

# ACE

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## AMIGA & PC EXCLUSIVE

# ROBOWARS!

Cyberfight and Robozone prepare for the Mechanoid Apocalypse!



## WIN!

£500 of CD Goodies

## EXCLUSIVE!

Heart Of China Review

**PLUS**  
**30 PAGES**  
Of Hard Info  
in the Pinks



## PRETTY PICTURES!

From the Imagine Graphics Show

## POWER!

The Top 50 industry Heavyweights Named!

## VISION ON!

TV in your Face

30 PAGES OF REVIEWS AND PREVIEWS INCLUDING: JETFLIGHTER 2, MYTH, HERO QUEST, LORDS OF CHAOS, LOGICAL, ROBOCOOL, CHINTO'S REVENGE, ROBIN HOOD, T-ZERO, MONKEY ISLAND, TRIAL BY FIRE, STELLAR 7, METAL MUTANTS



# GUNSHIP™ —2000—

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

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



# Tomorrow's Technology Today

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



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



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



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



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



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



**MICRO PROSE™**  
SIMULATION SOFTWARE

Gunship 2000 will be available soon for IBM PC compatibles

"All we ask is that we be left alone."

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Sega's *Demolition Man* is a high-octane action game that's a lot like the movie it's based on.



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# reviews

This issue carries more games reviews than ever could fit on the ST intro page! So, here's the full rundown...

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## POWER EXTREME!

Contrary to popular belief, the computer games industry is no longer controlled by a sporty elite with high IQs and white-kid businessmen. Instead, a group of young men and women with more financial muscle than you would believe are deciding right now the games you will be buying and playing next Christmas.

So here, in another blistering ACE exclusive, we name the top 50 industry powerplayers and slot their functions into the complex jigsaw of games publishing.

Full report on pages 18, 19, 23, 27, 33, 35 and 37.

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It's not the Sun we have to thank for our tans (closed condition, it's being at the blistering white-hot laser-edge of computer entertainment that's giving us beady-eyes. This issue we report on the Revenge of the Laserdisk, imagine what movie licenses of the near future could turn out like, examine the phenomena of The Robot in Games, and report from Monte Carlo on the Imagina Graphics Show. And for readers with an interest in industry shenanigans, we name the Top 50 figures in the business. And there's the usual excellent coverage of the latest games for your machine. Non-essential reading? We think not.

## HOT. DAMN HOT.

The sun comes up, the day begins, and it won't be long before you're drinking it in. Fruit juices all round at the ACE office, since the heat is so intense. But it's not the Sun we have to thank for our tans (closed condition, it's being at the blistering white-hot laser-edge of computer entertainment that's giving us beady-eyes. This issue we report on the Revenge of the Laserdisk, imagine what movie licenses of the near future could turn out like, examine the phenomena of The Robot in Games, and report from Monte Carlo on the Imagina Graphics Show. And for readers with an interest in industry shenanigans, we name the Top 50 figures in the business. And there's the usual excellent coverage of the latest games for your machine. Non-essential reading? We think not.

# features

Only available  
to owners of a number of  
our exclusive competitions, is  
the chance for you to win  
Software Center's LaserDisk

**WIN! WIN! WIN!**

game system, complete with an  
interface for your Amiga, PC or VL,  
and a bundle of software.

See it on page 42

Get one of the amazing images on  
show at the Imagina exhibition and  
win the prize for your Amiga, PC or VL,  
and a bundle of software. See it on page 42.



## COVER STORY

The robot has always been a popular  
brand of hero, from the classic games  
like RoboMan and Star Wars, through  
science-fiction classics like Gundam Z and  
Mecha-2 to modern day sci-fi  
adventure Z & Z and the forthcoming  
Revenge of Z.

Here we examine the game and its  
gameplay, overview, two play robot  
games, Mecha-2's Relevance and  
Relevance to Z, Cyberlight.

Read it on page 11 or page 12.

# ACE

JULY 1991

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In another ACE expose scenario, the top 50  
players in the industry's power games are  
named!

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The beautiful people and Rick Hayes headed to  
Cannes recently for the film festival and  
my! what a selection of titles there were on  
display. Imagine if they were turned into games...

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Cyberlight and Bobowars are robot games with  
a difference. Bobowars, while opting for a  
more straightforward feel, promises all-out  
action blasting. Cyberlight, on the other hand  
features brand new graphics systems, built-in  
powerful robots and a two-player punch-out  
option. Which will triumph?

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And you thought the Laserdisk was dead!  
Bring it back! Read about this incredible new twist  
on technology and enter our free competition.

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Real-life laser combat comes to Manchester.

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We report from this year's computer trade  
show where the industry folk have been decid-  
ing what you'll be playing this Christmas.

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Ready for prophets, this report from the  
recent graphics show in Monte Carlo will simply  
stun you!

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on the hardware scene.

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Speak out!

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games of the moment.

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Far be it from us to blow our own, if you must,  
trumpet, but the next issue will be rather  
special.



# PLAYER Manager™

## 2

by *Dino Dino*

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

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

- One M4, byte minimum memory. An additional disk drive may also be required.
- Full implementation of REX OPT 2 and FBA4, WRTS1 where ever possible. A double tactic editor will also be included.
- Three division leagues with Mirams. Two Domestic and two European Cup Competitions.
- A young player must be named to the first team place otherwise he may turn out quickly.
- Numerous factors can cause player stress which will play a very important part in his individual match performance.
- Captain appointment. Man of the match, Manager of the month and the year awards.
- Manager performance to be put under tight scrutiny. Unfortunate get promotion after careful maintenance the position at the top may lead to being sacked.
- Introduction of some really astute and high speed computer managers. A Player Manager may also get an offer to manager another team in the league.
- Facility to see the stats. of every player in the league and on the transfer market. Only transfer fees/players will have price indication.
- Option to bid for a player not transfer listed and overseas players. Introduction of loans.
- Much improved match report with information on scoring attempts, keeper saves & possession in each half of the match.
- International caps awarded and also compulsory retirement of players reaching maturity.
- Improved financial structure. Multi players option.
- Improved coaching with facility to concentrate on an individual player.
- Invaluable management stats. Influenced by individual player and team performance.
- Referees, pitches and rival may be implemented. Pre-season friendlies.

#### SUGGESTIONS THAT CANNOT BE IMPLEMENTED:

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

Each letter received until 15th July 1990 will go into a draw. First 10 letters drawn will receive an autographed copy of Player Manager 2 and next 10 letters drawn will receive 10 record folders.

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

Please address the envelope to the address below.

# ANCO

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



## Spurs wins the FA Cup and Rik Haynes gets hooked on bionic baseball...

Continued from page 20  
 (The development of the UK and Europe including software for the recently started 2001. The main feature is providing you with 2001 reactions in the UK along with the history of the event.)

## Chohmakaimura

You may not recognise this Japanese name but we bet the pin ring is hell. Sure thing, Capcom is working on another action game with ghosts, goblins and ghouls. Only this time, the Japanese company's efforts are purely being directed towards the Nintendo Super Famicom. Video gameer favorite knight, who has a habit of being his



Shinji is a great name for a game. The main feature is providing you with 2001 reactions in the UK along with the history of the event.)

armies, is back in another adventure! The scenario goes like this. People are living in peace after the disastrous Great Fire four years ago. The war-torn castles are all but rebuilt and the town centre is a hive of activity. However, their happiness comes to an abrupt end as they catch a fierce attack from a monster family in the sky. Innocent citizens are killed and the Princess is trapped. The kingdom awaits the chance to again get drunk on the good wine of peace. Taking the role of knight you have three chances to get things right and destroy the monster's world. Chohmakaimura will be available in August for the quarter-doubling price of £8,999 (approximately £24). An early pre-production preview of the game received a huge thumbs-up from visitors to the first Super Famicom Show in Tokyo last month.

## Lotus Turbo Challenge 2

Get your motor running because Corvair is readying the eagerly-awaited follow-up to the racing game Turbo-Challenge.

You can drive both a Lotus Spirit Turbo SE and a Lotus Turbo SE depending on which stage you're on. The sporty Lotus made history in 1962 when Lotus created a car that became a leader for a generation. Then, 20 years later, the designers went back to their drawing boards - or CAD packages - to create a compact, two-seater sports car. "You have never driven a car like the Lotus because there has never been a car like it," proclaims Lotus.

Instead of the track-based play of the original, Lotus Turbo Challenge 2 is divided into individual stages which will also include memorable races and different models, objects and terrain. Not driven, can't try their luck in Nevada.



## Amnios

A big nasty thing is living in space, eating everything that it comes across. Some lucky people built an army to fight the Big Nasty. The army looked like... The army's in its ugly west from planet to planet trying to kill the Big Nasty. If this sounds like another scenario for a shoot-'em-up, don't worry, it is!

Amnios is an 'explosive encounter with ten living planets of the worst kind' asserts publisher Progress. The game has been coded by Pete Lyons and Paul Fowles, two ex-Microdeal veterans previously responsible for such titles as Goldbrass, Leatherneck and Viper Quest. You'll be able to meet the Big Nasty next month in Amigo.

## Player Manager

Fresh from the chart-topping success of the Final Minute, Euro-Dial and Amigo are hard at work on the sequel to Player Manager. Amigo's boss Aul' Supta has set his sights high for Player Manager 2, saying: "I want to give people a game that will stand the test of time. I want them to say, 'Yes, this is the definitive football management game'."

To help them achieve their daunting task, the guys are looking for innovative ideas to inject into the game from experts in the field... that's you my friend! Amigo isn't simply looking for any creative changes to Player Manager, Steve Day wants hard gameplay ideas.

"We are importing the essence of it," reminds Cupps. "We're going for a multi-player system where at least two players can play simultaneously. People can bid for each other players and European teams will be playing as well. It's all compressed into three divisions. You must know your players properly otherwise they will just burn out. You also need experienced players to support the seniors."

"We've learnt so much from Player Manager, what all the failings were. The idea of the game will be imported and run you a lot of money. Managers will be closely monitored, you could be sacked for a poor performance."

The only bad news is that Player Manager 2 requires 1MB of memory and extra disk drive. It's true they will be a full implementation of Kit Off 2 whenever possible.

For more details of how you can get involved in football simulation history, see the special advert found elsewhere in this issue or call Amigo on 0800 235111.

Remember football is a game with two halves and the team with the most goals wins by the way. Kit Off 2 may be in there for the European Championships next year...

"I would like to see my name on the list!"





## Strike Command

Far in the future, the public's thirst for violent sport has resulted in whole planetary systems being turned into combat arenas. Top human and alien pilots compete in a series of high speed, high death rate duels, with only the most skilled and cunning warriors standing a chance of winning the championship.

Written by the same team responsible for Millennium's earlier flight-'n'-fight hit ThunderStrike, Strike Command employs a similar trailing camera viewpoint of the soft 3D action, but has an even higher death and destruction quotient thanks to the ability to buy a huge range of weapons and ship upgrades with cash won in the arena. Can you make the grade as the Universe's top game? Find out when Strike Command hits



Imagine the death rate in this environment and you'll think Strike Command has got even more of the stuff than this arena game.



Even those of us who've never before experienced the thrill of Strike Command will be hooked on this game. (Obviously.)

