

ACE

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THE ULTIMATE GAMES MAGAZINE

ADVANCED COMPUTER ENTERTAINMENT

SAHARAN EMPIRE ATTACKS!

FLAMES OF FREEDOM IGNITE

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THE COLOUR OF MONEY

Software Scams Mean Wild
Open!

DEVELOPERS INTERROGATED

- *Demigod*
- *Gremlin*
- *Archangel*



Get the Thunderbox Treatment!

COIN-OP BREAKTHROUGH!

Shining Developments in the Arcade

25-PAGE REVIEWS AND PREVIEWS SPECIAL INCLUDING: CHUCK ROCK, NAVY SEALS, SECRET WEAPONS OF THE LUFTWAFFE, COLBITZ, WARLOCK, SUPER MONACO GP, MUDD, TURRICAN 2, MICKEY MOUSE, EXILE, + MANY MORE



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Actual Reality
Exclusive

PLUS:

6 Pages of
Games and
Tech News

40 Pages of
Hard Pink
Information



SPARKS ON

WARPC



Your mission is to seek out and destroy the drug pits of the NE 26 CORRIDOR. You'll have to outwit his enormous army of body guards... gangs of characterless patients in thread coats, the killer brain with the build of a dinosaur and the breath of a drug fiend, packs of vicious canine snappers, the psychotic clown with an evil sense of humor - you'll die, but not laughing! Then there's the gas-squirting radiator jack - a cool specimen, whose hanging on the floor mat, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving gas trailing behind. It's not all bad!... You've got a chopper to back you up, a repair, utility street machine, some heavy metal hardware and some pretty cool music. And what about the drug pit...



RoboCop 2

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Roke, face a stream of deadly Roke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME. ROBOCOP 2 IS THE PRIME DIRECTIVE.

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TOTAL E



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OF GENIUS

AL RECALL

How long have you tried to figure out your true identity - your crime is not a journey of self-discovery, it's a journey of self-destruction. Through a series of mind-bending puzzles and a cutting edge of technology, you'll be able to identify yourself and a cutting edge of technology that will change the way you play. This is the most exciting game of the year's top movie, the 1990s... a nightmare journey to the 21st Century.



MURDER - Special Criminal Investigation - continuing where **CRIME** left off. Your mission is to track down, chase and apprehend dangerous criminals. It's **CRIME** - explosive power sends you hurtling through various levels - hold the line or plough the field! It's **CRIME** - the criminals wield some heavy hardware - but so do you! You can shoot, but you must dodge their fire... heavy gunfire, trucks unloading their cargo onto your street... it's the most intense pursuit game to hit the micro scene. The extra features will leave you gasping for extended play - weather changes, background sounds, grime and biting bikes, gun choppers... just play it... we dare



THE FUTURE



THE FUTURE



No time for ballistics' around!... no time to shoot the brasses... in fact you've hardly set your feet down in the mighty B.S.S.R. and it's all action. You slip up your latest and most formidable ballistics poppin' piece... but now that Deuce Bomb has just multiplied!!! You the world is the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the Deuce goes your way!



OCEAN GROUP
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Tel: (818) 706-1000

"Say not the struggle naught
available,
The labour and the wounds are
vain,
The weary limbs not,
nor
talents,
as things have been, things
HEALED."

with a huge range, consisting of an inspired
to
ramp and extend garden in Section 2.



THE SIMS: Electronic Arts



THE SIMS: Electronic Arts



THE SIMS: Electronic Arts

reviews

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

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Following in the footsteps of Rise of the Dragon, Shrek 2 Home features the CD treatment on page 77.

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MONEY, MONEY, MONEY

Money may well be falling in a rich man's world, but in the depression-ridden UK's, the thought of living someone else's game is anything but amusing. At ACE, we decided that it was time a thorough investigation into the workings and workings of the software business was conducted. So, for the first time, you can see the figures, read the quotes and make up your own mind about the price of the games you play. Just who is taking the lion's share of the profits here for the parabolic programmed \$500 of the UK's entertainment?

Watch the entire gritty story on page 33.



The hottest game released this year getting the ACE seal of a regular issue. Just who is taking the lion's share?

Viewing the Star Wars™ 3D Data Book through the 3D viewer video adapter. Featuring graphics acceleration graphics and audio compression. See: Microsoft Ltd. (02022)

ACES HIGH!

Various elements of the ACE team have been darting around all over the country this month in order to report on the latest gaming events. We've interrogated three of the top coding houses in Britain to bring exclusive details of their new games. We've also interviewed top flight industry heavyweights on the fiscal side of the games business. The Tricks 'n' Tactics section makes a welcome return this month. And of course, we've got all the games reviews you could possibly wish for. *Melvinator 2*, *Levinings*, *Super Monsters*, *Mary Jane*, *Secret Weapons of the Luftwaffe*. And many more! We've also got a brand new Games News section, a beginners guide to CD jargon and a report from Apollo Communications on their amazing Actual Reality machine. And all on brand new high-quality paper!



NEW NEWS

What's going on in the world of computers? What's the latest in CD-ROM? The Tech News pages will provide updates, analysis and an amount of editorial commentary which will ensure you're up to date on the software scene. [Full details on page 7](#)

Intelligence about breakthrough is subject to review in the form of press announcements and our most interesting material is presented on page 16.



COVER STORY

Star Wars™'s *FORCE UNLEASHED* is an incredible game. It features many, many different modes of transport, probably infinitely variable character personalities and abilities, play-germ driven AI, neural generated (and) military strategy as a grand scale. Read on below this epic from the new feature *Intelligence* and *Force of Melvinator* on page 46.

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Data East, producer of coin-op gems such as *Rodeop*, *Real Quater* vs *Dragon King* and *Kung Fu Master* have signed a deal with super-chip manufacturer Intel. With DVI technology being the most advanced image-handling gear around, the future of coin-ops is a-changing.
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- 89 **PINK PAGES**
Bargains, bargains bargained! Plus the Backmarker, Public domain and hardware directory. No PP, no comment.

ACE

FISTS OF FURY



EDITION 2

...the ultimate compilation!

DYNAMITE DUX



When little Lucy is taken by the terrible MORDOR for her two friends BEN and PINK, will you get angry? When they land a punch MORDOR has one standing.

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SHINOBI



SHINOBI FRENCH, orientated in the Ninja best-selling, Search for advanced techniques and elegant of maneuvering through with flows from left, top and bottom dark. Classic Ninja victory battle!

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THE NINJA



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DOUBLE DRAGON



THE Double Dragon, Billy and Jimmy, used to saving the daughter of Marwan — and might never be able to bring her back to life if they can't penetrate the secret lair of the Mad King.

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Wristwatch Video

• Price of the first color wristwatch camera has been dropped to \$99 for a standard model. It still costs \$139 for the California Games model. Also has also introduced the release of color laser video cassette lighter power adapter (\$199), wireless (\$199), kit cost (\$149) and pouch (\$199).

In a few years you could be wearing a wristwatch videophone like fictional detective Dick Tracy thanks to two researchers at the University of Edinburgh in Scotland. Professor Peter Dewyer and Dr David Rennie have constructed a video camera on a chip with lenses no bigger than a match-head.

The possibilities of this item2 chip are beyond imaginative boundaries... vision lens, 425-video camera, "micro" camcorder, miniature light-wave goggles, domestic security device (alarm verification, human recognition, "smart" movement detection, event recording, disaster relief, babysitters, biometric verification systems (fingerprint, faces, signatures), electronic voice, desktop publishing, schools, videophones, etc.

"This new technology promises to revolutionize existing video applications and enables a range of new products in consumer and commercial markets that have been previously unapproachable," says VSI Video Limited (VSL), the company set-up to manage the development and commercialization of this remarkable gem. Surely, the Data can still call it



The silicon wafer on which currently microchips are fabricated will carry with it a camera lens, sensor and the recording light source program. Photo: L. P. J.

Rocket Sales Soar

Filed in by rockets has apparently soared since the recent Iraq SCUD attacks on Israel and Saudi Arabia and the subsequent exploits of America's Patriot "SCUD-buster" air-defense missile.

"Model rocketry has become one of America's fastest growing educational, scientific and fun activities," says Estes Industries, a principal model missile manufacturer.

"The basic model rocket, which may vary in length from about four inches to over six feet, consists of a nose cone, body tube, fins, launch lug, recovery system and engine. The rocketeer uses a pre-manufactured solid propellant engine which is electrically ignited. Over 250 million model rockets are produced each year. The rockets are safe and fun to use."

Rockets range from stunted to the art to the sublime. Estes Comanche II, a three-stage model, reaches altitudes of over 2000 feet and

spends as up to 400mph. The Eggpress carries an egg to 500 feet and back again, while Jetstream plunges into Earth during its flight. The Jetstream 118 aerial camera with Delta II launch vehicle shoots one black-and-white 110 photo per flight. A 1,500th second shutter is activated at apogee just prior to parachute deployment. Regulations limit the weight of the rocket to 455 grams at launch.

"The use of live specimens such as flies, grasshoppers or earthworms, presents an opportunity for studying the effects of acceleration," says Estes lab wares. "Teles do not launch mice, gerbils and other rodents as the tremendous acceleration and g forces of model rocket flight could be very frightening and harmful to them."

Write to Estes Industries, Fenwick, Colorado 81240. Use for more info.

Entertain Your Brain

Socratic Educational Video Systems from Vtech Electronics turns your TV into a "learning and fun center" for children aged five and up.

Over 100 activities are built into the main unit including reading, spelling, arithmetic games and music. The Socratic character guides children through 80 programs including six levels of math, five levels of word problems, four musical activities and three word games. Socrates also incorporates the Superpainter drawing ability.

The basic Socrates unit costs \$99.99 and can be expanded with video cartridges such as Facts 'n' Fun Facts (an introduction to fractions, mixed numbers and decimals), Around the World (an adventure in world geography), Super Science and History (Huygens, Van Cartridge and Missus System).





Japanese video-games company. Despite the Nintendo Game Boy Advance logo and logo from its leading parent the Super Nintendo CP offer competition from the Android Game Commission. The software has been awarded after the educational effort caused it younger players to be each other in video games. Despite apparently doing it best without permission to use the Nintendo logo.



Take Away TV

Look out couch potatoes. Soon there will be no escape from watching the television or video. Hit opens in the field. Hitachi has launched the world's first multysystem portable TV and VCR.

The Lapwatch combines a 9-inch colour LCD screen, television tuner allowing you to select up to 20 channels, and full-sized multi-system VCR that plays VHS cassettes of any format. The machine is compatible with PAL, NTSC and SECAM European, American and Far Eastern television systems. It even includes special magnetic shielding for clearer reception.

Hitachi diverts the dock as a "creative fusion of advanced technology". The Japanese electronics is also waiting on HDTV, mega-memory to chips, microcomputers and evolving cars. All these are 21st century toys. The Lapwatch can be yours today for only £1,299.99!

"This newcomer will make your video commuters envious when you watch TV on your train journey to and from the office. You can really go places together. To the ends of the Earth, if you wish," asserts Hitachi. The company is also keen about the battery life of this monster machine. Nevertheless, Lapwatch certainly beats a portable phone in portability.

Singa-Longa-Silicon

Konami, the embroiling amateur singing crowd from Japan, is about to invade British homes thanks to The Singing Machine Company in Millisboro.

Konami-00303.com, now promote My Way in the comfort of their very own bedrooms before doing a gig of their local wine bar. The Video Karaoke Mixer quickly and simply converts home hi-fi, television and video recorder equipment into a fully fledged video-karaoke system.

The "Karaoke Commission M" costs £125 and comes with video mixer, microphones, video-karaoke mixer, software and connector. A number of computers are already showing an interest in video-karaoke software including Thom DMI producing one-hour long tapes for £19.99.

The Singing Machine Company hopes to sell the deck through multiple electronic outlets.

"Just pop a video tape into your video cassette recorder and you'll create hours of fun and laughter for all the family. A sure way of making your party a roaring success," sings the Konami firm, "simply by linking the Video Karaoke Mixer to your existing home stereo/video/television equipment. Select one of the specially recorded tapes (all the best vocals have been carefully) and place it in your video cassette recorder. Within seconds your entire family or party are immersed in a great night's entertainment, singing along to a video with super-imposed lyrics which change colour as the song progresses."

For further details phone The Singing Machine Company on 081 349 1890. Don't forget to tell them you heard it in A.C.T. first.

BattleTechnology

In an update to the exclusive ACE feature back in late 1998, we can reveal that over 50,000 customers have visited the Chicago BattleTech Centre since it opened in August last year.

"The idea behind the BattleTech Centre is to bring the sort of movie magic made popular by Star Wars to a place where consumers will actually participate in a futuristic world," says the creator ESP Interactive Entertainment.

For 50 (limited) or 95 (unlimited) players buy a 25-minute "gaming experience" plus an unlimited stay in the observation area.

The hands-on experience is split between a 10-minute "Get Ready" section for training and strategy, then a 15-minute go-it the cockpit. Here you take control of a 30-foot robot and battle against other people while three IBM PC proprietary computers with 32MB of memory feed you with 200 on-screen three-dimensional rendered objects, 10 million colour pixels and spatial sound effects.

Jordan Weisman, designer of the BattleTech Centre, told ACE that he expects another four to five sites to open around America this year, plus a further ten in 2002. A London-based BattleTech Centre is also on the cards and three Japanese companies are interested in bringing the idea over to the Far East. The first Japanese BattleTech Centre will probably open in Tokyo during the winter.

Weisman and his colleagues are now developing new hardware and software for use in future BattleTech Centres. These state of the art systems will have five times the speed and four times the resolution of the current version. ESP is also developing new games to play in them. Starline War will be the first, followed by Starquake. "It will take six months to prepare graphics and gameplay," explains Weisman. First assessed, ACE will keep you in the picture.

Come Together

Two of the world's biggest electronics entertainment companies have joined forces to work on a new audio-visual device. Sony is supplying Nintendo with an add-on CD-ROM drive for the Super Famicom console.

The official word is a new Sony-Nintendo CD format, but insiders believe this to be a little more than a clever sales pitch for a standard 600MB CD-ROM drive without any extra frills. Still, the unit to be called an ACE, just mirrors Sony and Nintendo will put out the chips and plaster the device with both the MM to act as a buffer for pulling graphics off a compact disc. Unless they add a significant amount of extra RAM, the CD drive will add high quality audio to games but will not enable the system to fully use CD technology. Over to you, gaffer!

In the meantime, rumours suggest the price of the CD-ROM drive will be just under ¥1,000,000 (around £1,000). Nintendo says the new deck will attract both serious software titles and bigger budget games. Before you get too excited, don't forget the original Super Famicom console isn't even officially available in the country yet.





From top to bottom: interactive toys and games; the 1991 Toy Fair; a collection of electronic toys; and the British Toy Fair.



Playpower 1991

These are toys of man's desiring...or so the British Toy Fair would have us believe. But Steve Cooke came away from the playpen distinctly unimpressed...



What with all the revolutions going on in the chip world, you'd expect a few surprises from today's toy manufacturers. After all, it's years since ex-Alien boss Mr CDTR Nolan Bushnell founded Perotex — a range of interactive coffees that use ROM-driven mechanics to mimic the behaviour of some very dumb animals, or since Frank Liscous took over the Hasbrohouse to close off their latest range of home robots, or since Teddy Ruxpin, an ever-powered the earth and a host of interactive, computer-controlled 'fenders' that would go forth and multiply forever.

Then... Back to reality. Here in 1990, the secret of Sindy's real success is still a source of excited hitherings in dark corners. Barbie's Wonder's taking Teddy Ruxpin has undergone a redesign—due to excessive returned that effectively removed all interactivity, and the classic Barbie Doll has got to a new age of entertainment as to have her clothes designed by the same team of designers that designed the Mattel Powerline.

In fact, the 1990 Toy Fair was a wildly disappointing event for anyone interested in new technology. Sure, there were more electronic gizmos on show than ever before, but these were almost all either Nintendo consoles, Sega consoles, or small plastic boxes with even smaller LCD screens, astronomical amounts of gimmicks, and the biggest name the manufacturers could find to plug all over the case.

Yes, consoles and LCD games are in. Originally, invention, risk, excitement — these are all totally out. For as long as the recession lasts, toys, it seems, are going to remain strictly for kids — who haven't been educated enough to know what they're missing. The only good news is that when we tried to visit Britain in the States to do a comparison feature on their development, they refused us permission to visit due to 'recort property' which will be ready around 1992.

Of course, we'll all be far too old for this sort of thing by then, won't we?

As things have progressed, electronic toys for adults are becoming a more and more important part of the market. Originally these were for home computer systems in the workplace — which was used to get the best results in the shops for £2000.

Chess machines have been developing rapidly in the last few years and are now proving tough competitors for humans, especially in the field of '80's chess where you have limited time for each move. Myriad's games are mostly programmed by a club from the Netherlands by the name of Richard Lang. The Myriad Lyon recently smashed world 80's Champion Wilfried 1st 4-2, 5-5, 6-2. Their latest models use plug in modules so you can upgrade from an old machine to a sleek 64000 based system at the touch of a button. Also pictured here is Chessator, whose tactic is to run your computer on by engaging you in side battles about his and those in a fashion (synthesised) voice...



HeadStart is a board game that is designed to help children learn to read and write. It features a board with letters and words, and a set of cards with pictures and words. The game is played by taking turns to draw cards and place them on the board.

Back at home, the electronic toys... (text is partially obscured and difficult to read)



My Pal Slog is a board game that is designed to help children learn to read and write. It features a board with letters and words, and a set of cards with pictures and words. The game is played by taking turns to draw cards and place them on the board.

As things have progressed, electronic toys for adults are becoming a more and more important part of the market. Originally these were for home computer systems in the workplace — which was used to get the best results in the shops for £2000.

NEWS GAMES NEWS GAMES

Cyberspace

• If you're not yet into this, you can't consider computer science hard but a former fan club chair, Kentucky Fried Chicken is planning to shorten its name to initials-and change its menu to an effort to attract health-conscious customers. Soon you'll be able to look into yellow, beefed and baked poultry. The herbs and spices you'll still stay the same but will be low-fat. Colonel Sanders must be turning in his grave.

The Space (San Francisco) 2040. "The city is at war with itself. Heavy weapons, throughout the grimy streets, bedrooms, basements, and the virtual computer matrix of Cyberspace. For some, victory is an intriguing goal in a war game struggle. For others, it's just survival." Electronic Arts International has licensed the cult Cyberspace sci-fi role-playing book from ICE and is currently sketching out some ideas for a computer game. "Cyberspace is a complete role-playing game set in the latest, high-tech Earth of 2040 AD," says ICE, "where illegal operations metastasize and flow with Space's street warriors. Muscle-gutted punks and justice-motivated idealists from the gutters to the Mega Media Stars and Cyberspace Mercenaries—a conflict beyond the boundaries of Good and Evil. From the desecrated, polluted sites to the surreal beauty of Earth's global computer matrix, this is the world of cyberspace." ICE is developing the computer RPG; has hopes to incorporate elements of Dungeon Master, Ultima and Sleeping Gods. ICE will bring you the full story in the coming months.



Sonic the Hedgehog

After game was everybody playing at the printer CEO in Las Vegas last month? "Sonic the Hedgehog is the world's first super hero leaping," Sega reveals. "Spread to the name of the game and Sonic is the world's fastest ever video game character in a horizontal-scrolling game. He slips over land and sea, rapping with insects and ghouls in a dizzying pace. For something totally different, help Sonic fight his way through a maze that rotates 360°." Sounds good, eh? Ready for release in a couple of months on the Megadrive.



Sonic the Hedgehog is a truly amazing character. Software Art game releases soon.

After game offers three unique play modes including a team mode unique to Sega machines.



Alien Storm

Alien monsters are taking over the world! In the forthcoming Sega coin-op conversion from US Gold, Alien Storm is a two-player action game where you must fight your way through the city from two different perspectives including a three-dimensional "into the screen" view. You're equipped with ray guns, flamethrowers and more. Watch out—some can transform into even more vicious alien mega-monsters. The three screen characters (Bomb, Bomb and Busted) are operating a rotating stand and some evil invaders appear, the fire then assume the role of world famous Wanderers. Utilizing powerful weapons they launch an all-out offensive against the invading aliens.

Each of the three unique levels has various potent armaments and special assault tactics. Three persons can play simultaneously in the original arcade game. "Swapping" on the screen balls, chests or any other item can be destroyed, a feature that you'll find all the wonders in removing them," confides Sega. Alien Storm is out in a few months on Megadrive. Taurus is handling the computer conversions for US Gold which are set for a June launch.



G-LOC

They said it was impossible but look! US Gold is converting the Sega sports-intensive sensation of G-Loc into handle-home micros. Sega describes G-Loc (Race of Champions in G-Force) as "a super-real 3D simulation game". Fly your "Duke" Mi G Segue Wing Carrier Fighter through skies filled with hordes of hostile aircraft. Blast 'em to bits with Deuces by missiles or Vulcan cannons. Catch the enemy plane in your HUD and lock-on when the circular sight envelops it. See missiles blast a trail of destructors. Churn your enemy with full throttle or afterburner. Move from inside the cockpit and even out to a behind-you-plate outside view. Battles can run in three worlds: Beginner (training course for the novice), Medium (after training practice go into actual battles) and Expert (all killed players can engage in aerial dogfights).

"We have combined ultra-realism, super-real speed and super-overall performance in a product of sophisticated graphic technology," explains Sega. "A new level of graphic expression brings you thrilling scenes that make the thrill you're never 'over' before." Software-developer Images is in charge of coding this concept into your computer. G-Loc will appear on all major 8-bit and 16-bit machines in October.

The Duke looking a might bit out of control in a simulation of air racing. Illustration by Tom Wood.



Arnold Schwarzenegger in the role that made him famous. In costume, he's getting ready to destroy a... by Wolfgang Puck. Illustration by...



Terminator

Out of the ranks of nuclear fire the likes of James Arnold Schwarzenegger returns to his best movie role to date the sunrise in Terminator II Judgment Day. He plays a merciless cyborg assassin sent from the future to kill Sarah Connor and her son, a prospective rebel leader. The Carnatic Pictures' attraction sequel has been directed by James Cameron, the producer responsible for the original Terminator, Aliens II and The Abyss sports movies. The Terminator feels no pity. No pain. No fear. You can catch the brilliant T2 trailer today by watching the Total Recall video. Action! \$1.99 in producing the MSX and, possibly, the Super Famicom games of Terminator II: Judgment Day. There is in charge of the computer conversions. All games are scheduled for release in time for Christmas.

Mario Andretti

Finally not a Super Mario Bros spring game. Follow the career of one of the greatest racing drivers of all time. Work up through six professional racing circuits. Start in the dirt but rings with Sprint-Cars, then Modifieds, Stock-Cars, Sports Prototypes, Formula One and Championship Cars. Animated tracks show many world-famous courses before racing. Pvalize against the pack. Includes Instant Replay Feature. Six cars, six cars, behind cars, infield cars, track cars and street cars. Programmed by Detective Software Inc. Creators of the original first class from Accolade and 4D Sports Driving to Mediaset, published by Electronic Arts. "Mario Andretti's Racing Challenge is not only a game of fast driving, strategy is important in managing resources and gaining sponsors," declares EA. Out later this month on the PC for \$29.99. Mario Andretti supports all major graphic and sound boards.



World Class Leader Board is a great way to play a game of golf on your home. Available in the original and enhanced form. World Class Leader Board is a great way to play a game of golf on your home.

World Class Leader Board

It's about time Sega Master System owners had the chance to play a divert round of golf. World Class Leader Board from US Gold and Accolade features four challenging 18-hole courses: St. Andrews, Doral Country Club, Cypress Creek and the specially designed Gaudin Country Club. Up to four players can compete, three difficulty levels and driving range/pulling/teeing practice ranges. "World Class Leader Board will undoubtedly prove to be the most exciting golf simulation available for the Sega Master System," affirms US Gold. Out in July.



Paperboy

This paper round sequel will be Mediaset's premier Super Famicom title, following to the successful Amiga version and set for a Christmas release. No other details are currently available except the game is also being converted over to the Amiga, NES, PC, Gameboy, Spectrum, C64 and Amstrad CPC.

Lemmings II

Details of this staged little creature are out their way courtesy of Progress. Keep an eye out for seminars, booklets and course operations. The original Lemmings game will also be appearing this year on the Super Famicom, MegaDrive, Gameboy, NES and PC Engine. A coin-op version will be available in September and a movie company has expressed an interest in licensing the Lemming characters.





Proflight

Enthusiasts about its first simulation though not wanting to be accused of cobbling it on the Gulf Crisis, Hisoft (better known for writing assemblies and PACMAN) is releasing a Corsair flight simulator on the Amiga. According to Hisoft, Proflight seems to create a new standard of accuracy and fluidity in the simulator market. "Proflight puts you in charge of one of the most advanced military aircraft of our time," offers Hisoft. "Based on extremely accurate flight equations which map the behavior of this complex fighter very closely, Proflight is not only a realistic simulator, but is also simple, and fun, to fly."

The sim comes with a comprehensive 150-page single-bound manual and has the unusual option to switch between solid 3D- or wire-frame objects to optimize the display rate to 34 frames per second. Both the Amiga and ST versions of Proflight cost \$39.95. Hisoft is already planning extra missions and scenery disks, but a demo's checklist is cut at the question. "We don't want to play on the Gulf War," says David Link, boss of Hisoft. "We're looking into doing other aircraft simulations or a multi-jet product." More details from Hisoft on 0325 718181.



Robocod

Hot on the heels of James Bond - Secret Agent, comes the latest word in low entertainment. Further high jinks on the high seas and puzzling prime directives from Millennium and programmer-come-graphic artist Chris Lovell. Amiga and ST game coming later in the year.

Slave To The Rhythm

Betty Blue, the current pop sensation with girly/dorito looks and attitude, is providing the music for the forthcoming Magic Masters game (see page 52 for full preview from the Bemp Brothers and Renegade Software). The track will probably be a remix of One Of The O's which could be reworked as a single. Moo Moo, a fan of video games, is currently recording her second album in Los Angeles, California.



Die Hard 2

Granddaddy has risen out of the ashes to bring us the computer and console cut of the Bruce Willis action movie.

Future Wars II

More 'cinematic' role-playing adventures from French software house Delphine and British distributor US Gold. Out on the Amiga, PC and ST in late summer.

Fantasia

First there was Mickey Mouse's platform-capers in the Castle of Blasts. Now break out with Fantasia on the Megadrive. "Fantasia exuberantly captures your attention with totally unforgettable scenes from dancing mushrooms and sugar plum fairies, to swarthy brooms challenging the Sorcerer's Apprentice," states Segas. "Stellar graphics and gameplay. The ultimate Disney fantasy game. A guaranteed hit for all ages."

Captain Planet

Our best environmentally aware comic superhero is dedicated to rescuing the planet from toxic waste, stopping hunters killing endangered species and preserving the South American rain forests. He always takes the attempt of arch-villain Verminous Skammer to put into the planet. Captain Planet and the Planetars is a select group of helpful teenagers from America, Japan and Russia who use the natural forces of Mother Earth like Wind, Fire and Water rather than nuclear ray guns or CFC hot sprays.

Greenpeace would be proud. Captain Planet is no Green he has a green and coloured hair!

The fashionable American TV cartoon series, made by Ted Turner's Atlanta-based company (or CNN parent), features the voices of Whoopi Goldberg, Jeff Goldblum and Sting. It is due to be shown on TV and free next month. Microcap has picked up the computer and console rights and expects to have the game ready for release in the autumn. Stay tuned for the full story in the next issue of ACE.



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A BOY AND HIS BLO



WEIRD NAME? CHECK
OUT THE GAME!!

Letters

AFTER SALES SERVICE

I am writing to share with my fellow readers my experience with the best after-sale service anyone can expect from a software house. Some time ago I bought *Kick Off 2* from a software shop here in France. When I opened the package, I found that the game and the manuals were all in French.

I was surprised because I thought all games produced in the UK would have instructions in English. At first I thought of only replacing the manual, because operating the game is pretty straightforward. I sent a letter to Asco asking if it was possible to send my French manual to replace it with an English one. About ten days later I received, to my delight, a letter from Asco which contained an English manual without any request of payment, or even sending my French manual.

During the time that their letter took to reach me, I had visited a friend of mine who had a version of *Kick Off 2* that he had bought in the UK. I noticed that my version was missing some features, such as tactic changing etc. I decided to test Asco's customer service with another letter asking if it was possible to place my disk with another one which had all the features.

Days later I received a reply from Asco instructing me to return my disk. It was only another week before I received a new version of the game from Asco.

I don't think that UK Software houses had

after sales service I formed this opinion after trying to return a faulty *Bubble Bobble* disk. I hope that other software houses follow this fine example.

Arnaud Jerssem
St Julien en Genevois
France

After sales support seems to be getting a whole lot better in the UK. But I'm sure there are plenty of readers with truly grisly after-sales experiences. Is come the letters... As for your French manual, that's 1992 for you.

SOUNDS FAMILIAR?

Does this sound familiar?

Month 1:

You read a news announcement that Microsoft are working on a new game, to be called *ThunderSwords* (for the sake of argument which will submit anything yet seen in the genre. You think "mm... sounds interesting".

Month 2:

Reviews of *ThunderSwords* start appearing - it's really special. You think, "I must look out for that when it comes out"

Month 3:

Reviews of *ThunderSwords* start appearing and the game scores high marks all round. You rush down to the shop to buy it - but it's not available.

Month 4:

You keep checking the local shop for *ThunderSwords*, but it's not available.

Month 5:

You go into the shop and there it is on the shelf - *ThunderSwords*! Unfortunately, it's only available for a machine that you haven't got. It doesn't matter what machine it is - this always happens and it evidently some variant of God's Law.

Month 6:

Nothing happens

Month 7:

Magazines start publishing tips and cheats for *ThunderSwords*. Unfortunately, you still can't get it.

Month 8:

Finally - you go into the shop and there it is, on your machine, at last. You pick it up and say to yourself "Ah, *ThunderSwords* - that was the game I was so interested in 26 months ago. What a shame there's still no sign of *Clay of Doom* that got such good reviews last month". *ThunderSwords* goes back onto the shelf.

I don't think this is atypical, and sometimes the process takes more than eight months. How much money are the software houses losing on this account? Quite a lot, I should think. Now, if only they kept every new project a secret until it was actually ready for release on all formats, so the rave reviews could be followed by instant sales, they could not only stave off disappointment for the punters, but increase their profits quite handsly. But will they ever learn?

Roger Mullan
Edinburgh

SILENT, INVINCIBLE, INVISIBLE . . .

PUTTING THE RECORD STRAIGHT

We would like to thank ACE for this right to complain about the statements made in an ACE article (Issue 41 February) about EPIC which portrayed Digital Image Design and myself in particular as arrogant, pretentious software developers. In a recorded interview about EPIC and F29 Retaliator PC, I was asked by a respected ACE journalist the boring old question, "Who do you think has the bestest 3D code?"

"Oh no, not again", I sighed, "This is all we ever hear, working on 3D games. Look, I'll tell you what; let's get everybody who thinks they may have the bestest 3D, including Digital Image Design and look us in a mirror, sneaky snooty imagine wild west poker games. We'll all throw a grand dinner and see who wins..." I quitted the snoring scenario: Konewright!

So we believed the story finished. But some weeks later we opened the February ACE and read in horror:

Read super confident Konewright's challenge: "Beat my routine and win £1,000!" This was never said!

From now on we're going to be a lot more careful about our titles! As you can imagine, we are annoyed as we have been involuntarily misrepresented over a sarcasm comment which has been blown out of all proportion. Articles like this can damage our image and effectively alienate ourselves from other software developers. We have already received lots of criticism about this article, so we have decided to put the record straight.

Martin Konewright and Phil Allgoop,
Directors of Digital Image Design
Cheshire

Sorry that you didn't like the features. The compromise was intended to impress upon readers the quality of the 3D routines included in Epic, the faith that DID have in their product and also as a strong pull into the article for the readers. Apologies for any embarrassment caused.

VIRTUAL RESPONSE

Having read the letter you published "Virtual Curse" in your March issue, I feel I must respond to what Peter Green as to say and echo your own responses.

TWO PLAYERS OR NOT TWO PLAYERS?

What is it I feel so great about multiplayer games? Even games where you can't affect you partner (e.g. Bubble Bobble) are still a lot more enjoyable when played with a friend, but what exactly makes Bubble Bobble so enjoyable? It's certainly not the graphics or sound, so is it the fact that you have a friend with you and you are cooperating with them?

Some people say that they prefer the thrill of pitting themselves against the computer. To them a computer is a way of escaping from the real world for a while, but for me, a game should be able to support two players. Most of the time this shouldn't be too hard, so why don't more players give us two-player games?

David Pearce
Southampton



Interesting thoughts David. While it's simple to include a player one/ player two option in virtually every game, simply enabling two people to play one after another, producing a decent two-player simultaneous game is another matter. Recently the appeal of playing against human opponents has been explored with games like *Hard Drive 2*, allowing two machines to be linked together and played at the same time, although quite who can be bothered to cart their computer round to a friend's house is uncertain. Most games, however, simply aren't appropriate for two-player fun, it doesn't make financial sense for software to produce a true two-player game; one actually requiring two people to run it, since no-one without a permanently available second body would buy it. Why?

What people must realize is that once the ability and knowledge is available to create a particular kind of solution to a specific scientific or technological problem, be it for a genuine need or for the achievement of a goal laid down by the technologists themselves, there is nothing that can be done to limit the pursuit of this objective. At present the race to perfect a practical and cost effective virtual reality system is a prime example of this.

I am by no means condemning this type of research. I myself am a self confessed "techophile" as William Gibson put it and I am positive that I am not alone in this. The success of your excellent magazine shows that many of us are seduced by the lure of technology. What I am trying to put across is that even if someone had asked Apple whether it investing in the atom bomb was such a good idea he would have, quite rightly, replied "I don't, somebody else will".

The same applies to research and development of weapons systems at places such as Marconi and Plessey today. Ask these people the same question and you will get the same reply. These are obviously extreme examples but I think that they highlight the fact that the total user technological solution is quite unobtainable, for good or for bad, and I for one look forward to the day when I will be able to "jack it" and some, if not all of my wildest dreams will come true.

