 1988). J.A.H. Hunter produced the first problems of this type which formed logical sentences. Even the apparently incorrect FOUR + FIVE = EIGHT will produce an alphanetic if the digits 4007 + 6291 = 10298 are substituted.

Here's an alphanetic especially designed to confuse ACE readers.

ENIGMA = ACE

If you can solve the ENIGMA, its square root will result in ACE. It

puzzles that isn't likely to present too many problems to readers of ACE. REMEMBER: each letter always stands for the same digit, different letters indicate different digits.

LISSAJ

We've used word search ever put letters in ACE, but since the totally wonderful ACE card database gateway system needed a testing wall, what the heck - here's another one. It doesn't do anything half as useful as tell you you've just won an Amiga, but it does nicely illustrate the absurd difference between versions of Basic and consequently what a bad idea letters are in a magazine (the ACE).

You thought Microsoft had standardized things years ago? Alan Jen? The total lack of a suitable substitute for BASIC

ENIGMA ENTRY FORM

NAME _____

ADDRESS _____

COMPUTER OWNED _____

I think the answer is 1 _____ 2 _____ 3 _____

Please tick the appropriate box. Did you find the puzzle

Too easy?

Too difficult?

About right?

Send your answers to

ENIGMA PUZZLE,
ACE,
4 Queen Street,
Bath, BA1 1BJ

Closing date: April 10th 1988

ACE PRIZE CROSSWORD 1

Set by Maps

The first correct entry drawn from the postbag will win software to the value of £25.00. Closing date for entries is 15th April. Solution and winner in July ACE.

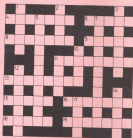
The ACE crossword is cryptic. The answer might be an anagram, or formed from the end of one word (and the beginning of another, or simply another word) hinted at by the clue. Most – but not quite all – of the answers are computer-related.

Down

1. Down way leading mops that with pictures (6)
2. Sustained with pentabor at the turn of axle (4)
3. Plead case it outside – its only a piece of software (7)
4. Appearing again later after one is captured by one of BNA's killer (4, 2)
7. Play a girl partner becomes (abbreviation of Barbara) (5, 6)
10. Down split in game from Origin Systems (4)
11. Come face to face with one, all extra (abbreviation) (4)
12. Play's egg fashionable – game from Microprose (7)
14. Wonder about circle made with pointing device (6)
17. Digital memory featured on the last Commodore (4)

Across

4. (Re)write words reformatting for hardware (7)
8. In one's dreams (6) something original about the operating system (3, 3)
9. First George designed Merlin for the software house (7)
9. Screen from Pirelli (yoke found) (abbreviation) (5)
11. Attractive type of disk (6)
13. The Danish game's on target (3, 3)
14. CD is not to break the code (5)
14. A generally not at foot, right (7)
16. Parly coming title for a PC (6)
18. I'm going the journals to make a mark (7)



CROSSWORD ENTRY FORM

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ADDRESS: _____

COMPUTER OWNED

Please tick the appropriate box.
Did you find this crossword?

Too easy

Too difficult

Just right

Send your answers to:

PRIZE CROSSWORD 1,
ACE, 4 Queen Street,
SOUTH
BA1 1EJ

Closing date April 15th

SAJOU FIGURES

means that ST Basic can't handle the simple picture drawing task. The Atmega meanwhile has no PLOT command or its equivalent, so you'll need to draw a line of any length to get the desired effect. The CGAs got either more of an excuse for its shortcomings – let's face it, the old dear's getting on a bit – but without proper graphics commands not need a very different-looking program to get the job done.

The latest came out L-shaped figures – the shapes made by objects performing simple harmonic motion (pendu-

lums for example) in two dimensions. It shows each shape at random, changing a size and each time you hit a key. It's based on a CPC using from The Amazing Amstrad (contributed by Martin Fairbank, Interlock Publications, £7.95) but all you can imagine we've had to shuffle things around a bit to make it run on the Atmega and Spectrum. Even so, only lines 10 to 50 are common to all three systems, lines 100 to 400 are different on each machine, so allow for variations in Basic and display characteristics.