The creators of the award-winning first-person shooter have designed Space Command another role-playing spin. This time it's a space. You'll have to make the most of alien lands and alien creatures. You'll also have to make the most of alien lands and alien creatures. You'll also have to make the most of alien lands and alien creatures.

## Base Wars

When do you get where you also football with football? The latest in Ultra Games' Cyber-Battle series, in Base Wars, the football forces really are made of metal. Making mechanical footballers, controlling them, building tools and unshakable, holding objects. And they're programmed to proceed, punch and kick it out for base possession. Check.

This is a whole new breed game. Select your team's ball club, set the robot rotors, and go straight to credit in single plays or a fabulous 10 game permanent chase.

Foot, cat, throw, kick, spin to attack or engage the special combination attack sequence. Just remember you have to play 'em well! And don't forget to duck when the diagonal starts flying. If the handles get too hot, just turn the teams and start for another day. Fortunately, you can



switch to your Cyber League winning for parts, repairs and a wild assortment of metal-matching weapons. Buy the driver is waiting for you in the parts shop. There are four different models of mechanical footballers, each with specialized circuitry for playing a specific position. Choose from 22 different protective and offensive items including iron gloves, hyper engines, laser swords and more. Will Base Wars become the world's favourite footballer?

## The Secret of Monkey Island

You can't keep a bad ghost pirate alive. The Evil Giant Pirate LeChuck was apparently only slightly faked by that battle of foot beer in the first game, so he's about to make a comeback later this year in The Secret of Monkey Island II. LucasArts Games and CD-ROM release the pirate operator is really most new and out for revenge.

The Secret of Monkey Island was a hugely successful graphic adventure most admired by fans of the game. Its story focused on an aspiring pirate, Guybrush Threepwood, who sets out to find his fortune among beach boccassos, nookie pirates and murderous giants. This release had many interface refinements to LucasArts Games' game engine, and incorporated scrolling 3D animation and other special visual effects. Thinking of 1990 - and all that - LucasArts Games even produced versions of the text in German, French, Spanish, Italian, Portuguese, Swedish and Finnish. Japanese, Chinese and Korean gamers also have the chance to solve the devilish quest.



## Choplifter II

Not many shoot-'em-ups can claim a link to real life. Choplifter is a notable exception.

The failed attempt by American Special Forces to rescue the US hostages held in Iran during 1980 prompted Broderbund Software to release a game where the player not only had to land away enemy tanks and planes, they also had to liberate and rescue its little people held prisoner in American prisons. Choplifter became an instant hit as the first wave of home microcomputers like the Apple II and Atari 800. Soon it was regarded a classic. Now IBM Musical Industries in Japan has recreated the Gamebyrte adaptation of Choplifter.

An epic 28-stage romp, Choplifter II is available today for \$9,990 (£12,990). The world is still in a war-torn condition. The environment is getting worse every day. Now, pointed by world-wide destruction, the most urgent task has become the speedy rescue of prisoners of war. You must find the prisoners who can be taken and rescue them. With the most accurate weaponry and the latest in attack helicopters, the AHH-64 Comanches, you fly over extremely dangerous places like dense jungle and burning seas. For the mission you have three lives.

Shoppers and retailers in order to increase your strike capability. By However, enjoyed against you.







© The Walt Disney Company

## The Little Mermaid

Under the sea never can fear you swim. Based on the recent animated feature film from The Walt Disney Studios, which in turn was inspired by a popular East European folktale, *The Little Mermaid* has been set into silicon by Capcom in Japan.

This love story tells the tale of a pretty mermaid who, after saving a handsome prince from drowning, trades her voice for legs. In order to start nagging him, she needs to get that big screen idea from the beautiful beaches. Like the movie, the video game is full of cute characters and gameplay. It certainly makes a change from all those megaboth dead 'em-ups currently playing in most arcades. Keep a special eye out for the cool eigan English. *The Little Mermaid* is out next month on NES for \$5,800 (street \$10,500), more versions are likely to follow later in the year.



One of the French publisher's titles that couldn't be made to fit the NES format is the huge management game that would involve a lot of time. It's a management game from the publisher's Japanese division. The game is set in a world of the bright colorful graphics of the Commodore in the fall. Street price: \$1,800 (street \$2.5).

### DEVELOPER'S INFORMATION

Walt Disney Animation, Inc. (Disney) is the developer of *The Little Mermaid*. The studio's animation staff includes several former Disney animators. The film was produced by John Musker and Ron Clements. The film was distributed by Walt Disney Pictures. The film was released in 1989. The film was a commercial success, earning over \$100 million worldwide. The film was nominated for several Academy Awards, including Best Animated Feature.

## Floor 13

What a La Cœur en! Floor 13, a game of subterfuge and corruption in high places, puts the player in the hot seat of an ultra-secret Government agency. Known only to the FBI and a handful of ministers, the agency's job is to keep the Government high in the polls by covering up damaging scandals and "reinstating" anti-Government forces.

Floor 13 mixes La Cœur style intrigue with intricate management gameplay to create an absorbing and refreshingly cerebral atmosphere of moral ambiguity and double dealing. Written by David Sussman with graphics by Carl Coppel, both of Conifer House, the game features a impressive plot driven that can keep track of up to 100 customized scenarios. Aimed squarely at the "strategic" player, Floor 13 is definitely "Wargame the Supreme." Definitely one to watch - while watching your back!



## Rockman World

In popular legend, Capcom is bringing its iconic character to Gameboy for the second time. *Rockman World* is a two megabit cartridge with our favorite up-against-must-Must-Dover and rebel robots out to rule the universe. Poor Mega-man can't count on the help of his stoody Rush in this standard input.

Capcom has sold over one million copies of the Megaman series. Started back in 1987 by Takashi Tezuka, a veteran of the Japanese video game industry and founder of two publishers of R-type, Capcom is designer and maker of games for home and coin-operated video arcade games. With over 240 game designs, the firm is ranked in the top three of more than 400 independent software that design and market home video games for the NES and Commodore.

In the past nine years, Capcom has given us *Commando*, *Ghost's 'n' Goblins*, *1943*, *Street Commando*, *Street Fighter*, *Final Fight*, *Final Fight World* and *Strider*. US Gold has experienced a long and fruitful relationship with Capcom by converting its games into home computers.

Success, according to Capcom, lies in the company's ability to develop high quality video games that appeal to broad audiences and age groups. Another future direction is to bring its design skills to the USA. Currently Capcom has an American design team working with and studying the intricacies of game programming from the Japanese "masters" in Osaka. Their *Alpha Action* should help keep Capcom at the forefront of video game design.





This is coming from the team that created *Lost Patrol in Heaven*. The most difficult is using the flag from the main village and return it to your own village before they get you. If they do, then you can't play the game. There's a giant red arrow on the playing area. It's an arrow. It's not a red arrow.



Some think that's strange about the new look. Some game is coming to development in the States. Before then and the fact of Adventure on the top adventure. It's not really the personal computer rather than the main. Some's a new professional available here with the fact to be considered the system for city of some cost and when you're ready to purchase. Not very much.

## Faria

Will this game light your fuse?

Only the bravest video gamers would enter *Faria: The Land of Mystery and Danger*. This EPIC action-adventure hybrid for the NES comes from Nasoft Corporation, the American subsidiary of ASCII Corporation, publisher of LOGAN magazines in Japan.

"Faria adventure gamers will thrive on the fast-clicking fun of battling hundreds of monsters," expects Nasoft. "This title is designed to set new ground in adventure gaming with a thrilling plot, along with over 70 different items, weapons, armor and magic."

Based in the California town of Cypress, Nasoft has already released products ranging from the complex *Wizardry* RPG series to Teenage Mutant Ninja Turtles Christmas cards. *Faria* out, man.

Eye to this article, we describe in some detail how you can get to the next level. This will be the most important step in the game's 100-year history. Please don't forget to read.



## Fire and Ice

Remember Papp? *Goldgold* obviously do, because the hero of their forthcoming platform escapade bears an uncanny resemblance to the adorable canine star of the Betty Boop cartoons. Some wondrous dog... or... person has kidnapped a litter of puppies, and it's up to the floppy-eared ruff to rescue them. Armed only with the ability to spit ice cubes, this epic quest takes the cowardly doggie from his boy homeland through eight maddeningly-walling levels to a final battle with an evil baddy on a volcanic island of lava and glaciers.

Fire and Ice is being written by *Goldgold's* in-house code supreme Andrew Baylwood (responsible for such recent classics as *Barbaric Island* and *Manaband* NES) and looks unlikely to damage his reputation as a creator of (occasionally) software. Could this be the game to knock *Manaband* from his pedestal? Find out when the fire and ice is released this Winter by Microsoft.



## Civilisation

From the co-founder of Microsoft, *Civilisation* appears to be Sir Malar's answer to the award-winning *Populous* and *Powernigger* strategy games from Bullfinch and Electronic Arts. This revered game designing genius even made *Flash Spelling* trendy with *Redwood* Tysons, so great things are expected for this remote though the game.

If it harkens back to 4800 BC, you must develop an entire civilization from a small nomadic tribe, balancing work hours on one economy, politics and defense. The playing area is set on a map of the real world or in new lands on a computer-generated one. A game may be played in its entirety for five to six thousand years or for a specific 100-year period. Along the way you'll encounter historical figures such as Napoleon or Genghis Khan. A novel *Sidipolis* is incorporated, giving definitions and illustrations of the terms and concepts used throughout the game. *Civilisation* is scheduled for an autumn release on IBM PC-compatibles for the princely sum of \$29.99, all major graphics and sound boards will be supported.



## Program For Jesus

Evangelists of Religion have launched a programming competition to fund the first Christian software Writers of 1991. The first, dedicated to spreading the Good Word through Christian computer games for Church and family, an offering prize for the best examples of help coding across a number of age ranges, on all popular machines. All manner of software will be eligible for entry, although shoot-em-ups will probably be fairly rare.

Please don't send your entries to ACE. Instead, mail them to: The Bible Software Competition, Evangelist.



The Doors get digital as Nik Haynes ventures into freespace...

## Beyond The Stars

Do you fancy yourself as the next Luke Skywalker? LucasArts Entertainment Company launched a thrilling theme park ride in Tokyo last month that puts you in the Star Wars series to climax! With StarPort 3048 is the latest installment of George Lucas, the movie games behind the Star Wars trilogy. For ¥1,680 (the equivalent of \$5.50) space adventurers get the computer-generated ride of their lives. A spokesperson says it's a "Virtual Experience".

Details are scarce, but StarPort uses something called 3D Scope graphics and LucasArts's TUX sound system to produce stereo sounds (better than most cinemas). Some of the amazing visuals were created by LucasArts's Industrial Light & Magic, the Oscar-winning movie special effects team. An European launch for StarPort is planned at present.



Imagery courtesy production company LucasArts. Some getting into theme park ride, 3D Scope graphics to create the experience of a Virtual Experience.

## Liquid Crystal Clothes

What's going to be the next big thing to wear to your favorite nightclub? How about clothes that change colour with temperature? Conroy says.

British chemists at Merck have devised a heat sensitive liquid crystal ink which can be used in cyberfashion. Thermochromic clothes are a natural progression from Merck's 10-year research into this technology. It's even used on wine labels to show the correct temperature to serve champagne.

"The cholesteric-like molecules change in colour from black, right through the spectrum from red to violet as the clothes come into contact with either body heat or any external heat source," reveals Dr Martin Peber, Advanced Materials Business Manager for Merck's Industrial Chemicals Division.