Keep up the good work

Ned Thomson
M. Humberwick

I'm not entirely sure about your Dopamine analogy, but I think I get the picture. It's sure Peter Green doesn't view 3D with the same desperation as the unveiling of a gloriously new weapons system, but perhaps others do.!

SIM GALAXY?

Why don't Illiac, the makers of *Sim City*, make a *Sim Galaxy*. This could have a number of features including: comets, meteorites, planets being destroyed by comets or aliens, stars going supernova, astronauts being sent into space, evolution on planet and world wars.

It could also have a galaxy designer in which you design your own planets, their size, gravity, whether or not it has atmosphere or life, their orbits, the elements on the planets and type of life.

James R Corbett
Scottish

P.S. I have a Spectrum +3

A few ideas. Personally I think that people will have enough on their plates with *Sim Earth* at the moment, but a *Galaxy Sim* for sounds great to us, and what better machine to run it on?

PC POWER

I remember reading in ACE that the best home entertainment set up is a computer such as an Amiga and some form of console. I disagree. I think a modern fast PC makes both redundant. Consider the following points:

1. Most games are available in PC Format.
2. The sound quality achieved with a sound card such as the AGL is easily puts Amigas and consoles to shame, and Sound cards are now widely supported.
3. With VGA, the graphics quality easily surpasses Amigas and consoles. Contrary to ACE's Pink Pages, a modern VGA PC can display up to 256 colours at a time from a palette of over 260,000. And many PCs can do that with resolutions up to 1024 x 768. Although there are no hardware sprites, the sheer processing speed more than compensates.
4. Nearly all PC software may be installed onto a hard disk or RAM disk and most VGA PCs these days are sold with hard disks as standard. This means that the games may use huge amounts of data and loading time takes a small fraction of a second. Who needs cartridges?
5. When new standards appear such as the new ultra-fast VGA graphics with 65536 colours on screen at huge resolutions, you simply sell your old VGA card and buy the new one. Most add-ons, like extra disk drives etc, fit neatly inside so you don't have a desk covered in spaghetti.
6. Competition in the PC market is ruthless. This means hard disks, extra memory etc are very cheap compared to the Amiga equivalents. PC prices are dropping all the time and the quality of the machines is constantly improving.

Christian Leo
Tyne & Wear

PCs surpassing both console and computer? I doubt it. Swift PCs are now staff and crunch numbers better than anything, but there is no hardware tinkery to support 1 sprites, parallax backgrounds etc. This makes them excellent for data intensive games or those using 3D polygon graphics, but poor for arcade-style ramps. When was the last time you saw a decent shoot-'em-up (other than Wing Commander) on the PC? Or still think you require both a console and a computer to enjoy the ultimate games experience. Perhaps your ultra-PC should fit into the equation instead of an Amiga.?

THAT'S ENOUGH CD, ED?

If I read about CD-ROM, CDTV, CD+ or any more time in ACE I think I'll scream! Now don't me wrong, I'm sure there's a very good reason for all the excitement and the hype, but I can't see it. Okay, so you get mega-amounts of storage space and (reasonably) fast access, but that seems to be about it. Am I missing something? I think not.

Isn't it about time ACE jumped off the mythical CD wagon and concentrated on games and hardware available now?

Darren Williams
Essex

What do you mean 'mythical'? CD technology is here, now, and being used by several computer and console manufacturers (NEC and Fujitsu are two who immediately spring to mind). Agreed, CD isn't exactly widespread at the moment, but that day is coming. Why? Take a look 'Laser Lessons' starting on page 71 for the full reasons as to why we're behind CD, and why you should be too.

TIP-TASTIC, MATE!

Thanks for the 'Tricks n' Tactics' supplement given away with ACE, issue 42. I really enjoyed it - it was full of colour and useful information. Personally, I prefer general gaming tips hints to hacking cheats or complete solutions. I can't see the point of playing a game if you're going to fiddle it. It's definitely the best freebie ACE has given away in a long, long time (except perhaps for the wonderful little Gameboy booklet). How about another one in the near future?

Brian Killiner
Dumfries

Glad you liked it! Being the democratic organisation ACE is, the possibility of another tips supplement is in your hands, readers. On pages 29-40 there's a special ACE questionnaire where you've got the opportunity to tell us exactly where we're going wrong (and right) - Soften the blow a bit, we'll post and win yourself some super-duper software into the bargain.

PREDATOR 2™



... HE'LL BE IN TOWN SOON WITH A FEW DAYS TO KILL



Images Beyond Imagination

The digital dreams of a California company will soon make the simulated sports arena radiantly lit by bringing a new breed of cinematic computer disc concepts to the market. Data East has announced the next generation of video games will have DV1 (Digital Video Interactive) technology enabling film-quality animation from CD-ROM.

Based in San Jose, the crafty corporation has signed exclusive rights to develop a new generation of arcade games based on Intel's advanced DV1 technology. Using Intel's DV1/250-video processor, Data East will produce graphically sophisticated computerized video games with animated imagery that approaches film-quality. The first DV1 games are expected to reach arcades by the end of summer and will be priced competitively with existing video games.

"Our DV1 games will revolutionize and redefine the arcade video game marketplace," says Joseph Keenan, president of Data East USA, Inc. "In the first line, arcade games will have graphics with the intensity, depth and realism of film animation. Players will have the sensation of being inside the game as never before."

DV1 makes possible the high-performance storage and retrieval of large blocks of animated graphics on CD-ROM media. Using Intel's 7500 video processor, and its own proprietary hardware and software, Data East has designed a system that quickly and cleanly sends millions-amounts of graphical information to the screen, thus creating animated images with smooth, movie-like motion and definition. Data East has already demonstrated a prototype helicopter action game called Thunderstorm.

"Over the past few years, arcade video games

have lost some of the technological edge over home entertainment systems," believes Keenan. "DV1 technology returns that advantage to us, and makes immediately available a highly advanced multimedia computer technology that will be found in arcade systems long before its entry into the home marketplace."

Keenan plans to supply the DV1 hardware and software development tools to thirty-two game designers interested in producing DV1 video games. Data East is also looking into a video platform utilizing CD-based music, video and DV1 technology.

GAMES WITHOUT FRONTIERS

InteRactive Video Games is the newly developed game system that applies Intel's DV1 technology to a Data East customized CD-ROM drive. Games that can be made with DV1 include titles using real life images... Mad Dog two games using actual pictures, golf and driving games using footage from real servers, baseball games using video of pitchers and batters from baseball matches, poker and fortune telling machines using reality video and quiz games based on questions using authentic pictures.

DV1 video processors, multi-megabyte memories, film-like images, CD-quality audio. Rik Haynes leads you through the next generation of arcade video games...

Games that require images too hard or impossible to obtain through filming could use animation with the latest in computer graphics. You can expect shooting games with outer-space and battle themes to have photorealistic images.

And why stop at ordinary games? Imagine surrogate travel for the "underclass" - (E) will take you a visit to backstreets Bangkok, the Amazon rainforest or the outer moons of Saturn. Chairman Intel says, "DV1 technology will allow the traveler to experience 360° panoramic views of locales complete with ambient sounds, views, inside hotel rooms, visits to restaurants to review menus, and translated history of the local history and site attractions." Since DV1 uses digital image processing, future developments will make new special effects possible. Games involving screen reduction, expansion, rotation. Games requiring 90° panoramic shots. Quick-30 games. Games with variable image resolution scan speed.

"We have yet to find out how far we can expand the applications based on the processing capabilities of the DV1 chip," says Data East. DV1 comes with a JAMMA connector so it can be fitted into existing cabinet cabinets.

CD-ROMs are the best way to store and use multimedia information. They're not only better than tape, but they're also better than hard disks, which are limited by their access times.

Whether you're a student or a professional, CD-ROMs are the best way to store and use multimedia information. They're not only better than tape, but they're also better than hard disks, which are limited by their access times. CD-ROMs are the best way to store and use multimedia information. They're not only better than tape, but they're also better than hard disks, which are limited by their access times.



CD now

If you still think that CD-ROM is a dream of the future, think again - CD games will be hitting the shops in force this Christmas and the hardware will be cheaper than ever before. What will Santa be playing with this year?

Sadly, CD's budding, not all too soon. Sierra are announcing their computer version of CD-ROM and a special app will be for PC owners and users. We'll allow forecasts to follow. Sierra's Data Drive is lined up for launch before Christmas at a price of around £250 with a computer compatible CD-ROM and a follow-up software houses are now fully embarked on development programs that should yield software by the autumn - sooner where CDTV is involved. There's also the added fact that you're looking at a CD-ROM game on your mac, but with eight-year-olds, that really is any better than the games we're getting, and that it is, why?

Despite early optimism about the potential of CD-ROM for games, the industry is now beginning to realize that simply having so much data storage to play with is going to indicate the future of computer entertainment. CD-ROM's Star Trek Holmes is a good example...

HALFWAY HOUSE

CD-ROM were the company originally responsible for developing the new adventure format, first seen in games like *Popo's* and *The Unlimited*. They stole the show at CES recently with *Star Trek Holmes*, *Commander Decker*, developed on CD-ROM for the NEC Turbo duo systems, and out on the CDTV later this year.

Star Trek Holmes is interesting because CD-ROM enabled that, while we can't have full-screen, full-motion video yet, we can still have partial-screen full-motion video. In other words, the

close data rate here (see our article on pages 71-72) offered by CD-ROM is still fast enough to use under a portion of the display in real-time using digitized graphics, more if it can't manage the whole screen.

The effect when you're watching *Star Trek* is pretty impressive - while the main game is driven traditionally by icons, the graphics and/or occasionally bursts into life with stunning animation. And it's not just the pics, but incoherent matter - CD-ROM have made full use of CD-ROM's audio facilities to deliver speech, music, and sound effects.

NEC reckon that *Star Trek* is the first title that differentiates compact disk games from standard chip-based software and, presumably, from floppy titles too.

"Up until now," claims NEC's Lee West, VP of Home Entertainment, "CD titles have featured great sound and graphics, but they have not given the consumer a significantly different experience from the standard games. *Star Trek* will be the first in a line of new CD-based home entertainment software that will make the player feel like he's participating in a movie."

BYRONOMAS

While other companies are developing their graphics animation and audio skills, Pegasus are applying rigorous scientific programming techniques to squeezing the best out of CD-ROM's performance. The result, demonstrated behind closed doors at CES in January, was so impressive that developers queued up at the UK firm's hold table to catch a glimpse.





The Castle features a detailed, fantasy-style landscape and a complex plot involving 100 characters. It's the longest text-based adventure yet made in a way to avoid the usual genre's pitfalls.

Ultimate Quest features a sophisticated story. Although a sequel to the 1985 original, the basic storyline is completely new. The story was developed by the original author, and the plot is more complex than other text-based adventures. It's the longest CD-ROM text-based adventure ever published for the console.

Ultimate Quest includes some features not offered by the original and several CD-ROM features that are not in the original. It's a great, new adventure.

SHOOTER SHOCK

Ultimate Quest is a professional-quality, text-based adventure. It's the longest text-based adventure ever made in a way to avoid the usual genre's pitfalls. It's the longest text-based adventure ever published for the console.

Ultimate Quest includes some features not offered by the original and several CD-ROM features that are not in the original. It's a great, new adventure.



Progress, quite sensibly, are keeping more about this for the time being, but we can predict you a major ACI inclusion on their work in the very near future. However, we can reveal that the company's work uses a combination of facilities and components to generate some stunning displays. This is the other side of the amazing CD technology, where the potential of the new medium is actually forcing companies to develop ever greater programming expertise. So some of the games will be playing this Christmas will have their fundamental console fans craving for more.

TIGER MEDIA

The Californian company are typical of a third level of CD developer: those who simply take existing graphical data and use the mass storage and improved sound of CD to deliver a better product. We've already covered *The Case of the Castaway Cowboy* in ACE (Issue 121) - a graphic adventure situated in a luxury setting in the 1930s.



"Big title," says Pioneer Laser's Bobbie, "is 100 times larger in data and graphic capacity than any other title ever produced for any format. There are three hours of CD audio, more than 700 originally drawn colour pictures, and 200K of program code."

The other point about CD-ROM, which is especially apparent in Tiger Media's case, is that many software are perfect development systems that are platform independent - in other words, an application developed for one CD machine can, with relatively little modification, run on another. Apart from the CDTV, Conder has already been released on FM Towns, and versions are under consideration for CDA, CD-ROM XA and other systems.

The Christmas, then, the games you play on your CD-ROM PC will almost certainly be available for the CDTV as well as other CD machines.

BRAVE NEW GAMES

Not only are there going to be CD games featuring improved animation, improved programming, and broader scenarios, but there will also be games that explore alternative game styles. ACI readers have already been introduced to the Cosmic Sango concept, where you explore a game scene to without any particular objective other than to be amused. CD-ROM offers huge potential for this style of program, as Sango is already demonstrating with their CD-ROM version of *Mother Goose*.

This children's title takes the basic Sango concept and adds puzzles and songs to make a

very refreshing gaming experience. The idea is to explore a fairy tale environment, and controlling characters from various players, and performing certain tasks for them (e.g. finding Jack and Jill's path). Success results in the singing of the nursery rhyme involved, and the lyrics pointing up 'variable style' at the same time.

This probably sounds rather ghastly to some of you - and, come to think of it, the American culture seems AME rather hard to stomach - but don't be misled. The actual experience of playing the game is very impressive and gives a powerful indication of how good CD software can be.

CD AMONG THINGS

In the end, however, it's not just the games that's going to make CD so important to all of us. It's the fact that the same title plastic discs hold music, video, and data that makes them so promising. Imagine how much more widespread gaming would be if CD-ROMS had a floppy disk and a MIDI in their sitting room - well, that's how it's going to be in the not so distant future as CD technology spreads out from the UK and links up to HDTV, your interactive CD player, and your portable Sony Data Discman.

In fact, the latter will be telling this year at around £250, and although it will not be CD-ROM compatible, the company claim that a version which you can hook up to a computer will follow. With Sony and the music developing a CD console together from year 1997, CD really is on the move...

CRUISE FOR A CORPSE

(And a free holiday!)

French software house Delphine have enjoyed recent success with games like Future Wars and Operation Stealth. Now, in order to announce their newest release, Cruise for a Corpse, UK Bazaar US Gold is offering lucky ACE readers the chance to win an amazing free holiday in the Med.

Simply answer the questions shown here, fill out the coupon with your name and address etc, and mail it to: Cruise Competition, ACE Magazine, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



The Games of Delphine

Future Wars

Future Wars takes place in the 43rd century. Earth is under attack from an alien race. Until now the formidable SDI system has kept the enemy attacks at bay. But now, the Russian green men have hit upon a plan to travel back in time and sabotage the SDI system as it is being built.

The game starts at the present day when you stumble upon a secret message which will set you off on your adventure.

Throughout the game you have to visit the Middle Ages, Prehistoric times and, of course, the distant future.

Using the Cinematic operating system, designed by Delphine's own Paul Culbert, Future Wars offers an extremely friendly user interface, allowing virtually all of the action in the game to be controlled using point and click methods.

Being unapologetic awards based overseas game of the Year for example, Future Wars was the title that made Delphine's name.



Operation Stealth

Operation Stealth enjoyed similar success on the PC and Amiga. You play special agent John Galtier, on a top secret mission to foil the evil doings perpetrated by an enemy superpower. Again, the control method and character interaction was recognised as first rate.



Cruise For A Corpse

Cruise for a Corpse promises to be the best Delphine game yet, with further twists and turns being added to the control method and the storyline undergoing even more analysis. Set in the 1920's, the game takes place on board a yacht owned by shipping magnate Felix Hariboutzas. You play intrepid Rascal Dussanier, who's been invited by Felix to join him on a dream cruise in the Mediterranean.

Upon boarding the yacht, though, Rascal is informed of a murder - but where is the body?

Again, presented in easy-to-use mouse driven format, Cruise for a Corpse looks like being another success for Delphine!





Questions

- 1) Agatha Christie's famous detective Poirot was from which country?
- 2) Name Mickey Spillane's wise-cracking detective.
- 3) In which author's books does Inspector Wexford appear?

THE PRIZE

And so, onto the prize. US Gold and AGC are pleased to be able to offer the winner (and a friend) a holiday in the Medion area to the value of £500. You will be able to choose where you go, where you stay and for how long. It's all up to you. There are 100 runners up prizes of copies of *A Crime for A Corpse* for Agatha, SF and PG owners.

NAME:

ADDRESS:

1)

2)

3)

If I win a runner's up prize, I'd like Cruise for a Corpse on the computer.

RULES

All entries must reach us by the 30th April 1995. No employees of US Gold, Ensign or Delphine are eligible for entry. The Editor's decision is final and, aside from arranging the holiday for the 1st prize winner, no correspondence will be entered into. Entry to this contest signifies understanding and acceptance of these rules.

THE 4D BOXING COUPON

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ACE 43

Sent to:

Tom Blackletter
Mediavac International
Priority House
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Manning Park
Victoria Industrial Estate
Burgess Hill
West Sussex
BN11 9WQ

Mediavac's 4D Sports Boxing is possibly one of the finest sports simulations around. In fact, Mediavac are so confident that one look at the game will persuade you to buy it, they're offering you a free demo. All you need to do is clip the coupon and mail it to the address shown below.

Within a couple of weeks you will receive a mailing demo of the game, highlighting all the key features and, of course, packed with thrilling boxing action.

THE GAME:

4D Boxing is a polygon driven simulation of the pugilistic art crafted by the same design team behind 4D Sports Driving, 3D1. They're also working on a 4D Tennis simulation at the moment and have made a name for themselves as possibly the best Mediavac programmers in the business. The latest breaks

and changes to Boxing have made the animation even smoother than before, with extra frames being added giving boxer's body more movement.

FEATURES:

Boxing is loaded with more features than you can imagine. Some of the most interesting are:

- Create your own boxer! You choose his height, weight, colour, name and initial power, stamina and speed ratings.
- Fight any from a range of forty computer controlled boxers, or play against a friend.
- Stunning 3D graphics and infinitely variable camera angles.
- Fight exhibition matches (against anyone) or embark on a career with the aim of becoming World Champion.
- Realistic training programme before a big fight allowing you to

improve the weaker aspects of your boxer's skills.

Boxing is a 3D/2D action title, with both 3D and 2D viewing modes, sound and high speed. You can watch the fight from overhead and side views, or from inside the ring.

NOTE:

This offer is only valid for 4D Boxing. Mediavac's 4D Sports Driving 3D1 is also available for £29.99. Mediavac's 4D Sports Driving 3D1 is also available for £29.99. Mediavac's 4D Sports Driving 3D1 is also available for £29.99. Mediavac's 4D Sports Driving 3D1 is also available for £29.99.

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'Nam is the result of four years extensive research by Matthew Stibbe, the author of the highly acclaimed Imperium

"This is incredibly accurate... (and) definitely rates as one of the best strategies in years!" *—* *Amiga* *Forces* **90%**

Programmed and designed by Matthew Stibbe
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is undeniably a lot of money. So when you shell out for the very latest in computer entertainment, the money ensuring the production of innovative and new games or just greasing the pockets of fat cat businessmen? Gary Whitta and Gary Liddon lift the lid off the rough and tumble world of software publishing to see just who gets your cash.

MAKING IT HAPPEN

It's all very well dividing bags of fat, man, and effort to developing the game of the century, but it's all a bit pointless if the punters don't buy anything about it. Enter one of the more complex, expensive - and crucial - factors in the key to software success - marketing.

Marketing is in fact a very tricky business, as because there are so many things that go into the marketing of a game, it's an expense on top. Out of the 25 per cent that the developer will earn from a game, for the average game, around 27 per cent goes on marketing.

The concept of marketing, and what it does, is very simple. It's all about informing the public about the upcoming product, making it hot and, as a result, making the interested punters want to buy it. The actual business of making that happen, however, is considerably more complex.

Advertising has always been the most popular way of getting the message across. On average, around one third of a typical computer magazine is made up of advertising, with a single color page selling for anything up to £1500. For more elaborate ads, such as the three-page entries games used to push themselves last year, the prices start to look like telephone numbers. Although not very long used, this may seem like an awful lot of money, so let's see just how the computer magazines measure up against some other famous products.

YEAR	PRODUCTION	SALES AND PROFIT
1980 (est.)	20,000	\$100K
1981	50,000	\$1.5M
1982	100,000	\$1.5M
1983 (est.)	400,000	\$5.0M
1984	1,000,000	\$15.0M
1985 (est.)	2,500,000	\$70.0M

But when advertising does the job to an extent, it's the other half of the typical computer magazine that the software companies are really depended on - editorial. But of course while a company can rent and use all it likes about its own press, getting a magazine to do the same thing isn't quite so easy - they do have to be editorial, after all. But at least good editorial, while less consistently enthusiastic than the ads, is free. Is it?

Software houses want good reviews - and they're prepared to pay for it by not talking about large companies staffed full of good editors paying hands or anything as sinister as that. But anything a software house can do to fill a columnist's opinion, however slightly, in favor of a game, is surely worth a few extra quid. Press notices, posters, signs at events, tapes, demos, press and design, correspondence... if all adds up, and it all comes out of the marketing budget.

And let's not forget the product itself, of course. Few software designers manually do data reduction - they all hope to hook good and hot users the right way, or the client's off. And when it's all over there's a cashed-in check in the mailbox or the way game, with things like 10,000, point-of-life material or cheap, low-costed hardware, pocket PCs, and any other little sales gimmicks the software house can think of.

PRODUCTION

Reproduction of a 16-bit disk costs around \$140. For a typical alternate duplication of around 50,000 the costs 12% allowing for bulk discounts etc. Even after you've paid the programmer, fixed the bug, and moved and saved the program, it's still a case of looking out right up into the hot sun. Into this figure, manual design \$2.5k, low production and registration cost, need be added.

POINTS OF VIEW

The game executive will long-tossing industry veteran Andrew Wright demand (asked what his favorite product is) the only way forward if the world of computer entertainment is to continue to be successful. "It would be a very sad industry if we don't believe in original products," he says. "If the thing don't make sense, or don't give pleasure," that surely is most product to advise all the way away of. "But occasionally," says Wright. "Look at something like Pac-Man. With original product you can succeed if not by average companies like Nintendo and so on - with a licensed product you can't do that."

But what about all those poor programmers, publishers, or the games themselves? Well, he like to read some of these programmers, because they certainly don't get off too far by now. Wright marks. "A programmer should always go to a

buyer with any contract that he is offered - a lot of them just sign it without reading it properly."

Does Wright feel that developers should be paid more or less? Well, he thinks that the development companies should be paid less, but the individual programmers that work for them should be paid more. But for now? Well, he'd get the balance just about right.

Tony Bookbain from Image Plus, says that obviously original product is more speculative than his and usually loses out. So why do original products? "If you have a winner like Pac-Man, the rewards for both publisher and programmer can be far greater. It cost 200,000 which has got to make it one of the biggest-selling things ever."

Even so, the idea that the publishers got at the end is much larger than

THE BOTTOM LINE

Some ideas that suggest the software world has people who'd rather not have their names mentioned.

"Half of the profit is made from all of your product. It's like betting on horses, some come in winners and they pay for bets that don't."

Major Retail Product Manager

"When an investment made by at least 20% otherwise you might as well just stick in into stocks and bonds. If you stick in £100,000 in your name at least five years back" Director of a government software house.

"The whole thing is just an elaborate. If the distributor and retailers aren't so greedy, and don't cut the profit a large profit margin like that the end users would buy games in greater quantities. And if you cut off some of the profit margins they do they're not in a position to sell you. They just do it because everybody else does." Formerly Independent Software House Executive

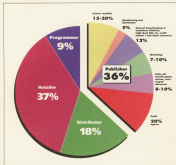
"There's a lot of creative as to what you're going to program."

But that fits the programmer's coffee, so a bit that? Well, he do take a big risk, you've got to remember that. It's all a matter of other riding regularly sales for the low-cost programming house, which means that if they make a success he'll be certainly be looking for the next. So as a programmer you must risk very thoughtfully the client you get a better rate?

OVERALL FIGURES

How do you look at how your favorite products sell? Well, on an average-selling computer game on the S1 and Amiga. Obviously the average "average-selling" is a bit on the vague side of average, and it's very hard to get software publishers to commit to any figure. On the record it's another matter and a good job that a few small software publisher started figures of around 50,000 combined units for the S1 and Amiga. We took the royalty rate for the programmer to be around the 20% mark, though that figure has been doubted by a number of software authors. >>>





PROGRAMMER SCRAPONES POUNCE SMOKE BOMBERS

Despite the archetypal glambroxy image generally associated with computer programming, for the sake and life of games, creators willing could be further from the fruit. Of the \$25 that you take for the latest top game, on average about only 7% of that revenue will end up in the programmer's pocket.

Even so, if the game is a big hit that still sounds like quite a nice bit of income. But speak to any programmer or development house, and they'll certainly tell you otherwise.

"In what's right? We asked Peter Molyneux, leading light at top development house Bullfrog if he thought programmers got a fair deal.

"No they don't. They are, after all, the ones that are creating the product. The average programmer deal is more like eight per cent. The best deal I know of in the whole world ever is a programmer who is getting 22 per cent."

Despite his belief that programmers, on the whole, get a raw deal, Molyneux thinks that it's still possible for developers to be successful—even though it is unlikely. And even some of the most successful development houses are having to survive on a slender budget. "Most full of the money we earn has to go straight back in to developing our next game. The other half goes into general housekeeping—paying the bills, rent and so on. I can't tell you off the top of my head how much it costs to run Bullfrog for a month, but it isn't cheap."

In an ideal world, Molyneux would like to see programmers getting a 20% royalty deal as standard—and he believes that day may not be too far off as the developers themselves become more professional in their approach. "They are beginning to realize it that you're only as good as your last success," he adds.

The story isn't all that very much different for Graffiti and Andrew Braybrook, one of their senior coders, certainly across many of Peter Molyneux's sentiments. As software developers paid a fair proportion of the revenue generated by the games they write.

"Of course not. On the whole there are two sorts of deal that we get involved in, conversions and original titles. Conversions usually work with the publisher providing all your development costs up front but with no royalties, those deals bring in regular money but you can't get very rich doing that. Original products take a lot longer to do and the advances tend to be a pay for the product's development and you have to wait for the royalties to come in to pay for the game's development. In both cases late payments cause an awful lot of trouble."

So it seems that what you're saying is that despite the rewards for original product being, in greater, you're pushed into doing conversion work just to keep your cash flowing and the powerball wolf from the door?

"Yes, you're paying on milestones and the amount of time spent designing original product is very hard to put that down as a milestone payment. For original product you need a lot of time on R&D research and development and trying out things that don't work and publishers seem very unwilling to fund this stage of development. They won't see something on screen, and sometimes seems to show very little vision. It's very difficult and because of that we have to do conversions to fund the development time on an original product."

"We've got the people here at the office and those are regular obligations to us here to have to regular income, if someone's working at home there's very little overhead and they can work from the ops and down a lot more."

When the money goes. The breakdown of the revenue split shows that the publisher takes the largest share of the revenue, followed by the distributor and the wholesaler and importer.

So why not take the initiative CORE have and branch into the publishing side of things yourself?

"Well, we're looking very closely at what Redwood are doing because that offers a chance for software developers to get one step nearer to publishing their own material. The deal they're offering sounds very reasonable but for that we need some capital. At the moment it's best that we try and build up some revenue."

There are a few however who have managed to earn a tidy sum from producing original software, the most successful probably being the Cambridge-based team of Dave Braden and Ian Bell who are rumored to have received around a million pounds in revenue generated by their computer clock file. Even so, many feel that those days are long gone and the future is a bleak and desolate place for those wishing to develop innovative products on 15-bit computers.

POINTS OF VIEW: CORE DESIGN

Senior development firm Core Design, the team behind a string of successful projects for other companies like Rick Dangerous, Dynamite Dan and Impassionate, last year shocked the entire software world by going into business as a stand alone software publisher. Unlike many other prospective publishers that fade into obscurity, Core actually did very well for itself, with its first game Corporation going straight to the top of the charts. Bearing this in mind, we assumed that they must be doing something right and had a chat with top man Jeremy Smith.

"So why this going into business then? Was it really that bad as a developer? That at all, we were seeing it in a bad way still running with our nose. No, we just wanted to broaden our experience. Of course there's more money in it, but that's only true if you get it right."

How Core employs its own team of full-time in-house programmers who get what by all accounts seems to be a very good deal. "We as development people are paid a good regular salary, and on top of that they get monthly bonuses and royalties," explains Smith. So is Core making more now than it was as a developer? "Erm... not yet, but it will be soon. We're not driving around in Ferraris or anything like that yet."

THE VERDICT

So in the end, just where does your money actually go? In the UK. When all of the pounds, shillings and pence are added up it seems that the only people really laughing are the retailers. That's Smith, Boots and dozens of independent software shops littering the labyrinth.

Perhaps predictably, no one individual, neither Psychochasing programmer or running-out specialist software store ends up with all your cash. From the initial cash-rich boom of the mid-eighties, the software biz has calmed down into sensible, everyday business. Perhaps not quite the brain-melting money pit which software would have us imagine, but equally it's not the apocalyptic money-spinning profit the game fever often fears.

Winner!

Mindscape's incredible portfolio of computer games goes from strength to strength. The accolades heaped on *Captive* justify its position as 'Overall Game of the Year 1997' and 'Adventure Game of the Year 1997' - both voted by the UK Computer Game Industry.

Captive has achieved true cult status by going on to win the Tilt Drive in France, Amiga Format Magazine voted it 'Best-Playing Game of the Year', *Captive II* is rated 99%, classified 'Next Issue', a CDVG Hit, a Commodore User Screen Star - the list goes on.

Currently available on the Amiga and the ST, *Captive* will be released for the PC in April.

Mindscape International Ltd, The Coach House, Woodlands Estate, 51, Upper Hill, Wood Green, N41 7 7PG, Tel: 0444 831 761.

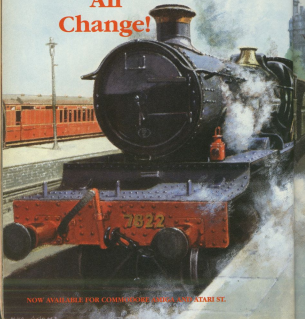


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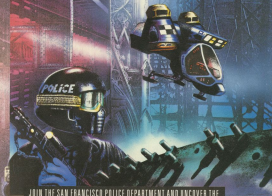
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We Want INFORMATION!



In order to make ACE even better, we want to ask you all sorts of personal questions. And for your trouble? The chance to win one of TEN bundles of £50 worth of software for your computer.

We hope you're enjoying reading this issue of ACE. However, there are probably things which you would like to see more of, some things which you really don't like and others that you just don't read. So, to help us produce exactly the right magazine for you, we're giving you the chance to tell us what you want. So, tick the boxes, fill in the blanks and send this page for a copy to: ACE Survey, Priority 03, 30-32 Farringdon Lane, London, EC1R 3AR. In order to be entered for the Prize Draw, your entries must reach by the 31st March.

QUESTIONS & ANSWERS QUESTIONS & ANSWERS QUESTIONS & ANSWERS

<p>1 Are you</p> <p>Male <input type="checkbox"/> or Female <input type="checkbox"/></p>	<p>2 How old are you?</p> <p>Under 12 <input type="checkbox"/></p> <p>12-16 <input type="checkbox"/></p> <p>17-18 <input type="checkbox"/></p> <p>19-20 <input type="checkbox"/></p> <p>21-25 <input type="checkbox"/></p> <p>26-30 <input type="checkbox"/></p> <p>Over 30 <input type="checkbox"/></p>	<p>3 Which of the following items do you own or are planning to buy?</p> <p>Modem <input type="checkbox"/></p> <p>MIDI Interface <input type="checkbox"/></p> <p>Video Camera <input type="checkbox"/></p> <p>Audio CD Player <input type="checkbox"/></p> <p>Record Deck <input type="checkbox"/></p> <p>CD Burn Drive <input type="checkbox"/></p> <p>Video Recorder <input type="checkbox"/></p>	<p>4 Do you buy ACE</p> <p>Economically <input type="checkbox"/></p> <p>Often <input type="checkbox"/></p> <p>Every issue <input type="checkbox"/></p>	<p>5 Rate the following items in this month's magazine in order of preference (0-10)</p> <p>Tech News p.78</p> <p>Games News p.80-82</p> <p>Reviews p.44-70</p> <p>Software Systems p.68</p> <p>Hardware Features p.69</p> <p>Industry Features p.10-14</p> <p>Plans p.89-120</p> <p>Tickle'n Tactics p.77-81</p> <p>Letters p.12-17</p> <p>Columns p.84-89</p> <p>Competitions</p>	<p>6 Do you read the Pink Pages</p> <p>Yes <input type="checkbox"/></p> <p>No <input type="checkbox"/></p>	<p>7 How often would you use the pink pages when buying hardware/software?</p> <p>Not very often <input type="checkbox"/></p> <p>Quite often <input type="checkbox"/></p> <p>Always <input type="checkbox"/></p>	<p>8 How interested are you in the ACE Diskmarket?</p> <p>Not at all interested <input type="checkbox"/></p> <p>Quite interested <input type="checkbox"/></p> <p>Very interested <input type="checkbox"/></p>	<p>9 What do you think of ACE's hardware coverage?</p> <p>Not enough <input type="checkbox"/></p> <p>Too much <input type="checkbox"/></p> <p>Just right <input type="checkbox"/></p>	<p>10 Do you use your machine for anything other than games?</p> <p>If yes please specify</p> <p>.....</p> <p>.....</p> <p>.....</p>
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Enter name

QUESTIONS & ANSWERS QUESTIONS & ANSWERS

QUESTIONS & ANSWERS QUESTIONS & ANSWERS

133 Do you usually buy your software from:

- 844 Shop
- Booths
- Malls
- Local Shop
- Newsagents
- Newspaper
- Mail order

137 How do you rate the ACE Hotline?

- Very poor
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141 How much money do you spend on software each month?

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153 Which of these other computer magazines do you read?

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- Games
- Zone 64
- CG Amiga
- Your Sinclair
- Sinclair User
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- Zens

155 Any other comments?

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- Amiga Format
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If yes, I'd like some software for the _____ machine

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Is Virtual Reality a thing of the past? Just when games developers had begun to comprehend the myriad opportunities presented by breakthroughs in VR,

A ACTUAL MAN!