AMSTRAD LEADS

10. gosub 100
10. I really... (anagram) (5)
15. let a=word\$(p-a) to a
45. let a=word\$(p-a) to a: c=1: gosub 200
50. I'm key... (anagram) (5)
60. let a=...: gosub 100
70. I'm...: then let a=a+1
80. Pa... (anagram) (4)
90. gosub 50

AMSTRAD LINGO

100. randomize time: t=p+4: make t: return
200. gosub 400: plot a: a=a+turn
300. gosub 400: move p: a=a+turn
400. let a=200-100*int(p) to a=200-100*int(p): return

SPECTRUM LEADS

100. randomize t: t=p+4: make t: return
200. gosub 400: plot a: a=a+turn
300. let t=t+40: p=p+gosub 400
310. move p: a=a+turn
400. let a=200-100*int(p) to a=200-100*int(p): return

AMIGA LEADS

100. randomize time: t=p+4: make t: return
200. gosub 400: line (t,4): a=a+turn
300. gosub 400: line (t,4): a=a+turn
400. let p=200-100*int(p) to p=200-100*int(p): return

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Car Ace XXII	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
Car Ace XXIII	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
Car Ace XXIV	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
Car Ace XXV	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
Car Ace XXVI	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
Car Ace XXVII	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
Car Ace XXVIII	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
Car Ace XXIX	04-25	04 4:45	04 4.50	Acoustic Architecture	04-25	04 0:00	04 0.00	King of Kings	04-20	04 0:00	04 0.00
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THE BLITTER END...

Choose your weapons

This is a 44 Magnum, the most powerful hand gun in the world, and the man with his finger on the trigger is Chad East. Like it or not, we're going to plug the forthcoming *Blitter Blaster* into the "action" angle in



Does Mike feel safe? Does he have to blitter?

the photo is fairly clear, and the road is presumably what Mike's car is sitting on. Close examination of Mike's car reveals that it is in fact a

Porsche 911. Close examination of his gun reveals that it isn't loaded—you can see down the chamber—but with acceleration like that he can probably just run people over.

After spotted taking guns for software promotion purposes this month came the usual from Play-Boy, seen here in a break from a tough session of multi-loading. Our heads will notice the 860 'guy' at the right of the picture—rather more powerful than anything they've killed Hodges play with—while the rest of us can ponder the fate of the black guy at the back. Did you spot him in the *Blitter game*? No, neither did we. Wonder why not...

If you're really after major league firepower of course, you'll want a glimpse of *Blitter's*



They're not. Please don't shoot it or people in it.

Proctor. The film features the 7.6mm cartridge, a weapon that makes the guy look absolutely safe. This one could really run the game job in Miami 911, and it does actually appear in the game—but its frequency is surprisingly evenly in the previous video case, so don't get your hopes up (ironically, the previous showed Arnold Schwarzenegger with an all-white service squad. How dare we see the black guy in his squad in the film, what happened to them?)

From the sublime to the ridiculous it's worth checking out these funny old *Blitter* pages. Re-blogging or from the environmental item Fox Strip

Color (see the dig-

itation below Page 2

edition) and

somehow Barry

Had Show got

Conner Russell

for their new app

Vision. Apparently

she gets to attack

the bad guys with

a whip—when she

can't help turning

into a fat, fat, fat.



Don't think we're kidding you!

When we heard about the project a few months ago we thought it was a joke, but apparently not. Fly...

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Are you an honest, reliable person who's over 14 years old? Would you like to earn free magazines and software by making a few visits to your newspapers each month? Obviously many of you would—we've had a terrific response to our advertisement in last month's ACE.

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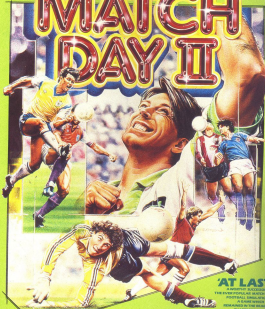
Super Select, super COMS

Somehow deep in the West Midlands, Mark Palmer's playing Xerox. His computers only a Spectrum 68, but that's no obstacle to him: you see, he won the Super Select System in our issue 4 Amstrad competition. The correct answers were: A - Bavia Hat, B - World Darts, C - Xerox, D - Steinsider, but the many of you Mark got C and D the wrong way round because we got the photos muddled up on the competition page. This being a fairly serious bit of COMS, we counted as correct all the replies that had A and B right—and that made well over 10,000! Those of you who didn't win can go out and spend your 50p piece on a Super Select machine: hear you, but Lucy did Mark doesn't have to announce!

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Ashton	112	JOE	110	Selle	116
Asyst/Comms	111	S&M Computers	118	Shukhman	106
Asyst	110	SGC	106	Silva/Mop	103
Asyst Computer Shop	110	Spice	98	Spartan Video	98
Asyst/Desk	110	Light Speed	111	Stevens	110
Asyst	110	Multi-Choice	111	Talagames	110
Companent	95	Masterboard	10	Tape	103
CP/14	77	Magazine	112	Turntable	100, 101
Electronics Arts	11, 10	Microphone	4, 19, 81	US/Board	10, 10, 81, 11, 19, 81
Emulem	114	Microspice	100	Video Kraft	10, 11
Emulem	114	Miles	118	Virgin	108
Emulem	114	Miracast	23, 48, 49	Video Computing	108
Emulem	114	Olson	100, 100, 11, 19, 81	Worldwide	103
Emulem	114				

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