ACE wonders what happens if you have nearby campers? Yuck!



## Holographic Time Travel

You could be in for a visual shock when you visit your local woods thanks to Lego Intergalactic, USA. This American subsidiary of the Japanese toy-giant has developed a new video game system incorporating holographic graphics pulled off a laser. The breathtaking 3D utilizes a novel optical system licensed from a Southern California company specializing in holography.

Legal greater Hologram game, Time Traveler, has you controlling the movements of real people instead of computer-generated sprites. "Players will experience the illusion of debating the script and storyline before their very eyes," promises Lego. You simply push, shoot, jump and duck your way around a futuristic journey through time. Time Traveler will be followed by a whole series of Hologram games.

The whole concept unsurprisingly received a phenomenal reception at the recent ACMG (American Coin Machine Exposition) in Las Vegas, especially since the cost of a Hologram coin-op is "very reasonable" - whatever that means. Lego Europe hopes to start shipping the machine in mid-July.

Lego finally dragging coin-operated video games into the 21st century? Find out next month when ACE brings you an exclusive report from California and Japan. In watch this frequency! In the meantime, turn to page 31 and discover another machine revolution...

## Master of Sounds

Why waste your time with tired audio when you could boost your PC with real sounds? Oregon-based Coreix, USA has designed and manufactured the specification-heavy Sound Master II soundboard.

"The new Sound Master provides the highest standards in sound quality and supports features that allow you anything else anywhere near its price range (\$179.95 plus VAT)," asserts the unveiled President of Coreix, Mark Stewart.

Sound Master II boasts full 32-bit compatible 32bit, 32bit digital with a high sampling rate, MIDI interface, internal speaker support and voice recognition software. It also comes complete with MIDI cables, speaker, digital graphics-based sound editor, direct-to-disk recording and playback software for long sound files and PC-Lynx, a music composing program. Contact Coreix Europe at 0942 804074 for further details.





## Wired For Sound

British big screens will soon have equally impressive sounds to accompany the best Schwarzenegger blockbusters. Thanks to the West Teatrock DCS multiple cinema in Essex are enjoying better quality this week than their most West End London venues.

Oliver Stone's movie tribute to states found the Doors has been chosen to launch Kodak's Cinema Digital Sound (CDS) into Britain. This technically advanced sound system provides digital six-channel audio comparable to the results of compact disc recordings. The six-channel has deep bass and special effects blasting out in all directions. It speaks even clearer CDS tracks the entire limits of the human ear.

Patrons can be fooled into thinking the movie is "surrounding" them, thus creating an extra sense of motion. Perhaps listeners even believe the booming tin tinners is pushing up right behind them during The Doors triptych!

Kodak spent two years developing CDS in conjunction with Optical Radiation Corporation of Azusa, California. Lasers are used to etch digital optical recordings directly onto celluloid. Four local cinema users to spend around £14,000 and a couple of days installing CDS. In fact, European cinema exhibitors have had to travel to Brussels or Munich to break the sound barrier.



Information available by phone starting this week, 1000-1000 by using the 1-800-4-A-VIDEO. You can also write from the UK and elsewhere please to enhance your enjoyment. Call them directly by writing to Video 1000, 1000-1000, 115, Cambridge, California 94543-1000, USA.

## Be A Smarty Pants

How much do you really know about toys, then? Do you know what keeps a ten-year-old quiet or a baby amused? Have you ever wondered which toys really help your child to learn or how to choose the toys you are safe?

The answers could be in 'A Parent's Guide to Learning Through Play' from Visual Electronics, a toy company - complete, complete - that specializes in educational toys.

It lists the guide contains a wealth of information on the different stages in a child's development and how to choose the right toy for the right age. It also covers the difference between a learning aid and other toys and offers advice on toy safety from RoSPA (Royal Society for the Prevention of Accidents).

Just send a SAE to: Visual of Learning Through Play, Visual, PO Box 480, London SW9 9TH.

How old is your home to be before you see complete Super Mario Bros? Answer on a post card to...



## Virus Attack Shirts!

Do what exactly is a Virus Attack shirt?

Others for cyberspace, we suppose. Over to design, we're Jo Simms and Jim Jackson at Flow line for their explanation.

Yes, indeed. "We work with digital viral strains and enable networking to positively communicate art design data."

Right, yes, Jo and Jim state they've been influenced by the data landscapes and virus work of American artist Dan Sogahndi.

"Working with virus infected text and graphics and deliberately corrupted files, we let the viral strains run riot in our painting software. As a result, Flow line designs are contaminated beyond recognition."

That's enough of this. If you're interested in Virus Attack Art or Virus Attack Shirts contact Flow line on 0825 312350. You'll even get a free leaflet with each shirt giving you news and more info on the 'cutting edge' of techno-art. Hurrah.



## Multimedia Visits Palm Springs

Following the agreement to create a multimedia standard for IBM PC-compatible computers, Tandy has unveiled a new range of MPC (Multimedia PC) machines.

The veteran American electronics maker and retailer launched its first MPC line-up at last month's Comdex '91 conference in Palm Springs, California. Tandy's Tandy MPC is equipped with a COM-1688 internal CD-ROM drive, 14.88 Video RAM, audio-storage, 3.5-inch floppy disk drive, mouse and multimedia extensions. You also get a standard system (CPU, monitor of 1024x768, 2MB RAM and 40MB hard disk) costing £1,599 right up to a deluxe £5,499 model (RAM: 16M, 4MB RAM, 100MB hard disk).

Tandy is also supplying internal and external CD-ROM players for £799.95 and 999.95 respectively. These upgrade kits supposedly convert its standard PC into an MPC.

"Hopefully you'll be able to buy any MPC with-

ware with the confidence of that it will run on your own set-up. Integrating digitized video, audio, graphics and text, multimedia software is becoming increasingly popular in the business, education and consumer sectors of computing. Numerous hardware and software

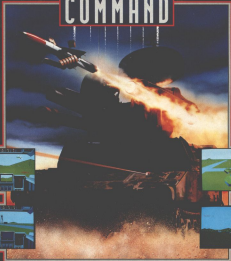
companies - including Intel, Philips, Hitachi and Fujitsu - follow multimedia is the next step forward in interactive entertainment. The potential is only beginning to be realized after many years of hype. We'll have to wait and see if it succeeds. MPC is a step forward but it could end up becoming the BBS of the internet.

Tandy's first five MPC systems should be shipping in the States as you read this. The company has yet to announce prices or availability details for Europe. Let's hope users don't have to wait too long, as pay too high a price for the privilege of MPC "multimedia".



Set in the a "Maste fought be are the d any alle "behind by elite vehicles. machines

# BATTLE COMMAND



Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that

any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and

## FIRST INTO BATTLE ...

out of hostile territory and armed with the most advanced weaponry. Select your mission and the armory you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete

## ... LAST TO LEAVE

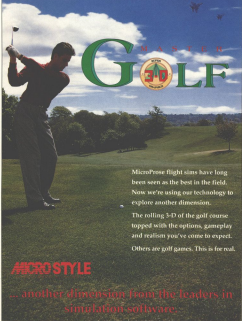


theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go head in hand with lightning reflexes and a true-grit determination

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# letters

Send your letters c/o Jim Douglas Priory Court, 30-32 Faringdon Lane, London, EC1 3AU.

## YOU SAID WHAT?!

Having read your article on Famicom Super Mario (issue 45), I have decided to write and offer my contribution to your thesis because it's almost diaphanous. Oh, ok, so I'm letting myself wide open to mountains of criticism and hate mail, but I fail to see what the attraction is. I've got absolutely no intention of belittling the game's achievements.

It's obvious that a great deal of thought, care and attention has gone into the design and implementation of what many view as the ultimate Platform Game. Sonically it's fine, with some suitable music and excellent effects. Graphically, it's only OK, because it doesn't really stretch the machine's capabilities and although there are plenty of clever visual effects and gags, it's been done a lot better elsewhere (Magazine Monkey and Senuo for example).

Video gameplay is there in abundance with plenty of goodies although the basic walking/head-butt/squash action runs throughout the entire length of the game, however I do agree that you need to adjust your approach to not level because of the various challenges that face you and this aspect should make it a game that you want to keep playing in order to achieve that elusive 'satisfaction factor'.

Doing the so far worth well? I've agreed with virtually everything you've said apart from two things: stability and addictions. Where did these two factors disappear to? You had the game for five months now and have only managed to save 12 game positions? It has to be one of the most frustrating things I used!

Whether it's down to my incompetence, or the confusing and relatively unresponsive control method, I don't know but one thing is for sure: it's far from addictive! Many a joyaid has been thrown against the monitor screen because the fatal phenomenon hasn't done what it was told, done something too late or not done it at all. (Leave for a good games player but why can't I get to grips with Mario?)

In case I'm not the only one who fears it's far out and somewhat uncontrollable after playing this game for ten minutes. Despite what you and many other magazines claim, this in my mind is not a playable or addictive game.

Just a final point, I read in a previous issue that Nintendo are so confident about Mario 4 that

they think it will set the Famicom for them. That's probably true but only because the character is a legend in video game entertainment and, as we all know, names always sell. It's also rather uncharacteristic of Nintendo to expect fans of the series to buy a brand new machine in order to play the next instalment.

Julian Clarke  
Chester

Without wishing to nitpick, your arguments are far from airtight. The fact that you can't get especially far in the game is neither here nor there. In fact achieving only 12 worlds in four months would seem to suggest some sort of arrested development. (Inappropriate comment? Perhaps you've jiggled isn't connected properly, since we found the Mario's user interface as fast and friendly as any we've seen. And as for "Mario not doing what he was told?" Chess were set arguing when we came upon that old chestnut.

I can't really see your grip about having people to buy the Famicom to play Mario. For a start, there are other Mario games for every other Nintendo system. And after all, if you had to release every game on every format, simply to let everyone have a go, the game design would inevitably be aimed at the capabilities of the lowest machine, making it a pretty dull outing for top-end users.

Finally, your comment about names always selling suggests you're a bit confused. Mario's name has been built up from a series of successful video games, so why shouldn't his future titles sell? He's distinct from the real world titles of the name-seller edge, when rubbish games rise on the publicity of well known films. Next.

## PREMATURE EXCITEMENT

My brother and I own an Amiga 500 and have been eagerly awaiting the release of 40: Boxing. Your magazine announced it's to debut that the release date was to be January 1991. So, once a week we ran down to our local software outlet. Got, objected and quasi-sold but we budgeted back home with our saved pocket money still intact.

Why oh why did you raise our hopes to such an enormous state of erect expectancy, only to make us walk limply home every Saturday unfulfilled. This is big news!

I eventually plumped up (liters) and who informed me that the release date was October 1990 despite the fact that your mag still carries the advert supporting a January 1991 release date!

Don't you think that with a game so hotly praised by your magazine and so eagerly awaited by the public you should have written some kind of apology/announcement with regard to your hopelessly misquoted information.

Please explain as my disillusionment with your magazine runs deep as on the 40: as a car-pet looking rat.

Andrew James Cookin  
Trinity

My, what an emotional fellow. 40: Boxing, at the time we reviewed the PC version was intended for an early '91 release on all formats. And although production as complex as boxing often is, it really isn't our place to apologise for not too moving their own release dates.