APOLLO COMMUNICATIONS

pull the rug from under their feet. ACE reveals the stunning secrets behind Actual Reality!



A computerized man's sound in South Wiley is not the most likely place you'd expect to find what could be the most amazing new development in computer

entertainment since the last one. It's the unlikely home to Apollo Communications, founded by managing director, chief engineer and sole employee Vince Lyons. For the last year he has been working on the incredible Actual Reality Sensory Environment, or "A.R.S.E.," and out of the blue—*hey!*—take a look.

The A.R.S.E. is eight years ahead of any other VR system yet seen. The speed, color and realism of the images generated by the



Vince Spezzano, chief scientist at the simulation software-making company.

When you wear my flight simulator goggles, you can see the "virtual world" simulation in stereo.

When you grab a controller, you can feel the "weight" of the object, and you can feel its surface texture and temperature. Plus it is as if the object's weight and dynamics are exactly simulated. If you catch a ball better, you'd swear it was real.

If you jump in to a 3-D, you can see it as if you are in the "real world" simulation. It's like being there.

I don't want to be a scientist or an inventor. I just want to be a scientist that can't be a scientist. I don't want to be a scientist that can't be a scientist.

When the interesting comes, I like the most.



The Living Room, currently Vince's only fully working AR.S.E. testing station.



AR.S.E. can see through the simulation of the program to show the AR.S.E. experience from the user's perspective. Plus it can control the AR.S.E. in real time, so the AR.S.E. can be used in a real world environment. A computer program can also be used to control the AR.S.E.

"I've been looking at the competing VR systems, and none of them can lick my AR.S.E.!"
Vince Spezzano

the machine are quite frankly fantastic - just take a look at some of the astounding photos on this page. What you can't tell from these static shots is how realistically all the non-visual aspects are modeled as well. Every sound and smell is stunningly reproduced. Touch an object and you can feel its surface texture and temperature. Pick it up and the object's weight and dynamics are exactly simulated. If you catch a ball better, you'd swear it was real.

Vince stresses the full potential of the AR.S.E. has barely been explored and it still has quite a bit of work to be done on it, such as striking the hardware to a portable size and casing design. But Vince is confident that, finances permitting, everything is on schedule for the anticipated April 1992 launch. Believe us, it's worth the wait. As Vince says, "My AR.S.E. is unbelievable!"

WHY THE AR.S.E.

Vince is justifiably proud of his AR.S.E., and is naturally a little reticent about giving too many details of the technical specifications - his systems is far and away superior to anything else in development by companies such as W Industries and VRU. When pushed he did offer this, "Basically, it's all very complex."

The most immediately stunning aspect of the system is its graphics capabilities. All the objects in the "game world" are modeled from polygons, just like the 3D graphics found in most games, although far more advanced. Vince eagerly lists a stream of highly impressive statistics. "It can generate around 40 million polygons per second using a 30-bit adap-

ted from the design used in the Amiga, each of which is any one of over 64 million colours, which is far more than even the longest 64MB mode. Image update takes place every 50th of a second to ensure maximum realism."

But the AR.S.E. can do far more than just generating highest-end graphics. Using a unique and revolutionary non-reproduction technique based on carefully-controlled microwave beams transmitted into the brain, the AR.S.E. can tick the brain into hearing, smelling, tasting and feeling anything the programmer requires. This approach has resulted in a complete VR system with all the necessary hardware, like the complex computer centre, fitted into a compact lightweight headset.

Portability has been one of Vince's main objectives. The computer centre and headset commis-

sions the following "AR.S.E. Living Room" can be used for many other applications. The system is designed for use in a wide range of environments and includes the following: "A unique non-reproduction technique based on carefully-controlled microwave beams transmitted into the brain, the AR.S.E. can tick the brain into hearing, smelling, tasting and feeling anything the programmer requires. This approach has resulted in a complete VR system with all the necessary hardware, like the complex computer centre, fitted into a compact lightweight headset."

The large computer in the Living Room is the core of the system. Vince stresses that "This will be the most important thing you should know about the AR.S.E. is that it's a complete system for use in a real world environment. A computer program can also be used to control the AR.S.E."





GAMES WITHOUT FRONTIERS



Vince sees the main application for the A.R.S.E. being entertainment, and has several game ideas in development. He explains, "The realm of my A.R.S.E. is incredible. Play Actual Tennis and you'll be out a lot faster and with blisters on your hand from the racket." The high level of realism does have its drawbacks though, the planned M35 Trigger and Scattergun Attack have had to be scrapped.

Vince also sees adult entertainment possibilities, and is working on some "18R" game modules. "Doc, Ed & Jack," "Blood Wine" (he put my name down to play) and those ones personally."

▶ It's a little hard to see what's in the glasses, but they're not just for show. They're actually used to monitor and control the system.

▶ The glasses that register what you're doing are actually built in to your existing specs. The ones you see in the www.vincevance.com are from an off-the-shelf supplier. We'll give you a quote on "the real deal" when you get registered. (There's one got to be a first, right?) Registration is free, but you'll need a computer with an Internet connection and a Web browser.



wear via a radio link - no clumsy trailing cables to get under your feet (and Vince admits that the computer centre is the system's only major lag - it's just too large). Eventually customized goggles will drastically reduce the size - and cost - of the system. Unfortunately it won't be possible to get a look at the computer due to the possibility of wanting the delicate magnetic and electric file levers servicing the computer soon, although Vince did show me a picture of it.

LIVING ROOM OF THE FUTURE?



At the moment the only fully-working simulated environment is one Vince calls simply Living Room. Vince invited me to try it out and I eagerly accepted. I donned the headset and then Vince placed a dark bag over my head while he calibrated some of the AR goggles. Vince explained for this, apparently the system is very sensitive to ultraviolet while being infrared and very bright lights could easily damage the delicate but expensive sensory equipment.

With the bag still over my head Vince led me to the game room. The radio transmitter currently used is a little weak and player mobility has to be restricted to an area near the computer's basement. This will be improved in the final system so that the wearer could walk just about anywhere. Eventually Vince showed from behind that I could take the bag off. I was in the Living Room...

Words really can't convey the amazing feeling of interacting with this highly realistic, yet artificial environment. I could pick up objects and put them elsewhere, look inside them, touch, smell

and taste them - the crunchy apples in the fruit bowl were delicious! I knocked into a chair and felt pain shoot through my head I turned on a lamp and instantly the lightsource shading on the other objects in the room changed accordingly!

After a few minutes I became so overwhelmed by the experience that I began to feel a little dizzy and so replaced the bag on my head, thus ending the session. I found Vince under the 'game room', and he helped me to a chair in his office. I was shaking, such was the system's effect on me! Any who doubt the power of VR, and the A.R.S.E. in particular, should give it a try!

THE MAN BEHIND THE MYTH



Vince Vance has had a fascinatingly varied life. He was born in 1961 in Stepford, south-east London. His father was a car salesman and it was in the spare sleep room at the back of the showroom that Vince first developed a love of technology and gadgets. As Vince recalls, "Dad was very keen for me to learn the business", as he called it. Some of my earliest memories are of peering inside a car bonnet, tinkering with the engine and fiddling with the alternator."

There was never very happy with formal schooling and left as soon as possible at 15. "Then teachers never taught me nothing of use," says Vince, his voice filled with a hint of bitterness. For a while he worked for his father, but knew that his future lay elsewhere. Unfortunately his father felt otherwise. "Dad wanted me to learn and carry on the family trade, whereas I felt that we should sell up and put our money into other,

more profitable markets. But Dad talked me into, you see?" Sadly he died in a tragic accident while cleaning his shotgun and - Mum being snuffed with his departure several years earlier - left me everything."

Although deeply saddened at his father's death, Vince sold the garage a couple of days after the funeral and found himself, aged 22, with lots of money and the opportunity to do just as he sees fit. It was around this time that he first began to get interested in the world of computers. He recalls, "Yeah, I thought they were amazing. I used to buy old discarded monitors, open them up and have a look inside. It's amazing how much gold you can scrape from those old circuit boards."

In 1984 Vince started his own company, Aquila Communications, selling portable phone repair kits from Taiwan. He later turned to selling other goods imported from the Far East, such as calculators, electronic diaries and Philippine wares. However, it was in 1987 that Vince first heard about Virtual Reality and became fascinated by its potential. "I realised that other researchers were thinking about VR the wrong way. They try to fool the punter's senses. My A.R.S.E. takes that concept a stage further and concentrates on fooling the punter."

Vince started work on the revolutionary system in May 1990 and now feels his A.R.S.E. is ready for inspection. "I'm very happy with it so far," he enthuses. "However, there's still a fair bit of work to be done and my limited funds are running low. I'm keen to hear from anyone willing to invest in me and my company. About £250,000 - cash, preferably - would do the trick, but more would be nice."

MEGATRAVELLER I

THE ZHODANI CONSPIRACY

*"Nominated The American Computer
Role-Playing Game of the Year"*

TAKES SCIENCE FICTION
ROLE-PLAYING LIGHT
YEARS FORWARD!

The four legendary
Frontier Wars have
passed, each started
by the Zhodani
and each ending in
a shaky
peace....



BASED ON
MEGATRAVELLER
BY GAME DESIGNERS'
WORKSHOP, THE WORLD'S
MOST POPULAR SCIENCE
FICTION GAMING SYSTEM

VERSATILITY

The most sophisticated character
generation system ever devised. Five
military classes, more than 70 talents
and abilities. Allows player to control
character development through 5 services:
Army, Navy, Marines, Merchants and Scouts.



....Now with
the help of corrupt
Imperium officials the
Zhodani and the Outward
Coalition are
planning a fifth.
Smuggling arms to

tormentous groups within Imperium borders the
Zhodani are planning to strike from within.

IMAGINATION

Flexible gaming
system supports any
playing strategy and
allows multiple
solutions to problems
and obstacles.



FIREPOWER

Realistic, combat sequences let
you control each of your
characters individually, while
still giving general combat
orders to the other members of
your party. Utilizes more than 30
weapons and skills in this
advanced combat system.

"Megatraveller I, a game
that truly warrants the highest
level of praise, the attention to
detail makes it exceptional!"

72 varied skills to learn
and use including
medical, piloting,
communications, laser
weapons, bribery,
dismounts and handjags.



COURAGE

28 planets and
satellites to explore in
a system filled
with exciting puzzles,
dangerous subplots
and interesting
characters to
encounter.

Supports an in-depth character
and tactical role-playing system
with a variety of
options and skills.

RESOURCEFULNESS

Sorting the universe into money;
a detailed bartering system lets players
earn Imperial
credits through
interplanetary
trading, with
30 types of
cargo.



STRATEGY

"Megatraveller I is one of the finest role-
playing computer games in at least the
last three or four years."

"Megatraveller I is one of the best
science fiction role-playing games ever
for the computer."

COVER DESIGN: PETER BISHOP; ILLUSTRATION BY A. GUY; INTERIOR
ILLUSTRATION BY GUY

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SCREEN TEST



From a Best Action title, our readers agree the best shooter should win our Trailblazer award (see page 41).



Coming from Piggback, they've got greatness and they can't be taken in this game (only the traditional Airplane title).

ACE TRAILBLAZER!

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



The PC - Perceived Interest Curve

— is the most sophisticated reviewing tool around.

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

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into.

Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PC comment for more details.



► **Value of money** determined

► **Excitement** of the experience

► **How long** of game (not up to the player)

► **Whether** it's a single or multiplayer

► **How** the online or console version

► **How** the graphics or sound are presented

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

ACE AWARDS

ACE Awards are made up of several key categories, including our most prestigious of all games, *Trailblazer*. The Trailblazer award, granted to outstanding titles, the prestigious ACE Award that is the crown jewel of the industry. The ACE Award will go to the ACE Trailblazer award, *Trailblazer* award, the ACE Award.



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MIDWINTER II

flames of freedom

Bigger and better than its astonishing predecessor, *Midwinter II* is an amazing game.

It's 65 years since the big freeze. The global climate is beginning to warm and Midwinter Island is thawing out and breaking down into a set of new islands. Off the coast of Africa, a strategically important set of states and islands are rapidly falling under the control of the tyrannical Saharan Empire. Agora, stronghold of the Atlantic Federation is in an increasingly precarious situation. It is clear that more sufficient control over the bulk of islands in the group has been obtained. Saharan forces will be strong enough to overwhelm the Federation forces on Agora.

It's your task, as a sole Federation agent to prevent Saharan growth, liberate islands, delay the Saharan armada and witness the balance of power.

Before the mission can begin, you must construct your agent. Name, colour, sex, height, weight and appearance can all be altered. The psychological and physical build of your agent will determine how you have to play the game. Equally, your actions during the game will alter the character. *Flames of Freedom* includes possibly the most worthwhile and tangible character development seen in a game so far.

Rather than embarking on a long campaign which may have no real effect on the march of the enemy, you can simulate the results of successful missions on certain islands and view how the Saharan fleet will behave as a result. The islands are connected via supply lines, and you'll soon learn how to create chain reactions, taking one island will cause another to fall, cutting off supply lines to another and so on.

By forcing the Saharan forces through Federation strongholds, you can force a higher rate of attrition on their part, thus making the final conflict on Agora more balanced.

Once you have chosen a particular set of islands to take, and which one you wish to start, your controller will then level you as to your missions. Once each set of missions has been completed, the island will fall

under Federation control. Depending on the nature and strategic importance of the island, your list of missions will be appropriately tough.

Throughout the course of the mission, you must interact with characters on various islands. Some are neutral, others are strongly allied to either the Saharan or Atlantic

cause. Others are double agents and some are just plain mysterious. A great many violent interactions with other people will enhance your ability to threaten and menace but the chances are you'll completely forget how to charm people.

Now, on top of all this strategy are the 3D graphics. Whenever you're in a vehicle, the world is depicted in polygon graphics. Superior to anything you've seen before, these represent the land scape in a truly amazing way. Rivers break on the shore, the tide comes in, bombs leave craters and the world even looks different depending on what time of day it is. Infared cameras are available for night activity. This level of detail, of course, depicts the landscape a little but overlooking all comes together for an amazingly impressive overall effect.

SCALE AND TIME

The *Flames of Freedom* game world is enormous. Probably around eight times the size of *Midwinter*. As a result, your chosen mode of



One of the tactical views of the game area. The landing you're making on this island you can load up on things and then return to the ship.



This screen shows a tactical view of the world of *Flames of Freedom II*. There are in all there are 33 different ways of viewing the world. Each view is suited to particular activities.

STARTUP
 The game starts with a screen showing the current status of the world. This includes a map of the world, a list of islands, and a list of characters. The game then proceeds to a mission briefing screen, where you are given the objectives of the mission and the names of the characters you will be interacting with. The mission then begins, and you are shown a 3D view of the world from the perspective of your character.

RELEASE DETAILS
 PUBLISHER: GIGAWATT
 DEVELOPER: GIGAWATT
 PRICE: £24.99 (USA \$39)
 LIFE SUPPORT: LIFE SUPPORT
 SUPPORT: LIFE SUPPORT
 SUPPORT: LIFE SUPPORT

PSYCHOLOGY

	REASON good
	PLEADING average
	AUTHORITY good
	DECEPTION average

Detailed breakdowns of your physical and psychological abilities are provided for strategic use. You can also use a variety of skills to define the social bonds you wish to build (or destroy) upon throughout the game. Each factor has an effect on the behavior of different characters. Some of these social-effect character attributes are the location of weapons, people and vehicles. (Below)



Throughout the game the character you play your movements will affect the social bonds you will build with the island. How you appear will change as you become a leader from your island. (Left)



Your appearance generally will represent options and mission details. The sun sets you (color, clothes, activities), the progress of the behavior track and social network weapons.

transport is vital. Quite apart from simply traveling around the island, there's a lot of ocean to cover too. There are around 20 different modes of transport, each with its own characteristics. Moving around the world no matter what transport you have is easy. By clicking on your destination using one of the variable-cost fractal representations of the map, you can speed up time and reach your target almost immediately. Game time, of course, progresses at normal.

MISSIONS AND PEOPLE

The missions incorporated in the game offer far more depth than those in most run-and-gun games. For most assassinate enemy agents, blow up command centers, attack supply routes and build up confidence and alliances with the people you encounter on the island. Successful completion of a set of missions will result in con-

gratulations from your commanding officer, some effect in slowing the Saharan assault and possibly a bonus reward from the people of the island.

Once you've found a person (you'll know of at least one person on most islands), you can talk to them and try to get some useful information out of them. Some will offer help immediately, other by giving you transport.

THE MAPS

Maps offer all sorts of information depending on the scenario. Items denoting contacts, weapons and transport all pop up. By clicking on them, you can find out more about each one. It's from the map screen that all of the long-distance traveling goes on. These overlays of the game are invaluable.

By Douglas

New S.E.A.L.S. is an eight-level sneak-up-on-ems based on the forthcoming movie of the same name starring Charlie Sheen and Michael Biehn. The basic plot goes like this: your team of five S.E.A.L.S., crack SAS-style fighters, are on a mission to rescue five pilots who have crashed behind a hostile Gulf state's lines and are being held captive. While searching, you discover secret stockpiles of stolen ground-level missiles, which must be destroyed.

But what do I mean by "sneak-up-on-ems"? Well, when you play you'll find that just running around like a gung-ho marine trying to shoot everything that moves will result in a quick death - the enemy are fast and use snafu-bait: their rapid-fire guns is all it takes to kill you.

Instead, you have to use stealth - the enemy can only "see" in the direction they're facing, so you must creep up and attack from behind. Alternatively you can jump down on them or climb up from below - you can kill enemy soldiers by touching them (because you're so much faster at hand-to-hand combat). Unlike many other games a dead soldier stays dead - there are no magic resurrection items. If you back-track you'll still find an enemy's corpse lying where you killed him.

Each level is a scrolling network of platforms, crates and walls. Your S.E.A.L. has an impressive range of well-aimed moves at his disposal: he can run left and right, jump, crouch, climb ladders, sit up, pipe or poles and monkey-swing when hanging from beams.

NAVY S.E.A.L.S

OCEAN's latest film tie-in takes you on a topical Gulf rescue mission

Each S.E.A.L. begins armed with a single-shot pistol but more powerful weapons, such as machine guns, flame throwers and missile launchers, can be found by blowing open red crates. You can cycle through your weapons to find the one best suited to your current situation, but use them carefully - ammo is limited.

Ray S.E.A.L.S. is an interesting variation on the platform 'n' guns theme, though some may find the pace a little slow and the action a little too frustrating - it's very easy to get killed and few lives aren't that many. You can shoot the enemy when they're just off-screen (although

RED PROXY



- Includes a special level called "The Red Proxy" which is a special level called "The Red Proxy" which is a special level called "The Red Proxy"
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Release Details

Platform	Price	Year
Amiga	£19.95	1991
Atari ST	£19.95	1991
Commodore 64	£19.95	1991
MS-DOS	£19.95	1991

CHUCK ROCK



Is CORE DESIGN's forthcoming caveman caper going to make history?

Chuck Rock is a rilly 'beastin' with a wife problem - she's been kidnapped by its arch-nemesis Gribber and is locked away at the end of more than 25 levels of rock ledges and sheer cliffs. As Chuck leaps and bounds his way towards his sweetheart's prison hell he has to deal at a moment of need and wacky monsters.

Chuck's quest will take him through five "zones", including an escape and the guts of a dead T-Rexaurus. At the end of each zone there's a mean and massive guardian dino to get past - Tim the T-Rexaurus and Wilko the Woolly Mammoth are just a couple of them. Each has its own attack method and special weak point - it's up to you to find out what that is.



Chuck is just about to make a splash on the underground level. Chuck can walk up walls or swing like a trapeze artist when he's depending on their weight. Thanks you! Thanks for allowing me to play on a level of exciting music to provide another day to playing.

By putting up and pissing fire you can make Chuck perform a flying kick to knock out the dino, but more fun - if less sensible - is the "belly buff" - lay fire and Chuck whacks the cute creature out of the way with his bear gut.

Not all the monsters are set to stop you. Some will carry you across pits or beams, others can be used as stepping stones to platforms too high to jump to and others will act as drains, following you around and attacking the bad guys.

The game design is by Robert Churchil, Chris Long is the main responsible for programming, Lee Pullen drew the graphics and Matthew Simons is writing the music and sound effects. All have done an excellent job so far. The best-



The Sims 2: Open for Business is one of the most useful additions. It allows you to manage sales and other options.

they'll shoot you and success does seem to rely a little less much on this, i.e., shooting at where you know the enemy will be.

In the pretense? ST's version favour are the graphics, which features good animation in the entire game of which are huge and natural backgrounds (although the screen scrolls at a slightly jerky 8 pixels, 17 times per second), and the crisp and loud samples for explosions and gun.

The game is near as started finished, with release pending, so when the film comes out in the country (which in turn is likely to depend on the current international situation), considering the exponentially typical good, watch out for the in-depth ACE review soon.

■ **David Lipton**



The Sims 2: Open for Business is one of the most useful additions. It allows you to manage sales and other options.



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to parades scrolling is a joy to behold, control of Chuck is smooth and instinctive and the area to explore is huge—each zone is 35 screens wide and 3 screens high.

Only one level of the Rings version has been't seen the ST version yet) was fully playable at the time of writing, but if the rest are as much fun as the Sims 2: Open for Business, it's a good bet. Check back in due for review in next April, or look-out for the full-ACE review report then. In the way, what do you call a dinosaur with jet eyes? A Doyoutank-to-cour!

■ **David Lipton**



The Sims 2: Open for Business is one of the most useful additions. It allows you to manage sales and other options.

IMAGE REVIEW

By the way, the Sims 2: Open for Business is one of the most useful additions. It allows you to manage sales and other options.

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OFFICIAL

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RELEASE DETAILS

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ACE PREVIEW

<p>ACE PREVIEW</p>	<p>ACE PREVIEW</p>
<p>ACE PREVIEW</p>	<p>ACE PREVIEW</p>

Release Details

<p>ACE PREVIEW</p>	<p>ACE PREVIEW</p>	<p>ACE PREVIEW</p>
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Lufwaffe General Adolf Galland calls after capturing the Messerschmitt Me109 as they take the controls and demands this is a "dog"!" The Me109 was the German aircraft to be commonly used against allied aircraft for World War II, since for most of the war it was the only single-seat all-metal fighter aircraft. Introduced in 1935, the Me109 was the most advanced fighter aircraft of its time. It was the only single-seat all-metal fighter aircraft to be produced in large numbers during World War II. It was the only single-seat all-metal fighter aircraft to be produced in large numbers during World War II. It was the only single-seat all-metal fighter aircraft to be produced in large numbers during World War II.



- ▲ Superb graphics are essential to flight simulators.
- ▲ Excellent variety of aircraft to fly.
- ▲ Most simulators include realistic engine sounds, enhancing the sense of the actual flight.

- ▲ Bumping an aircraft into your own controls is a good way to lose.
- ▲ Don't overuse the gun until you run out of ammo.



Thunderbolt... and this is not the Me109 in part of the lead of Jerry's Luftwaffe.

the famed V2 missile for the Nazis and the American Saturn Five space rocket.

In *Secret Weapons of the Luftwaffe* you can fly more practical examples of German inventions. The Messerschmitt 262 jet fighter, Messerschmitt 163 rocket interceptor, Gotha 229 flying wing, Messerschmitt 109 fighter and Focke-Wulf 190 fighter are all ready for take-off. The Gotha 229 is my particular favorite. This remarkable aircraft, designed by two brothers, was years ahead of its time. Made of wood, the flying wing fighter-bomber was virtually invisible to radar and had excellent flying attributes. By the time the American Army had captured the Gotha factories in April 1945, the Germans had devised deadly variants such as a six-engine jet bomber with a range of 4000 miles, forward-swept fighter and supersonic flying wing.

Every plane in the game has authentic instruments, weapons and flight characteristics. Lucifilm Games has simulated the 3D graphics engine of *True Flight* by reporting more color and vision. The "real-of-your-pants" feeling of flight remains, as does the extensive collection of gameplay options. All this is backed up by another superb manual illustrated with rarely published photographs which help set the stage—warfare scenes.

"On the spirit of attack team is a brave team will bring success to any fighter aircraft, no matter how highly developed it may be," said Lufwaffe General Adolf Galland. *Secret Weapons of the Luftwaffe* is surely the most eagerly awaited flight game of 1995. Stay tuned for the first review in the next issue of ACE.



BOMB THE BASE

Despite its name, *Secret Weapons of the Luftwaffe* contains more than just the techno toys offered by Hitler's tables. The game allows you to choose between flying as a German or an American. If you join the United States' Eighth Air Force your missions will largely involve daylight bombing of various ground targets in western Europe and providing fighter escort. The generous guys at Lucifilm Games let you focus on the American P-51 Mustang fighter, P-47 Thunderbolt fighter and B-17 Flying Fortress bomber. As a U.S. Air Force member proclaimed, "aim your guns for Jerry's lead brainstem".

ESCAPE FROM

Colditz

DIGITAL MAGIC SOFTWARE pack the Gibson board game into silicon. A narrow squeak, or a run-away success?

This is a lot of a conifer's egg, this one. Good in parts, disappointing in others, but overall a worthy effort for what it can be. It plays beautifully. It will appeal very strongly to those persistent gamers who like mapping and taking notes. Those who like to shoot first and ask questions afterwards (if at all) may be frustrated by a game that demands persistence, time, error, and a good deal of detective work.

You have independent control over four characters of different nationalities. Each character starts the game in the British, American, French, or Polish quarters at opposite ends and you can

move between them if any time. Pressing a function key will also display all four characters and their surroundings simultaneously, but action is paused in this mode so you can't maneuver characters, and watch their comings and goings at the same time unless you're in the same location.

The environment is closely modeled on the real Colditz, which harbored high security prisoners during WWII and to which persistent escapees like the notorious Douglas Bader were usually assigned. The graphic representation of the castle is very attractive and uses an isometric grid display showing one to three at a time.

from stones laid to distract the guards' attention to passages laid in conjunction with an alarm to penetrate certain locations.

Explosion is risky. Once you stray out of your quarters you can expect at the very least to be spotted by a guard. If he is unable to arrest you immediately, he notes your name on a list to "quarry" notes indicated by prison bars flanking over your character card which will result in your arrest the next time a guard encounters you. Alternatively, you may be apprehended immediately.

Once arrested, you are confined to solitary for a few hours — not so bad in itself as you can carry on with one of your other characters, but the real drawback here is that arrested loses you of your carefully collected possessions. The reason is to damp your luck (keys, keys, and other finds) immediately if you think you are in danger — you can always pick them up again at the same spot as the guards, apparently, are uninterested in such trifles.

Arrest, however, is nothing compared to the drawbacks involved in being shot. These characters are of a perish and permanent kind, involving complete loss of a character and his possessions. Death, in other words, is to be avoided — but you can never be absolutely sure when a guard is going to get trigger happy.

Guard movements and behavior can be more tamed by careful note taking and, together with mapping, this ability takes much of the first few hours of the game. Once you've sorted out the guard's behavior in each guard's foot-difficult you



When needed, you can see a screen showing the current location of each of your characters. This also can be used during the game to check the progress you've developed to guide the different prisoners as they go through the various doors and corridors in the castle.



A map of the game's environment, showing the various rooms and corridors in the castle. This is used to guide the different prisoners as they go through the various doors and corridors in the castle.



A large screenshot of the game showing a character in a room. This is used to guide the different prisoners as they go through the various doors and corridors in the castle.



A large screenshot of the game showing a character in a room. This is used to guide the different prisoners as they go through the various doors and corridors in the castle.



The game's performance metrics over time. This is used to guide the different prisoners as they go through the various doors and corridors in the castle.

PRICE	RELEASE DATE
825	1985

RELEASE DATE	PRICE	REMARKS
1985	120.00	REMARKS
1985	120.00	REMARKS

The principle of the game is simple: explore the castle, cooperate with your companions, and evade the actions and subject to interference by guards (most of whom follow particular paths at particular times), locked doors and restricted areas — i.e., all areas outside your own quarters. Things are made a little easier by the daily exercise breaks during which you are allowed in the courtyard and, by default, in all areas that might be used as access to it.

TARGETED FEARS
Your first task is to map as much of the castle as possible by the ground floor, which is mapped for you in the documentation. The rest only presents possible tunneling sites but also allows you to collect essential items ranging

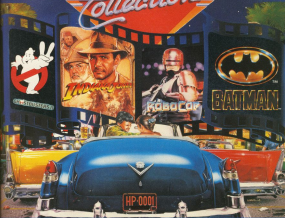
can start moving your characters into each other's quarters — essential, since each has access to items that may be hard-used in other areas.

In the later stages of the game, you can start using more advanced tactics including impersonation, diversion, and "stepping." The latter (available on the Amiga and ST only) involves making one of your characters an out-post to give you advance warning of approaching guards.

Colditz is going to keep you busy for a long time. The drawback is that much of the game play in the early stages is repetitive as you build up your knowledge base and this could be enough to get the more impulsive player off. The rest of us are in closer...

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD *Collection*



ROBOCOP



GHOSTBUSTERS II



INDIANA JONES



BATMAN



AMIGA ATARI ST

ocean

**AMSTRAD
SPECTRUM
COMMODORE**



IRKING NOTES

In the first level the enemy monsters behave just the way of their ilk, i.e. very stupidly. It's obvious that someone knew that they were never that stupid, possibly even the author who knew well that they weren't the only fools in Rome. Killing is advised.

Monsters will start to feel you down, but by their stupidity to perform in pursuit, taking the more optimum route depending on how close they are. This intelligence depends on self-preservation; some monsters will actually try and avoid your shots for a longer or greater return.

The more sophisticated monsters will catch your treasure items or weapons and try to make off with them rather than attack you. It will avoid that with you just to their reflective state and you can utilize the virtual item for yourself. Some problems require that you use enemy intelligence to increase your own intelligence.

A simple example comes fitting us to the game's automatic processing. It would be ideal if they would throw us an invitation to have it all for them a thinking buddy. Now this is a case of animals and by it grab the bones, and by mistake off you. If you quickly they a good time that you're carrying that the enemy would see with it. It's not and level for the more advanced ones, resulting mainly just the action they don't affect him, of course, because you don't, but the enemy have it and get up both goodies for yourself.

In fact it doesn't actually work against's intention is generated by a double of analysis, such as speed of movement and things you have for they use your actual facing you you can then make up behind these effects. You can't stay too long of something else, though useful and intuitive they'll seem before attacking. It's they both seem that we've got a few more ideas.

Real time and it's a decision's primary and secondary objectives. However, a mission will always be it's content to achieve the primary aim and, if this isn't possible, try for the secondary one. These objectives can range from the obvious (attack the player) to something as basic as not tripping anything.

The hardest thing from the programming point of view is making sure that the outcome is fair or well as available. There and they have been pushing the intelligence code for well over four months, but now it's ready. The are obviously proud of their contribution, there are without any doubt and commendable work, and we wish much more of a challenge than your most game today.

Ahead of the Hulk that that? This really should be in the bottom left of the screen, but there's no way to change position. It's. Empty it and you'll see a tiny little picture that shows that a passed-up chance is allow you to skip levels your performance is however. The developer team behind the game, however, has made this last report that about giving the usual old and expensive, well as a reasonable possibility for the best time ever in a single old console.

HCC PROPLY

PROPOSAL

PROPOSAL TO USE WITHIN THE GAME IS A GOOD IDEA. IT WILL BE REVIEWED BY THE DEVELOPER TEAM AND IF APPROVED, IT WILL BE IMPLEMENTED IN THE NEXT UPDATE.

REJECTION

THE PROPOSAL WAS NOT APPROVED BY THE DEVELOPER TEAM. IT WILL NOT BE IMPLEMENTED IN THE NEXT UPDATE.

and you've got to feel the joy. Unfortunately the key may be better way they're a little better, which will only be reviewed. Unfortunately if you are not voted through, they'll not.

There are perhaps a few, but they may not help your progress, or quality of existing traps and causing hidden traps, or other or even monsters. In general, sometimes more than one switch will have to be typed or caught objects will have to be taken from one location to another before the intended result is achieved. This can carry up to three objects at any one time. Sound effects are used to show us for off screen effects of your progress, i.e. you'll hear doors opening or traps starting to.

Steve and Eric's puzzle manager can help up to 100 knotty problems per level. Whenever you reaches certain 'puzzle' locations the puzzle checks to see whether up to three puzzle conditions have been met (i.e. switches triggered, trapped, locations visited, objects held—there are sometimes possible resulting in one of four possible events (i.e. doors or progressways opening, monsters appearing, traps being set/ho).



The Incredible Hulk's 'puzzle' mode is a 'puzzle' mode that is a 'puzzle' mode.

MOUSE POCKETS

One of our many favorite features are implemented by Steve and Eric. It's the ability to use the mouse and keyboard together to control the Hulk's movement. In an attempt to make the game more fun, they've implemented a new way of controlling the Hulk's movement. The game is played using the mouse and keyboard, with the game's movement and actions. Each level the Hulk has a set amount of time to complete one of the four objectives, i.e. make, fire and walk.

The first level is the only one fully working at the moment, and has the Hulk with powerful controls, as he moves around in pursuit of the other side. Perhaps the reason the Hulk is not used to his power and from a message that it's a mouse. The longer you hold down the mouse pointer the more the Hulk moves, and the more you hold the mouse up, the more the Hulk can jump. The Hulk has a set amount of time to complete one of the four objectives, i.e. make, fire and walk.

Using the mouse and keyboard together to control the Hulk's movement is a new way of controlling the Hulk's movement. It's a new way of controlling the Hulk's movement, and it's a new way of controlling the Hulk's movement. It's a new way of controlling the Hulk's movement, and it's a new way of controlling the Hulk's movement.

Using a slightly simplified version of the 'puzzle' manager used in Hulk, Steve has added that monitors their own progress. You will see an arrow that level being to reach the other side. In the end of the level there's a single arrow on the top left corner. The 'puzzle' manager is a new way of controlling the Hulk's movement, and it's a new way of controlling the Hulk's movement.

The final word about the 'puzzle' mode is that it's a new way of controlling the Hulk's movement. It's a new way of controlling the Hulk's movement, and it's a new way of controlling the Hulk's movement. It's a new way of controlling the Hulk's movement, and it's a new way of controlling the Hulk's movement.