## 8-BIT OF WHAT YOU FANCY

I would just like to say that your coverage of what really is very good. But I have noticed your lack of support for 8-bit machines. There seems to be no machine specific columns for these computers anymore which is really a shame.

I enjoyed these columns, especially the Commodore 64 columns for its top and cheats.

I have also noticed you seem to think that Turrican 2 was only released on the ST and Amiga when in fact it has been out for some time on the 8-bit, and it's totally brilliant. It has features like wonderfully smooth scrolling, very good graphics, parallel scrolling, excellent music and brilliant gameplay, so why haven't you reviewed it?

There have been no reviews for 8 bit computers for ages, yet these computers are far from dead and gone. If you have ceased to support these extremely popular machines please say so, and please say why. I hope you have not because it would be foolish to do so as you need only to look at games such as Turrican 2, Last Ninja 3 and Lotus. Expect to know why it would be foolish.

Jason Cooper,  
Barnes.

Sorry to disappoint you Jason, but we are no longer covering 8-bit machines. We know there are plenty of excellent games still being written for the machines, but ACE's job is to look to the future and catch new trends. We just couldn't go





enough proportion of articles concerning virtual reality and other technological innovations would continue to do well. I myself voted to buy *ACE*, *CMW*, *Issue Machines*, *PC World* and *Games* 10, but I realized that the amount of duplicated material in them was so great that I eventually had to wean myself down to *ACE* and *PC World*. Are there any plans to fill the gaps which clearly exist? I would like to know what the industry as a whole thinks of this.

Mark Kennedy  
Display, West Yorks

As time progresses, the absence of a TV computer games show is entirely understandable. The battle for TV ratings is intense, so limiting the potential number of viewers to a show by only covering items which whetted computer owners is a dangerous move. After reading a computer magazine, it's unlikely that you'll be particularly interested in reviews of games which exist on your machine, so imagine how

being it would be for people who have no interest at all. A 30-minute program wouldn't be able to touch on the depth of games in the way that magazines can. And what happens if you want to go back and refer to a review at a later date?

The results of trying to cover all bases with programs which educate Joe Public about computer games while informing the existing users (and of later on the fans, and although a *Chart Show* variant would seem to be the best option at the moment, the continuous aspect of the subject matter makes it very difficult for visual viewers to be interested.

However, the sort of channel sampling of graphics and sound you talk about is available in *MicroSmiths*, through future video promotions out together by software companies and *Bulletin 1000*. A monthly vid of the latest releases plays in the computer area of most Smiths stores. Although these are basically adverts and offer little specificity, you do get to see the graphics screen and hear the sound. Most offer a running commentary on the game's features.

It's not usually our style to comment on the practices of other magazines, your letter does raise some interesting points.

*ACE* does not carry cover-mounted disks of any sort. As a multinational magazine, it would be impossible to properly cater for US, Amiga, PC or Console owners. Someone would always lose out.

A more important point, however is that we'd rather people bought *ACE* for what it is, not what it used to be in the first issue. We know that each issue will be read, not treated as a free supplement bundled with your £2.95 set of games and demos.

For the magazines that do give disks away are in a tricky position. A whole game is more fitting to the paper than a demo, so the fans go to find the hottest affordable game for the cover each month. Fine, but if you can buy, let's say *Three Kingdoms II* magazines for £5 and walk away with six back-catalogue follow-up games, why possible incentive is there to buy anything other than one major game each month.

After all, people can only spend so much time playing games in one month.

The age of many titles is irrelevant. Since so many new owners are joining the market, it really doesn't matter whether their first game is six weeks or three years old. And eventually, they have to ask themselves why, when they can buy a couple of full games for £2.99 they should consider paying ten times that amount for one title.

The situation was made worse by software companies hungry for some instant cash being only too happy to make a couple of thousand pounds for a back-catalogue game which had already done the rounds on budget and compilation disks. It was a difficult decision to turn away instant money for a title which basically had no market value.

## STARRY, STARRY FIGHT

After reading your review of *Star Control* issue 43, April, page 67, I feel I need to set some things straight. I realize the appreciation of a game is a rather subjective matter, but in this case I can't help but agree with the review.

Firstly it should be evident, even to the most ignorant computer gamer, that any comparison with games such as *Elite* and *Port* is totally out of order here. *Star Control* is no "spaceflight sim staler", nor was it intended to be. *Elite* and *Port* rang in the same class as games like *Wing Commander* or *Epac*. *Star Control*, however,

could best be compared with *Archon* and *Arcton II*. For those who don't remember *Archon*, it's a strategy game simulating the confrontation between the forces of good and those of evil. Both sides have mixed groups of fantasy creatures, all with their abilities at their disposal. The game takes place on a 2D board and where two opposing creatures meet, the

fighting area is magnified to a full screen combat scene where battle ensues. And, 3D controls in a similar game, but set in an intriguing stage where spacefall instead of creatures meet.

Let me not say that the game is simply great fun, especially in two player mode. Science fiction fans will doubtless appreciate the refreshing and humorous descriptions of the different alien races and their spacecraft (very clearly described by the works of popular SF writers) and as an avid strategy fan I can assure you that the strategy element learning the strengths and weaknesses of each craft and using them appropriately is well implemented in the game. Graphics and sound are very good. I simply don't understand how your reviewer could make such a low score "too small graphics". This is simply part of the game system to mount the largest possible combat, thus are displayed small indeed and as soon as they come within close range of each other they are magnified to adequate size.

To me, this is a very well functioning solution, and it should be said that even in their limited depiction, all graphics are well defined and clearly visible.

I find it rather surprising that you complain about the lack of originality and real-time action games on the one hand, and then follow a game like *Star Control* which meets up to both these demands on the other. Luckily I purchased the game before reading your review, because the sad truth is that I probably wouldn't have bought it at all after seeing your rating.

David Van Dijk  
Belgium

Sorry you didn't like our review, David, and pleased you're enjoying *Star Control*. Personally, I agree fully with Lawrence's review of the game, finding it neither exciting or enjoyable. However, many others here at *CMW* have been enjoying the game/player. *CG Amiga* for example just across the floor is after-else but play *Star Control*. Just goes to show that there's no accounting for taste.

## PLUMBING THE VERY DEPTHS

In issue 46 of *ACE* you said that Marco is a "puzzle-man". What he really is is a plumber. That's why there are pipes in all of his games, and he wears a lab and braces.

Ben Davis  
Bogton, Regis

One of the things rather than a mislead impression, Ben. However, the writer of the piece has been chastised.







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# ACE EXCLUSIVE IN FRANCE

**S**hen, sea and self were not on the top of my priority list as I stroked La Croisette towards Palais des Festivals. For twelve days in May, film stars and celebrities lie uncomfortably together in an effort to promote themselves, and maybe, the movie industry. The 44th Cannes Film Festival had been well and truly hijacked by Madonna and her outrageous promotion of the *Truth or Dare: In Bed* with Madonna documentary. Not much chance of a shoot-em-up conversation here, so my search for an ice cream and the ultimate *Ernoie* continued.

I read on my way to the infamous Hotel Carlton—home of the rich, famous and their myriad of minions. Here, in Salles 196/198, resided the President of bad taste motion



The boats bob in the harbour,  
the beautiful people spend  
their time at parties and

# IN THE CANNES

Chopper Chicks in

Zombietown is ready to be

licensed. Rik Haynes

investigates...

William Lloyd Kaufman. First you ever see *Snuff Nails* (What Do, The Twin-Anger or *Claws of Male On High?*) These, and many more like them, come from *Troma, Inc.*, "one of the oldest and most active independent Producer-Distributors in the world". And when they say independent they mean it!

These cult movies courtesy of Troma began back in the 1970s when the first multiple cinema started to appear. Once these pioneering day Troma films enjoyed tremendous demand for its productions thanks to the introduction of home video, cable and satellite viewers hungry for new material - no matter how tacky those films may be. In fact, the wackier the better.

"Or strategy is simple," says a Troma spokesperson, "produce films on tightly controlled budgets that major Hollywood studios do not touch to the general public. These films are primarily aimed at the 16-35 year-old market, traditionally the largest segment of the moviegoing audience."

So what about the actual product? Troma now has a library of nearly 100 feature-length films. "We've always been on the cutting edge of film-making with controversial and unique subjects and ideas," the spokesperson confirms.

My personal favourite favourite is *Chopper Chicks in Zombietown*. A leather-clad gang of macho motorcycle maniacs, known as the *Cycle Sluts*, storm into a quiet desert town looking for a few good men. "It's a full-on bike-babe vs. flesh-hungry zombie in the wildest, action-packed climax ever committed to celluloid," asserts Troma. The American press didn't quite wild over the whip-flicking release. Joe Bob Briggs of the *Dallas Observer* says, "The best features of *Re-Animator* and *Scary Movie*... Joe Bob says

check it out". While the Austin Chronicle states the movie has "Shades of Night of the Living Dead". Arriving with wit, ingenuity, irreverence". High praise indeed.

More movie picture mayhem can be found in *A Memphis Barbarian in Crossbar Hill*, where deadly dinosaurs attack that nuclear hole







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GAMES

ISSN 0950-0804





The game's story is a complex, multi-layered narrative that unfolds over the course of the game. The first mission is to infiltrate a secret facility through the back of the island. The game is a blend of action and strategy, with a focus on stealth and tactical combat. The game is a masterpiece of storytelling and gameplay.

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The game is a masterpiece of storytelling and gameplay. The game is a blend of action and strategy, with a focus on stealth and tactical combat. The game is a masterpiece of storytelling and gameplay.

# DAWN OF THE DROIDS

They feel no fear or pain. Rik Haynes meets the machines of cybernetic culture...



**T**hink robot and you'll probably conjure up images of *RoboCop*, *Terminator* or *R.I.C.O.* You may even remember the ballbot *Roller* the *Robot* from *Forbidden Planet*. If you're into the trendy (and/or scary) stuff you could possibly shout that 'he-he! The *Robots*' slogan (and a slight nod to a reference to the recent *Postwork* comic). Just why is it all so edgy? *Karel Capek* first coined the phrase 'robot' in his *Robot* (and the *Robot* novel) during the early 1920s. He took a derived from 'robota' - the Czech word for labor.

If they're not building, runs or involved in some other mechanical task, imaginary robots are usually up to mechanical mischief. They like nothing better than to equip themselves with the latest in remote play and weaponry of maximum ingenuity. And if a real dot matrix (and/or control program) the end of humanity is just around the

corner. Take a glance at Fred Saberhagen's series of *Barbarian* books for some scary confirmation.

The Japanese look to the idea of robots from the very start. In his author's book, *Science* is seen as the idea game. In the early of Masao Sakamoto were liberally years ahead. While Japanese technology moves for the fully automated factory, the equally creative talents of science fiction researchers are producing a constant supply of robot movies, games, animated TV shows, toys and video games.

## ROBOT REVENGE

Generally speaking, three fantasy robots are supposed to be in the field. Except they usually fare against us within the first three chapters. Sometimes they even transform into a higher species of life. Remember the *Super Hero* and

ties of the replays in Ridley Scott's *Blade Runner* mode?

In other times, there is actually a fusion of flesh and metal with human pilots of huge warrior-robots physically and mentally linked to their machines of destruction. BattleTech merely scratches the surface.

Robots are no strangers to computer and console gamers, who can forget the classic sample of speedster from Impossible Mission (CyberUS Gold). "Destroy him, my exo suit!" And that's exactly what they've been trying to do over the past seven years. These days, nearly every Japanese simulation features some sort of transformable chibi complete with plasma engines, photon guns and an air-army resemblance to us poor humans. There's simply no stopping them. During the course of *War ACE* (looked at *Ultra Games!* Best Wars here) we meet *Metal Mutants* from Dimensional Palace (reviewed on page 82). Plus there's *Cyber Fight Electronic Arts* and *Robozone* (imageworks) featured elsewhere in this article.

Even Mass, the California developer of *DemCity* and *DemEarth*, launched *Robozone* for the Macintosh last month. This is a futuristic but the simulation game which can be played by up to four players over the AppleLink network.

Leeds-based game developer Vector Graphics are working on a game based around BattleTech 300 at an early stage, this title uses sophisticated 3D software technology with individual animation and movement of joints to get incredibly realistic results. Seeing one of these mechs falling down and getting back up it doesn't seem like a very entertaining sight. Unfortunately, insiders suggest *Apocalypse* has put the game on ice. We hope they're wrong!

#### JUDGMENT DAY

Gary Bracey, Software Director at Games, reviews the forthcoming computer and console games based around Terminator 2 and RoboCop 3 will make software developers within the very mainstream games are produced.

Digital Image Design, the action simulation specialists behind *F-29 Retaliator* and *U2s*, have already created some stunning 3D work for RoboCop 3. Despite a new 120frames for the first movie, there's no shortage of energy in the 18-bit versions of the game. The car chase, for example, utilizes graphics routines more advanced than those found in *Retaliator*. Black comedy isn't missing, either. We bet you can't wait to try out RoboCop's latest peripheral, the 'Bing' (bitch)!

In the subject of Terminator 2, Bracey is remaining tight-lipped until the movie is released in the summer. This science-fiction out-swinging has reportedly cost a whopping \$100 million to make. Not surprising when you consider the special-effects bill came in at a little under \$17 million and muscular star Arnie Schwarzenegger got his own private jet plane for the troubles.

Meanwhile, Games is showing the game-day edition of *Robozone 2* at the Consumer Electronic Show at Chicago. ACE hopes to bring you an on-location report next month.

#### COLONISATION OF CYBERNETIC

With all this robot-inspired innovation, what can we expect to see in the coming decades?

"There's not too much to worry about at the



above map is *BattleTech Cyber Fight* (working title) about 2000. It's a 3D strategy game in the graphics when the released here to show this title is the most realistic simulation of the game of mechs. It's a 3D strategy game in the graphics when the released here to show this title is the most realistic simulation of the game of mechs. It's a 3D strategy game in the graphics when the released here to show this title is the most realistic simulation of the game of mechs.

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moment, leading technologists in the field are still trying to build a robot that can walk up and down a flight of stairs without the assistance of any human. The real world is just too complex for the average cyborgman. That will gradually change, though.

The RoboCop-like character of today could become the armed and armored traffic warden of tomorrow. Parking on a double yellow line in the London of 2027 could be very risky indeed. Especially if the hammer wheel clamp is replaced by a dual band of 20mm cannon as the ultimate deterrent. And you thought the Terminator was mean!



#### GUNDAM MOBILE SUIT

This aptly Japanese saga created by Yoshiyuki Tomino began as an animated television series in 1979 and has since grown into a self-perpetuating industry of video games, books, films, toys and comic. "Tomino's Gundam series marked the beginning of the 'robot fever' that has swept both Japan and the USA," says publisher Ballantine Books. "The Mobile Suit is the prototype for all the realistic robots we've encountered in the past few years. An entire generation of Japanese has been raised on the Gundam stories and images, but the ultimate testimony to the concept's success is that there has even been a parody animation series created, called 3D (Super Deformation) Gundam."



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# DAY OF THE DROIDS



### PHIL HARRISON

**Job Title:** Product Manager, Microsoft  
**Success Report:** Joining Microsoft as its vice president of the UK market, Phil has been at the company's pleasure for seven years. Now he chooses who to employ from the large list of people lining up to program for Microsoft.

**Strength:** "Intelligence is good" in getting the staff before they're wanted by other firms. And he's got a killer computer.

**Weakness:** Sometimes he can't quite see without a hat when it comes to entering into of new adventures.

**What To Watch For:** "He's a top in software and is probably a holder of MS and Super American stuff under Phil's direct care."

### BOB RAY

**Job Title:** Head of F&D

**Success Report:** Under Bob Ray's direction F&D have worked on their creative edge against the surge of computer power. The last year has seen F&D's output increase, and away from the desktop target of the home computer market to concentrate more and more on corporate users.

**Strength:** As an ex-cop Bob looks more than fit for any, and those who have unfortunately learned have been his and his Constitution friends will testify to his determination.

**Weakness:** There was that "Lance to stop your master" F&D and company who surprised many with its great technical angle.

**What To Watch For:** Don't get too close under an increasing number of projects.

### STUART HINDY

**Job Title:** Editor, Computer User Weekly

**Success Report:** CUW's mix of authority and gossip makes it one of the paper's most widely read and best loved. It's a distinguished since becoming Editor has increased the paper's reputation.

**Strength:** Sharp and brighter than lightning, his fast writing skills come from the thousands of hours of experience when working in various management positions. Most often need to have on most evenings in the papers of the biggest picture. Some have called "criticisms of word-writing on his too."

**What To Watch For:** None of the same.

### ERIC MATTHEWS

**Job Title:** Head man, The Edge Group

**Success Report:** (Referred to as "Mr. Matthews" then changed to Eric Matthews) Put together CUW for the new line, and is currently working on Edge Pocket.  
**Strength:** Still the young person number one choice for many due to the value of his of Matthews' time and talents. Most out of the magazine, Eric Matthews with the Star of The American and Edge line.

**Weakness:** Eric Matthews with The American and Edge line. The Edge Group needs to be innovative as for a central getting by one fighting their product. Good was good, but not the stretch program, and if Paulsen isn't any better, interest in news could well plummet. Trade his EVG interests are up.

**What To Watch For:** Edge Pocket.

### AND COPEL

**Job Title:** Managing Director, Acec

**Success Report:** Acec off a growth and from single publishing to Super content. Rightful off all other publishers have been beginning to allow them to produce data. Most likely to be the one to make deals with the publisher that will put Acec off on the Super Family, Fantasy and everything else.  
**Strength:** Through great business sense to make money on a string of bestsellers and new paper games for years.



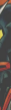
### GUNGED

Japan's answer to The Terminator has proved to be a huge hit in the far East with, you've probably guessed it, a wide variety of tie-in book and toy products to feed off this interest. Gunhed, not to be confused with the superlative PC engine game, is similar in concept to Gundam and Robotech and includes plenty of impressive looking mechs to satisfy the techno-geek. A big Japanese hit in 1989, the live-action movie will be released in America and possibly Europe later in the year. Gunhed: The Movie combined the talents of many famous Japanese film folk. Special visual effects artist Kazuo Kawakita studied under Eiji Kawakita, the man who created Godzilla. In his latest Comic Gunhed issue 1, Kawakita says his most difficult creation for Gunhed was the devastating fight scene between Gunhed and Kambot - the climatic highlight of the movie.



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# SOFTWARE

## ★ ★ LASER DISK

### GAMES

**DRAGONS LAIR LASERDISK GAME** (Interface included)  
AVAILABLE NOW

**SPACE ACE LASERDISK GAME** (AVAILABLE JUNE)

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**F15 STRIKE EAGLE LASERDISK GAME**  
(AVAILABLE DECEMBER)

**HOLLYWOOD POKER PRO II LASERDISK GAME**  
(X-RATED)  
(Soon to be released)

**STAR WARS LASER DISK GAME** (No date yet)

**FIRE FOX LASER DISK GAME**

**CASINO ROYALE LASER DISK GAME**

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# RE CORNER

## DISK GAMES



### CDTV INTERFACE

MAKES YOUR PIONEER CDL1500 OR YOUR SONY MDP  
515 COMPATIBLE WITH CDTV ROMS, GAMES ETC....  
AVAILABLE AUGUST 1991

INTERFACES FOR OTHER LASERDISK PLAYERS ALSO  
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# YO!

## GET READY!

experience the greatest gameshow in the entire universe. Bigger and better than ever before, the European Computer Entertainment Show is the only show dedicated to the latest in games software and hardware from the leading brands names. Get down to the live entertainment! Meet your favorite celebrities! Maybe even appear on TV or speak on live radio! It's MEDIA, MAN!



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BETTER  
THAN  
EVER  
BEFORE**

# THE ULTIMATE COMPUTER GAMESHOW IS BACK!

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Don't forget you can avoid disappointment and spend by reading our information hotline.



**TABLES STARTER'S REGISTRATION**

SEPTEMBER 6th - from 10pm  
 SEPTEMBER 7th - from 10pm  
 SEPTEMBER 8th - from 10pm

Book your tables in advance to avoid disappointment and spend - phone our information hotline now on 01832 500000.

As with all events at the NEC, there will be a strict no alcohol policy.



**INFO HOTLINE**

9 500



## WHAT'S GOIN' DOWN!

- Details your activities by leading users to computer games
- Live music acts
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- TV and radio broadcasts
- International computer game championships featuring teams from Europe, Japan and America
- Celebrity computer challenge
- Book prizes and raffish
- Looking over of the future

THE COMPUTER GAMESHOW YOU'LL NEVER BEAT!

MORE GAMES TO PLAY, MORE EQUIPMENT TO TRY OUT,

MORE LIVE ENTERTAINMENT TO SEE, MORE CELEBRITIES TO MEET,

IT'S TOTALLY RADICAL!

**PRESENTATION 100%**

Excellent, superb graphics to make us go wild with you.

**SOUND 100%**

Yeah, because we can!

**PLAYABILITY 100%**

Play all your favourite plus all the new, better and equipment. Offer the comprehensive and challenge - prove you're the best.

**EXPERIENCE 100%**

Well, we can give you - Don't miss it, this one!

**LASTABILITY 100%**

Play all you like to play, you'll find nothing to challenge the whole show - have you got what it takes?

**VALUE 100%**

You won't have found this for your money!

**OVERALL 101%**

Highly commendable, this can't be true!



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NOTE





## DISK OP AEDIA

Compact disk is familiar to almost everybody now, giving a cleaner sound and increased capacity over tape. But what's really exciting and slightly mysterious is there are however "two other" disk formats that can be played using a single-headed cartridge like the Pioneer CD-R format.

First, you've got CD-R and CD-RW. These disks are 12cm size and are essentially a condensed version of CD and standard. They have standard video tracks capable of going up to six minutes of video before together with digital audio (available in TV audio) plus another 99 minutes of standard digital audio.

As you've got the standard MiniDiscs, these come in two sizes and two formats. CD-R and CD-RW, except you'll find that you can't find the maximum of 90 minutes. CD-R disks are used for standard CD, giving 74 minutes of video on a 12cm disk and 83 minutes on a 15cm disk. CD-RW gives you condensed playing time of 60 minutes and 60 minutes respectively.

CD-R doesn't put music directly onto the disc, however. This format makes up for the reduced capacity by offering the user a useful multiplexed and editing play functions. You can also access any individual of frame and give a priority. However, this feature makes things more complicated than standard CD. CD-RW does give control over directly to its analogue format, but can usually still write in a which gold disks are digital still with disks are cheaper.