This still enables Lemmings to be controlled through the walls, using controls like the keyboard or the full trackball available with the deluxe gear. You can also control the lemmings on the fly from a convenient offscreen menu.



With only 10 lemmings per level, you can control them all. You can also control the lemmings on the fly from a convenient offscreen menu.

LEMMINGS

O rigidity, playability and excellent graphics? Too good to be true? Not in Lemmings' case. Progress's latest is a complete departure from their usual straight-faced hard-core style. Although an entire disk has been expended on the opening sequence (some things never change), the rest of this incredibly playable and addictive story remains decidedly focused by Progress standards. The aim of the game is simple. There is only one view of the levels, and the whole feel of the program benefits as a result.

Your aim is to guide a varying number of these abominable creatures through around 130 different levels of increasing difficulty. Depending on the nature of the level, you will start with an appropriate time limit and target percentage of lemmings to escort through the exit at the end of the level. Fail to save enough lemmings in the permitted time will result in an "encouraging" trippan message.

Control of lemmings is limited but varied. They will automatically carry on doing whatever they're doing unless they're told otherwise. At the start, as they pour together, at a deliberate rate through the trapdoor at the top of the screen, they will walk right once they hit the ground. And they'll

After months of hype and more demos than you can shake a stick at, is the Lemmings experience worth jumping at?

keep walking right until something stops them. If they just walk into a wall, they'll turn around and start walking left. However, lemmings are just as happy to walk off cliffs, into traps and through fires if they happen to come across them. And that is where the game comes into its own.

By clicking on an icon and then a lemming, you can make him walk in a particular direction. You can make them dig, climb up, concentrate down, build bridges, block other lemmings and explode.

Each level forces you to prioritize constantly. Some put the lemmings in danger from the very start but give you more time to plan your escapes. Others offer little danger to begin with but have strict time limits. The levels are broken down into difficulty levels, ranging from Fun through Fruity, Tasty and up to Marfom. A level with lots of pillars in the way set at Fun will probably be set with plenty of horizontal diggers. However, on Tasty, setting, a similar stage will demand more thought, climbing over obstacles and digging backwards in order to make the most of each icon.

The charm of Lemmings is two-fold. The simple face of the little characters and their behavior are both appealing and challenging, and the people presented in the game will keep you thinking for a good long while. Unlike lots of puzzle games, the nature of the lemmings opens offers the chance to have a go at digging, climbing and bridging in most situations, rather than totally locking you in.

Lemmings is a fine game. Although it appears will inevitably wear once all the levels have been completed, the precision and control facilitated over each lemming is enough to make it worth playing anyway.



The level selection screen shows the difficulty level of each level. The levels are broken down into difficulty levels, ranging from Fun through Fruity, Tasty and up to Marfom.

PRICE: \$10

AMIGA

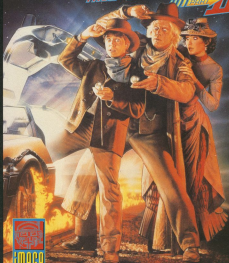
1000 PC

RELEASE DETAILS		
AMIGA	12/89	Late February
1000 PC	12/89	End Nov
1000 PC	12/89	Late February

For other versions contact

Jim Douglas

BACK TO THE FUTURE III



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MIRAMAX FILMS, 118 Southwick Street, London SE1 2SW Tel: 071-828 1434 Fax: 071-843 2494

MEET THE GREMLINS!

The company that kicked off with a string of Tony Crowther hits in the early Eighties, then sank to an all-time low with *Restoration of Free Traders* and *Masters of the Universe*, is now astonishing everyone by heading for the big, big time. What's going on?



King Stewart's former staff has 100 percent control available to them now that the world of sport balls. Besides, since that the football world will also represent all other sports, and different users' views for a week, all about them. The game is being developed by the same team that brought you the classic with graphics by the way.



David Murray is preparing for a new game about the old world of a different genre programming. He's looking for a new way to do it, and now he's looking for a new way to do it, and now he's looking for a new way to do it, and now he's looking for a new way to do it.

In Stuart's words, he's passed the gremlin out of Gremlin. "Time was when we'd release a game because we had to," he admits, "but those times are past. We aren't bringing out a product now unless it's absolutely 100%." Sounds like a load of bull, but here's a company which not only pioneering some tremendous CD software but our Little Devil's System in issue 411 but have also brought us a string of superlative releases over the last few months... *Golden Eagle Turbo Challenge*, for example, is "the best pseudo-3D arcade race game around at the moment" says our David Spicovski, a man who keeps his finger on the clock. Team Squirrels was ACE's trailblazer for providing gamers with the hottest bike action ever. *Troika Colera GT Rally* was slightly flawed in the speed stakes but was otherwise superb - like the best would keep many software houses happy for a couple of years, but Gremlin have been doing them out into the future at a ridiculous pace.

Gremlin aren't just turning out computer hits - they're also putting the foot into the console market. They've nearly finished *King Newton's Power Golf* for the MSX and - as you can see elsewhere on these pages - are also putting games onto the Game Boy and PC Engine. ACE braved the winter snow and a seven hour train journey to find out what's going on in Stafford. This is what we found...



Henry Bennett has a tough job - making the 100 percent of ACE's 100% hit rate in the computer's computer on the way. He's a very difficult, he says, mostly because of the speed of the machine - when he had to work, he was looking for a way to do it, and now he's looking for a way to do it.

RAISING THE FLAG

Flag is currently under development and as yet there are no contents we can show you. However, it's already showing a lot of promise.

First, the scenario has a simple basis: you must capture the flag of your opponent's village. This is built on with strategic and tactical considerations as you manipulate the forces of 50 different villages through the ages, developing military and commercial expertise and strength.

The game features some superb graphics in the early versions, with buildings showing clearly the change in architectural style in the village through the ages. Definitely a project to keep an eye on - stand by for a future ACE report.



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A flock of four birds takes the lead in the game. The flock is the player's primary unit, and the player can control it by clicking on the flock.

Wall Graphics: Alan Gould/Stratagem.



M.U.D.S.

Grind - kind of The Guardian reader letterman incarnate to its citizens that's long been in the clamor to you. They're sent out into society to prove their worth doing menial tasks such as leaving mail bags, breaking rocks or, if they can pass the rigorous physical, entertaining the law-abiding populace by playing that Mean-Ugly Daily Sport M.U.D.S.

You've travelled to Gorden, a small and less than prosperous town nestled in the far southwest of Ghord, to teach its aging M.U.S.S. team and bring glory to the citizens of Gorden.

At the start of the game you're presented with a large map of Gorden. You can visit various locations in town by clicking on them. First thing is to find a hotel to put your team-up in. Then you can review your team's stats, heal injured players, buy or sell players in the slave market, check out your finances at the bank and, if things look grim, borrow money from loan sharks.

Sooner you want to test your team's mettle in the stadium. Each team consists of five players: two defensive (one muffed and two attackers), two offensive (one muffed and one runner) and one up your defensive team. The control a player's skill (i.e. aggressive, offensive, defensive and muffed), and when not under your direct control they'll behave accordingly.

The playfield is a vertically scrolling pitch, at each end of which there's a flag. Points are scored by getting flocks. Right flocks are three relatively stupid hapless birds, also three flags. After several flocks the team with the most points wins. Players can also win by taking enough opponents out of play and bringing the team's number below the legal minimum.

There are five control methods to choose between: personal control of player, control the flock or select the player with a control.

Although the first method will be the one used first, by most, the most enjoyment is ultimately found in the second due to its flexibility. Control is by keyboard, gamepad or mouse. The

Throw a Flock today - you know it makes sense - in RAINBOW ARTS' fantasy sport sim



It's not that simple you'll find strategies like the one above and the one below to be the best. There are a number of other strategies available in M.U.D.S. and the player can choose the one that suits them best. The player can also choose to play the game in a single player mode or a two player mode. The game is available on a number of platforms including Windows, Macintosh, and Amiga.

WIN 3.11

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to your player if you're not in possession or near an opponent. Tapping fire twice will make you player to beat up the nearest opponent. Inadvertent thrashing may result in the net calling a foul.

At first, play is pretty frustrating. There's an 'Action' option to get straight into the game but this is no Speedball or Sick Kick play is substantially slower and control takes quite a while - perhaps a little too long - to get the hang of. However, as experience grows that this slower pace allows more opportunity for planned and subtle play, which is very satisfying when mastered.

The full 'Campaign', where the team management elements come into play, adds a huge amount of depth as you take your team travelling around the towns and cities of Ghord in search of game and fortune. M.U.D.S. will definitely not appeal to everybody, and you'll be well advised to give it a good try out before you buy. But do give it time - the game's a lot more fun than its first impressions suggest.

David Spurgeon



Goal, it's like getting drunk. Run through the field, then the center using the arrow buttons and flourish the end of any goal being by holding down the 'F' key.



There is a single set of controls for the game. The player can choose to play the game in a single player mode or a two player mode. The game is available on a number of platforms including Windows, Macintosh, and Amiga.





ALIEN—These things think you drive really, really, really fast, which makes them a little more difficult to kill.



ALIEN—The control board is really in line with quality, it features left and right sticks, a fire button, and the screen can be rotated 90 degrees. The joystick has a lock, which is nice. The screen is very clear, and the graphics are good. The controls are good, and the graphics are good. The controls are good, and the graphics are good.



The trouble with being a hero is that you're expected to be one all the time. You do something brave and bold and rather than being allowed to take a well-earned rest on your laurels you're tossed into saving the universe all over again.

Take Turrlican, for example. Five years ago he saved us all from the demon demon Megal and now he's asked to do the same all over again. He's time again a major battle computer with alien above its circuits. Perhaps if he succeeds to time they'll leave him in peace. Mind you, if he fails he'll be left in pieces.

So what's the job? Basically Tury has got to root around the planet's worth of platforms and bridges, split into 12 levels. Along the way Tury has to destroy any alien form he meets, usually confronting a massive end-of-world jankster. Having killed the meanie he jumps into a spaceship for a danger-brought trip to the next level.

Tury starts the game with a single-shot gun firing left or right. However, holding down he produces a long-range beam weapon which can be rotated a full 360 degrees. Pulling down and pressing he drops a mine. Pressing the space bar sends his fire waves sweeping across the screen, leaving devastation in its wake - but be warned that waves are limited. Pulling down and pressing space turns Tury in a spinning wheel that can swing left and right. Destroying it in its path - this is particularly handy for getting through cramped tunnels.

Inside levels (created by bumping a start button) and secret passageways and rooms contain bags of bonuses to be picked up, the temporary shield, half-way fire, wide-field fire, energy refiners and extra lives - you know the score.

In with the original Turrlican, the basic plot may not be much cop, but the implementation certainly is. The scrolling is fast and smooth, with some gorgeous parallax backgrounds, even as the screen occasionally. Sound effects are good too,

TURRICAN II

The original Turrlican was arcade-perfect frenetic fun. Can RAINBOW ARTS' sequel possibly be better?

RELEASE DETAILS

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AMIBIT	£24.99	OUT NOW
AMSTRAD	£19.99/£19.99	OUT NOW
CDI	£19.99/£19.99	OUT NOW
SPECTRUM	£19.99/£19.99	OUT NOW

with some suitably punchy tunes to back the on-screen action. On the Amiga there are voice samples telling you which bonuses you've just picked up. The spikes are great - they look good and move with frightening speed and intensity.

There are loads of great little graphic touches. The gushing waterfalls, rock bridges bending under your weight, trails of air bubbles left by the underwater aliens and Tury's frozen breath when on the ice world are just a few examples of the meticulous attention to detail.

But the technical excellence would count for naught if Turrlican II played like a brick - but it most certainly doesn't. The game's supremely playable, and although it gets very tough at times it's never so so bad that you want to give up - if anything it reinforces the urge to have another go.

The magic is back? Too right it is!

■ David Upchurch



ALIEN—Turrlican II's alien world is a little more challenging than the original. The alien world is a little more challenging than the original. The alien world is a little more challenging than the original.

EXILE-ENT

STRANGER IN A STRANGE LAND

AUDIOGENIC may have been a little quiet of late, but they certainly haven't been idle. ACE looks at two of their forthcoming games.



The start of the mission, and you discover the detailed look of the station's interior. The graphics are excellent, and before EXILE's end, you can see off the graphics team's best effort to date. But everything will fall down for the sake of a better interface.



The underwater caves are not as impressive as they first appear, but with the implementation of underwater physics they do seem to be a step in the right direction.



The interface will not save you if you're trying to solve a puzzle, but with the aid of the hints you can avoid it being too frustrating.



Another problem: there's a slow pace in the puzzles, and when you're stuck, sometimes you'll be told what you need to do. It's not a bad thing, but it's not the best way to solve a puzzle.

RECKLESS WRECKERS

Make Mode! Your ship is under attack from hordes of hostile alien bots. The plasma jets stick to your hull and gradually sweep through. Once inside they go on an orgy of destruction - if the damage level gets too high the ship will explode (which is not good).

The ship's computer automatically scans for something's gone wrong and detects one of the three hazards come from cryogenic suspension to deal with the bots.

If you're afraid you can't try and stop the attack in the hull by repairing the space heater, which can suck up attacking bots before they hit the station's hull. If this doesn't work you can aim your approach and fly around the outside of the ship, trying to stop up the holes stuck to the hull. Should they get through you'll have to take the more dangerous option of re-energizing the ship and blasting the aliens face-to-butt.

Lastly, you are not alone in your fight - you have three "bots" at your disposal, each of which can be programmed to go to different parts of the ship and help deal with the aliens. More robots up to 10 more can be built in the site, but this takes time.

If your crew member's life energy drops to zero for good "killed" over by the aliens and increases a good interminable amounting bots, which makes things pretty tricky for the next defeated crew member. But pity the third and final crewman - he's got to face two of them!

Wreckers marks the welcome return of Denton Design, known for writing one of the first ever icon-driven adventures (Shadow-wire) and such arcade-style bots as mutants, and should be out on Amiga and ST around the same time as Exile.

Far out in deep space, colonies on an alien planet have stopped transmitting their's back to Earth. Something is wrong, and as the only space traveler within several lightyears of the colony world, it's up to you to investigate. Thus begin your adventures in Exile.

With the aid of a autopilot, you have to negotiate a labyrinth of caves. Central is able to follow a simple route and avoid. However, you can be pulled up to help you control the plethora of sensors and "bots" you'll encounter.

"Hehe", you're probably thinking, "Sounds a bit like *ThruT*" - and you'd be right! However, these similarities are not worrying considering that Jeremy Smith, author of *ThruT*, wrote the prototype C64 Exile, with Peter even responsible for the excellent BBC game design. Command-receiver that's being out on the Amiga and ST versions. Peter insists that at least they're spent around 4 year-years working on the project.

Jeremy and Peter have spent a lot of time writing the game's movement routines - all objects and creatures have mass, inertia, dynamics and even buoyancy for underwater behaviour, and move accurately in the gravitational environment.

However, the game is far more than just another robot. *ThruT* had after. Although this form is enjoyable substantial part play, that progress is only achieved by solving puzzles and completing tasks, the depth and complexity of which make the game akin to an adventure.

Games can be saved - which is just as well, because the map area is a huge 25 screens wide and 32 screens high in all Peter says that it takes him around six hours to complete the game knowing all the puzzle solutions.

Take it one of those games that may not look like much but the underneath but plays like a dream. The action is fast and smooth, while the puzzles add depth to the basic formula. It's a game that deserves success - look out for its release in the next few weeks.



A welcome return to the classic programming style that's been the trademark of Denton Design for years and years, including using these graphic style.



Stopping the alienbots in their tracks. It's a nice game of movement and it's not too hard.

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The New Yorker. That appears with graphics that look like a cartoon. Because the ball responds to gravity, you can watch it drop into a hole.



From here, after getting the ball, you adjust the hole by that, depending on the conditions. Then you hit the ball off toward the hole. (Usually another hole in the yard.)



Zany Golf on the Amiga was a welcome addition to the plethora of heavyweight golf sims available for the machine. Its cartoon graphics and state-of-the-art made it an ideal golf simulation product.

The Megajoule version, with instant sprite-loading and top-notch graphics capabilities should be even better. Unfortunately, it's a mere shadow of its former self.

The aim of the game is to put your ball in the hole at the end of each course, just like in "normal" crazy golf. Each course has a particular feature which - in most cases - turn the play area into a vaguely rectangular place, like something out of the Twilight Zone. A swinging hamburger conceals the hole in one course, lets you throw the ball around another and one whole level is played on a giant pinball table.

By clicking on the ball using a definable button, you can then drag the cursor away using the keypad to determine the strength of your shot. As the cursor moves away from the ball, a dotted line will appear between the two. Once you let go of the button, the ball will shoot off following the line of the cursor. You are entitled to a certain number of shots at each hole, depending on the difficulty level you have selected.

The ball bounces off walls and obstacles, and follows natural forces like gravity and inclines around the course.

Graphically, Zany Golf is pretty good, although it looks a little foggy around the edges. The animations of the features such as the hamburgers and windmills are well done, but the beautiful intro-screen (admittedly a distraction from the

PTC

500

MIG & DRIVE

RELEASE DETAILS

MIGADRIVE 1989 500 500 500

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Multi-directional fire is still a thing! Depending on which power option you select, your fire can be controlled around.

GYNOUG

Mythical hi-tech blasting anyone?



The entire game's intermission stage and location frame are done with floating pixels for GYNUG. But how? You're going.

Gynoug is a peculiar game. It's basically an archetypal left-to-right scrolling shoot-out with absolutely all the features and qualities you'd expect. However, rather than jettison an atomic-covered character with plasma control and retro lasers, you take control of a little man with wings and a tankcok.

Doesn't really sound like the makings of a world-beating shoot-em-up does it? GYNoug, despite its lazier interest, is about as fun-it-will-as-it-gets. Other than story-line niceties and some innovative graphics touches - the character flies quite well and there are some pretty background details - it's exactly the same as about half of all the other shoot-em-ups on the Megajoule.

Good intro setups and options preliminary have been (dead) with, your hero appears on the left hand side of the screen, flapping his wings. While you get an impression of some pretty decent graphics, the nature of the gameplay doesn't really give you much of an opportunity to sit back and appreciate them.



The initial level graphics from GYNoug are excellent. But, as more time of your super character is a possible shot!



A KNIGHT TO REMEMBER



a blend of fantasy role-playing, adventure and combat simulation set in a richly detailed world of mountains and rivers, villages and cities, castles and ruins of medieval England.

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- 14 screens including maps of Arthurian Britain

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- Hundreds of hours of play-time

- PC version supports Roland D1-32, Cirrus Audio and SAM sound boards

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 Atari 1.0 (1 megabyte only)

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 £29.99
 £29.99



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As a result of your own actions, your ship can be controlled in a variety of ways.



Once you get into the advanced level, you'll see a tactical view of the game. The icons on the right are the various units that you can use.



Once you get into the advanced level, you'll see a tactical view of the game. The icons on the right are the various units that you can use.

STAR CONTROL

ACCOLADE put space combat strategy games back half a decade...

After playing *Star Control* for a short while I read and reread the manual to make sure I hadn't missed something. Why? Because I couldn't believe that the joystick I was holding was attached to an Amiga, while the game on the monitor in front of me looked like something you might expect to have seen at the C&A about five years ago.

Fortunately further play confirmed my worst fears. *Star Control*'s almost totally devoid of on-screen playability, and, in places, the presentation is dire.

Although *Star Control*'s described as a combat and strategy game in a space setting, it should not be compared to the likes of *Elite*, *Pelicanon Of Fear Traders*, or *MicroProse's recent Lightyears*. These games use sophisticated 3D systems and operate in real time rather than on a turn-by-turn basis. *Star Control* offers a fairly two-dimensional combat

sequences that look as if they've been borrowed from an early Eighties console, with sound effects to match. The strategy element operates in a manner similar to many wargames - each side takes turns to issue a sequence of orders.

The basic premise behind *Star Control* is that Earth and other planets in the Alliance of Free Stars are under attack by the Ur-Quan Heretics, a group of malign multi-eyed and/or horned non-sentient alien races. Rather than sit back on its fortified launchers to become part of an Ur-Quan barbecue, the Alliance gets its act together and heads out to meet the incoming threat.

This isn't only workers trying the occasional Ur-Quan ship, but also building mines, fortifications, and colonies, while destroying similar alien establishments.

Before plunging headlong into a full game, prospective pilots are given the opportunity to practice combat using any of the available craft (each of which has its own handling, characteristics and firepower). This is also an opportunity to review the capabilities of the vessels so that you know exactly what you're up against in the real thing.

If you're still not at that keen-on trying your hand at the strategy game then there is a combat-only game in which you can get straight down to the business of unloading heavy ordnance.

Eventually though, you won't be able to resist the temptation to try your hand at giving orders to those cute little units, all of three or four pixels across, and watch with hopefulness as they roam across the screen to meet another big blob of colour. To be fair, though, the minuscule graphics are almost compensated for by some very effective 'immediate-response' cues. As the menu of puts it, 'something exciting happens'. The

question is, does any games player worth his salt really want to plough through the tedious just to sample the delights of one or two animations?

On the plus side, *Star Control* comes with two editors, one to configure the keyboard, and another to modify the nine scenarios built into the game. But these are small consolation for the inevitable disappointment of many of the gamers who will part with hard-earned cash for this game.

Colin Coady



The position of each ship can be examined before a battle. Scrolling on the screen also allows you to take your own view of the tactical view.

530

AMIGA

RELEASE DATE

AMIGA 134 95 COPY NOW
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SUPER MONACO GRAND PRIX



A podium and you've won some tall when the car wins while on the opposite side, straight through the front of the car, and you've got some tall when the car wins.



A podium and you've won some tall when the car wins while on the opposite side, straight through the front of the car, and you've got some tall when the car wins.



Pull on your helmet and tackle in this Formula One challenger from US GOLD

Does the world really need another Formula One road racing game? Well, titles like Lotus Esprit Turbo Challenge, probably the best 16-bit racer available at the moment, you would think it would be difficult to come up with anything even slightly better.

Super Monaco Grand Prix can't be accused of not trying. From the graphics to the sound, the speed of animation and the intro screens, it's high quality throughout; whether you think it takes pole position must be very much a matter of personal taste.

Based on the Sega coin-op, the game comes with a bouncy frame rate and a welcoming young lady in a light swimming costume, followed by a neatly digitized set of your name, a page of engine specifications (very useful) and a course map.

Before racing you have a choice of joystick or mouse control; you can set the mouse sensitivity by moving it to its far left position, holding down the left button, sliding it to the far right position and releasing. I found the game pretty easy to control in either mode or joystick mode; control is logical (left, right, forward to accelerate, click/tw to change gear), and response is fast and accurate.

There are also three gear change modes: automatic four gear, manual four gear, and the

most challenging and authentic, manual seven gear. You get more engine power in the more of four modes.

The main display features a rear-view mirror at the top, together with the name of the current course (of which there are six), the main area shows the usual cockpit view with the four full of your car, your arms and the steering wheel. At the top right is the RPM counter, but rather than concentrating on that you can judge your revs from the engine sound. There are also various lap counter and lap time position displays.

You have to complete a qualifying lap on the preliminary course before entering the competition proper; there's a time limit outside of which you won't qualify at all, but you will get the consolation of having another lady in an even tighter swimming costume informing you of your fate.

Once you have completed a qualifying lap and taken your position on the starting grid, the car jitters/locks up. Steering is pretty smooth and plants fast, background and road-side details are large and well-defined, and the other cars are well depicted.

Actual performance is very realistic; you can bank and smash your way to some extent - even scrape along the roadside barriers - but any major impact and you'll find bits of your car flying in all directions, and your Grand Prix career coming to a sticky end.

Your performance, of course, is expected to improve as you progress from one track to the next; for France you have to qualify 7th or higher



One of the treasure chests that hides some of the more subtle, and exciting, and there are more traps to be found.



Racing through the background to Warwick the Avenger is Captivating enough you are plunged into the magical world of Waverley, where the lone hero Gareth battles against the evil wizard Acamantor, evoked in an outer defeat. Not help is at hand, in the form of an ancient wizard who vows to enter Acamantor's tower, defeat the four demon guardians and finally kill Acamantor.

But once you get past the pretty loading screen and similar atmospheric music, you realize this is a tribute to D&D.

D&D, an ancient role title, was quite well received in its day, but apart from improving its graphics and sound, Warwick the Avenger still has very little in the original concept. Basically it's a cross between Gauntlet and Pacman, as you steer the Warwick around a series of mystical mazes, fighting off monsters and searching for the entrance to later levels.

to three 5th or higher, and so on up to the last in Monaco. To add a small random element to the game, there's a small chance that any given track will be wet, which makes driving much more hazardous.

The best that can be said of Super Monaco GP is that it's a great all-rounder; sound effects are well-integrated with the action, there's little unnecessary flash and the racing sequences are fast and accurate. It's well up with leaders.

■ Chris Griffin



PTC

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100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

871

4.9 (10.0)

100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

RELEASE DETAILS

ARCADE	12/91	OUT NOW
IBM SP	12/91	OUT NOW
SEPC	TBA	November
AMIBAS	£10,990 (US \$)	OUT NOW
CD	£10,990 (US \$)	OUT NOW
WORLDAM	£10,990	OUT NOW

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WARLOCK THE AVENGER

Go back in time with MILLENIUM's magical arcade adventure, which might stir horrible memories...

The maze, shown in a form of pseudo 3D, are carefully designed but repetitive, unfolding mostly to your warlock toadies around various monsters such as ghouls, beetles, skeletons, snakes, devils, zombies and 'ylerks' (which look like jibes of telemanagers) shuffle towards you, and you will soon become profoundly fed up with avoiding them.

Around the maze are dotted chests which the warlock can open simply by standing in front of them. The chest screen shows you a pretty graphic of the contents, and you can choose from a number of spells: found inside water spells, fire spells, lightning bolts, and so on. These can be used against the monsters of the maze, the stronger monsters needing several hits to destroy them.

Next, you will find more potent spells such as Sleep, which creates for you an impassable

mine which follows and defends you, and Dracos, which is needed to see off the guardian demons.

The warlock's constitution is shown on an orange bar, and is depleted by contact with monsters, water, or poisonous fires. Standing on Pentagrams of Life or Omega Carcets will replenish your energy.

Now, all this would be fine if we were talking about an 8-bit game, or even a budget 16-bit game. But this is an aged 16-bit game masquerading as a full-price 32-bit title, and very little effort has been made to get it up to standard. As far as the conversion the level of before can go, being... Acclaim's welcome to it.

■ Chris Griffin



PTC

5
0

100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

568

4.9 (10.0)

100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

RELEASE DETAILS

ARCADE	TBA	OUT NOW
ARCADE	TBA	OUT NOW
CD	TBA	OUT NOW

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MIG-29

F U L C R U M



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The most realistic flight simulator for the home computer.

Everyone agrees that CD-ROM is going to dominate the games business in the next couple of years. But that's all everyone agrees on. To understand how and why CD-ROMs may affect your gaming you need to know not only what technical issues are involved, but also how these issues are being addressed by the hardware and software manufacturers. We've tapped up the latest state of CD play for each major machine and answered some of the most frequently-asked questions about CD-ROM technology.

Read this and join the experts—most of whom still know even less about CD-ROM than you did when you started reading.

AMIGA

Amiga owners, at least people who aren't, could be themselves leading the CD revolution thanks to Commodore's development of CDTV, full trials of which were printed in ACE 34. CDTV is basically an Amiga with a CD-ROM attached, together with some firmware that offers CD audio control and CD-ROM management.

CDTV, despite earlier reports, does not interface data into the VGA panel and does not provide any data decompression as CD-ROM 34 and 36 do. This means that you can't have per actual interactive audio and, on the face of it, a more powerful and than CD currently promises to be. Although Philips claim CD will feature full screen, Motion video when it is finally released.

It would be a great mistake to underestimate the impact of CD-quality audio—especially human speech and increased data storage for games and entertainment. In particular, expect to see one impressive Classic Simulation software on

CDTV, not to mention numerous hefty educational packages and fantasy adventures. Arcade fans will also get the sound effects and number of levels they've always wanted.

Existing Amiga owners can upgrade using the CD Drive unit offered by Commodore, but expect to pay around £250, though the price has not yet been officially fixed (and neither has the launch date).

SEGA ST

Sega were one of the first companies to flirt with CD-ROM, promising ST owners an official CD-ROM upgrade that never materialized. It would be very surprising if Atari did not provide this in the very near future and, following the price reduction on the SFT, an Atari CD system could be good value for money, providing that the company developed a firmware crate for the whole system—a CDTV.

This could, in theory, attach any standard CD-ROM drive to an ST, but the benefits of doing so would be negligible since there is no (to our knowledge) ST CD-ROM software. ST owners, for the moment, must play the waiting game...

PC AND COMPATIBLES

Of all machine owners, PC buffs are already in a position to go CD. There is a wealth of PC CD-ROM software, though the number of different hardware configurations may create incompatibility problems in some cases.

In the States, both Tandy and Hoeftland produce CD-ROM PCs and, most significantly, there are signs that IBM themselves are about to produce a low-end CD-ROM system—possibly built around the Fujitsu FM Towns base the entry on the Towns itself.

Sierra, who incidentally pioneered VGA graph-

ics games, are heavily promoting CD-ROM and other games manufacturers are beginning to follow suit. Sierra CD titles represent a significant improvement over their floppy disk counterparts and the company are planning to launch their own CD-ROM upgrade kit at price of around £400, including several free software packages. According to the recently established Sierra UK office, this upgrade will be offered in the UK as soon as it is available in the States, which should happen later this year. This could be a long-pole.

PC owners with money in their pockets will also soon be able to benefit from DV technology (see VGA panel), since this was developed by Intel and is geared to PC systems.

FUJITSU FM TOWNS

This expensive Japanese machine need not normally merit a mention here but for a recent announcement of a joint venture between Intel and Fujitsu that has extended widespread interest later that the Towns may form the core of a new low-end IBM home CD system.

This is not as silly as it sounds because the Towns already has a reasonable degree of PC compatibility. Despite having a low user base in Japan (of around 80,000 machines), the Towns has a high profile because of its powerful graphics modes. It has also attracted a huge range of Western developers, producing excellent CD versions of games ranging from Dungeon Master to 3DStrikeForce. Because the machine offered a real effective way of gaming CD-ROM development experience.

Internally, the weakest link in the Towns system is probably the CD itself. Early versions had a truly appalling transfer rate of around 35K a second, which, together with a rather clunky OS, could mean waiting hours for games to load. More recent models are much speedier, but the Towns remains a flawed machine, despite its attractive styling and excellent displays.

8-BIT MACHINES

There are currently no plans to develop CD software for any of the 8-bit machines. Looking on the bright side, if you're still hanging on to your OCA, Spectrum, Amstrad, or Citi Amcas, the advent of a good CD system could be the first major increase in games functionality since the Amiga and provide the incentive you've been waiting for to upgrade. You won't be disappointed.

ON YOUR CONSOLE?

Although there is absolutely no comparison between CD and cartridge in data retrieval performance terms, there is also no comparison between them in terms of manufacturing cost—CD wins the latter hands down. Not surprising, then, that console manufacturers are very keen on CD technology.

There is no CD setup for the NES system (or for any of the other 8-bit consoles, with the exception of the SFT or PC Engine). However, we have very high expectations of the Super Famicom's potential in this area.

That's because Sega and Nintendo have already announced that they are jointly developing a CD unit for the Super Famicom, for launch later this year in Japan at a price of under £400. Supported by the two giants in the games and CD fields respectively, this unit could have bee-

LASER LESSON

When will CD games hit the streets? How much will they cost? Can your micro handle them? Should you rush out and buy a CD-ROM drive? Our summary of the current state-of-CD-play sheds some much needed light on the prospects for laser gaming.



some power. Unfortunately, there is already one very fat bug in the lettuce. The

Sega/Mitsumi unit is reported to be incompatible with CD-audio. If this turns out to be the case then these companies will be delivering a terrible blow to the consumer purely for the sake of greed by producing a proprietary CD system, they will maintain control over publication, development, and profits. So once again the consumer loses out. Hurray.

The PC Engine already has a dedicated CD-ROM unit and a good deal of software on CD. To date, most of this software has simply used CD as an alternative publishing medium to save copyright costs, but recently some titles have been producing excellent results as companies outside the console market begin to develop for the PCX machine in order to gain CD-ROM experience. The best example of this is a recent adventure by Irem, featuring Sherlock Holmes and boasting a very impressive futurization with disk. Check out the review in ACE next month.

Despite constant rumors about an impending dedicated CD-ROM drive for the Sega MegaDrive, no such unit has appeared. We were unable to contact the UK distributor for news about this so Megadrive owners, like ST owners, will have to wait. That there will be such a unit at some stage seems almost 100% certain, however.

Computer's data transferred exclusively to add services, it will be to enter the market's first dedicated computerized data processing system (integrated with this system). The system contains a built-in control console (see text) and has full file control facilities, although control instructions require an external disk. The controller's design would allow for only a limited data processing capability, but when it is used to control systems in remote sites, which the company announced they intended to offer CD-ROM hardware in their systems this year, for other users. Users also demonstrated their integrated network-based capabilities, giving flexible responses to various forms of processing with full access, network capabilities, and electronic mail.

CD Q&A

What with all the rattle and hum surrounding CD technology, it's hard to keep track of what's going on. Here are some frequently asked questions about the systems that are going to change the face of gaming...

■ What is a CD-ROM?

Simple. It's a 12cm disk that exactly resembles an audio-CD disk in appearance, although for protection it is usually encased in a plastic cartridge. To use the disk, you insert the whole cartridge assembly into the player. With a master CD, a couple of glitches caused by marks on the disk are hardly likely to be noticed - but with data even a single error could be fatal, hence the added protection of the transport cartridge.

The storage of data on a CD-ROM is governed by standards laid down by Microsoft. The system is now being adopted and was originally designed as an extension of the functionality of audio CDs. For this reason, CD-ROM is rather inefficient when it comes to data storage. A standard CD-ROM drive has a data transfer rate (i.e. the speed at which it can send bytes along the cable) of around 150K a second, considerably slower than most hard disks, the fastest of which can manage around 10Mbyte a second.

Equally onerous is the latency in which CD-ROM actually gets the data off the disk. The system uses Constant Linear Velocity, which means that the disk sur-

veys beneath the laser read always be moving at the same speed.