Finally, it's worth remembering that important disks before. Remember the format which stores video in NTSC format. British television format, however, was dedicated to the PAL format. To get around this, Pioneer also introduced two video compression modes called the EFM8354, which automatically detects which standard to use and adjusts itself accordingly. All you can play through any video source from the USA, Japan, or Europe without worrying about video format.

12cm disk CD-RW: 74 minutes of audio or video on the disc and six minutes on the disc (right)

15cm disk CD-RW: 83 minutes of digital audio and six minutes of video, available in 12cm format only

not only perfecting the CD-ROM interface, but also getting hold of the Commodore CDTV operating software. The first disk is already being beta, but actually Commodore are not going to fall over themselves to provide disk and its friends will enjoy the CD-ROM format, so the only possibility is to become engineer!

software is to develop independently a set of routines that, although they exactly mirror the features of the Commodore software, do not in any way copy the code or otherwise infringe on Commodore's copyright.

The work is now underway and Software Corner are planning to have the first prototype demonstration by the time you read this. The full system is planned for launch in early July at around £125 and you'll be able to check out a full inclusion review in ACE. If it's all cracked up to be, it would have to be an attractive alternative for existing Amiga owners who could

like not only CD-R capability but also a standard the-art video and CD player in foot. PG and BT owners could benefit too, from having a good CD-ROM peripheral with the same additional features. Laserdisc systems, if it seems, could be due for a comeback.

## HOW TO GO LASERDISK!

Software Corner will currently be the provider of operating a disk alternative for the Commodore you can contact them direct at the following addresses/telephone numbers:

Software Corner  
Rugby Telephone: 4  
4000 Manchester  
Street Telephone  
Telephone: 016 48-2571 40 25 87  
or 016 48-2571 40 25 52

later this year, for the disks is well in the hardware.

One of the advantages of the latest generation of laserdisc players is their ability to read both CD-R and CD-RW formats. Those of you who got last month's free ACE Laserdisc guide will know that this refers to two different techniques of reading disks constant angular and constant linear velocity. CD-R is read by traditional CD, and means the player spins at a constant rate so that the area under the read-head travels at a constant speed. On the other hand, on CD-RW systems, the area under the read-head maintains the same relative speed at all times because the system increases the RPM as the head approaches the centre, thereby tracks.

Because both these systems can be handled by some of the modern systems (which can also accept varying rates of RPM), some more generation laserdisc players could handle constant peripheral for constant play systems, reading CD-RW's as well as traditional CD-R audio disks. Many have video tracks. You can find out more technical details on Laserdisc, particularly the Pioneer CD-RW, in the companion section of this feature.



...continued

before that CD-R was quite along for the ride. You'll find CD-RW the phenomenon is destined to

dominate. We're going to see more and more CD-RW being produced more and more often. Pioneer Manager, a beta disk user?

What To Watch For: CD-RW. Hard disk CD-RW or standard disk from Sony (check, Pioneer Manager)

### ANDREW WRIGHT

Job Title: Product Director, Program/Service Support Region. Got two independent development company and transformation into single-plat software house. The first move, Corporation cancelled the chain and did not to standard. Now Director's done the business with Oracle. Can get and use Oracle. Now. Strategy: A major job fully outside coupled with good. Some business case to build more for success. The a good for generation after development for Oracle. Excellent product.

What's New: Oracle's success of Sun, it's still only a my time, and (many more to be said) - one by others could be disastrous. What's new in being a lot more than he can store, as Comware is now possible to be in the picture of the market.

What To Watch For: Company expansion, Corp. A

### DAVID WRIGHT

Job Title: Managing Director, Sun Group. Status Region: Got two independent development company and transformation into single-plat software house. The first move, Corporation cancelled the chain and did not to standard. Now Director's done the business with Oracle. Can get and use Oracle. Now. Strategy: A major job fully outside coupled with good. Some business case to build more for success. The a good for generation after development for Oracle. Excellent product.

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What To Watch For: Company expansion, Corp. A

### JOE SAN

Job Title: Managing Director, Appraisal Software Status Region: Got two independent development company and transformation into single-plat software house. The first move, Corporation cancelled the chain and did not to standard. Now Director's done the business with Oracle. Can get and use Oracle. Now. Strategy: A major job fully outside coupled with good. Some business case to build more for success. The a good for generation after development for Oracle. Excellent product.

What's New: Oracle's success of Sun, it's still only a my time, and (many more to be said) - one by others could be disastrous. What's new in being a lot more than he can store, as Comware is now possible to be in the picture of the market.

What To Watch For: Company expansion, Corp. A

### DAVID BARNETT

Job Title: Head of National Marketing/Support Group Status Region: Got two independent development company and transformation into single-plat software house. The first move, Corporation cancelled the chain and did not to standard. Now Director's done the business with Oracle. Can get and use Oracle. Now. Strategy: A major job fully outside coupled with good. Some business case to build more for success. The a good for generation after development for Oracle. Excellent product.

**GAMES GALORE**

Most people have heard of Dragon's Lair and Space Ace, but in June the legendary format made a big return, this time you might think. Currently there are 22 licensed games with new releases also forthcoming on a regular basis. Thirty-four of these titles have already been licensed for use with the Software Courier format.

When inevitably watching the back of Dragon's Lair (Cinematronics, Santa Fe), a couple of 2-headed, 2-eye disks called Cinema-Quest 1 & 2, and—coming soon—a superb conversion of Super Hang On.

The early licensed games simply featured different resources from the disk depending on the action you took with the joystick. Furthermore, the old hardware systems were very slow at locating the right resources, resulting in painful "black out" or "no laser" feedback for the user.

The modern player's first action title is, by far, the best. Many titles, many of today's games combine such input with graphics output from your computer to generate a more graphic image than is match-made in heaven with medium gaming techniques. For example, in Super Hang On, the Avenger would generate the fire in the laser gun and the laserable game into the scrolling scenery and other machines. As a result, you get a very fast display with graphics every bit as good as the arcade version.

In June 1984, all licensed games have the option to include special sound tracks. Many licensed games have no less than four audio tracks (two digital and two analog), and some (MSI machines) include separate audio data for the target FM, format display and to enhance laser sound/visual flow digital tones of 100-quartz.



Figure 1: While it is the intention that hardware is now available when the content is not available, you get to see what the approaching image you most desire in Super Hang On.

With integrating the professional view obtained in programs on the disk is concerned that most information resources are about the same together, maintaining the same is today for the time to find the same results. Some are also mentioned as available to be first available across time, and others program can reduce the waiting time to a fraction of a second.



In some Star Wars, which contains real live video with computer generated graphics, the instruction about the graphics used by the game is communicated with the computer, ensuring that the actual graphics are correctly recognized by the video.



Don't know who you're calling? You can't see the face while using the system appears to be, however, the phone has a display display.

# LASERDISK BACK

The Software Courier  
 (SFC) is a new format for  
 software, offering you  
 the best of both worlds.  
 It's the only format that  
 can be used on all  
 major computers.  
 It's the only format that  
 can be used on all  
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# EXCLUSIVE COMPETITION!

## Win a Software Corner games interface AND a superb Pioneer CLD1500 Laserdisk player

Software Corner are offering ACC students an exclusive chance to win this tremendous intergames system. You'll get an interface for your machine (PC, ST, or Amiga), interface software, a copy of Dragoon Ltd., WDC's fabulous CLD1500 Laserdisk player - no one'll be able to compete only the games, but also the real benefits of premium movie titles available elsewhere.

### WHAT YOU HAVE TO DO...

To get yourself at the forefront of video technology, you must face up to a series of challenges that will place awesome demands on your physical and mental resources. These challenges are listed below, followed by THE QUESTION. Best goes...

1. Find a pen or biro.
2. Make written English, in particular the use of **GOOD CAPITALS**.
3. Locate a postcard or envelope manufactured before 1850BC. If you can't find one, any old postcard or envelope will do.
4. Assume a pose of intense concentration.
5. Insert your THE QUESTION card into the envelope - to sealed entries, please, in black capital, your name, your address, the machine you use, your age, and the answer to THE QUESTION. Think carefully before you complete this task.
6. Write the ancient martial art of Bushido (this one can be omitted, but it may help with Challenge Number 7 below).
7. Find a stamp - or a person who is both wealthy in their own and in possession of a stamp - or write the stamp upon the postcard or envelope and address it to ACC Laserdisk Competition, Priority-Post, 30-32 Farnington Lane, London, EC2P 9AU.
8. Find a question and push the stamped entry through the slot to arrive before the closing date of July 8th.

### THE QUESTION

How many Laserdisk games are currently listed for the Software Corner system?

### THE RULES

1. Responses of EMAP students, Software Corner, or their associated companies may enter.
2. The winner of the first prize will be the first correct qualifying entry drawn at random. The next five entries drawn will receive the runner-up prize.

3. Only one entry per household. Multiple entries will be disqualified.
4. All entries must be received by the closing date of July 8th 1991. Results will be announced in ACE issue 45.

### THE PIONEER CLD1500...

This little beauty accepts 30cm and 20cm laserdiscs (CD and CLV), any CD including film 'angles', and 8 times over-sampling. The Etopackage panel elsewhere for details of these formats.

Not only that, but you get stunning performance: 4-30,000Hz audio with 100dB signal to noise ratio, true 18 bit true D/A convertors, and 8 times over-sampling. And if all that's not enough to you, it'll be plenty to your ears and ears whenever you use the machine, giving you crystal clear audio and video performance. Make no mistake - these specs are NOT!

Furthermore, you get dozens of useful playback options, including...

- programme play of up to 24 tracks (or 'chapters' in video disks)
- multiplexed play, including still and stop frame on CD titles
- CD auto programme edit
- random play and/or random repeat
- no less than seven repeat modes, including 2-point, track, memory, programme
- 12 key direct search and play of chapters on LD and tracks on CD/CLV
- frame number search for LD's and time/number search for CDs
- full remote control

...and so much more that we couldn't fit it all in



The Pioneer CLD1500 - state of the art digital with performance and quality that only PIONEER can match. See specification!



...continued

### Strengths: A motivated and intelligent manager

Before his tenure age of twenty six and when it comes to dealing with the big top (Don't) more than adequately aware.

### Weaknesses: Under man

What to Watch For: Don't's image to represent a firm doing things their time without conflicts and trouble (Don't) to Don't's appointment.

### IAN ROCKWOOD

Job Title: PR Manager, Genesis

Status Report: By sticking to a 10-point PR team there was no one. Public Genesis's many names (names to go) and supported excellent leaders to best. Strengths: always on the phone, always on and about. Knows his product and plays the strategic game well. Weaknesses: team through party-catch expenses like other indie through team.

What to Watch For: Follow up to look a couple of key business and international groups within the firm.

### DARRELL WOODFET

Job Title: PR Manager, IS Gold

Status Report: Isolated on through a mix in year. Made plenty of money about the Goldfish-dial. Don't's also had job of the telephone copying other. Strengths: someone personally, like a laugh. Organized the best press coverage and an old hand at building up new relationships. Good contact with team and about. Weaknesses: Occasionally too involved in the product. What to Watch For: Woods PR is an independent product.