Unsurprisingly, as a rule then, the tracks towards the centre of the disk have a smaller circumference than those of the outer edge. The ingenious solution involves constantly altering the rate of spin of the disk.

As a result, CD-ROM is not only slow at transferring data, it is also slow at reading it (the access time). CD-ROMs may resemble the early laserdisc video games like *Dragon's Lair* which had disconcerting black-outs between scenes as the system desperately tried to locate the next batch of data.

In fact, CD-ROM is pretty useless for most games applications - except for the fact that it can hold 550Mbytes of data, a difficult to pirate, often CD-audio quality sound for some applications and, in principle, it is an extremely cheap storage medium. With the current standard error correcting optical-disk standard, these advantages make CD-ROM an almost certain victor in the games data storage wars.

■ If CD-ROM is a standard, does this mean that a CD-ROM for the Amiga will work on the ST with a CD-ROM attached?

Possibly - it depends wholly on the disk. There's a standard called ISO9660 which determines the physical file structure of CD-ROM. This means that CD-ROMs conforming to ISO9660 may be read by any ISO9660 drive. It is conceivable, therefore, that drive developers could use the vast array capacity of CD-ROM to store see-able code and graphics to mean that one computer system on a single disk. (Remember, it doesn't even matter if your computer can read the data on a CD-ROM - it has to know how to use the data it reads if it's going to run the program.)





For higher-end users, console design is easier, design is simpler. The decision was developed with Japanese engineering in mind and when you're sure most of these points considered the quality of console systems. Although the focus is clearly on a comparatively small market, it's a step in the right direction for the industry.

■ How much will CD-ROM games cost?

There is no reason why CD-ROM games should cost any more than games stored using conventional floppies. In fact, where the floppy version required several megabits, the single CD should save the manufacturer and hence possibly the consumer money. The most likely scenario, however, is that developers will use the storage capacity for additional game features, the programming and design of which will cost more money and hence add to the final price of the product.

■ Can I play my existing EP's in my CD-ROM drive?

Most all CD-ROM systems include some facility for playing music CDs. The cheap ones a simple headphone socket is on the CDTV for example, a complex CD-audio management interface built into the CD-ROM and enabling you to use your computer as a sophisticated CD-audio player.

■ What is CD-I?

CD-I stands for Compact Disc Interactive and is a standard developed jointly by Philips and Sony. Originally announced in 1988, it has been consistently delayed. The system uses a CD to store storage and additional computer graphics and sound hardware to provide a single unit designed to be interactive manipulation of CD-data. Unfortunately the sound and graphics hardware is not exactly state-of-the-art and hence makes for the system an all-around mediocre solution.

■ What is DVI?

DVI is a hardware device developed by chip maker Intel and designed to work in conjunction with CD-ROM systems. Its objective is to overcome the limitations of

CD-ROM, particularly with regard to the data transfer rate (see above). The basic principle of DVI is data compression - the system decompresses data taken from the CD in real time and by effectively increasing the amount of information being spooled from the disk enables more data intensive operations to be carried out by the computer. The most obvious application for the technology is full-motion, full-screen video - movies on your video, in other words. Using DVI, a CD-ROM can store several 90 minutes of full motion video data.

■ If CD-ROM is simply a disk for storing data, what's all the fuss about?

The fun is about two things. The first is that having huge amounts of data makes computer applications that were hitherto impossible now increasingly achievable. The most visible one is interactive movies, or full-motion, full-screen video displays on your home computer. The next preferred one is CD-audio-quality sound for games. Making the optimum use of CD-ROM's storage, however, involves a lot of new technology (the speeding up of the access rate, for example, as in DVI or CD-ROM EA - see elsewhere in this party).

The big question, therefore, does not over CD-ROM but over how it will be used. Is the CDTV package really the answer? Will CD-I ever appear? Will DVI ever become cheap enough to be implemented on home computers? Questions like these are important because we very rarely doubt that the advantages offered by CD technology are vital to new technology.

There's also the problem of actually developing for CD-ROM. Although it's just a disk like any other, using the system poses special problems for developers. Not only is there more space that tempts one to develop more expensive games, but the way the space is used may be crucial to an application's success. Think

geography, as it is called, is important because of CD-ROM's inside data access performance (see What is a CD-ROM? above).

Supposing you open a chest in a dungeon and the program needs to locate the sprite data for the fatuous monster that springs out of it. It's going to be a lot of a lot-downs if the whole game hangs up while the laser heads off across the disk looking for the relevant data - the answer is to ensure that all relevant data is stored in a readily accessible, nearby location. This may well involve duplication of data across the disk to ensure sparsely access.

Writing games that can exploit CD-ROM's potential to the full and, at the same time, bypass its shortcomings is a challenging business. The rewards, however, will be high, but the uncertainties today are enormous.

■ If CD-ROM can store CD-audio music, can I listen to it and play games at the same time using the same disk?

It depends on the system you've got. Once again, the problem is data transfer rates. CD-ROM can't stream out the data fast enough to supply data for your application at the same time as fetching out CD-audio sound.

The solution is called 'data interleaving' and is the main feature of CD-ROM EA, an enhanced CD-ROM standard developed by Sony but currently not very widely implemented. What happens is that the laser heads 16-bit at a time and sends them to the computer. Normally, the information would be either music, graphics, or control data, but you can change your data types so that those 16 bits actually hold encoded information for both audio and video.

In CD-ROM EA, the system includes a Digital Signal Processor that strips off the first bit (or more than the first bit, depending on the sound quality you require) of every stream received from the CD-ROM and applies decompression algorithms to the data received as a result. In-and-out graphics data can therefore be accessed simultaneously.

Unfortunately, CDTV does not include interleaving and neither do most of the CD-ROM systems currently on offer. It does, however, for a standard feature of most systems within a year or two.

■ What CD-ROM system should I be thinking of buying?

That's an impossible question to answer at present. Check out the notes for your machine elsewhere in the article. CD-ROM is the future, but at present it looks like staying in the future for a few months yet.

■ Steve Cook

FLAMES OF FREEDOM



FLAMES OF FREEDOM

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



"In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for

peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

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



ATARI ST
SCREENSHOTS

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

FREEDOM

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

RESTRICTED

MISSION BRIEFING - BENT MAZAR

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

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

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



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



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



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



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



Could the Dragon of dragons be the sleeping one in these adventures? (Photo: Electronic Arts)



Remember, those battles could well come before the war...

TIPS 'n' TRICKS

Rise of the Dragon, Captive, Night Shift, Supremacy and F19 Stealth Fighter are just a few of the games blasted wide open in this month's tips and cheats selection

Rise of the Dragon

Stern's *Rise of the Dragon* is growing most popular with our PC readers. And since we can't help playing it to death in the office, we thought it only fair to impart the information we've gleaned. Be warned, your enjoyment of the game may be seriously depleted by reading any further!

From The Top

Once you're woken up, pick up your clothes and put them on, then take your coat and wear it. Move the pillow on the bed to reveal your gun, but don't take it. Turn on the vidphone and read the messages using the remote control. Remove

the picture of Chand from the wall, and remove your ID-card too. Leave your apartment and go down in the elevator to the Elevator.

Take the On-way to City Hall and go to the Bureau of Records. Take to catch things up with Ramon, talk to her and apologize for standing her up. Once you've got the keys from her, head back to your apartment and use them to open the cabinet above the sink. Take the batteries, the Photo bar and the wire-tapping kit.

Leave your apartment and go to the Pinpoint Center on the On-way. Enter the Elevator if you haven't got a gun, you'll be okay. Head straight for the bar and talk to the ladies, gyp at the far end. Tell them you want to talk to them about one of

his friends, then tell him it's Chand. Then tell him they're got lots of friends names one. Show her the picture of Chand from the vid-tax. He will break down and confess that he is The Joker. He'll tell you that Chand was running with some drug-dealers, ask him who and if he becomes tight-lipped remind him that Chand was one of his friends and she wouldn't want him to protect whoever killed her.

Once you've got the name of Chen Lu from the lady, leave her alone. Go back to the On-way and visit Chen Lu's place. Enter Chen's apartment, and once you've looked at his maps and removed his ID card, go into the bedroom. Press the eye of the Dragon statue and you'll reveal a safe. Type in the combination (it's part of Chen's telephone number). Get everything in the safe.

Leave immediately, or you'll get arrested by the cops and waste valuable time. Go and visit Ramon at Records, and show her Chen's ID Card. This will yield a couple of contact names.

Go to Johnny Q's place and sneak down the staircase. Put a bomb on the back and blow it off. After examining the plan, open the door and let the wife whisper. Remember you can't attach any wires unless the current is on zero. Run go back to your apartment and check the vidphone to see what's been talking to Johnny Qwing.

That's all for this time. The rest of the mission is up to you. Unless you can wait until next month!



James has nothing to report. Time to take and make up

Captive

This excellent graphic adventure has been keeping many readers awake a long time into the small hours of the night. ACE has already printed a set of gamer's tips, but it seems these weren't enough for a lot of you, so our illustrious thanks to Darren Sims, from The Guiding Light tips service, for these pearls of wisdom.

EXPLORATION WITH THE HAMMER

Being at The Guiding Light, I receive many calls from frustrated *Captive* players who feel themselves at a dead end in a base complaining from what I call the B.E.A.D.E. syndrome (Been Everywhere And Done Everything). Employ the following technique and you'll find things much easier.

When you first enter a base, explore every corner. If you come to a door, immediately walk on any type of exit, do NOT open it. Instead, enter the mapper display only your robots have moved instructions on how to do this, and press the highlighter button (the button to the left of the pair of arrow buttons). This will raise a red dot at the location of the door, wall or switch. Think of this dot as something that will be opened.

Continue exploring, marking as you go, until you've explored as much of the level as you can. If this, you should have filled every free rooming area in the area and collected all available items. The next step is to go to one of the red dots and - before operating the door, wall or switch - press the highlighter button again in turn of the red dot. Once into the newly-revealed area follow the same procedure of marking all areas of interest. This way you'll never miss anything. By the way, it's a good idea to save your game before entering a new area - you never know just what's behind that door!

Another way of using the 'highlighter' is to allivate between doors, walls and switches by using differing numbers of dots in a position. This is particularly handy for switches, such as 'right controller' and 'left' types, which raise the correspondingly numbered clipboard. Also, if you find the generators with part of the case still unexploded then I leave out dots, raising the room easier to find later on.

Repeat this process throughout the base on each level and you will greatly reduce the likelihood of acquiring the dreaded B.E.A.D.E. syndrome!

DOES AND DOORS

These are used to help you open the doors with the four buttons in the corners. First face the door, then put the dot in the hand of a robot. Click on the dot with the right mouse button to set it. The dot will change to the number four. Click of each dot as representing one of the buttons. Keep clicking and each will turn red, indicating which buttons to press. Simple, unfortunately they don't work on the base you visit doors. Remember that window also can be used to blow up mines.



"The B.E.A.D.E. syndrome" - Don't miss your weapons. Sometimes it's possible to simply... (Screenshot from TNT magazine, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100)

FLOOR-BLASTING SWITCHES

If you stand on them, you'll find a wall appears, blocking your retreat to the base exit. You must search every wall cupboard and click the left mouse button all over the back wall of the cupboard. Eventually you'll find a loose brick which will pull in, removing the offending wall. Normally the cupboard is empty and often closed by, though sometimes hidden.

COMBAT TACTICS

Use your environment to your advantage. Where ever possible, use an enemy to a door and close it or hit what's firing - the combined damage will reduce the killing time. (Aah, I remember using this tactic in *Dangerous Waters* if you still get killed too easily, then find an open space where you can keep your distance and hit around the alien, firing at its back and sides and dodging its bullets (use the grapple for an extra bit of speed).

Most aliens are pretty thick. As an example, picture a corridor that you're walking down. You come to a door about halfway, with a number of aliens on the other side. If you stand in front of the door, the aliens will try to shoot you through the door, and any fallen aliens standing in the way! Click on the SLEEP button. It is no use the aliens will have killed each other until there's only one remaining - far more easy! However, keep an eye out for walking TVs which shoot fireballs through mesh doors and missiles which open walls like doors.

If you get in a scrum near a ladder here are a couple of tactics which you should bear in mind. First and my favourite, activate the camera on the level with the alien you are fighting and switch it on. Go up far down the ladder and view the camera screen. The moving patch of yellow is the location of the alien, while the dark patch on the floor is the position of the ladder. Turn the camera to face the ladder and watch as the alien moves on and off the dark patch. When the alien moves away from the patch, duck down the ladder, safe on the knowledge that it'll have to look to you and fire off a volley of shots. Their pop up

the ladder as the alien turns to face you probably is enough at such a close tactical and repeat the process. Those poor souls on the space station (Level 12) will find this particularly useful.

The second tactic is very effective but hard to implement. Any alien or group of them can be instantly killed by dropping, or top of them as they stand under the ladder. However, this is very tricky to bring about because if the alien has a space to move to so you fall on them, they'll ALWAYS get out of the way. For success you must again reach the camera and the alien must have nowhere to go. This situation only arises when there is more than one alien mulling about and your target is surrounded by aliens and walls which will help it trapped under the ladder. It's a very satisfying move when done correctly, though!

There you go, *Captive* fans! More hints for thought. Once again, thanks to Darren and The Guiding Light.

The Guiding Light are a tips service available between now and midnight, seven days a week. Give them a call and you'll be able to speak directly to people like Darren who play the top games and should be able to help you out of any sticky situations. Their number is 0208 339933, and all calls are charged at 30p off peak and 44p any other time, so be sure to ask the permission of the 04 paper before you start phoning!



Don't miss your weapons! The one-way way of getting past doors!



Now these authors! Now the faculty! When you play this game, you and your friends should be as greedy as all!

Gremlins 2

Not the easiest of games, I'm sure you'll agree. So this cheat needs, found by S. Lakes of Newport, should come in handy. When you get on the high-score table type in "BRATINI." You should then find yourself with infinite level! Fun, yeah?

Kick Off 2

More cheats for the ultimate football game. This time from Paul Turner and Matthew Beckings on the USA version. If you press RESTORE to quit the game when your team is in clear-cut possession of the ball then your team will win, regardless of the score! What's the point of that?

Supremacy

This excellent space strategy game is not easy, especially with the cost of spare hardware these days. Wouldn't it be nice if you couldn't open a special ACE account at the galactic bank and get infinite credits? Well, thanks to Matthew and Peter Warner from Basildon, you can! Type in this AMIGA basic routine, save it, then insert your Supremacy disc and run the program. The routine doesn't write to your game disc so there's no risk of corruption.

```

30 ROM Inside Credits for AMIGA Supremacy
30 SUM=0: DM CODE$124
30 FOR COUNT=0 TO 123
40 READ $P$R0: $P$R0=VAL$M+P$R0$
50 SUM=SUM+P$R0
60 CODE$COUNT$=P$R0
70 NEXT COUNT
80 IF SUM=61655881 THEN PRINT "CHECK
SUM ERROR, CHECK YOUR SYSTEM" STOP
90 CHECK=$P$R0$COUNT$P$R0: CALL $HEAT
100 GOTO *****
110 DATA 7088, 1368, 7202, 2078, 0084,
418, 7754, 3540
    
```



With this handy cheat for Supremacy you'll be able to try out many of those state-of-the-art vehicles in your next galactic war.

```

120 DATA 4480, 8708, 8058, 7038, 7840,
1988, 7077, 4048
130 DATA 1708, 4874, 6088, 3407, 4290,
3408, 5080, 6700
140 DATA 8088, 9408, 4648, 7824, 3400,
2880, 2840, 0808
150 DATA 5800, 4298, 8800, 8008, 7408,
1485, 4174, 4008
160 DATA 9080, 3408, 3488, 4374, 0088,
4280, 4781, 2740
170 DATA 8848, 7834, 6480, 5836, 2040,
0800, 0080, 1370
180 DATA 3800, 0800, 4100, 0024, 2007,
3000, 4290, 3040
190 DATA 0812, 4048, 7038, 4174, 0818,
4578, 0000, 2944
200 DATA 0014, 3088, 3488, 5408, 7770,
4000, 8000, 4678
210 DATA 4578, 3000, 2900, 4078, 8000,
3600, 6100, 0078
    
```

```

220 DATA 8874, 4078, 0900, 5128, 5878,
3540, 2484, 4078
230 DATA 4874, 0014, 3170, 0000, 8800,
1370, 8008, 0000
240 DATA 9000, 1370, 4840, 0080, 8008,
4078, 0900, 5878
250 DATA 4878, 2084, 4622, 3472, 6440,
8874, 8878, 8800
260 DATA 6480, 3488, 4348, 0000
270 GOTO *****
280 ROM Type this listing into AMIGA/Basic and
insert your
290 ROM Supremacy disc in Drive 0, if an alert
appears click
300 ROM on cancel. Now run this program and
Supremacy should
310 ROM load as usual but you'll have infinite
credits.
    
```

Toyota Celica GT Rally

Dave Gibson from Greenport in Northern Ireland sends this brilliant cheat for this equally brilliant rally simulation. When the game says "Start your engine!" at the beginning of each rally stage, press CTRL+DEL and the "C" key at the same time to freeze the clock. It is now possible to complete the entire game in a record time of 00:00:00! Best that!



F19 Stealth Fighter

Following on from last month's tip special there's this special routine that'll give you infinite weapons - easy hands, I'm sure you'll agree! Again, thanks to those happy hackers Matthew and Peter. As with the Supremacy routine, type it in, save it, insert your game disc then run the routine.

10 ROM Inside Weapons for AMIGA F19 Stealth Fighter

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TNT

Most levels in *Ooops!* require a bright object you type within about five seconds.

25 SUM=0; SA CODES=114
 30 FOR CODE=0 TO 114
 40 READ ACODE; WORD=VAL(MAT*ACODE)
 50 SUM=SUM+WORD
 60 CODE=CODE+1:GOTO 25
 70 NEXT CODE
 80 IF SUM=11543555 THEN PRINT "CHECK-SUM ERROR: CHECK YOUR LISTING-STOP
 90 CHEAT=AMPT*ROSENOR; CALL CHEAT
 100 REM *****
 110 DATA 7040, 6286, 7002, 3076, 6004,
 6642, 7734, 2640
 120 DATA 4480, 6708, 6644, 7638, 7640,
 6786, 7074, 4044
 130 DATA 7636, 4864, 6008, 5602, 4200,
 5400, 6280, 6780
 140 DATA 0864, 9874, 4642, 7604, 2400,
 6480, 6040, 6080
 150 DATA 5880, 4296, 4800, 0808, 7400,
 5480, 6744, 6080
 160 DATA 7600, 2408, 2486, 4174, 8674,
 4286, 4286, 3240
 170 DATA 4242, 7444, 4480, 6646, 3240,
 8890, 0860, 3170
 180 DATA 6002, 8000, 4416, 8004, 2002,
 2000, 4200, 3144
 190 DATA 6012, 6644, 7638, 4176, 0800,
 3048, 0260, 4544
 200 DATA 6008, 7670, 6014, 4000, 0800,
 3170, 6000, 7140
 210 DATA 4076, 7180, 4584, 0812, 7000,
 4104, 4076, 1800
 220 DATA 3004, 5008, 6900, 4676, 0260,
 8004, 9008, 4608
 230 DATA 8070, 6006, 6000, 1874, 5970,
 4076, 0800, 6180
 240 DATA 4000, 3470, 6160, 6664, 6970,
 7600, 6480, 7600
 250 DATA 6180, 3000
 260 REM *****
 270 REM Use this listing into AMIGA Basic and
 insert your
 280 REM F13 disc in Drive G. If an alert appears
 click
 290 REM on cancel. Then run this program and
 F13 should
 300 REM load as usual but you'll have infinite
 credits.



Ooops Up!

The *Ooops!* clone has 100 straightforward levels, but it seems that many of you are having trouble coming even the tenth! To help you out, here are the first 40 level pass codes, provided by Malcolm and Alex McEwan from Derby.

Level 1: F001
 Level 2: 2R02
 Level 3: 30F1
 Level 4: 4L50
 Level 5: 0058
 Level 6: F420
 Level 7: 5AF3
 Level 8: C004
 Level 9: 6070
 Level 10: 0040
 Level 11: 4060
 Level 12: F0L1
 Level 13: 7000
 Level 14: 40F0
 Level 15: 6A00
 Level 16: 8000
 Level 17: L009
 Level 18: 4001
 Level 19: 000C
 Level 20: 0040
 Level 21: 0003
 Level 22: F000
 Level 23: 4000
 Level 24: 2000
 Level 25: 4004
 Level 26: F000
 Level 27: 0000
 Level 28: 2004
 Level 29: F000
 Level 30: 1004
 Level 31: 0001
 Level 32: F040
 Level 33: 0048
 Level 34: 2000
 Level 35: 0030
 Level 36: 0000
 Level 37: 0049
 Level 38: 0000
 Level 39: F049
 Level 40: 6074

Malcolm preparing action from *Ooops!*



Be sure to take the factory on your night shift, and remember that enough cash to buy yourself a shiny new truck.

Night Shift

This smashing platform game is a bit of a departure from Luncheon's usual graphic adventures. It's not easy, though, so here's ACE's very own David Upchurch with some general tips, and as if that wasn't enough, the pass codes to the first 10 levels (they should work on any format).

● Having got the BEAST running, the best place to stay is in the paint control area with the three dots and the flash chain. Moving up and down, try to position the wheel so that you can see both the colour in the paint trough AND the fly (which is on). This way you can make sure that you've mixed the right colour for the right top.

● If you're not careful, a couple of tops can be painted incorrectly when the wheels change. With good timing, you can never waste one. If your BEAST is set up correctly, the first part of a

to go in the painting should always be the body. When you see the moulds being changed, use in the required paint dial for flesh colour, if necessary, and wait.

You should see the last head from the 'old' boy being pushed out of the mould and enter the bin on the right of the screen. Then the first body of the 'new' boy should be thrown into the left bin of the 'old' boy's facial drops down to the paint spray jets, quickly shake all the paint changes needed. By the time the jets react, the boy head should have passed through and been painted the correct colour, while the jets are now ready to create the new colour on the new body.

■ Lemmings and buyers are a pain. Keep jumping and they won't get you. In the later levels, the lemings start maddling with the BRAT, increasing both, and flushing the paint through Lower Flylaps beneath the area at risk to deal all that problem.

■ From Level 34 onwards there's a bonus for getting the boys into the correct packing crates. However, it is JUST a bonus and it's quite small, so it's not really worth the time wasted leaving the vital paint control area. Concentrate on getting the correctly-coloured boy spots instead.

LEVEL CODES:

B = following BR = banana; CH = cherry; LZ = lemon; PL = plum; P = pineapple

Level 1: Bp passcode

Level 2: CH-BAN-LE

Level 3: BAN-PL-PL

Level 4: PL-PL-PL

Level 5: PL-PL-CH

Level 6: CH-PL-PL

Level 7: CH-PL-BA

Level 8: PL-BAN-CH

Level 9: PL-LE-CH

Level 10: LE-BAN-PL

Level 11: BAN-CH-PL

Level 12: CH-PL-BAN

Level 13: PL-CH-BAN

Level 14: PL-CH-BA

Level 15: PL-PL-PL

TNT Candle Cameo

ENTERTAINMENT SYSTEM

KEY EVENTS

Facing having a tricky guide at the final level of this bizarre game? Then enter this easy-to-remember but password-locked 800000 8880000 8330000. Thanks to Sandy Collins from Melbourne for that.

TRICK AND TREAT

Thanks to Steve Butler from Bradford for these handy passwords for Days 1 to 8 of this spooky shocker.

Day 1: CH-CH-LE-LE

Day 2: CH-CH-CH-LE

Day 3: CH-CH-LE-LE

Day 4: CH-CH-CH-CH

Day 5: CH-CH-CH-CH

Day 6: CH-CH-CH-CH

Day 7: CH-CH-CH-CH

Day 8: CH-CH-CH-CH

SEGA MASTER SYSTEM

COMBINATIONS

The passworder from Sheffield has this tricky cheat to let you see the second player complete the game. Should you find a cheat when playing 'Brat's Play' or 'Tournament', then press BRAT while the computer is displaying 'Out of bounds', 'In touch', etc.

Now continue the game and you'll be allowed to replay your last level freely, eh?

AMIGA (EXX)

This is an 'almost'-new 'run-get-gritty-tough-on-thanks-to-Exxon' game, featuring from Coasters, England. For those essential playing tips to the first three levels:

General:
■ If playing the one-player game then select Lemms (armed with power shield).

■ In one level it's getting really difficult then by changing your weaponry of Tanks or Bombs.

■ Like many shoot 'em ups, bonus命命命命命命 are always the same, so learn and survive.

■ Force your fly-painting action to buy the game so that you can team up for some mega firepower!

Level 1:

You must pick up the Lemms, Lemms and speed-up that appear at the start of the level (you won't last long otherwise!). A second Lemm and another appear mid-way through the level.

Keep blasting away at the alien monsters to pick up a high score until you reach the end-of-level lobby. More fast-button-bashing should see you off!

Step 2:

If you survived Level 1 without losing a life then you should be able to do the same on Level 2, so just buy one of each of the

following speed-up, side-shield, ring cannons and another, if you've got any extra cash spend it on extra lives.

Level 2:

Stick up the laser. When attack is really heavy and you're just get built to cope, so being around the left-hand side of the screen and stick off as many as possible. Don't forget to collect the shield and ring through the level.

When you get to the end-of-level fast gun, the fast piece of action is keep moving! Fly left and right, take out the middle section first and then deal with the two side lasers. And remember - keep moving!

Step 3:

Roll off your wings except the speed-up and fly as many lives and mega-bombs as possible. The next level's a real treat!

Level 3:

Roll to the right-hand side of the screen. Don't waste valuable bombs on the giant monsters that come down the screen - just avoid them. And keep almost your score, one minute on flying will be instant! Use the bombs on the second bullet-spewing machine and finish them off with your bullets.

The end-of-level lobby will follow you around, so fly it down to the bottom-left of the screen and keep blasting at its centre with everything you've got. When the alien finally reaches his last, don't forget a sign of relief you've got got now, you're levels to get good luck!



THE HELL ADVENTURES OF BRAT, THE ANTI-LIFE, ARE AVAILABLE EACH FOUR IMAGE WEEKS ON AMIGA AND ST

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Dungeon Master	Amiga, 3 Mig ST



Illustration: [unreadable]



Illustration: [unreadable]

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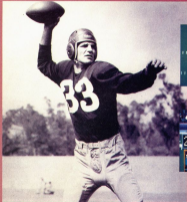
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High Impact's high impact: you can throw back a punter with a punter up the back field.



Score a touchdown and you'll get digital images of your head and body immediately showing their video impact.



High Impact's action: computer-generated players create and control the on-field action. This is actually the first American football game to use motion.



From the screen, you can choose a starting team.

PLAY BALL



So you were one of the chosen who stayed up to the wee hours watching the Super Bowl in January—and weren't at all rewarded with a challenge of a game that set the pulse racing, the breath holding and the Butterbeer flying?

Oh, so Buffalo-buff—I can take defeat, humiliation and the consequent transfer of leads that amount, particularly now that I can go down to the local arcade and enjoy the whole thing, only make sure I don't miss the 58-yard field goal.

It has to be said that classic American Football games have been a little thin on the ground recently. A few years back we had 3D Hard Flight and the multi-player fans were treated to Femco Bowl in '86, but...Ahnow, there's never really been one that stood out as completely marvellous. Until now.

Enter please, from Williams, High Impact—the game that, so they claim, "brings football to life with the energy and strategy of a real stop-light-film." It certainly looks like someone has taken the production and presentation values of

something like CNN's Sports TV Sports Football and transferred them to the on-air area, with its own graphics and sound that can be used there in. Good stuff, you might think and you'd be right.

High Impact moves an impression because Williams has packed megabytes worth of digitized graphics into the machine and uses these images in favour of the usual sprite technology. This gives the main playfield—a scrolling, left-right screen—a very distinctive look that grabs the eye immediately.

But what about the graphics? Well, it's not too difficult to pick up, assuming you are conversant with the rules and subset of English language used in the game. The little option, for example, does not necessitate dropping large amounts of high exposure on the London Metropolitan area but ends up being almost as violent and just as noisy.

Play selection is made via some easy-to-use sub-menus and then you—or you plus a friend—control a computered player on the field. Drop the ball and the usual free-for-all ensues, with a dip-



Super Masters: In this mode, the game gives you more realistic manufacturer's ball sizes up until the 10th day and night.



Golf: Golfers are going to love this realistic, yet somewhat unrealistic, feature that gives you the most realistic yet more colorful ball sizes.



And, unrelated, re-creating the shots and likened a head Coach jumping up and down, expressing strong emotions over each situation. Nice stuff. We're up to 4 players, colored for, bags of tennis, sound, and gameplay. This is the nearest any of us are likely to get to the Superbow, if you enjoy watching American football and like the idea of playing it for real, save yourself serious physical punishment and go for High Impact.

Incidentally, some games have been claiming that the Middle - the new Sega title that boasts impressive graphics, but promises little more, is the first 32-bit arcade game. Wheng Williams, game, can claim that first, with NBC, released a year or so ago. It contained a first 32-bit graphics processor and therefore had double colours and sprites all gaming around with great speed, but thought it was worth putting the record straight there.....

Next to reviewing Atari's new game, Ramparts, last month, after some extensive playtesting, Mike Guggler and I barely suggested North have given into a waning intrigue and curiosity. Personally, I still think that whoever authorized buying those ROMs needs intensive therapy involving extended bed rest and consumption of much Lactocade, but still..... the definitive report when it arrives. Just so those Atari fans know any corporate insanity isn't terminal, however, I've been going that three-screened Race Driver we showed last month - considerable waste of cash and can use officially report that it isn't half bad.

Finally, in a month that's brought little new to the arcade, another plug for Konami's new golf game, Calling Greps is without question up there with Sega's Super Masters as best golf game ever.

And, good use has been made of Konami's hardware sports-expansion routines and it's been combined with some great playability. Last night I got lost out - this may be as good as it gets. In a not completely unrelated topic, I have a confession to make. I love pinball - and consumed that passion by leaving myself to a Williams' Comet a while back. But still it seems that the B&W just don't get the hang of the game as opposed to the States, where you are almost half of the cockpit designers, and France, where you can't move but bump into one. In the UK, however, it's still to see hapless young people with impressionable minds watching their players walking up to a pinball machine - and pressing both flippers at once. Of course, you know better than that, eh?

In terms - but who knows, perhaps the crop of excellent games that are out there of the moment might just lure a few gamers off the PCB's and



into the game where you can certainly show off and prove more capable, albeit for a moment at the time from Pinball.

Todd Manning concentrates on designing strategy like, better to understand titles, such as Duke Montrose, of the Dark which can avoid that minor, local, national phrase, "Open - here open." Their latest, entitled Bugs Bunny vs Daffodil that which celebrates the 50th birthday of the immortal rabbit in 1988.

With the variety of an arcade never played and starts of sound effects straight out of the air, there's also a lot of very few ways to hit the ball - this should appeal to the first time, or just if it's a first.

As well as on the other hand, making games for the correct player, such as the first Dark (originally by the same guy that did Taxi I, but not the what they will become a real classic, Funhouse).

It's one that rewards skill and fast reactions, with some great progressive features and a theme that builds on the Williams tradition but up with Comet and Captain.

With the whole thing being orchestrated by a like-wise, wonderful, dramatic, Funhouse has up to its base. And it's programmed to catch you in the hole if you've never seen both flippers at once. OK?

Finally, more that if you were in a region where it's not available but where you would still want to see it in London's two cities. It's called, Calliope. Possibly the first arcade in the UK, it has been out with 24 or nothing on going - if you can get there just do it. The experience is like any, but it's prepared to cough up a lot of cash to do this, just once for one of those pieces of metal. £10,000. Good!

Next month's full show report from the UK's biggest coin-op trade show, North of York, will have more on the "unpublished" version of the Williams' Comet. We can also see the first of the new Dark, 4x Daffodil. Please go to the back of the hall for an audio stream, and follow.

ACE MERCHANDISE OFFER



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



There is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £8.99

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ACE MERCHANDISE OFFER

**PC WISE UNIT 3, MERTHYR INDUSTRIAL PARK
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Prepare yourself for *The Simpsons*, the licensing phenomenon of the year. This popular American Twentieth-Century Fox television cartoon series has inspired a whole host of "goodies" from toys complete with their own speech/bubbles to Bart bath suds. There are even hooded Simpsons T-shirts featuring a coolly-cynical black Bart.

These multi-million-dollar coffers all bespeak the original family of characters created by cartoonist Matt Groening. The Simpsons also has surpassed the *Crusty Show* in four ratings in the USA, and 20 million viewers are shamelessly tuning into the off-beat humor via FOX's satellite TV. It doesn't end there, either. Bart is apparently big in Zimbabwe and other African nations.



THE SIMPSONS' FAMILY TREE

MARGE
 No one at the Simpson's home. Everything inside the apartment and Bart like the best comedy in the all-American heart has only one quality of unique and unique's have the best reputation for getting the best.

BART
 Bart's having some fun in his get dropping in the first week.

LISA
 Bart's another dad who's at the first nuclear power plant and from there.

HOMER
 Bart's family video can be seen on the "Go the Simpson" which video showing with Bart and playing the computer.

MAGGIE
 Bart's baby sister is the latest Simpson through Bart's new game to both.

Illustration: Jeff



For further details about *The Simpsons* on the PC and Macintosh contact: Electronic Entertainment, Inc. 2177 Century Avenue, Redwood City, CA 94063, USA.

THE HILL OF BART THE MAN

Find out *The Simpsons* video game back to Action - with Gametec, NES and two dedicated handheld LCD games. By autumn, Ocean will have joined in with a computer game for the Amiga, ST, PC, Spectrum, C64 and Amstrad. Action's *The Simpsons: Bart vs The Space Mutants* has just become available on NES in the States and a Gametec title is due later in the year.

In *Bart vs. The Space Mutants* on the NES, Bart's hometown of Springfield has been invaded by aliens who inhabit human bodies. However, Bart is the only one able to see them as aliens by using special X-ray glasses, and he must combine to other Simpsons of the invaders' presence. Through five levels - including the town of Springfield, a shopping mall, museum and amusement park - Bart mischievously travels around on his skateboard, sprays alien vehicles, shoots a digital, plays off the enemy and uses a dart gun

Look out Turtles, there's a new Bart craze. He's already got to number one in the music charts, he's seen everywhere on T-shirts and soon he'll be appearing in console and computer games. ACE is there to meet them...

in efforts to save the earth from the alien invasion.

Action's *Simpsons* title for the Gametec will find Bart Simpson and his sister Lisa at an extremely enjoyable summer camp where battles run and activities such as hiking, canoeing and roller-skating provide intense, rather "sportsmanlike" competition. Intent on escaping the hectic summer surroundings, the Simpsons siblings start to dig an underground route out of the camp. Contacts: they face inside-sneaky crawl

ing spiders, batrook walls, and a mass of underground tunnels.

"Our new *Simpsons* games capture the essence of these popular characters through arcade-style gameplay programmed to maximize all their special appeal and their particular idiosyncrasies," says Action.

Hi today, give tomorrow. While the Teenage Mutant Ninja Turtles scuffle back to the sewers, bubble-eyed fat boy Bart is ready to take control.

By Ed Byrne

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 together with Bill
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 catches on fast.
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 is not all the usual
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 called the Web
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10 ACE Charts

If you want to add top quality software to your collection, check out the ACE Charts every month - they're the only listings in the country that tell you which games are getting the highest review marks in ALL UK magazines. If it's number one here, it should be number one in your list. And you can also win free software by predicting next month's entries.

111 Hot off the Shelf

This issue of ACE tells you what's hot NOW - but what about those other titles still sitting on the shelves? Our software buyers' guide pinpoints the games we're tipped for the top in the next few months and which should still be available.

45 Hardware Buyer's Guide

Our definitive tech listings and buyer's guide. This month computers.

49 Direct Line

...to YOUR vision. If you own one of the ten major micros or consoles, there's a section for your computer here as ACE correspondents talk man to machine.

129 ACE Crossword

The infamous ACE Crossword - crack it and win a prize.

121 Adventureline

Put Nixxonaby with her regular section for dedicated adventurers.

117 The ACE Diary

Our monthly guide to what's on where and what's out when.

119 ACE Deals

We regret to announce that the ACE Deals column cannot appear this month as the computer has run away to Brazil. Dick Langhorne steps in with Shopwatch and his views from the other side of the counter.

138 Encyclopaedia Microseannical

If you've missed a vital issue, check here...

127 PD Update

Mark Selsky picks out a couple of Public Domain budget packages.

112 ACE Readers' Pages

Your chance to tell that old machine that's been gathering dust in the attic since the day you finally cracked ABC. Also.

130 The Blister End

Our chance to have the last word.

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A



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ACE CHARTS

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

DID YOU WIN LAST MONTH?

Month 11 established us a month-by-monthly chart, with the top game in every category by at least one person across the topography of the British Isles, currently a couple of days ahead of us. A. M. Bennett of Purley was in double action with *Top Gun* in the Spectrum, on the CPC, the biggest *Blade of the Bear* (version was formerly Christopher Hill's bridge of *Iron Horse*) was in double action with the PC (and not passed, along with several others, that Wing Commander could continue its triumphal progress - though that seems to have been over and this month the PC *Blade of the Bear* (Michael Taylor's version) got speedily to the ST and the latter was again by winning top slot. *Wing* (Amstrad) was reviewed, currently, probably three months to the right and *Mark Stealing* of *Ishtar* (Amstrad) for Spectrum 7 for the C64. Still slow take-up rates on our first day.

What you can win.

You'll get a victory game worth up to £25 for your machine if you can pick out **WINNERS**' top chart entries. Get all five right in any category and you'll get £100 worth of software! Entry requirements are opposite.

THE STOCKMARKET

In addition to our games charts, we also have a list of the titles each month where our readers' top skills (stockmarket). It's a list of the top 25 entries as determined by the ratings that games are currently receiving. You can see the previous listing and follow its course.

Having selected all the games reviewed in the latest issues of computer magazines, we calculate the average mark that each publisher received for every one of its games in each financial year. This is the rating that you see in the second column. So, for example, if the company is given an average 54 for 10 games last October up to its 10th anniversary, that will just mean the average mark, even if you can see one of the titles heading up the ratings. ST or PC charts are listed separately. If all the games are available, or if the company has just one brilliant program doing the rounds of the market, it will occasionally have a high rating.

The first column shows how well a company's games have fared compared to the software index. This single figure represents the average review mark (expressed as a percentage) that all games, all formats, received during the last month. It's a guide guide to how good the current crop of titles is, and each company's index score shows how well their games compare to the mean. (For example, in this month's chart, M. Bennett's current index score is 120 percentage points above average - according to the industry's consensus).

The point only the top 25 computer stock market, in fact, see compare the figures for all of them, but you don't need to read through a list of over 100 names in every issue. Consequently, a new company will enter the listings, in which case its name is marked with an asterisk.

Finally, we have provided the information here is particularly useful. To that end, we don't count companies which have only received a single solitary review.

Software Index: 75.5

In the first issue - it's been over 14 per cent since December 1988

PUBLISHER	SCORE	%	INDEX	Articles	75.67	-1.08	4.37
Bentley	83.84	+10.16	11.04	Amstrad	75.43	-1.16	3.93
Bentley Int'l	86.47	+12.81	11.07	MS-DOS	75.04	-1.08	3.94
Amstrad	85.47	+11.81	10.17	Intelligence	74.88	-1.13	3.88
Cambridge	84.87	+11.31	9.17	Electronic Arts	74.70	-1.24	3.13
Microprose	84	+11.01	8.17	Infotalk	74.67	-1.07	3.67
Graphic	83.88	+11	8.16	Simon	73.41	-1.24	4.44
MS-DOS	83.31	+10.81	7.20	Mitromedia	73.24	-1.45	3.75
Penguin	82.31	+10.81	6.23	Cole Masters	72	-1.17	3.5
Right Int'l	81.20	+10.01	6.20	Amiga 1.6	71.58	-1.98	3.08
Amiga	81	+10	5.23	Microgame	71.50	-1.25	3.17
Image Works	80.20	+11.52	5.28	Empire	70.87	-1.88	3.03
Ship	80	+10	4.15	Masterbyte	70.5	-1.26	3

AMIGA

Learning	Pegasus	84.75
Survival II	Rainbow Arts	83
Exterminator	Amstrad	80
Pro Tennis Four II	Infotalk	80.5
Graphic Master	Action 18	87

It was almost inevitable that Learning would claim its 10 number one score properly reviewed. Justified hype, for sure...

C64

Survival II	Rainbow Arts	80
Exterminator	Amstrad	80
Iron Maiden Stewart	Wing	80.25
MAAC	Simon	79.5
Dragon Breed	Action 18	79.1

Survival II and Exterminator look well up to the standard of their 16-bit counterparts, but there's not much strength in depth in the current batch of releases.

AMSTRAD CPC

Survival II	Infotalk	83.17
MS-DOS	Simon	83.17
Pro Golf	Cole Masters	74.5
Guardian Angel	Cole Masters	72
Master II	Simon	70.25

MS-DOS obviously knew a thing or two about CPC games. Last month it had three titles in this chart, including the number one, this time, a fourth MS-DOS game takes over the top slot.

IBM PC

Prince of Persia	Simon	83.00
Wing Commander	Wing	80
Blade of the Dragon	Simon	80.00
Giant Action	Microprose	80.0
40 Sports Driving	Masterbyte	80.75

Wing Commander surrenders to the superb Prince of Persia after months of the top

WHAT THE FIGURES ABOVE MEAN.

First, of course, you've got the game. Then the software house and - in the last column - its average score (converted to a percentage with typical ACE practice to two decimal places) to game received in ALL reviews during the 12 months. Don't forget that the review ratings are taken from all UK magazines, not just ACE, so it doesn't necessarily agree with some of the judgments here, but the review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS
OPPOSITE

HOW TO ENTER

STEP ONE

Get a computer, or write your entry on the back of an envelope. Enter your name and address, a daytime telephone number if you have one, and the Round Number.

STEP TWO

Tell us your age and which machine you own. Tell us what you will.

STEP THREE

Guess this month's winner. Then, using your knowledge of the games' scores, try to predict which games will come top of the six machine-specific charts. Ready, enter or your guess card!

- ▶ the top game for the Spectrum
- ▶ the top game for the ZX
- ▶ the top game for the CPC's
- ▶ the top game for the IBM PC
- ▶ the top game for the Amiga
- ▶ the top game for the AT

YOU DON'T HAVE TO ENTER A SUGGESTION FOR EVERY MACHINE! But remember that your chances of winning may increase if you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will lead the top of next month's Stockmarket listing (see this chart). Enter on the card. The top office will be...name of company!

STEP FIVE (OPTIONAL)

If you want to go for the jackpot £100,000,

then select any of the previous Categories and try to predict the top 100 entries for that month-category of just the top one. Then tell us which category you're predicting for - it can be either the Stockmarket or any of the machine categories or Step Three. **REMEMBER - YOU CAN ONLY WIN ONE JACKPOT!** £100,000!

STEP SIX

Put the card (with a stamp) in an envelope earlier than the closing date for this round (25 or March). The address is: **ACE, Stockmarket, 20-22 Farringham Lane, London**

ENTERING

The first correct forecast for each category takes out of the hat one of the prize. If you get more than one entry correct, you'll be entered in further draws for each category. But, increasing your chances of winning a prize. And don't forget to include the Round Number!

THIS IS ROUND 17

Each month's competition has a round number so that we can correctly identify entries. The **LAST** include the round number or your postcard otherwise your entry may not be processed correctly.

HOW I CREATED MY CHART-BUSTING GAME

Extracts from the diary of Sir Hugh Pixel

My grandfather (Sir Digby Pixel, often remembered as the Luggin Zamboni) was no place for a young lad like me to see his illustrious uncle - and the noble entrepreneur in which I was brought up - had not my immediate success in today's computer world (Internet market).

Together with my lady-wife Anna-Marie and their loved, my father's more than able, dual-handed fabulous Games Ltd in 1991, I had taken the life off from the management of the estate to start working (based in Business Management division), remaining (from a particularly thoughtful letter in the gipsy, when I had never played with a Game Boy).

To set a very short story once shorter (and to add my indignity reply to Sir's most impetuous query about my whereabouts), a week later we had incorporated our limited company (code £1.00 with my help from the (Citizens Advice Bureau). I arranged a meeting with the bank to get the loan. It was their advice and thanks to my business chart-busting was able to enter a hard bargain with the bank that I would give them the best of both worlds as security for any future liability in return, they generously offered to lend to a much-as I wanted of 10% over base.

Then it was all hands to the deck. My wife immediately began looking patterns for packaging and format was dispatched to California to pick up some games licenses. My own job was to drum up a pool of interest in the home country, with a view to maintaining sell-through and generating a personal credit value for our bank's portfolio.

The business route certainly came in useful. At this stage, however, when we had received news that Sir had died in San Francisco, apparently the innocent victim in a local case of a bar of soap in a public bath-house. All seemed well when suddenly there arrived in the post a floppy disk, apparently posted by the hapless Forest before his demise.

Inserting this into our newly-acquired PC, I needed to be more often than a little copy of Microsoft's new Mega Crochetors - although my disappointment this was a regret, the format of the game actually being crockets, not crockets. It didn't seem to make much difference to the game, however.

My wife's patterns were completed, I then took the plunge and ordered 100 pages of advertising in the computer press. My business route turning really showed through from an I managed to really sell this title (essentially and get a very generous 10% discount off the rate card. We had agreed to supply this, as it was off to Liverpool but don't have a discount in our village for a cut of

THE RULES

- ▶ All entrants are entered by Round 17/91
- ▶ No entrants of 18 or of any country outside the production, distribution, or sale (ACE) regions are eligible to enter
- ▶ Only one entry per household (that of young or better proof of address)
- ▶ We cannot guarantee to enter specific addresses (due to postal delivery delays) but we will make every effort to ensure that the games get to the correct postbox

ATARI ST

Pommesinger	Electronic Arts	20.00
Speedball 2	Image Works	19.95
Terminator	Audiogenic	19.95
Prince of Persia	Sierra	19.95
Battle Command	Ocean	19.95

Pommesinger is just about the only game that could challenge Speedball 2. Audiogenic has led a gamblers' week at Terminator - it's in three of the format charts this month.

SPECTRUM

Pang	Ocean	20.00
North and South	Softgames	20.00
1992 in Africa	Wii Equipt	19.95
1994 Combat Pilot	Digital Integration	19.95
Operation Wolf	Wii Equipt	19.95

An all new Spectrum chart, with two strong hit price games at the top, and a couple of budget titles holding their own.

models (one which we duly posted that afternoon. Later that day I scored another remarkable success, getting duplication costs dramatically following a very rough offer from the local computer club to carry out the necessary work at one of their 'tools' evenings.

The big breakthrough was now looming rapidly. I booked a suite of the hotel in London - a very great moment for me, as it was there that my grandfather and my grandfather during a particular enthusiastic conversation of the late-night club. Initiatives were sent to all the leading journalists, press was ordered, and my wife's patterns were carefully packed up for the journey to London.

On how jubilant we were when we arrived in the big city, I don't think I need say more when, thanks again to my business training, I was able to strike a very rough bargain with the assistant press, who (after an extraordinarily large amount of press, I must confess) very generously agreed to cover Crochetors in their magazines.

This heavy investment paid off and the next week we were flooded with orders of orders from a print-distributor, whom - business know-how again - I managed to knock down to a very generous 50% credit for his 80% discount. And at the end of the week - oh yes - we were top of the chart!

It is, however, with much regret that I have to announce that our total sales were only 40 copies. That last, also, would have helped to verify the bank. The friendly associate who so happily accepted my banking has become a banking unit, and my wife and I, also, are unwell. And yet, I have to say that I am deeply optimistic about the future for our new company, Fabulous Games Ltd, which...

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3D Introduction Kit	29.00	29.00	Fun Saurus 5.1	19.99	19.99	Prince Quest 2	19.99	29.00
3D World Upgrade	99.00	99.00	Fun Saurus 6	19.99	19.99	Prince Quest 3	19.99	19.99
3D World Upgrade with disk	99.00	99.00	Fun Saurus 7	19.99	19.99	Princess of Persia	19.99	19.99
A 17" VGA Card	19.99	19.99	Fun Saurus 8	19.99	19.99	Princess of Persia 2	19.99	19.99
AA 4	19.99	19.99	Fun Saurus 9	19.99	19.99	Princess of Persia 3	19.99	19.99
AA 5	19.99	19.99	Fun Saurus 10	19.99	19.99	Princess of Persia 4	19.99	19.99
AA 6	19.99	19.99	Fun Saurus 11	19.99	19.99	Princess of Persia 5	19.99	19.99
AA 7	19.99	19.99	Fun Saurus 12	19.99	19.99	Princess of Persia 6	19.99	19.99
AA 8	19.99	19.99	Fun Saurus 13	19.99	19.99	Princess of Persia 7	19.99	19.99
AA 9	19.99	19.99	Fun Saurus 14	19.99	19.99	Princess of Persia 8	19.99	19.99
AA 10	19.99	19.99	Fun Saurus 15	19.99	19.99	Princess of Persia 9	19.99	19.99
AA 11	19.99	19.99	Fun Saurus 16	19.99	19.99	Princess of Persia 10	19.99	19.99
AA 12	19.99	19.99	Fun Saurus 17	19.99	19.99	Princess of Persia 11	19.99	19.99
AA 13	19.99	19.99	Fun Saurus 18	19.99	19.99	Princess of Persia 12	19.99	19.99
AA 14	19.99	19.99	Fun Saurus 19	19.99	19.99	Princess of Persia 13	19.99	19.99
AA 15	19.99	19.99	Fun Saurus 20	19.99	19.99	Princess of Persia 14	19.99	19.99
AA 16	19.99	19.99	Fun Saurus 21	19.99	19.99	Princess of Persia 15	19.99	19.99
AA 17	19.99	19.99	Fun Saurus 22	19.99	19.99	Princess of Persia 16	19.99	19.99
AA 18	19.99	19.99	Fun Saurus 23	19.99	19.99	Princess of Persia 17	19.99	19.99
AA 19	19.99	19.99	Fun Saurus 24	19.99	19.99	Princess of Persia 18	19.99	19.99
AA 20	19.99	19.99	Fun Saurus 25	19.99	19.99	Princess of Persia 19	19.99	19.99
AA 21	19.99	19.99	Fun Saurus 26	19.99	19.99	Princess of Persia 20	19.99	19.99
AA 22	19.99	19.99	Fun Saurus 27	19.99	19.99	Princess of Persia 21	19.99	19.99
AA 23	19.99	19.99	Fun Saurus 28	19.99	19.99	Princess of Persia 22	19.99	19.99
AA 24	19.99	19.99	Fun Saurus 29	19.99	19.99	Princess of Persia 23	19.99	19.99
AA 25	19.99	19.99	Fun Saurus 30	19.99	19.99	Princess of Persia 24	19.99	19.99
AA 26	19.99	19.99	Fun Saurus 31	19.99	19.99	Princess of Persia 25	19.99	19.99
AA 27	19.99	19.99	Fun Saurus 32	19.99	19.99	Princess of Persia 26	19.99	19.99
AA 28	19.99	19.99	Fun Saurus 33	19.99	19.99	Princess of Persia 27	19.99	19.99
AA 29	19.99	19.99	Fun Saurus 34	19.99	19.99	Princess of Persia 28	19.99	19.99
AA 30	19.99	19.99	Fun Saurus 35	19.99	19.99	Princess of Persia 29	19.99	19.99
AA 31	19.99	19.99	Fun Saurus 36	19.99	19.99	Princess of Persia 30	19.99	19.99
AA 32	19.99	19.99	Fun Saurus 37	19.99	19.99	Princess of Persia 31	19.99	19.99
AA 33	19.99	19.99	Fun Saurus 38	19.99	19.99	Princess of Persia 32	19.99	19.99
AA 34	19.99	19.99	Fun Saurus 39	19.99	19.99	Princess of Persia 33	19.99	19.99
AA 35	19.99	19.99	Fun Saurus 40	19.99	19.99	Princess of Persia 34	19.99	19.99
AA 36	19.99	19.99	Fun Saurus 41	19.99	19.99	Princess of Persia 35	19.99	19.99
AA 37	19.99	19.99	Fun Saurus 42	19.99	19.99	Princess of Persia 36	19.99	19.99
AA 38	19.99	19.99	Fun Saurus 43	19.99	19.99	Princess of Persia 37	19.99	19.99
AA 39	19.99	19.99	Fun Saurus 44	19.99	19.99	Princess of Persia 38	19.99	19.99
AA 40	19.99	19.99	Fun Saurus 45	19.99	19.99	Princess of Persia 39	19.99	19.99
AA 41	19.99	19.99	Fun Saurus 46	19.99	19.99	Princess of Persia 40	19.99	19.99
AA 42	19.99	19.99	Fun Saurus 47	19.99	19.99	Princess of Persia 41	19.99	19.99
AA 43	19.99	19.99	Fun Saurus 48	19.99	19.99	Princess of Persia 42	19.99	19.99
AA 44	19.99	19.99	Fun Saurus 49	19.99	19.99	Princess of Persia 43	19.99	19.99
AA 45	19.99	19.99	Fun Saurus 50	19.99	19.99	Princess of Persia 44	19.99	19.99
AA 46	19.99	19.99	Fun Saurus 51	19.99	19.99	Princess of Persia 45	19.99	19.99
AA 47	19.99	19.99	Fun Saurus 52	19.99	19.99	Princess of Persia 46	19.99	19.99
AA 48	19.99	19.99	Fun Saurus 53	19.99	19.99	Princess of Persia 47	19.99	19.99
AA 49	19.99	19.99	Fun Saurus 54	19.99	19.99	Princess of Persia 48	19.99	19.99
AA 50	19.99	19.99	Fun Saurus 55	19.99	19.99	Princess of Persia 49	19.99	19.99
AA 51	19.99	19.99	Fun Saurus 56	19.99	19.99	Princess of Persia 50	19.99	19.99
AA 52	19.99	19.99	Fun Saurus 57	19.99	19.99	Princess of Persia 51	19.99	19.99
AA 53	19.99	19.99	Fun Saurus 58	19.99	19.99	Princess of Persia 52	19.99	19.99
AA 54	19.99	19.99	Fun Saurus 59	19.99	19.99	Princess of Persia 53	19.99	19.99
AA 55	19.99	19.99	Fun Saurus 60	19.99	19.99	Princess of Persia 54	19.99	19.99
AA 56	19.99	19.99	Fun Saurus 61	19.99	19.99	Princess of Persia 55	19.99	19.99
AA 57	19.99	19.99	Fun Saurus 62	19.99	19.99	Princess of Persia 56	19.99	19.99
AA 58	19.99	19.99	Fun Saurus 63	19.99	19.99	Princess of Persia 57	19.99	19.99
AA 59	19.99	19.99	Fun Saurus 64	19.99	19.99	Princess of Persia 58	19.99	19.99
AA 60	19.99	19.99	Fun Saurus 65	19.99	19.99	Princess of Persia 59	19.99	19.99
AA 61	19.99	19.99	Fun Saurus 66	19.99	19.99	Princess of Persia 60	19.99	19.99
AA 62	19.99	19.99	Fun Saurus 67	19.99	19.99	Princess of Persia 61	19.99	19.99
AA 63	19.99	19.99	Fun Saurus 68	19.99	19.99	Princess of Persia 62	19.99	19.99
AA 64	19.99	19.99	Fun Saurus 69	19.99	19.99	Princess of Persia 63	19.99	19.99
AA 65	19.99	19.99	Fun Saurus 70	19.99	19.99	Princess of Persia 64	19.99	19.99
AA 66	19.99	19.99	Fun Saurus 71	19.99	19.99	Princess of Persia 65	19.99	19.99
AA 67	19.99	19.99	Fun Saurus 72	19.99	19.99	Princess of Persia 66	19.99	19.99
AA 68	19.99	19.99	Fun Saurus 73	19.99	19.99	Princess of Persia 67	19.99	19.99
AA 69	19.99	19.99	Fun Saurus 74	19.99	19.99	Princess of Persia 68	19.99	19.99
AA 70	19.99	19.99	Fun Saurus 75	19.99	19.99	Princess of Persia 69	19.99	19.99
AA 71	19.99	19.99	Fun Saurus 76	19.99	19.99	Princess of Persia 70	19.99	19.99
AA 72	19.99	19.99	Fun Saurus 77	19.99	19.99	Princess of Persia 71	19.99	19.99
AA 73	19.99	19.99	Fun Saurus 78	19.99	19.99	Princess of Persia 72	19.99	19.99
AA 74	19.99	19.99	Fun Saurus 79	19.99	19.99	Princess of Persia 73	19.99	19.99
AA 75	19.99	19.99	Fun Saurus 80	19.99	19.99	Princess of Persia 74	19.99	19.99
AA 76	19.99	19.99	Fun Saurus 81	19.99	19.99	Princess of Persia 75	19.99	19.99
AA 77	19.99	19.99	Fun Saurus 82	19.99	19.99	Princess of Persia 76	19.99	19.99
AA 78	19.99	19.99	Fun Saurus 83	19.99	19.99	Princess of Persia 77	19.99	19.99
AA 79	19.99	19.99	Fun Saurus 84	19.99	19.99	Princess of Persia 78	19.99	19.99
AA 80	19.99	19.99	Fun Saurus 85	19.99	19.99	Princess of Persia 79	19.99	19.99
AA 81	19.99	19.99	Fun Saurus 86	19.99	19.99	Princess of Persia 80	19.99	19.99
AA 82	19.99	19.99	Fun Saurus 87	19.99	19.99	Princess of Persia 81	19.99	19.99
AA 83	19.99	19.99	Fun Saurus 88	19.99	19.99	Princess of Persia 82	19.99	19.99
AA 84	19.99	19.99	Fun Saurus 89	19.99	19.99	Princess of Persia 83	19.99	19.99
AA 85	19.99	19.99	Fun Saurus 90	19.99	19.99	Princess of Persia 84	19.99	19.99
AA 86	19.99	19.99	Fun Saurus 91	19.99	19.99	Princess of Persia 85	19.99	19.99
AA 87	19.99	19.99	Fun Saurus 92	19.99	19.99	Princess of Persia 86	19.99	19.99
AA 88	19.99	19.99	Fun Saurus 93	19.99	19.99	Princess of Persia 87	19.99	19.99
AA 89	19.99	19.99	Fun Saurus 94	19.99	19.99	Princess of Persia 88	19.99	19.99
AA 90	19.99	19.99	Fun Saurus 95	19.99	19.99	Princess of Persia 89	19.99	19.99
AA 91	19.99	19.99	Fun Saurus 96	19.99	19.99	Princess of Persia 90	19.99	19.99
AA 92	19.99	19.99	Fun Saurus 97	19.99	19.99	Princess of Persia 91	19.99	19.99
AA 93	19.99	19.99	Fun Saurus 98	19.99	19.99	Princess of Persia 92	19.99	19.99
AA 94	19.99	19.99	Fun Saurus 99	19.99	19.99	Princess of Persia 93	19.99	19.99
AA 95	19.99	19.99	Fun Saurus 100	19.99	19.99	Princess of Persia 94	19.99	19.99
AA 96	19.99	19.99	Fun Saurus 101	19.99	19.99	Princess of Persia 95	19.99	19.99
AA 97	19.99	19.99	Fun Saurus 102	19.99	19.99	Princess of Persia 96	19.99	19.99
AA 98	19.99	19.99	Fun Saurus 103	19.99	19.99	Princess of Persia 97	19.99	19.99
AA 99	19.99	19.99	Fun Saurus 104	19.99	19.99	Princess of Persia 98	19.99	19.99
AA 100	19.99	19.99	Fun Saurus 105	19.99	19.99	Princess of Persia 99	19.99	19.99
AA 101	19.99	19.99	Fun Saurus 106	19.99	19.99	Princess of Persia 100	19.99	19.99
AA 102	19.99	19.99	Fun Saurus 107	19.99	19.99	Princess of Persia 101	19.99	19.99
AA 103	19.99	19.99	Fun Saurus 108	19.99	19.99	Princess of Persia 102	19.99	19.99
AA 104	19.99	19.99	Fun Saurus 109	19.99	19.99	Princess of Persia 103	19.99	19.99
AA 105	19.99	19.99	Fun Saurus 110	19.99	19.99	Princess of Persia 104	19.99	19.99
AA 106	19.99	19.99	Fun Saurus 111	19.99	19.99	Princess of Persia 105	19.99	19.99
AA 107	19.99	19.99	Fun Saurus 112	19.99	19.99	Princess of Persia 106	19.99	19.99
AA 108	19.99	19.99	Fun Saurus 113	19.99	19.99	Princess of Persia 107	19.99	19.99

HARD SELL

Here it is: the one and only hardware guide to give you COMPLETE details on the machines you're most likely to upgrade to, including that all-important criterion of software availability.

The ACE Hardware Guide comes in two editions: 19-88 upgrades (this month) and model (next month). Please note: we can't assure that all information is correct and update it when necessary, but we cannot be held responsible for any errors.

SCORP ARCHIMIDES

Model: Archimedes 1 II, 5000, 410, 415, 410 (keyboard), monitor and five keyboard mouse and drive connector (colour or mono)
Memory: 500K 11.2K, 512 11.2K, 448 11.2K, 410 (2M), 440 4M
OS: Proton; Jason 2.000
Price range from: \$789.57 for 500K to \$1,044.00 for 4440 with colour monitor
Contact: Acorn 8003 240000

IBM PC

At the cutting edge of micro technology, Acorn's ARCH is about the best thing this side of a Cray. This amazing machine - although giving designers about the infrastructure of the AR5000 - still lacks a good game software base and is still better left unenhanced.

APPLE'S

Available: 512 x 256 or 448 x 256 with normal monitors, 640 x 480 or 800 x 600 with multi-sync monitors.
Model: 4860
Memory: Fourteen slots up to 256 320K 030 or 1M 044 x 030.
OS: 10
Monitor Output: Mono composite video output - 800 x 600.
Monitor Supplied: Depends on

package bought.
Monitor Options: Acorn dedicated 14 inch monitor (w. output), 12 inch high res mono Multi-sync colour.
Printer: 1
Special: None.

SOUND

Speaker Quality: Good
MSB: With extra hardware.
Stereo Output: No
Performance: 16 channels 8 notes (pitch) 8 octaves, 1 internal speaker.

HARDWARE

Disk Format: 5.1 inch - 800K.
Disk Price: From 17.25 upwards.
Disk Performance: Good and fast.
Keyboard: 120 keys with programmable action repeat. Early bag, bounds have a cheap feel given the quality of the machine.
Keyboard/Mouse: 1 button mouse; supports the joystick.
Interface: 28 pin 0 parallel 9 pin mouse, 3.5mm stereo headsets, joystick 30 way dty, 4 16.2 expansion ports, 100 video output, 80 interface.

SOFTWARE

Existing Software Base: Still very limited. Some games available most software is for productivity and text use.
Current Releases: See above.
Games: Most titles are 2nd, 3rd, 4th and 5th year. But there have been several impressive new 4th year releases recently.
Graphics: Potential is enormous. Some excellent packages available.
Music: Use graphics, but developer 011 restricts it.
Prospects: Limited. Even the 0440 or models feel it tough competing with 515 and 4100s.
Software Loading: Very reliable.

BUYLINES

Best Buy Price: As for
Second Hand Availability: Still scarce, some 300 and 310s starting to appear but expect to pay for them.
Maintenance: One year's guarantee. Returns to faulty machines fast.

APPLE MACINTOSH

Model: SE, SE/30, LC, SE Plus.
Package: Monitor with built-in CPU and disk drive, separate keyboard.

Memory: 128 (Classic II), 256 (Classic II), 512 (LC II), 512 (SE Plus)
Processor: Motorola 68000 (SE/30), 68010 (SE), 68010 (SE/30), 68010
Recommended Retail Price (Classic II SE/30): Classic 2 0800, SE/30 10000 - line 4800 hard disk, LC 2 0200 line 4800 hard disk, SE 1 1995 (2MB) - 4800 hard disk, 2 2800 (10000 hard disk) 3 2995 (24000 hard disk) 4 3995 (40000 hard disk) 5 4995
Contact: Apple 091 560 1100

IN BRIEF

A very expensive up-market machine for those keen on desktop publishing, 10MP systems and top-of-the-range software. Release of the Classic 3 brings an exciting prospect for up-market Mac owners. Software is very expensive. Quite a few games in the US, but few over here. Good for 8000 machines but not prepared to pay through the nose for software.

GRAPHICS

Resolution: Classic II 512 x 342, LC 540 x 480, SE/30 a 640 (internal) & 640 x 675 (port).
Palette: Classic II and SE Plus and LC 256, SE/30 or 16 palette max res.
Colour: 256 with colour monitor SE/30
Monitor Output: Integral monitor
Monitor Supplied: Yes
Monitor Options: 11.5 inch mono & colour available for LC & SE/30.
Printer: None
Special: Classic II (early Classic II) 68010 & LC reasonably fast, SE very fast.

SOUND

Speaker Quality: Good
MSB: Third party interfaces available.
Stereo Output: No (yet) and no.
Performance: 4 channels give good performance.

HARDWARE

Disk Format: 5.5 inch - 1.44MB
Disk Price: 11.20 - 22.00
Disk Performance: Generally fast.
Keyboard: Separate with 81 keys including function keys and numeric key pad. Optional extra is the Apple Extended Keyboard with 109 keys.
Keyboard/Mouse: Apple Keyboard is not supplied. High quality single button mouse is supplied with machines.
Interface: 80301 (Apple Linking Bus connector), 1 80303/80340 serial external disk drive, 16-pin Euro-DIN expansion slot, 020 - 04.05 connector.

two external audio amplifiers (to - 2 XTERRAL) serial 04.20 900 1.

SOFTWARE

Existing Software Base: A very wide base exists in all fields except games.
Current Releases: Adequate, though largely of US origin, and in the business or B/B field.
Games: Very few notable titles but plenty of lowish adventures.
Graphics: Lots of interesting software for those interested in 3D publishing.
Music: Very well supported for MIDI software - but it's expensive to buy.
Prospects: All things, especially - especially in business and B/B.
Software Loading: Good and reliable.

BUYLINES

Best Buy Price: Generally the SE/30 - SEs are only sold through dealerships. Ask for a discount for cash.
Second Hand Availability: Scarce and expensive. A better market exists in older models but these are best avoided.
Maintenance: One year's guarantee. Apple offers AppleCare - "insurance" you take out to cover the cost of repairs after the guarantee has run out.

ATARI ST



Model: Atari 1000/5M 1000/5, 1000/5T, Mega 16, 1000
Package: 520 and 1000 base keyboard with built-in disk drive, Mega systems have separate keyboard
Monitor Pack: Includes 1000/5T with light gun, joystick and 400K of "Top" software. "Cloneware" pack includes similar value software to those packs but with an 0300 and an educational text.
Memory: 1000/5M and 0200/5 11.2K, 1000/5T 11.2K, Mega 1T 2 or 4MB, Mega 2 or 4MB, 031 machines equipped internally to 8MB.
Processor: Motorola 68010
Recommended Retail Price: 1000/5 Power Pack 0300, 1000/5M (Microvare Pack) 0300, 1000/5T 0300, Mega 16/4.
Contact: Atari 0703 33344

IN BRIEF

Excellent as a general purpose home machine for games, text, business and productivity. It's the number one choice for most machines. The 1T's price still gives it a slight edge but the quality-price ratio is not as good. The new baby 03 - Mega - is typically hard to be the musician.

DEAL DIRECT DEAL DIRECT

portable since it is a complete CPU or AMB 3T with hard-disk and mono monitor in a small case.

GRAPHICS

Resolution: Low-res 320 x 200; medium-res 640 x 200; high-res 640 x 400

Palette: 1774 (14 x 126 4096) (32 x 3) **Colours:** Black and white in high-res; 4 colours in medium-res; 16 in low-res

FBG: Yes (not 3200)

Monitor Output: 3200 model only, others through TV modulator **Monitor Support:** Yes. Many has integral LCD monitor **Monitor Options:** Atari monitors 5M 64 high-res mono; 623600 and 66 10240

System 1

Test: Fast

80: High resolution display is only available on monochrome monitor; medium and low res display only available on colour monitors or TV. A filter fitted to the 3270M standard or 1133 improves the 6264 access.