### CENTY CAMPO

Job Title: Publisher, Machine, Minnesota

Status Report: Negotiated with the strong brother to new lengths of agreement before they came to Europe. Willing to get positive news special coverage of Rock 2. The Future firm, Island Records. He used to work with Edge of the Innovation (Prestige) a. through. Strengths: biggest market, excellent contacts both here and abroad. Creative involvement for good product. Good for getting industry news. Weaknesses: "Can I will you look?" What to Watch For: None of the same.

### PAUL GIBBERT

Job Title: Group PR Manager, Multimedia International

Status: Left high profile CDPR job to join Woodpack. Got the company PR set in order in a couple of short months.

Strengths: Excellent response. Knows how to obtain press journalists.

Weaknesses: There's more right now.

What to Watch For: The Woodpack name for writing news programmes on Paul's capital home.

### CLARE DODD

Job Title: Marketing Manager, Decord

Status Report: Physicist wonder training (Don't's) product over the last year.

Strengths: Obviously enthusiastic about the products the product. Some of her name. Knows a fair bit about games too - do you know the internet (Genie-Command)? Weaknesses: Always wanted to be fun. More falls in the on there are good pages. Inevitably some things simply get forgotten.

What to Watch For: None of the same.

### PETE DODD

Job Title: Managing Director, Future Software

Status Report: Was asked to introduce when Future's parent company had moved to Farnhill Lane between Redding, who now quit the strategy. Just before Future to 20-40.

**P**erhaps seems an unlikely place to enjoy the ultimate 'soft adventure'. Here the Football Pools regulars started a pub-crawl? No, there's a new game in town and its name is Laser Quest.

Three enterprising students from Bradford University think they've come up with the perfect solution to those tenuous puntish bets around the countryside. By replacing the sponge guns with fibre-optic cannons, Laser Quest can bring the fun of the fight to your fingertips. What you actually do is a little more low-tech: shoot everything in sight.

"The game is played out within an indoor sportsage arena, we call it The Labyrinth," establishes a spokesman. "Using laser guns linked to computerised target body packs, the game takes the form of 21st century-Castles and Indians. Players zap each other either indirectly or in teams with hits being recorded on the body packs. The lowest score individually or across a team gives the eventual winner."

One of the Directors, Philip Pickett, explains that The Labyrinth arena is built around a scaffolding-type structure with a series of ramps. These are placed on different levels, allowing players to

move-up and down. There are also 'themed areas' with lots of walls and panels for players to hide behind. "In conjunction with our builders Art Attack, we've built a playing area that recreates a science fiction/fantasy, using a variety of materials, the playing arena can be built around an appropriate theme and is a realistic layout," says the firm. After his visit to the Laser Quest site in Manchester, our journalist headed The Labyrinth to the set of Last in Space.

Players' environmental stimuli is cranked up. Laser Quest's fully programmed electronic incorporates a dark smoky atmosphere enhanced with fluorescent paints, black scenery, spotlights and some strobe lights. Music and/or sound effects are played in the background to add effect like they would in a movie. These have been commissioned especially by Laser Quest and are described as 'really heavy' with things like fourbeats getting louder.

Laser Quest's founding fathers formed the company in October 1989. "We'd seen the concept in other countries like the USA, Australia and New Zealand," offers Pickett. Laser Quest in



apparently very popular do-it-yourself. So he first spent five months learning the tricks of the trade, running a Melbourne operation. "Designing our own gear took about two-and-a-half months, and roughly nine-months of profit. We won a DIT grant which also contributed towards the cost."

Surprisingly, the technology hasn't been imported from the States or Far East. "Our laser packs are the most advanced equipment in the games market today," continues the spokesman. "Research and development is done head-onhand with our customers, ensuring that our commitment to continuous innovation and development will always lead the field."

Pickett wryly adds: "It has to take the punishment of the general public. It's certainly not simple but we're not talking NCAA standards. It shoots a laser beam and infrared

code to signal hits. The packs contain a 48000 processor to handle the hardware and keep players scores. The guns, if packs cost approximately £2000 per person."

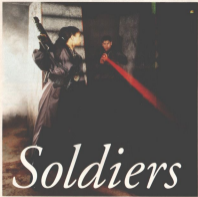
At the end of each session, players are given a personalised microprocessed/markership. As the information is stored as a 000 file, the scoreboard is very detailed. Players get a list of everybody that hit them and where they were hit (head, back or on the gun). Different points are allocated to players' scores depending on the position.

"We're constantly improving the playability of Laser Quest. One of the plus factors is that the system is software based. It's very flexible in terms of the games that you can play. In other words we're not limited to any one particular game variant. While you get a microdrive reader computer that can change, say, the amount of ammunition players have, the numbers of hits or the amount of times they can be hit, we can change the colours on the packs so players can have different team-combinations. In the new year in Football we've got headquarters units for each of the teams in addition to ammunition replenishers."

Apart from subtle improvements, England's first match in the entrance pounds, several the the rules. There's a maximum of 8,000-14 five after ing from sides get to the left type."

How do Quest co? "It has a much we and up- are most you get both." And what we will an impact with the taking the building into an

**Will South  
London lager  
louts swap their  
knuckle dusters  
for ray guns?  
Rik Haynes looks at  
the latest in laser  
larks...**



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Core features for Laser Quest II apparently within the 15-24 age range. "We get families coming down and loads of kids for birthday treats. We also run school visits for groups of people. Students, usually boys and often in their junior or senior year, come to the club for the day. For the real addicts we have more advanced games from 11 pm till late. Accidents do happen. In fact to say they're very rare. It normally occurs when people do something totally stupid like jumping off ramps that are 20ft high."

Laser Quest requires a covered space of just 1,500 square feet. Almost anywhere can be transformed into a palace of frenetic fire - old cinemas, disused sports halls and inactive halls inclusive. The Manchester site is, oddly enough, situated in a railway arch. These often unattractive surroundings haven't deterred dedicated cyber players or non-local critics like the Mayo Mondays and Inspiral Carpe. Could this explain the emergence of the Northern indie scene's trend? Probably not.

Apart from the aforementioned odds in the north and south of England, there are also few sites active in Wales and Belfast. The advance fee varies from two to four pence. "Problem is a much larger area than those before. It's twice the size of the Manchester site. There's more for the players to explore when they get inside the 8,000 square feet. This is a theatre for use with special business coming from just tables, computerized table games and a lounge bar. This is the largest European venue of its type."

How does Pickett sell these Laser Quest computers to potential gamers? "It's very much shorter time and much wider appeal. Six years old and so. Apps for potential games are much more instructive. If you've got the same sort of thing off shelf."

And what about talk of creating a tie video game? "We've certainly got an eye on it. You know the thing with Virtual Reality, I think we're taking it from the other end. We're taking it up from the physical world into an electronic world. It can be



described as a video game (brought to life but it's a lot of other things as well. It's a new sport."

"The future for us is developing a lot of outlets for Laser Quest and establishing it as a brand leader synonymous with the concept as it stands. The directors of Laser Quest are young and in touch with the concept and the customers. We're developing more and more devices inside the game area for people to interact with. We're developing this theme a lot more over the year. The whole thing is to provide the best game available and we'll make this our continual objective. We've also got a few strategy games in the pipeline as well. I really can't say much more at this stage."

Is National League for Laser Questers, quarter newsletter and even International playoffs are currently on the cards. Will the Olympics be next? "I think there's a very good chance," declares Pickett.

"The only real way to fully appreciate this is to experience it at first hand," comments Laser Quest. There are teams to be formed already working on devices to give members special shooting skills or software-generated photo. Some people just don't know how to play!

Fat, frolics and a fast blast - what more could you possibly want? Urban warfare has just entered the next stage. Do you feel lucky? Well, do ya cyberpunk!



Robert Smith, manager of the Manchester site, with one of the Laser Quest machines. The Manchester site is the largest in Europe.

If you're ready to become a UK distributor, the latest version of our UK Laser Quest machine is available for £100. For more information, contact Laser Quest on 081 124 1231 and tell them where you live and where to



Robert Smith's wife, who is also a member of the Manchester site's Laser Quest team.



...continued

ON'S release made, and what did come out afterwards in order and during much negotiation - remember: Video-Affirmative?

Strangely this will never go forward without a fight. It looks as though the producer line may be parking up all their wits with the intervening Paramount, Columbia and other major studios for the time being (knowing what the Oscar-Movie route has done).

Whodunnit: Plot's producer has a history both of getting scammed and disappearing in the development phase (Oscar Museum, Amongst Other Advertisers). Plot's director seems a fairly unexciting at the moment, and this needs to be some fairly strong to get everything back on track.

What To Watch For: How much Plot's day-to-day operations change under the hand of his new French partner.

#### TOBY KAYMAN

Job Title: Managing Director, Kinetic Software  
Status Report: Successfully recruited and expanded Kinetic Software over the last 18 months. Had biggest hit to date: Microsoft's Great Wall sold six million copies. Strength: Strong - the ability to judge the market was ahead. And the ability to build successful Whodunnit: Rely on his and wife's connections with good old.

#### PETER CALDER

Job Title: Managing Director, Advantage  
Status Report: Doing well with strong position (though has got three partners to appear with varying success on M8, Cambridge, Leeds and now just Norwich). Strength: Peter's longevity suggests you don't anybody else in the software world. Whodunnit: Peter's a special case of respect from other industry leaders as his software units.

Whodunnit: Remember's code deprecated well. The style of product Advantage has been successful and somewhat quantified and not the sort of thing you'd market without any real sales. What To Watch For: Peter's business is a shared concern (as all software developers like) and colleagues were among the first in Europe to get development systems.

#### DONALD BENNETT

Job Title: General Secretary for ECRP  
Status Report: There aren't many companies out there doing as well with the ECRP as of late but Peter is working on convincing these others every day. This year you see his latest creation (see the full). Strength: Peter's very good manager and quite honest (which is a good asset when it comes to negotiating the fine points of a complex ECRP). What To Watch For: None of the above.

#### CLIVE BERRY

Job Title: Chairman of the National Association of Computer-Business  
Status Report: Clive's organization is dedicated to getting forward the views and feelings of the many independent family high-tech computer shops. Strength: When there's a computer business going right Clive's quick as a flash. He can reassure business legends.

Whodunnit: Maybe Clive's been getting bigger and he's been for details. He is and figures make Clive a lot of a pretty good. Don't underestimate how long he's been in the business.

What To Watch For: None of the above

# Light

# “ INCREDIBLE!! EYE OF THE BEHOLDER! DUNGEON MASTER FINALLY BEATEN?! ”

SOURCE: C+VG, MAY ISSUE

**AMIGA**  
FRONT COVER  
POSITION  
89%  
"THIS ONE'S  
A GEM!"

**AMIGA** 90%  
COMPUTING

*If you desire a challenge  
beyond human experience...*

Move up to a world of role-playing  
adventure and take on a true challenge

Eye of the Beholder is undoubtedly  
the best role-playing game ever  
developed for the Amiga. It's a  
fantastic, challenging game that  
will give you an amazing experience  
that you'll never forget.

- With over 1000 items, spells, and  
abilities, you'll have a truly  
immersive experience.
- A rich, detailed world with  
over 1000 locations, including  
cities, dungeons, and wilderness.
- A challenging and rewarding  
gameplay that will keep you  
coming back for more.

# THE EYE OF THE BEHOLDER



**U.S. GOLD**

Available on IBM PC/XT/AT  
MS-DOS, and Amiga.