SOUND

Speaker Quality: Depends on monitor

BIOS: Yes

Sound Output: 801 only

Performance: 8 channel sound is average to good depending on software. 170 features 8 bit PCM sound but no current software use it.

HARDWARE

Disk Formats: 5.25 inch - 120K

Disk Prices: £1.20 to £1.50

Disk Performance: Reliable and fast. Early machines were supplied with a single-sided disk drive.

Keyboard: 80 keys including 10 function keys. Has a cheap feel which can be improved with third party spring kits.

Joystick/Mouse: 2 joystick ports are standard. 1 button mouse is supplied with machine. There is supplied with a 4 button.

SOFTWARE

Existing Software Base: Excellent. A few budget titles are starting to appear now.

Current Releases: None of the major software houses ignore the 5T and it is well served with plenty of good software.

Games: Above the board.

Strategy: Good with some excellent software to manipulate them.

Misc: Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.

Freight: Very good, but the Amiga is currently the favourite with software houses in the UK and the 5T has failed to capture a market in the States.

Software Loading: Even if software companies don't supply their games on one disc-per-title-disc, often using the second side for extra graphics or sound, releasing single-disc titles either miss out on some of the title, or even miss

out to send off for less single-sided discs. The alternative two single-sided discs might reduce disc usage (and, which is equally annoying, newer games).

BUYING

Best Buy Prices: As 801. Watch out for the nine lower priced bundles.

Second-hand Availability: Very common and quite cheap. 80s do not hold their value well - bought very good, single-sided machines.

Warranty: One year's guarantee. Return to dealer if faulty.

COMMODORE AMIGA



Model: Amiga 4000 or 5000

A2000: 83000

Package: 4000 has keyboard and built-in drive with separate Flop; A1500 and A2000 have separate keyboard with built-in Flop control **Price:** A2000 is a very powerful machine indeed.

Memory: A500 121K; A1500 & A2000 128K; A3000

Processor: 68010/68030 **Monitor:** 68000, A2000 68000, 14 or 20MHz

Recommended Retail Price: A500 Disk, Screen Game 1200 90; Flight of Fantasy Pack 1399 90; Class Of The 90s pack 1379 90 (all prices inc VAT); A1500 from 1999; A2000 from 2199 (for 512K-256K hard-disk); A3000 from 2399 (for 512K-256K hard-disk); 100 prices inc VAT. **Contact:** Commodore 0697 770000

IBM PC

A stunning specification with custom chips to rival almost everything around the Amiga is the first choice for the most expert of games players and video professionals. After an initially shaky start the machine continues to set extremely well and has overtaken the 5T in the UK, though the latter machine still has a slightly larger installed base. The A586 is now standard open-spec to the A2000, but cheaper. The A2000 is a top end workstation substitute includes WordPerfect 4.1, featuring enhanced fonts, the handling, and 800dpi features plus Amiga Plus's 4 multi-media programming tool. A2000 also comes in three configurations, ranging from a 16MB/1MB hard disk to a 256MB/16MB disk.

BUYING

Best Buy Prices: From 620 to 260 to 480 + 400 (more prices on software)

Palette: 4096

Colours: 1, 4, 8, 14, 32, 48 or 620K **FBG:** With modulator.

Monitor Output: 62647 + compo.

the video to monochrome.

Monitor Support: No **Monitor Options:** CT89 026 90 **System:** 16 in hardware + unlimited 68010 from workstations. **Speed:** Very fast with good software.

SOUND

Speaker Quality: Depends on monitor

BIOS: No. Third party interfaces available.

Sound Output: 2 phone connectors.

Monitor Support: 2 phone connectors.

Performance: Among the best around. Custom hardware supports 4 channels of digital sound into the four channels.

HARDWARE

Disk Formats: 5.25 inch - 800K, A3000 4070000bit hard disk formatted.

Disk Prices: £1.20 - £1.60

Disk Performance: Very and huge pack. Third party software is available to improve matters.

Keyboard: 84 keys, 90 function keys and separate numeric cluster

Joystick/Mouse: 2 joystick mouse supplied as standard.

Performance: True high-resolution (though better standard 640x480, 68010, 68030 and Commodore parallel printer, SMART 8000000, composite monochrome video expansion bus. Optional on A1500 & A2000. 80 bit on A3000, clock/memory expansion on 68010 only internal PC expansion on A2000, A2000 and A3000.

SOFTWARE

Existing Software Base: Similar to the 5T.

Current Releases: Everyone's using them.

Games: Something for everyone. **Graphics:** Quality and range is unsurpassed.

Misc: Banks better support for text, internal sound software is well supported thanks to 8V standards. **Programs:** Excellent.

Software Loading: Very fast usually reliable. Paged by screen.

BUYING

Best Buy Prices: 620 Amiga 5000 can be picked up cheaply though but these lack the extra graphics modes of later models. Try to find a good value pack.

Second-hand Availability: Becoming common, but best prices are Amiga 500s with hardware 1.2.

Warranty: One year guarantee. Return faulty machines to dealers.

IBM PC

Model: 8086 PC was the first PC to be accepted in large quantities (not the first PC) and remains the standard by which all others are judged. There are hundreds of clones, and variations including offerings from Amstrad, Atari and

Commodore. In general, with PC you pay for speed and better graphics standards. The extra money is worth it if you can afford it.

Package: Depends on the model, some although most are supplied with monitors. They can also be bought in kit form at 40 extra cents.

Memory: Usually 128K or 144K. Can be anything from 64K to 4MB. Amiga 640 for a 640K model.

Processor: Intel 8086/8088 in low machine a sometimes replace with the faster 801 026 90. More expensive machines are based on Intel's much faster 286, 386/4, 386 and even the latest 486.

Recommended Retail Price: Can be picked up for as little as 690 as a 'no frills' machine. With top-of-the-range 486 based clones - and the official 864 version - the list price, 1000 for a good 386 or VGA model for between 1750 and 11200.

IBM 8086

Equally valid if you want the ultimate all-rounders, the PC still brings its features origins. Almost every major software house now and the 1000 to the PC, but these remain limited by the constraints of the last (and best) computer machines - which means they tend to be limited in sound and graphics. Definitely not first choice if expansion is your preferred use for computers, or if you cannot afford the better 386 or VGA models (which are really seen out for good games playing).

GRAPHICS

The first PC weren't fitted with graphics as standard but most clones incorporate the necessary hardware and some with a monitor. There are three main standards VGA - a new but all too often ignored standard VGA about the better colour display work available. VGA is an Amiga/77 based display, 640 x 480 which are usually fully filled or targeted to more expensive machines. Other PC VGA is an exception. **Resolution:** VGA 320 x 200, 640 x 480; Hercules 720 x 384, 640 x 480

Palette: 64K 8 (on new featured) 64K 64 VGA 750

Colours: 64K 4, 64K 16, 750/40 Hercules 2

Monitor Support: Yes, 800000 (64K) analogue 800 (64K)

Monitor Options: Yes. Many monitors are dedicated to just 640 x 480 resolution - some have analog (green or white) monochrome display - a check before buying.

System: None

Speed: From very slow - 600K - to very fast - 8000K

SOUND

Speaker Quality: Built-in sound is very poor. Third party add-on sound boards such Roland 62880 and 4014 (128K) which is fast becoming standard - provide synthesiser-quality

SEGA MASTER



MasterSystem, which I had a brief look at last month, is now available. Potential Master System Owners—read on!—may be interested to know that if they go for the Master System's pack (retail for just under £200), they'll not only benefit in a way of the MasterSystem games, but a video of the Master System film as well.

Okay, so the film may not be much cop, but it's got some nice BFX and you can't grumble when it's there, can you? You? The previous packaging I was asked to suggest that this game and video bundle are best to be on sale separate from the System pack itself. At the time of writing, virgin MasterSystem didn't know how to track the bundle distribution, but through some hard graft it's been around the price of a standard size cartridge, effectively giving you the extra for free.

THE OTHER GAMES

To me the new games. First off there's *The Cyber Game*, or *Shards Part 2* as the title screen has it. I thought what then makes *Shards* (Series), which I thought was the Shards sequel in anybody's quest.

MEGADRIVE



Not to be confused with Electronic Arts' unrelated but similarly titled *MasterSystem Football*, this is the UK first of Sega's...
 SEGA MONTANA FOOTBALL



According to the Sega press release this is the much maligned sports video game designed by the former Super Bowl winner. It features 48 of Joe's star plays and calls, as well as his special comments on video on the 3D opponent teams you get to

The action takes place on six pretty multi-way scrolling levels. You have to kick and catch your way through hordes of enemies. Good tidings. By collecting power-ups you can improve the effectiveness of your punt and accumulate higher power, which acts like a variable strength smart bomb. The action is non-stop and very tough, and some of the collision detection is a bit off. Fans of the original should enjoy this, but others may want to look elsewhere for their kicks.

SUBMINE ATTACK

Ballers in under attack from the great underwater world, the *Submarine*. Only you man, Admiral Blain, and his submarine can save them. You thrash through between good and evil, dodging an eight-to-ten ball swirling shoot-em-up, with the usual power-ups and anti-level bosses (which are pretty impressive and easy to kill). The game's fast, with some nicely drawn backgrounds, but a little slow—it shouldn't take the average player long to see all six levels.

DYNAM — THE JUNGLE FIGHTER

Undoubtedly the best of the bunch is *Dynam*, a beach in *Source* level through four huge levels of prancing jungle animals. The sprites are large, the action is hot and the levels are big and varied, with some exciting and useful power-ups. *Wahy!* — it reminded me a lot of the old arcade favourite *Aladdin*. The only regular aspect to the way the screen flicks around is, unfortunately, but it doesn't really affect play. And don't think I've been wrong that many—they're tough enough to keep even the best player going for a long, long while!

All three carts cost £29.99, and should be on the shelves of your local Sega dealer now.

■ David Ikin

choose from. You control whether the pass is a lead or a shot, whether it's a short, fat or long using bombs going for the endzone. You control individual players as they line for passes and extra yardage. On screen, watch the "air Cam" as the players or give you the right sign for a great play. Feel the rump of what it's like to be a footballer! This is all well and good, but how does it play? *Game* on *Blaze* is well put out. Released in January in the US, you can expect to see it on import any time now.

The trend of licensing big US sports events for these sports also seems to show no signs of slowing off. Future sports games include *Pat Riley Basketball* and *James Baker*—Douglas Knockout Boxing.

DEAR GORBY

Joe Montana Football is also due to appear on Sega's other handheld GameGear. The portable console comes bundled with the Columbia sports package, and other titles due to be available in time for the holidays launch include *Super Monaco GP* (licensed in ACE issue 98), *54-06*, *Shredders 500*. Sega anticipates that in its first 480 of at least 20 games available for the GameGear by the end of 1990.

According to Sega, the GameGear has sold over 40,000 units in its first few days of being on sale in Japan, and after one month of availability the hardware's already crossed 400,000 units. Pretty impressive figures, eh?

LETTERS TO THEM

Sega have several new third-party licensed writing games for the Megadrive. One of them, *Tato*, looks set to release at least one title that's really got the Megadrive to the limits of its technical abilities. Of course, I'm talking about *Space Invaders '91*. See you

DIRECT LINE

To YOUR micro...

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

can't wait to get you into on that one. I know I can't play more interesting in *Robot Games* if the following is the one-up scoring track in *Robot*. Also, due for release is *Super*—I've not had what that's about.

Get your own Sega MasterSystem are due for being out the convenience of Commodore classic Corporation, while *Blaze* will be developing *Produce* and *Blaze* content. *Blaze*! As yet there are no firm release details for any of the above.

SEGA SIM SENSATIONS

One of the biggest arguments against buying a console is that you can't play enough simulation games on them. Well, this complaint should soon be a thing of the past with the release of *500* Attack Sub and *Adams* Battle Tank.

In *500* Attack Sub you get to play the commanding officer of a modern nuclear sub. Taking on 18 missions from around the world, players can monitor the sounds and patterns of waves, hug the ocean floor and have the submersible actually speak in English and Russian. True 3D imaging of the ocean floor gives you a real sense of a submarine environment if you're bored. Sounds pretty good for those waiting to pretend to be *Iron Company* in the *Heat* for *Real* *Sub*.

Adams Battle Tank is set in World War II and allows you to play a tank commander fighting 18 missions against the Soviets. It's not really *Blaze*! As the action is depicted in multiple 3D. According to the press release, the action is so real, you can almost smell the inside smoke.

Both games are due for release in July in the States, so we should see them soon after.

■ David Ikin

AMIGA



Budget software has always been a bit of a connoisseur's egg. Until recently, the major players in the market have been skirting around the Budget market without necessarily committing. Now, most companies have thrown out a few tentacles, but there's been a certain amount of reluctance to take the bull by the horns.

Virgin Mastertronic, however, have taken a very different view of the Amiga Budget scene and have launched into the market with a handful of vertically-acclaimed titles, admittedly from their own back catalogue, the games cater for virtually every style of game: the fabulous adventures, slick 2-D graphics available in a select few PC-oriented titles now be enjoyed on the Amiga for a mere £1.

LEAVE 'EM IN LEATHER

The fabulous range prompts adventures with a wide range of platforms. There's Leather

Collection of Photos, for example, offering players a comic-book style comic through a game controlled by dominating Space Invaders. The action can get pretty steady, and you can even select the level of difficulty in the descriptions of each scene and action. (The original game featured a scratch and sniff card, perhaps thankfully omitted from the budget version).

SMOOTH AS SILKWORK

Aviate fanatics can find all the blabber they could possibly want in those of the best games to appear on the Amiga in recent years, all now available at this knock-down rate. Silkworm, from the Sales Curve features excellent two-player action. One player controls a jeep and the other a helicopter in a left-right-swinging blast. You're attacked by swam after swam of enemy craft, some forming into enormous flying ferocious in the air!

IT'S A GAS

Senex, from the (Strap) Bros, was rated by many magazines as their game of the month when it first appeared in T&T. Unlike many other shoot-em-ups, Senex enables the player to change from an airborne space-fighter into a ground-going battle tank. Each forces particular obstacles and can be powered up to a super-craft. Perhaps a little slow by today's frantic standards, Senex was a genuine breakthrough at the time and should be part of every discerning Amiga owner's catalogue.

So, it makes a nice change for Amiga owners perhaps second in line to PC gamers in the

need expensive software stakes, to be able to play decent games and still save change from a penny.

VIDEO VIEW

Ever wished you could harness the power of your Amiga and put it to good use for uses other than games? More and more hardware and utilities packages are emerging recently.

It's important to distinguish between useful packages which actually have some benefit (even if realistic entertainment purposes, rather than glorified science kits which measure the moisture levels in your stuffed rabbit).

Video Editing systems are a prime example of the former type. Using Amiga systems, you can now edit, caption and film your own video productions. In, instead of having to enter the title of the program on the box and include the suitability (BBC) announcement so you can tell what's on the tape, you can produce a menu screen card displaying what's on the tape, at what counter position.

Those brave enough to create their own video masterpieces, can add that professional touch touch with decent leaders. View Holiday in Madeira can now be properly announced thanks to your Amiga.

One particularly decent piece of kit for producing titles is the Videostudio from ZVP. It enables you to produce 3D animated titles to a pretty professional standard.

— Jim Douglas

ATARI ST



It finally lives up to its brother's reputation of great products for the ST; it seems that you've not looked at any other sampler or music arrange like there's another one on the market.

The latest releases are **Quantel V1.5**, an update of the 4-channel "harmonic synthesizer", and **Playback**, a sound output cartridge which gives the ST, STX and STE the stereo capabilities of the STX.

Quantel V1.5 is a multi-timbre Four channel STX, which internally allow comparison to the Amiga. At the normal price of £39.95 it's reasonable, but at the introductory offer price of £24.95 it's unbeatable.

Running on any ST without the need for additional hardware, it's very much intended to give the ST the same sort of sample-and-hold capabilities as the Amiga, offering four sampled voices (which can be obtained from the 100-voice library provided, or imported from Microsoft's Replay or other available samplers).

Since the samples are employed at up to 100%, and it's good, you contribute to the sounds through a 79, master, is already a Replay cartridge. Sample processing software like you have, like or import samples

before adding them to the (3)voice library which is available for your Quantel composition (these can be saved as Voice Sets).

Quantel's new display has a conventional musical three switch you can enter notes by selecting their value from a menu box, clicking on the required screen position, and adding to the current pitch. This is a tedious and repetitive process, but you can enter notes much faster directly from an MIDI keyboard.

While not the most for an individual voice it is for the whole composition, and most you have the 100-voice composition and drum, personal MIDI-116 recording wave change messages, and points (which can be "reused" up to 100 times as you have loops with local, note lists, slides, transpositions and so on.

The results can sound very professional with a little practice, and the package includes manuals which allow you to include Quantel compositions in your own programs written in assembler, Basic or C. So, **Quantel** is just as suitable as a development tool as it is for tracking, audio editing and so on!

Timer 1.5 allows STX owners to output through the stereo ports simply by pressing F5, while 1 and 2 go through the left channel, voices 3 and 4 through the right. For ST, STX and STE owners, pressing F4 will route output through the Playback stereo cartridge. If you already have Quantel V1, you can upgrade to the distributed V1.5 disk, which includes the new program, more demo notes and samples, and £2, if you want to upgrade to the new versions of all three Quantel disks, which again have extra demos and samples on side 2, it will cost £5, and don't forget to return your original disks to Microsoft.

The other new product, **Playback**, is an astonishing looking grey box which plugs into the Cartridge port, and has two phone socket outputs which allow you to

connect it to an external amplifier. It's compatible with **Quantel, Replay 116, Replay Professional** and **MasterControl** software, offering stereo capability to what were mono samplers. But remember it's not a sampler itself; if you want to digitise your own sounds, you have to use one of Microsoft's other hardware samplers.

Normal price is £29.95, but again there's an introductory offer price of £11.95. One of the nice price you might not find it worth the price, but the **Playback** cartridge also includes **Crushcut**, a copyright-infringed drum sequencer program which allows "bit" of up to 15 samples to be arranged, up to 50 drum patterns can be composed and held in memory at once, then sequenced into 16 songs, each up to 99 notes. You can alter timing notes and note/repeat, and control notes internally or from an external MIDI device, which makes **Crushcut** a good alternative to a cheap MIDI drum machine.

In the case **Replay** you also get a **Quantel Demo Disk**, which allows you to combine your own Quantel compositions, graphic displays and scrolling messages to make an impressive musical. Lastly, the package includes stereo output drivers (which is **Replay Basic**, **Replay Basic**, **STX** and **Pro** machine code, so you can make your own stereo sound in your own programs).

Since Microsoft are encouraging ST software development to make their programs/Playback compatible, and other demo libraries are supporting Atari with additional tunes and samples, it seems as if nothing can stop Microsoft's domination of the ST market music market. Not played!

Microsoft: PO Box 68, St. Louis, Missouri, 63124-0068, Tel: 0202-682226

— Colin Coates

SPECTRUM



With very little original home-grown software on the Spectrum market at the moment it's a (near) blank canvas. There are some software houses out in the big world that don't necessarily rely upon big file formats, like PC conversions or cloned products that pretend to call this game. There has been few original products released in the last months and it is actually taken indignantly, the home-software houses, to come up with one of the best original products recently. North & South an arcade energy game that, honest to goodness, is my personal favourite. Right London - a simple yet highly addictive and mass game. Its original product is, they both deserve to see the board with anything that can see British developers can come up with but time, (and the marketing machine), will tell. Until then, here's a round-up of the best games to be buying this month.

LIGHT COMPASS

It could be getting into a sort of 3-D 2D and ball game, and you have to walk the ball down an irregularly shaped corridor and score the last ball down after it. Sounds a bit odd, a bit away? No way! The nearest thing to it is *Apex 3D/2D Infirigament*. This is without peer and is called as you are along after the ball, that give you extra lives, a variety ball, double life, large and small and even a longball which takes all of the shot out of the game for a while.

NORTH & SOUTH

North and South, also from Infirigament is a strategy arcade game that puts you in an American soldier's shoes during the Civil War during either summer or winter either in the computer. You must fight to establish either the Confederates or Federal starting at any year between 1861 and 1864 with whichever starts a point counter showing you the most historical state of the battle at that time.

An extensive front end menu puts you three difficulty levels to start for each player and three teams per team of optional disaster scenarios. Indians which may attack at any time, storms which stop all fighting, their victory and European interference which are dropped off to allow more life. Reports to send both Virginia, North and South is a

great game that will covering options for both commanders and level-headed deep thinking strategies alike.

COMING UP SOON (Pean)

For all you old fans out there, Virgin will be releasing your socks off soon with their 10 game, 'The game that is straight forward enough - 4 New-Third-Dimension, New features Johnny Fortpant, Little Ronan and John Bond but when the game will really rise (that, that's in the checking graphics. It's not really the colour either but more the outrageous humour that is the 'V' operation). There are various bonus stages that are just out to shock! My personal favourite to feature you must wiggle your joystick (COMMITMENT) to get Johnny Fortpant to blow up balloons with his belly lever and then release them when full and before they blow up and cause him ring striking enemies. It's really funny to watch, but remember kids, that Johnny is a professional and you shouldn't try any of his tricks in the corner of your own home. Especially if the windows are closed!

TOP

With all you dedicated game players out there, it should come as no surprise to you to find that we've been covered under with tips and hints to learn the pit of the crop.

TUMBLER

Yes, the file four can finally be tested without having to take recourse to large pieces with a ball on the end... Here's how to get the Tumbler action.

Infinite Energy

If you really don't fancy doing an all then use the cheat. Press the keys 1, 2, 3, 4, 5, C, V and the cursor that points right and longer infinite energy!

Tumbler: Techniques Level

On the Technicians level of the game, there is a number which you can easily kill by doing the following. Stand where the area is and the ball, use the car can control hit you and when you have to fight Strickler, don't jump after him, just stand on the ledge and when the option anywhere near you just stop him, use wavy to be used for this.

BASIC

Osami's drug-dealer' release here has got a few people baffled so here's how to get past those hard-dealer' dudes. Define your control keys as S/L/R/T and then just use anything as jump. If you do it correctly, then you should get 'Hello Cheery' under above the word bank) and above the player one controls. Now you can choose your preferred playing controls and start the game as normal with infinite lives.

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IBM PC



PC games seem to be going through a bit of a change of late. Finally software houses are taking up the limitations of the PC and being a little bit more careful what games they release in order to increase selective audience. Most PC owners had noticed how fast their fingers burnt once-a-while. The lure of an easy conversion to a popular format has proved too much for some and crummy games abound.

The point, obviously, is that the PC isn't a little engine, and was never intended to be used as one. It's the number crunching capability of the machine which makes the PC an unbeatable polygon-driven games machine. Sims and adventures too work far better.

The style of PC games is at last settling down. Companies know what they can get away with and are keeping within the bounds or reality.

A particularly excellent PC game of the moment is *Life and Death II - The Brain*. Look out for a full review in the next issue.

C64



There has been a great deal of debate recently over the games' re-evaluating of the title. Best M-Game ever. And so, in order to put the word straight, here's a list of the finest games on the Commodore 64. All the games listed here can be obtained from one source or another. If you see one in particular that takes your fancy but is only to get hold of, try the mail-order advertiser! Ready, steady go!

1) Head Over Heels (Ocean)
It'll take ages to complete this fantastic arcade adventure! This is possibly the finest example of 3D isometrics ever seen on the 64!

2) Barbarian (Pitney)
Pitney's simulation of movie-style sword and sorcery combat features excellent animation and true gore. The story of the hapless King of swordfighting.

WORTHY TRENDS

American PC developers have been making exciting noises of late regarding their perception of an 'entry level' machine.

According to well-informed sources, the US developers regard a 1.28Mb VISA 286 as an absolute bare bones system, and they're planning to size catering for machines below this level.

If you haven't got a hard drive, you might as well leave the room too.

While this is all very fine for owners of super size PCs with these capabilities or higher, it's far from cheering for the multitude of PC gamers who bought a basic machine for non-entertainment home use.

This situation can be argued from two angles. Either you can take the viewpoint that if the quality of PC software is to improve, the user-base must be chipped up with it, and 'educated' into buying stuffer, more capable machines. Imagine the reaction we'd all be in if people had contented to write games for the IBM Spectrum because they didn't want to spend or alternate the expense for the sake of buying some show-off 486 owners.

After all, how would Amiga owners feel if it were announced that Ocean and US-Go! were to suddenly cease publishing all games except on the Amiga 5000? Not entirely happy, I should expect.

Of course, these points are reasonable, but the argument is little flawed. PC gaming in Britain is undoubtedly a growing field. However, it's extremely slow, and stalling down somewhat

entertainment for the great number of PC owners still demanding development in the future.

It's unreasonable to expect every graphics card, every sound board and every speed of machine to be catered for. But if you're processor-able is expected to be catered for without towing the top-of-the-range machine.

Since most PC software originates in the States then perhaps also, these developments are to be taken seriously. What do you think? Should software be produced to stretch the least available PCs or to cater for the majority/white in to:

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TIPS TIPS TIPS

When are they? If ever there was a machine ripe for deathly gaming too, as well as all those answers to naggy problems like disc formats, best storage programs, the PC is. So, for good news sake, start writing, and let all the PC owners around the UK land beyond be a party to your hints and tips!

HOT GAMES

The best games available for the PC this month are *Life of the Dragon* from Sierra, *Prince of Persia* from Demtek and *Life and Death II - The Brain*.

Mike Douglas

- 3) The Sentinel (Eisinger)**
A far-out, long haired and thoroughly topiographical game if ever there was one. It's all polygon driven, and thoroughly odd. Save the planet from bizarre alien forces.
- 4) Zolix (Silverbird)**
Anyone who remembers the arcade great *Ox* will fall head over heels for this one. Top-quality arcade action.
- 5) World Class Leaderboard (Access)**
Certainly the best golf game of all time.
- 6) International Karate (System 3)**
Following *Pit*, it's took the throne of 'finest visited emulator on the 64'. And it has remained there ever since!
- 7) Defender of the Crown (Commanard)**
Only available for disk users only, unfortunately. This hit from Commanard chronicles mythical times of knights and honour and magic. Anyone with a passing interest in the genre will be captivated by the graphics and music of the game.
- 8) California Games (Sierra)**
Sports competitions have equal chances of scuttling or disappointing. But the sheer number of events presented in this sun-seared offering makes it a sure-fire winner from the word go.

9) Paradox (Newman)
Another Braybrook's 'default', *Quincy's Day Out* was clever, but Paradox's innovative, tense shoot-em-up was absolutely stunning.

10) Bounty Bob (SI) (Gold)
With Miles 2000s, Bill Hogue arguably pioneered the style of the platform and ladder game. This sequel to the *Ballblazer* has lots of added features.

11) Park Patrol (Activision)
Activision used to be the most console tent producer of original and playable software. It released all manner of products from original games like *Little Computer People* and *Park Patrol*.

12) Arkanoid (J. Lemmon)
From the man with the Long Hair, this shoot-em-up/stone arcade adventure is a true gem. It's got strange but competitive gameplay, weird quirky and even a Phil Collins drum emulator. *Planet*!

13) Boulderdash (First Star)
What a debut from Peter Lajko and Chris Gray (who was only a wee baby at the time). Many many different ways of playing and solving the problems make *Boulderdash* a must.

Send your top 10 64 Games to the ACELPHD section at the normal point

Mike Douglas

PC ENGINE

Welcome again to this monthly column dedicated to the PC Engine. This month I decided to bring you some tips for some of the most popular Engine games Devil Crash is the best pinball game about and if you're finding it a bit hard then's how to get unlimited balls. Use the password: AAAAAAAAAA.

Next is the engine version of Tetris (a addictive) and here's how to flip through the game-screen: hold down button B, up, select and Run at the same time, and to get to the music screen do it twice.

Finally Wolf is sharing its age but it still one of the best Engine games ever. Here's how to select your starting level: On the title screen press three but let in order: B,U,U,B,U,U. Now press Up to go to level 1. Chameleon Up and Right for level 2, Right for 3 and so on. If you're still finding it hard infinite continues can be obtained by pushing Up followed by I, Down, U, left, U, Right, followed by U. A sound will confirm the cheat has been activated.

Knights was and still is very popular. The music is brilliant though. You can get into the music test mode by pushing the machine on and then quickly moving the joyted Left and Right very fast, for about 20 seconds (takes practice).

- A few months ago I mentioned Sungrain Engines. Here's the codes from Roni Man for his character Harriet.
- 1 1MGAU-MOPM
 - 2 10NGU-EMANE
 - 3 10L,U-DXKCC
 - 4 1M,G-1MGE1C
 - 5 1M,G-1MGE1C
 - 6 1M,G-1MGE1C
 - 7 1M,G-1MGE1C
 - 8 1MGAU-RODCE
 - 9 1M,G-1MGE1C
 - 10 1M,G-1MGE1C
 - 11 1MGAU-1MGE1C
 - 12 1MGAU-1MGE1C
 - 13 1MGAU-1MGE1C

Remember if you have any comments or tips write to me Gareth Harper, ACE Lines, C/o ACE-mail address. Here are my top five PC Engine games available at the minute.

1 **Bombin Man** - Brilliant Bombaral type game in which you try and blow up every one in the screen. Amazing with 13 players all trying to blow each other up, while avoiding the mine.

2 **Chase HQ II** - Nancy and the boys from Chase HQ are

back, causing mayhem on the motorway. The game ports over nicely from the arcade and for fans of the original it's a must.

3 **Devil Crash** - Identical after it's obvious and I still love it. The devilsian pinball game available. Even better than most pinball titles.

4 **Judith Chan** - Judith's action on this latest game. Judith is a large girl which has a variety of moves available. A great platform type game, which is reminiscent of Chun-Chun.

5 **Outrun** - A massive hit in the arcade and now a massive hit on the Engine already only a few weeks after its release, and it's easy to see why.

Also recommended are **Area Blaster** which is a ball shoot up go with excellent graphics and variety. A must buy for all good up up freaks. I also recommend **Castle**. I told you about this game last month, more details are that it works from left to right and you can take your job of several characters each with their own strength and weakness. The game it's self is a Gauntlet style quest, in which you can get hints from natives. Unfortunately these hints are in Japanese. Again this month I recommend that you buy **Jason's Championship Wrestling**. A great game with lots of moves and great gameplay. Many thanks to **Camelot Quest** (08831818) for a hand of the games.

There has been very little to talk about on the engine front this month. The releases have started to slow down a little. The best big games are going to be **Slinder** and **Parasol Man**. **Slinder** was planned to be released as a dual cart (compatible with both palm engines and Super 32 bit) but now it has been changed to just normal engines. This will come as a shock to all the Super 32 bit gamers. The last games for their technically super machine were **Super Genesis** and **Chaos** and **Gradius**. They were all expecting Gradius to be released specially for their machine. This raises the question, why did NEC release the Super 32 bit? Was it just to get more money (remember the machine is more expensive), or have they got something special planned like the **Power Console**, which is a multi purpose compact type control console? Back to **Parasol Man**. Tania are reported to be going out of the way to promote this game when it comes out, but will it be worth the wait?

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HOT OFF THE SHELF

Easter. Okay, so you've got plenty of cheery eggs, but there's got to be more to life, yeah? You're right, there's the ACE Hot of the Shelf software list, which can point you in the correct direction for a classic bit of games software.

This month, for the very first time, we've included the top games over the last three months from both computer AND console - including the truly wonderful Nintendo Super Famicom.

AWESOME

Pygmalion ■ Amiga (34.99)
A short-ten-up where you'll need to master four different gameplay styles if you're to survive. The first is similar to *Pitfall*, except that here your

alien and rocks rotate about you. Next is a Space Invader-like battle against a giant space ship on. After that you pilot your ship over the multi-directional parallel pooling surface of an alien world, shooting aliens and searching for the landing bay. The final style is a Gauntlet-style run around the starbase looking for the entrance to the space station. The graphics, for all sections, wouldn't look out of place in an arcade. A stunning game, if a little derivative, and well worth its ACE rating.

■ ACE RATING: 900 ON AMIGA

BATTLE CHESS 2

Electronic Arts ■ Amiga (24.99) ■ Atari ST (24.99) ■ PC (29.99)
Repeat the spreads from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a new board on the board (which some pieces can't cross) and links the King's movement to an 'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'talking' each other in a variety of amusing and well-animated ways. While a bit slow and irritating, running from floppies due to all the disc swapping, a hard disc does the game to be far faster and more better than normal Chess. A good purchase for jaded Chess fans.

■ ACE RATING: 800 ON IBM PC

BATTLE COMMAND

Clear ■ Amiga (24.99) ■ Atari ST (24.99)

The latest solid-polygon epic from Realtime. You control a leader tank through 16 tough missions, varying from straight forward seek and destroy to scoring a convoy of supply trucks to poking up a derelict satellite in enemy territory. Although the action is on action, several of the missions require quite a bit of thought to complete. During your travels you'll encounter a wide variety of enemy craft, all rendered in exceptionally fine 3D. A little more originality, next time okay!

■ ACE RATING: 800 ON AMIGA AND

ATARI ST

BOULDERBUSH

Video Musical Industries ■ Gameboy (40.00)
Yet another seal from the C&A catalogue of great games. Hay kids, remember this? Guide cats and cutably Rockford around unpease masses of boulders and enemies in pursuit of diamonds. But bear in mind that slipping around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to the B&W handheld wonder.

■ ACE RATING: 900 ON GAMEBOY

CAPTIVE

Microprose ■ Amiga (24.99) ■

Atari ST (24.99) ■ PC (29.99)

Another in the ever expanding number of B&As portrayed using first-person perspective. *Captive*, written by veteran programmer Tony Crowther, pits you against hordes of rampaging aliens, with nothing to defend you but a briefcase. This briefcase, however, contains a computer giving you remote control over a fleet of bots team with which you must free yourself from the fortress where you are imprisoned. Excellent bitmapped graphics, atmospheric real-time stereo sound and a total of 45000 levels to explore make *Captive* very much in the ACE-rated category.

■ ACE RATING: 900 ON AMIGA

F-15 STEALTH FIGHTER

Microprose ■ Amiga ST (29.99) ■ Amiga (29.99) ■ PC (29.99)

A program that could well be described as the Flight Simulator's Flight Simulator. The PC version has enjoyed much success since its launch year ago, and now released on the ST and Amiga. The sim is based around the much talked about J or perhaps that be abbreviated about) *Stealth Fighter*. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this.

■ ACE RATING: 800 ON IBM PC

40 SPORTS BOXING

Microprose ■ Amiga (24.99) ■ Atari ST (24.99) ■ PC (24.99)

This violent clash between two solid-polygon generated pugilists is the best rendition of the 'middle art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that decisive upper-cut again and again. Highly realistic, with a huge range of moves and a lot of work to be put in if you're to become World Champ!

■ ACE RATING: 900 ON IBM PC

40 SPORTS DRIVING

Microprose ■ Amiga (24.99) ■ Atari ST (24.99) ■ PC (24.99)

A 3D polygon racing game - and arguably the best yet, providing far more depth than its nearest rival, only 3D-though how it compares to rival *Drivin' 2* has

on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

• **AGE RATING: 0/10 ON AMIGA**

PRINCE OF PERSIA
Broderbund/Somark • Amiga £24.99 • Atari ST £24.99 • IBM PC £24.99

A game that could so easily go overlooked and unlabeled by the shell-cracking hordes looking for the latest licence. The graphics, when stark, are fairly unimpressive (although they do get better on the later levels, but when they move... the animation as you guide a young Prince through unguessed levels of platforms, pits, walls and waterfalls is quite excellent) and life-like. And the gameplay,

although it may sound uninspired, is as good as the graphics. Some of the action has a real cut-throat aspect to it. A gem.

• **AGE RATING: 0/10 ON AMIGA**

BESE OF THE DRAGON
Dynamis/PC £24.99 • Amiga £24.99 • Atari ST £24.99
An entertaining and graphically superb - if little doubt-filled - adventure. Set in the gleaming pollution-hidden city of Los Angeles circa 2050, you play private 'ex' Wade Hunter. The Mayor's daughter has been killed by some drif' narcotics, the cops are chasing their own tails and it's up to you to get to the bottom of the drug-peddling scam. All game interaction is controlled by simple point-and-click, either to use or examine objects in rooms or to select conversation dialogue with other characters from multiple-choice menus. Each location is depicted in superb style, with some very atmospheric graphics. The only caveat is that even moderately-ambitious adventures will find the task a bit vain.

• **AGE RATING: 0/10 ON IBM PC**

SAVAGE EMPIRE
Origin/Microzone • PC £24.99
• Amiga £24.99
Using the Ultima VI interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dimension. Inevited last World. A good yarn will hold and - hard to believe I know - actually better than Ultima VI.

• **AGE RATING: 0/10 ON IBM PC**

SORCERERS GET ALL THE GIRLS
Legends/Microzone • Currently only available on PC in the UK. Call 0573 700000/0181 301 771 £500 for mail order details.
Set in a medieval fantasy world, you play a student at Sorcerer University who makes one day to find the campus deserted. Something terrible's happened - and it's up to you to save the day... This has all the qualities you'd expect from an adventure written by sci-fi authors (it's big, well-written, with lots of (sometimes quite dreadful) humour, graphics (occasionally

animated) and - most importantly - an engaging plot with loads of sub-scenarios. The only minus point is the antiquated format, which has to be to do everything.

• **AGE RATING: 0/10 ON IBM PC**

SPEEDBALL 2
Intercept • Amiga £24.00 • Atari ST £24.00 • PC £24.00
The sequel to the Bizarre Boy' classic (88) is, basically more of the same but with improved graphics, a bigger multi-directional scrolling pitch (decorated with bumpers and ball emergencies), extra power-ups and armour to pick up or buy between games, smoother control and a depth-enhancing player-escape element. Highly playable, and the game-ups do have a noticeable effect on the game. The Amiga version promises to be even better with marauder sound effects. More fun than beating up your kid brother.

• **AGE RATING: 0/10 ON AMIGA ST**

SPINQUEST WORLDWIDE
Activision • Amiga £24.99 • Atari ST £24.99
A port off sequel to Paul Shirley's original 8-bit game. This one sees



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ACE DIARY

MARCH 1991

19-25 MARCH SOFTWARE RELEASES

Image Works Champion of the Day (C), Amiga, PC (£24.99).

Bandaid: 20th Plus (C) (£24.99). Graphically enhanced version of classic space track-er.

Ocean: Six Barb (C), PC (£24.99). Ocean's follow-up to the classic Six City, if the hype proves to be even half-right, this is going to be one big mainstreaming game.

20th Century Fox: Eye of the Beholder (PC) (£24.99).

UK Goldhouse/Amiga: Jewel Hoopoe of the Luffawells (PC) (£24.99).

Sunday 10
Mother's Day.

Monday 11

Tuesday 12

The second note was replaced by the sound coin on this day in 1985.

Wednesday 13

The school leaving age was raised to 14 on this day in 1926.

Thursday 14

Horse racing: Cheltenham-Gold Cup

Friday 15

Saturday 16

Rugby Union Five Nations Championship: England vs France at Twickenham; Scotland vs Ireland at Murrayfield.

1-13 MARCH SOFTWARE RELEASES

VirginInteractive: Sorcerer Magician: Sorcerer Collection vol 1 (PC) (£24.99). Three early

MS adventures, *Sorcerer of Illusions*, *Corruption and Ash*, revamped to run under windowing system a la *Wonderland*. Also *Wonderland* (C), Amiga, Archimedes (£24.99). Beautifully converted from Lucasfilm's *Star Wars*, this takes the genre of topographic adventures a stage further with *Sorcerer* over-graphic interface.

Virgin: Supremacy (C) (£19.99), PC (£24.99). Complex space trading game. Suffering some delays in release.

Image Works: Defender of the Crown (C), Amiga, PC (£9.99). First release from new Miramax's budget label. Also *Carrier Command* (C), Amiga, PC (£9.99). Another's graphically superb arcade style game out at one and in the one.

Spinnaker: 301 (Amiga, PC) (£9.99). As its sequel rides high in the charts, catch up on the original Future sports game at a new low price.

Ocean: Billy the Kid (C), Amiga, PC (£24.99). Level 1's RISC programming system and Ocean in somewhat delayed release date.

Sunday 17
St Patrick's Day - patron saint of Ireland.

Monday 18
Bank holiday in Northern Ireland.

Tuesday 19

Wednesday 20

Thursday 21
Horse racing: flat season opens at Doncaster (1962); the notorious Alcatraz prison, in San Francisco Bay, was closed down.

Friday 22

Saturday 23
National Day, Pakistan.

26 - 31 MARCH SOFTWARE RELEASES

Image Works: The Killing Cloud (C), Amiga (£24.99). *Solitaire* going on for you to solve in San Francisco.

Image Works: Audited Ranger (C), Amiga, PC (£9.99). Mix of arcade action from Oceanware on new Miramax's budget label. Also *Carrier Command* (C), Amiga, PC (£9.99). Another's graphically superb arcade style game out at one and in the one.

Bandaid: Mahalabir 2 - Flames of Freedom (C) (£24.99), from the people of *Agave* from military dictatorship. All elements of the original plus complexity.

Virgin: Via Equitum, C&A, CPC (£19.99 tape), £14.99 disk, £5, Amiga (£24.99). Three way race between Johnny Furgans, Buster Good and Bill's Bacon with other characters on the sidelines.

20th Century Fox: Medieval Lord (PC) (£24.99). Warsgame.

Sunday 24
Palm Sunday

Monday 25

Tuesday 26

Wednesday 27
European Football Championship: England vs Republic of Ireland (at youth at Wembley). Scotland play Belgium at Hampden Park, N Ireland are away in Yugoslavia.

Thursday 28
Maundy Thursday

Friday 29
Good Friday
1978: Women aged 25 or over were given the vote.

Saturday 30
British Summer Time begins at 2.00am tomorrow: new clocks forward one hour before going to bed.

31 March - 30th APRIL SOFTWARE RELEASES

Spectrum: Mahalabir: Falcon vol 1 (PC) (£24.99). New version with 3D's Electronic Battlefield System, a new race landscape enabling players of other 3D sims to link up and play some scenarios.

Mastertronic: Jack 8 (C), Amiga, PC (£9.99). Classic influence at a budget price.

VirginInteractive: Sorcerer Magician: Sorcerer Collection vol 1 (C), Amiga (£19.99). *Sorcerer of Illusions*, *Corruption and Ash*, revamped with *Wonderland* style windows.

Ocean: Ball Spectrum, C&A, CPC (£19.99 tape), £14.99 disk, £5, Amiga (£24.99).

UK Gold: Moonshine Race (C), Amiga, PC (£24.99).

20th Century Fox: Medieval Lord (C&A) (£24.99). Warsgame.

Image Works: Back to the Future of Equitum, C&A, CPC, £19.99 tape, £14.99 disk, £5, Amiga, PC (£24.99).

Sunday 31
Easter Sunday - Braclen Female One Grand Prix at Interlago.

APRIL

Monday 1
Easter Monday - Bank Holiday (incl) Scotland

Tuesday 2

Wednesday 3

Thursday 4
100 Masters golf tournament

Friday 5
Navy Tank Force left for the Falklands, in 1982.

Saturday 6
The 1,300 sheepchase at Aintree, better known as the Grand National, takes place.

SHOP WATCH

Our Dealer Page compiler is on holiday this month - software seller or fills the gap...

Listen...my friend knows about computers, and he says...

We all get them at some time. Last week I was my turn. The nervous couple about to embark on that great voyage of discovery called "buying your first computer," accompanied by someone they are acquainted with who "knows about computers."

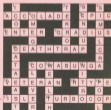
Their needs were simple: they ran a bookshop business or they wanted the computer (which they had been talked into purchasing by the friend) to keep records, accounts, write letters, and also be able to be of use to the "bookies" in their education...

No problem, you might think...and it wouldn't have been if they hadn't brought their friend along with them to ensure they weren't "sold something that will be useless in three months."

Here are the solutions to the January 1991 and February 1991 crosswords. The winners are announced on page 129.



January
1991



February
1991

Every model demonstrated had faults, according to the friend...Don't talk to me about Commodores. A state of mind had trespassed the happen and still could it get there to work.

It was developing into a battle of wills between myself and this sleek jet with the obsessive-compulsive friend.

These few last days are no longer good! What happens if you do not buy?

"What? I couldn't give them house room. There's no software around for what you want..."

Actually, there is a very large selection of...

The friend kept interrupting me and asking questions and then not even having the decency to listen to my answers.

I would have thrown him out, but he was bigger than me. Eventually, however, we seemed to be getting somewhere. He made his move...

"The friend" threw us any answers yet?

Well, I don't really think... "What's your IBM then?" I showed them.

By this time, I didn't care if they bought anything or not. The idea that presented to explain how an Amibased IBM would be the ideal computer for their needs.

It was my turn now...I started off innocently enough by pointing out the limitations of tape drives as a storage medium.

Friend who knew About Computers (the FERRAC for short) glared at me before intently agreeing and suggested the new IBM. I smiled. We then said that they could always buy tapes and transfer these to disk, if they wanted to.

"Really not," I ejaculated. "No provision for tape input on this model."

"What are you talking about? You can stick a Multiface on the back. Give me the book..."

That! That caught him. He wasn't expecting that. Good these "IBM" models, weren't they?

Anyway, he cut a very long story short, as you may have guessed the FERRAC deemed an Amibased IBM not only off and wanted to friends to buy the same machine as him so that they could swap software. Unfortunately, but true.

They went away with a copy of the and that about it. On their return, I could see by the FERRAC's smile that he had won. They purchased an Amibased IBM to run their business on. While they were paying - and FERRAC was enjoying a triumphant cigarette outside the shop - I politely asked the couple what had swung their decision. The male half spoke for what seemed the first time and said that if they bought the IBM, their friend had said that he would give them a copy of Mini Office which he himself owned. I was speechless. I fell on, when I think about it.

So, if you have a FERRAC and he offers to come with you when you intend purchasing a computer, be very doubtful!

ATTENTION DEALERS!

The Dealers page will be back next month. Don't forget to let us know what you're up to!

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ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....! News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

NOW HEAR THIS!

If you want to contribute to these pages, get your pen out and start scribbling! Particularly welcome are short, self-contained facts and single problem solutions. I'm also interested to hear of PD and Shareware programs - the best will be reviewed (space permitting), and that could win you exciting fame...or shame! Take the risk!

LEISURE SUIT LARRY TWO

Augustus De Silva finishes the game...

Open Larry's parachute immediately. You'll get stuck in a tree so use your knife. Look at the ground and get the stick. Crawl under the bushes to avoid the killer bees. Now go south and use the stick near the grasslands. Go east and look at the meadow's walls. Walk over the strange pattern and you will have game over. Don't walk through the water, instead swing from vine to vine until the third vine, then get off, grab a vine to keep then go east to meet your future wife.

After the story is over you should be at a rock. Go south then east where you will find some ash. Pick it up and return to the rock (fly east to fall). Use the vine in tree and go north. Throw ash on ice. Head north and get alcohol bag in bottle of highly flammable liquid rejuvenator. Light the bottle, throw it into the volcano then dive into the lake. Save your game here to show your friends the long ending sequence.

ZAK McKRACKEN

Another helping of Mike Bareham's solution.

As Melissa put on the helmet, pick up the boombox, open the door and go outside. Switch to Zak and enter the spaceship. Close the door, take off the Laped Bab head and the oxygen tank and use the oxygen valve. Switch to Melissa. Walk right to the huge face then enter the great chamber and walk to the first massive door (it should be open). Now walk to the pedestal and switch to Leslie. Make your way out of the map room using the Mars face map and find your way to the exit of the maze. Give the DAT and the vinyl tape to Melissa. Use the ladder on the pedestal and switch to Melissa. Use the vinyl tape on the DAT then use the DAT on the boombox. Turn on the boombox then click on "record". Switch to Leslie and pick up the crystal sphere. Switch to Melissa then walk to the second massive door. Turn on the boombox, click on "play" and the door will now open. Go through the door and pick up the orb. Go back to the great chamber and walk to the third massive door. Turn on the boombox and click on "play". The door will now open, go through the door and use the orb on the panel. The forcefield will now disappear.

MEGA QUIZ

Just how much do you know about games? If you tried your hand at last month's unbelievably tough quiz, check out your progress against the answers below...

ROUND 1

- They are all licensed style zones.
- Miami
- Coral Gables, Midway, Santa Cruz, Suburban Islands
- They showed unrealistic and even illogical of government legislation prohibiting material body to arouse non-sympathy.
- Jeff Riker
- The Hobbit, Lord of the Rings, Shadow of Mordor, War in Middle Earth
- Baron Von Rottlieb
- Morano, Im-crowned
- Iron
- They are all defender style zones.

ROUND 2

- | | |
|-----------------|--------|
| Star Power | Dog |
| Rainy Rains | Frog |
| Went | Fly |
| Samurai Warrior | Asson |
| On the Run | Cat |
| Team of Metal | Spider |

- | | |
|---------------------|-------|
| Storage Pond | Teddy |
| Crystal Castles | Boat |
| King of the Hill | Box |
| Ready to Go the Run | Man |

ROUND 3

- Portions and ...ood We haven't got the answer to this one to hand! If you know it, you're one up on us!
- Parakee
- Judge Death, Judge Death Featuring Judge Anderson, Rob Jones, Major Thomas, Hercules the Warrior, Blake, Steamboat Dog
- 10, including Napoleon
- All the international players are white.
- System 3
- They are both computer word braingames
- 4/10/10/10
- 06, Daisy Thompson
- The supply wagon
- 0/10
- Germany, USSR, America

- 0/10, 0/10, Turbo 0/10, 0/10, 0/10, 0/10, 0/10, 0/10
- Captain America and Spiderman
- Three
- Public Domain
- The theme to 433 Squadron
- The number of variations included in the game.
- Palace and Prophecy

ROUND 4

Comments: Teenage Mutant Hero Turtles, Get the Cling, Escape from Danger's Castle (3 Screens), King Of the Castle, Lord of the Rings: Legi, Mark (3/10), Android Wars, Laser Squad, Phoenix, Crystal, Marshall South, Australia, Bar 7, Space Ace, (20/20), Apocryph, Chess, Dungeons Master, Ben Badden, TV Sports Football, Ben, Top Door, Sentinel, San City Number 5, Blood Circuit, R2D2, Brodie, Fred, Phoenix, Steamboat, Duke, Or Marco, Sherlock, Zhang Fu, Dynamite Wars, John, Escape from Planet of the Robot Monsters.

THE RATINGS

- 0/5 is a word, pathetic. The only cure is a subscription to ACE. You'll never be at the forefront of computer entertainment otherwise!
- 5/15 Women, too much playing old games like Space Invaders, methinks. But you've already got to some quality bits of that kindred.
- 10/15 Not bad at all! Put yourself on the back and feel really superior.
- 20/10 Put yourself before on the back and feel very superior!
- 30+ Apply for a job at ACE magazine - the address is at the front on the contents page!

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FREEBIES

Mark Smiddy checks out some cheap educational games for the Amiga

WORK AND PLAY

Amiga £3.50 - Mouse

If there is any truth in the old adage, you can't keep a good man down, then Len Tucker must be a classic example. The indefatigable Westward Spans to his friends, has come up with a beautiful collection of three educational games.

Westward Spans is a computerised board game - a bit like snakes and ladders but without either. One or two players can compete with the idea being simply to get from one end of the board to the other. As each player takes a turn, the computer throws a pair of dice and the characters move to a new square. If the player lands on a special square they must answer a simple multiplication problem. When they get the answer right they are moved on a number of squares determined by the difficulty of the problem.

Second in the line up is **Let's Go Shopping**. This one player game sets the player in a grocery shop, unlike some other programs of this genre. **Let's Go Shopping** poses a variety of questions with a wide variation of difficulty. Questions are thrown in with multiplications in a practical way. For instance: "You have 32p how many drinks can you buy?" The actual price is displayed elsewhere - as it would be in a

real shop. Other puzzles include the more classic, "If apples cost 5p each, how much would 5 cost?" and so on. Artificially the prices may be, but the concept remains valid.

Last comes **Click Clock** and no prizes for guessing what this one is about. What makes this stand out from the rest is the option of a digital or analogue timespace. And not just that - the two clocks virtually fill the screen and work in tandem - any adjustments to the time on one clock are reflected on the other. However, to keep things just a little tricky, only one clock can be set. Questions are set in simple English: "Please make the digital watch say: twenty to ten." The only practical limitations to the game are that the time only increments in five minute intervals and the analogue face does not represent the five movements in the hour hand. These are really minor

issues (there's a new one for you! software is developing a spelling program. Oh that's nice - just get the computer to say the word and get the child to say it. Sure - but even the Amiga's excellent speech system is tricky to understand until you get used to it. Oh, so what if you describe the word and get the child to spell it? I tried it - and it doesn't work in practice. The only solution is to get the child to study a word for a few seconds then spell it back - and this is the approach adopted by **Delays Fun's West Factory**.)

Mr Farr's presentation of this apparently simple problem is quite superb. Three levels allow the child to attempt spelling of four, five or six letter words - some of them quite complex. But a thoughtful control system, using just the joystick, neatly avoids the added complexity required for a child attempting to find their way around the quirky QWERTY keyboard layout.

The word is displayed for a short period after which time the program enters the factory. A forklift truck brings in a crate, drops it and exits at high speed. Now the child has to spell the word, letter-by-letter, selecting each with the joystick. Ten correct answers are required to fill the truck - but there seems to be no limit to the number of wrong replies.

Answers are limited but the sound and graphics are, like Len Tucker's work, of the highest quality. Perhaps the game's only failing is the provision of a "quit" option in the letter selection space. This makes it a little too easy to quit accidentally. Also, there is no provision to delete an incorrectly placed letter. Nevertheless, it is one to keep the kids quiet and the parents happy - or should that be the other way round?

THANKS TO ALL

Thanks to the following:
PO: Advantage (Shrewsbury) - 0242 224340, Amiga: AMOS PO Library - 0542 495251, ST: Goodness PRS - 0782 225650, Budget UK.

points though.

All three games in **Work And Play** are backed up by excellent graphics, superb-sound animations and cheery little tunes - something which have become a trademark of all Len's offerings. Overall the designs are good and the levels about right for the average primary school child, although the marking system could be improved. Overall though, this presents once again that good software needn't be expensive - **Fun School and Mainstem** have a serious competitor - its name is Spans.

ACE FREEBIES WORKS!

ACE knows this column actually results in more sales for participating libraries - at least one has had to be rescued from under the deluge of extra mail. So help me remember, are all these nice (I) people sitting back and saying it's not for us? Come on folks - if you don't hurry your head will get stuck by the ST and Amiga crowd. Are you really going to suffer that outrage?

THE WORD FACTORY

Amiga £3.50 - Joystick

One of the worst problems involved with programming computer aided teaching -

WHAT NO ST?

Horror of horrors the ST has finally given up the ghost and died - at least the disk drive did. With a final whirring of gears it ground to a halt and almost took a disk with it. "Glorious Smiddy," it said "I mean!" as the last puff of smoke drifted from the ventilation ducts. Hopefully my home repair man will have fixed it by next month when I'll be looking at some ST titles from Budget, among others.

ENCYCLOPAEDIA MICROMANNICA

Here it is... a list of those vital topics that every up-market gamer needs to have at his command. Just because you finished the last of today's TETRI doesn't mean you'll be the star of the party. His clues, you need know-how. And here's where to find it...

Each entry has a brief explanation, followed by a reference to an issue, so that you can find down the full load, in-depth, ACE assessment.

At the time of writing, back issues are available for all issues from ACE 4 onwards except August (1.1), March '93, May '93 (2), Aug '93 (5) at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting airmail delivery should inquire as to the cost of the address below, listing the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazines, to the address below. If the issue you require is not available, the return of your payment may take some time - you are therefore strongly advised to telephone 0452 410015 before sending your order to check that the issue you require is still available.

**ACE Back Issues, PO Box 503,
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• **AMT (AMPHIBIOUS SITUATIONAL AWARENESS TRAINER)**, combat flight simulator for the

ACE Back Issues can expand your collection - and your mind. Here's a checklist of topics covered in previous mags...

US Air Force by Perceptics, then Action software by Spectrum Holdings/Microsoft. Features include: refreshing for multi-player action, tactile feedback and fingertip weapon selection. (ACE 4)

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pope-Mercer. "Digital is the art medium of the future." (ACE 3)

• **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player scenarios equipped with 4096x 25-million colour graphics processors, stereo spatial sound and 3D-like controls as you command 3D1's victory fleets. (ACE 2)

• **BT SUPPORTER**, the world's first total audio-visual entertainment system by Technomic. Also Bioni cybercrotch blimpie packa teen 32-bit decks. Sexy invisible optical disc and custom-made video cameras. (ACE 2)

• **CD-I Compact Disc Interactive** is destined to become the entertainment and education medium of the 90s. (ACE 5/1/2/3/3/4/5/5/5/5/5). Check out issue 30 for multi-media principles (hypermedia in particular) and issue 24 for a preview of the Philips CD-I system.

• **CDTV**, Commodore's attempt to bring multi-media to the mass-market. An Amiga with both

CD-ROM drive and CD-audio capability redesigned to look like a PC. (ACE 34)

• **COMARO GAMES**, the world's first hypergame courtesy of Eyan Software/Activision. Check out issue 23 for the first review, issue 24 for a feature on hypergames, and issue 30 for general hypermedia coverage. New Gano CD-ROM version featured in issue 26.

• **FLARE TECHNOLOGY**, Inc. of talented Cambridge-based games hardware engineers. Their custom-designed Flare One micro formed the basis of the Flare console. (ACE 1)

• **FLUENT FM TOWNS**, a 32-bit 16-million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one! (ACE 2)

• **HYPERSGAMES** (like Cosmic Drive and Batman Digital Justice) are paving the way for CD-I entertainment. (ACE 1/3)

• **IMACS FLIGHT SIMULATOR**, the world's first multi-media 3D computer game running at 25 frames per second on 31 Transputers. (ACE 1)

• **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Prosey's answer to boring plane journeys - video games displayed on the seat in front of you. (ACE 2)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-I. (ACE 3)

• **IONIC CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or analogue joystick. Ultimately failed due to a lack of marketing money. Rumours suggest a new buyer is interested. (ACE 5/2)

• **LIGHTSPEED SPIRITS**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 90% of the speed of light. (ACE 34)

• **MEDIA LAB** (Boston-based research institute with one simple brief) - invent the future. People at this Massachusetts Institute of Technology (MIT) facility are working on computer generated hologram, interactive computer newspapers and virtual reality man-machine interfaces. (ACE 3)

• **NEO-GEO**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 60MB games cartridges and 16-bit capability. ACE gave you an exclusive chance to win one in issue 34. (ACE 32/38)

• **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photo-realism to detail. (ACE 3)

• **TURBOGRAPHX**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE 3)

GAMESBUSTING WITH TNT BACK ISSUES

If you're looking for game solutions, here's a reminder of some of the games we've carried solutions to in past issues of ACE. We're sorry we haven't had time to update it for this issue - we'll crack down and get it done for next month.

ISSUE 25
Dungeon Master Guide (part one) - Les Rigdon
ROSD and Bard's Tale - Colin Taylor
Batman the Movie - Adam Murray

ISSUE 26
Dungeon Master Guide (part two)

ISSUE 27
Space Ace - David Williams and Chris West
Dungeon Master Guide (part three)
Future Wars - Paul Thompson

ISSUE 33
Dungeon Master Guide (part four, last part)
Complete guide to Yu - Japo Dozaki and Mark Cook

ISSUE 35
No games or solutions, but loads of stories!

ISSUE 36
Castle Master - Jonathan Malsiner - Monopony
Guide to hacking on the CD-I

(part one) - Jim
ISSUE 38
Dungeon Master Guide (part one) - Adam Murray
Monopony (part one) - Alan Cook
Guide to hacking on the CD-I (part two)

ISSUE 39
Defender of the Crown (two players guide) - Paul Thomas
Lots of stories

ISSUE 37
Dungeon Master Guide (part two)
Monopony (part two)
Guide to hacking on CD-I (part three)

ACE + WORD P R I Z E

Our monthly
prize word
puzzler, set by
the inimitable
MIPS

PUZZLE PRIZES

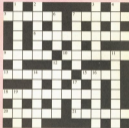
If you're the holder of the first correct numerical solution sent of the first, you'll get a free game for your machine. We regard that as common-sense word advice, but we'll do our utmost to ensure that the prize you're submitting competing. Don't forget to specify your machine model.

CLUES ACROSS

- 5 Software house's highest point (6)
7 Bad characters playing with poor Leo's game from Loricels (6)
8 First Greek character flourishes an Infogrames game (5,5)
9 Game of corvettes (5)
10 So clone is playing at the control panel (7)
13 Attack (on Precinct 137) (7)
15 Mindscape product seen in some games (5)
18 Cattle Beth rounded up in a game by Infocom (10)
20 Rest it after playing game (6)
21 Microsoft's bird of prey (6)

CLUES DOWN

- 1 Herman's family game (8)
2 Force of collision in Audiogenic game (6)
3 A blockhead stuffs Battle Tank game from Electronic Arts. (6)
4 Lied about not working (4)
6 Use a keyboard of a sort. (4)
7 South American flower (6)
11 Grand in loot Ron round in software house (8)
12 Game Selina plays (6)
14 In part Uranium's a game from Gremlin (6)
16 Mister Hardy first to get Eli game from Microprose (2,4)
17 Unable to hear fade-out (4)
19 Man's broken axle (4)



HOW TO ENTER

Every month we offer a free game worth up to £20 for your machine if you're the holder of the first correct numerical solution sent of the first. We welcome to send your solution to us with your full name, address, telephone, and postcode to: **Infogrames Ltd, London, E12 6JQ.**

General Post Office: The deadline system for entries, which used to be the first Thursday of the month (based on the current issue date), has been changed to make things easier. We therefore include cut-off dates for the first of the month (which means we're now **EVERY**). This is to bring the deadline system into line with the new AGS online schedule. In the deadline for this month is extended to Monday April 26 1994. Don't miss it!

THE WINNERS

There isn't quite enough space on the magazine page this month for the solutions, so we have had to give the February and January winners. There wasn't time to check, but it therefore had the solutions to both these puzzles in this issue on page 118.

The winners were: **Patrick Stanley** from the Infogrames Mystery (Infogrames) and **M. T. A. Sibley** of Action Software (see word).

Incidentally, there was a printing error in the February '94 cover and unfortunately you spotted well enough to see it even though you had the letter open, and I never fully seen. We've attempted the difficult job of our system to make sure this doesn't happen again - see again if you were confused by the error.

THE M I S T E R I E S E N D

THE CONSOLE

gh. One US newsletter we received this month has come up with a new term for the Gulf war. Reporting the impact of the war on consumer electronics, it quoted a "national chain executive" who was at pains to reassure us that "...[i]n spite of relatively ambiguous 'Nintendo' air war in the country", if things, back in Vietnam, that was a real 'Sega conflict', that was. And you should use the Desert Street Power - probably termed with cartridge cases.

Ever since the press reported that Sony and Nintendo are jointly developing a CD unit for the Super Nintendo, everyone has suddenly gone bananas, making all sorts of misapprehensions for the CD medium as a result. Actually, the truth is rather depressing. As far as Sony and Nintendo are concerned, what has happened is this. Sony have been supplying Nintendo with chips and other paraphernalia for some time now. The two engineering teams involved apparently got on well together and, over a pint or two of Saki, decided it would be fun to do something in the CD line.

The bad news is that the unit will be completely proprietary and will not run CD-audio disks. This is pain for the courts - Sony's Data Discman, for example, will not even feature any form of graphic display. Nor will it have any means of interfacing it with a computer.

Talk about missed opportunities. Sony say that these features will be introduced to the Data Discman range at a later date, but it seems unlikely that the Nintendo/Sony unit will rival anything other than a blatant bit of dog-in-the-manger publishing. It may give the CD-market a jolt in the air, but it'll give it a bump as well.

Next month will see ACE reporting from Chris Crawford's software developers conference in San Jose. Dozens of sessions are planned, from 'How-to-do-character-levelling-dead-to-food-graphics-in-food-games'. Surprisingly, given Chris' renowned antipathy to CDROM, there's even a session entitled 'Why Optical Disk Games Will Suck'. The only thing that sticks in Witter's throat is the fact that we have to go all the way over to the States to attend a conference like this. What's wrong with the European software business, that it can't get a similar symposium going over here?

Actually, there is such an event - this summer in Montreal we'll all be able to attend the Technology for Entertainment conference. Well done Europe - except that it's an American conference, organised for Californians who want to have a binge on the Old Continent.

Meanwhile, as you may know, the UK software business has been having a binge of its own in Malibu.

That, this affair was an unashamed indulgence in waste time and money in an age of classic alcoholic brews and should be condemned by all decent people is quite clear from the fact that I wasn't invited. At least one marketing manager was seen to disappear during the proceedings, presumed eaten by dolphins, while the rest of the attendees indulged in rather more conventional physical misbehaviour. One of the show, however, were the couple - who shall remain nameless - who managed in four days to put in 40 minutes of conferencing. Don't worry, everyone - there may be a recession on, but we're fighting back!

A few numbers for you. Last year, cartridge sales rose by 24% in America, in the nine months to December '90. Electronic Arts reported revenues totaling \$76,579,000; and if you think that's a lot, it's just one quarter of 1990, that Disney grossed \$1,480,983,000.

IN NEXT MONTH'S ISSUE

The next issue (out April 1991) is bursting with exclusive features from the cutting edge of games technology. Make sure you get your copy so that you can read about...

- Some of the art hydraulic arcade console developments in California
- The world's first virtual sex machine
- Exclusive report from Chris Crawford's games conference
- Our breath-taking exposure of the horrible effects of prolonged exposure to shoot-em-ups and other game categories, as shown by mortal life-forms from Planet Saturn and other far-future games enclaves
- Exclusive coverage of The Godfather game
- An exclusive preview of the world's most powerful CD games development system...and much, much more, (so the time before to receive your copy...)

Dear Newsagent,

I have just spent 140 hours playing Xross & Tilt, mean, well, and ruthless. Please reserve me a copy of ACE magazine (Advanced Computer Entertainment), otherwise I shall be forced to marry your daughter.

PS ACE is out on the 15th of every month.

Name _____
Address _____

8-BIT BYND COMMANDER AHEAD!

The game you thought you could only play on a 386/486 VGA PC is heading for a 'slimmer' 8-bit conversion, according to software developer Wally Byrd, who claims to have the conversion rights for Europe. It's going to be an absolute winner, he declares. Anyone who thinks that 8-bit entry games are dead is talking through their hat. Wally managed colour on the CPC and greatly enhanced the intelligence of the alien in the USA version. Origin wants to buy him, available for comment...

GO WILD!



An ugly wart-nose is
not make a monkey out
of me! But that's just
at that witch has done
in a minute I'm the mighty
li and the next I'm having
without delousing my armpits, I can't
take a step without tripping over my
sockles and, oh, there's an overhanging
e-time to swing out slabs! But my
inn heart is going ape. My beloved
he'll can't wait to share a banana with her!
I've been kidnapped and somehow I've
to regain my manhood - until then
I just swing! In the rain!

Go Wild! is now available
for your micro.

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JOHN DEE & BILLY JOE IN THIS ACTION PACKED CHASE THRILLER



MILLENNIUM

Hold on to your hat as you join the red and blue in a crazy chase along the highways. You've gotta get the Moonshine to the customers before run-down and then to make the delivery get the pay off. Sheriff Sam's hot on your trail so you've gotta use the cash to upgrade your pickup, install a CB radio, get a decent map and keep one step ahead of Smokey. The first good fiddle! **RECAP:**

- Equip your hotrod with turbo, superchargers and rims in the spare parts shop
- Dodge and weave your way past rival racers - mostly to Moonshine for turbo power
- Use the map to take the quick way past a mailbox and radio shop
- CB Radio hook up to listen to escape Sheriff Sam's no-good plans
- Fun scrolling race and chase action in the wide-open Tennessee country

Atari

Atari ST and STE

IBM PC (from May 1993)



Horror Zombies from
the Crypt

Atari

Atari ST and STE

IBM PC

Warlock the Avenger

Atari

Atari ST and STE

CD-ROM and cassette