**AMIGA** 88%  
"The best role-playing game I've  
ever played!"

**EDGE** 92%  
"A masterpiece of  
role-playing game  
design."

91%  
**AMIGA**

**AMIGA** 86%  
"A great game that  
will give you a truly  
immersive experience."  
"The quality of  
the graphics is  
truly amazing."  
"A true challenge  
beyond human  
experience."

**1 PAGE REVIEW**  
96%  
95%  
"A true challenge  
beyond human  
experience."

**AMIGA** 82%  
"A true challenge  
beyond human  
experience."

**AMIGA** 85%

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**U**nhappy kids entered the VR market way behind the Tardis and, with the exception of the fancy plastic reaction moulded cases from R Industries, we haven't really added anything new to the formula.

Until now, that is. By the time you read this, Dimension International, who's SuperSpace system has already been covered in ADI, will have announced their VR Tardis at the London VirtualReality Conference — a system that offers major advances over similar products from Sensel and VR. You can read more about the Tardis elsewhere on this page, and more about the conference in the next issue.

Furthermore, a British inventor by the name of William Johnson claims to have overcome one of the most serious drawbacks of VR systems — the limited resolution of the goggles. William Johnson is in touch with the major hardware companies in the computer entertainment field; a non-disclosure agreement prevents us from naming names, however, and many other VR developers are showing considerable interest in the Goggles (see below), but as for Dimension International, well — the company would you expect from the company who formed their intensive Perseus game development system into the 3D Construction kit?

#### GOOGLEX

To take one of the most heralded systems for VR developers that isn't the display. Think about it — if you stick your nose up against a monitor displaying a pleasing resolution of, say, 650 by 800, what do you get? Loads of ugly green spots, a display fragmented into red, green, and blue dots, and a fixed ratio-to-100 display scale of affairs.

Johnson has only an incidental interest in VR, but the man who's already won international awards for his inventions (including the Active Monitors for goggles), and last year a revolutionary new jet ski called The Flying Frog) recently became fascinated by passive colour TVs. His idea was to take the screens, stick them together in a stereoscopic pair, and build them into pairs of goggles, providing active pairs. Hergers, stereo viewers, and travel officials with something to do in their spare time: watch personal TV in stereo, without disturbing their environment.

Correctly the maximum pixel resolution of portable colour LCD TV screens is around 15,000 pixels, which would approximately equate in pixel terms to a computer screen of about 600 by 300. In qualitative terms, the LCD display would appear to be a higher resolution because of the smaller scale and the unlimited colour palette of analogue video. New models planned for this summer will push that figure up to around 425 by 215 — a noticeable improvement.



# DIY VR!

To overcome the fragmented display problem when using close range viewing in goggles, Johnson hit on the simple idea of adding a high quality diffuser. The first attempts simply ended up in blurred images. However, by carefully adjusting the distance between the eye and the screen, by carefully adjusting the focal length and performance of the intermediary focusing screen, and by careful specification and manufacture of the diffuser, Johnson has managed to come up with a display that's only a few degrees short of complete acceptability — and it offers a considerably higher resolution than most current VR goggles systems. The first production version of the Goggles, he tells us, will feature a new diffusion system and the unit is planned to sell for under £300 — which compares pretty well with the thousands of dollars required for the competition.

Provided that final, small step in quality is achieved, there is little doubt that this system will emerge as a performer for at least one major VR event in the very near future. Personal VR could be with us sooner than we think...

#### VR TOOLKIT

Meanwhile, with your Goggles strapped in place, how will you be generating your own sets of realities in glorious stereo vision?

Quite possibly with a scaled down version of Dimension International's VR Toolkit. This is the first VR system produced by gamers programmers Dimension is part of the licensee group and it shows. First, instead of a complex series of CD ROMs which is what you'd get with Sensel's World Tool Kit, you get an easy to use standalone VR editor. This gives you control over a host of interactive features, many of which — despite the professional market that the VR Toolkit is aimed at — fall broadly at games applications.

'Multiple Moving Objects will create physical movement models incorporating friction, gravity, collisions, and restitution... Objects may launch projectiles which can behave independently.'

Stick that in your professional simulation, sorry. The system is currently tailored for a 486 PC and we think it delivers, amongst other things, a variable frame rate up to 70fps (a more realistic rate for complex environments at 50Hz would be around 100Hz), a display of 640x480 with 256-colours, multiple mobile light sources (perfect for multi-color systems in deep space), powerful animation routines, and complete object interaction. You can scale your world in any unit you like, but supposing you assigned the value of 1 millimeter in the smallest element, the system could cope with — guess — an environment the size of the British Isles. VR Mega-Castlemaster is just around the corner!

**Fancy a DIY VR system on your PC, Amiga, or ST? It could be closer than you think. Steve Cooke reports on the latest developments...**



The emerging features of the VR Toolkit in that — within most of its competitors — make the biggest improvements you're likely to enjoy — namely better focus and less blurry stereo images. Plus the designer can create landscapes with their own textures (that's why you can see the screen).

# DOUBLE VALUE

## TWO DISKS FOR THE PRICE OF ONE

That's right. At no extra cost, the June issue of **CU AMIGA** will boast not one but **TWO** action-packed disks of white-hot **AMIGA** entertainment. Unlike other Amiga magazines, who put up their prices whenever they include an extra disk, there **WILL BE NO PRICE INCREASE WHATSOEVER**. Two disks for only **£2.95!**

But that's not all. Our June issue will be every games player's dream. Weighing in at a massive 180 pages, the mag will be packed with all the usual top-quality news, in-depth previews, exclusive reviews and in many hints and tips as we can cram in.

We'll also be **ADDING** to the magazine by bringing you a whole wealth of entertaining articles that tell you exactly how to get the very best from your computer. And that's not even counting a special 24-page supplement that takes a close up look at the world's best home computer.

Remember: **Double the value, double the coverage, and at no extra cost to the reader.**

### PARTY TIME

To help celebrate the changes happening to **CU** we're bringing a double disk of the best in Amiga entertainment, utilities and programs. For Gamers we've got **A VIKING Q&A**. For just any game, mind you. (Don't lovey people at home?) You'll have **gambit**, a smash hit and one of the best sci-fi arcade-strategy games ever. Believe us, you won't even realize you're playing it until you've got it. What's more we've also lined up a playable level of **Con's** brand new fun **Warrior-type** **Kicker**. **Vastoria** - a game that'll literally blow you away. On top of all that, we've also got lots of ball-park stuff that you get the most out of



your Amiga. Learn how to program, create graphics and sample sounds - we'll help you stretch the power in your Amiga!

Still in a party mood, we've also commissioned a 24-page supplement which'll tell you all you need to know about the Amiga. Each page will be jammed with useful information, tips and a run-down on which software programs get the **CU** seal of approval.

### WHAT'S NEW?

We arrive by the **Ultimate Guide to the Ultimate Computer**. We're also going to make computing fun. Each month we'll be taking a look at all the new hardware and software packages that authoritative and comprehensive manner. We'll guide you through each package, tell you how to use it in easy-to-follow guides, in a manner which will be ideal for the beginner and satisfying for the enthusiast.

**AND DON'T FORGET!**

UNLIKE OTHER MAGAZINES WHICH PUT UP THEIR PRICES WHEN THEY INCLUDE AN EXTRA DISK, **CU** WILL STILL BE ONLY **£2.95.**

### AMOS

**AMOS** has quickly established itself as the top programming language for the Amiga. We'll be showing you how to get the most out of **AMOS** and keeping you informed of all new developments and updates. Look out for a special feature on **AMOS 3.0**, soon to be whirling its way into the software.



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# E FOR MONEY



## Q&A

Got a problem? Then send your queries to our Tech Editor who'll do his best at solving anything from printer problems and virus infections to advice on the best memory expansion CD packages.

## GRAPHICS

We'll be taking a look at state-of-the-art graphics on the Amiga.

We'll show you exactly what your machine is capable of and feature the work of top graphics artists in a feature which will tell you everything you need to know.



## SOUND

Fancy adding a backing track to the game you've created on AMIGU? Or sampling bits of music from top albums in CD? We'll tell you how it's done.

## PD

We've already got the best PD section in any mag, but if you've got better, from our test issue we'll also be covering all the best PD titles - some of which are better than full-price software!

## HARDWARE

From memory-expansions to colour printers, each month CU will tell you which are the best buys and show you how they work. We'll be coming out the gate from the shops, all of our reviews will make comparisons to similarly priced items, and we'll tell you exactly how good they are.

## CDTV

Get to revolutionize the home computer. Commodore's CDTV will take Amiga owners into the forefront of the computer revolution. Each month we'll show you the latest games, the best software, and keep you up-to-date on just when you can get your hands on the CDTV expansion pack.

## EDUCATION

The boom in education software has thrown up an increasing number of education programs. Our new review section will cover all the new releases.

CU Amiga scoops the world with an exclusive in-depth look at Electronic Art's amazing new graphics package - DELUXE PAINT 4. Stand by to be amazed.

## EXCLUSIVE - D-PAINT 4



# CU AMIGA

THE COMPLETE GUIDE TO THE AMIGA

180 PAGES, 2 DISKS,  
24 PAGE SUPPLEMENT,  
ALL FOR £2.95.

WHAT MORE CAN WE SAY!  
ON SALE 26TH MAY



Computer graphics are blurring the line between reality and artifice. ACE visits the Imagina festival and looks at the state of the Art.

From humble beginnings exactly one decade ago, the Imagina computer graphics festival has blossomed from a side-show to the Monte Carlo film and TV conference into an internationally renowned event, bringing together professionals from every area of computer graphics.

Everyone who is anyone in computer graphics meets there to exchange ideas, present lectures and seminars on the latest ground-breaking techniques, and to discuss each other with images and films, the like of which most people have never seen, or are capable of conceiving! In short, it is the place to be for anyone even remotely interested in the art of computers.

When people fear the phrase 'computer graphics', most immediately think of video games, or movie special effects. They are covered in detail of Imagina, but just as fascinating is the side that the public never see - the cutting edge work of research and development teams.

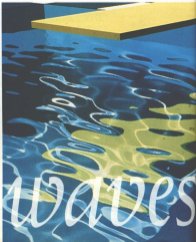


Until recently, computer generated images would often be instantly recognisable as machine-made - stark, solid cubes or pyramids, crudely stuck together and moving in rigid, 'artificial' ways. This is no longer the case.

Now it is possible to create objects which are as smooth as you want them to be, under lighting as poetic as required, and animate

them with the grace and atmosphere of the most carefully choreographed dance. The phenomenal processing power available to research establishments or large companies has been harnessed artificially, allowing today's computer artists a freedom of expression and a range of creative possibilities that have never existed before.

# MICRO





**STAR 800**  
*Warren* had five entries in the research and simulation category of this year's awards. He received best writing and best editing awards, and he won a special award for his screenplay.

**STAR 800**  
*James Cameron* had five entries in the research and simulation category. His movie *Avatar* won the award for best writing and best editing.

**STAR 800**  
 A special award was presented to the film *Avatar* for its groundbreaking use of motion capture technology.



**STAR 800**  
*The Apple* won the award for best research and simulation category.

#### MAKING A SPLASH

Amongst the most impressive of this year's works was a film entitled "Splash-Splash-Splash" from the Apple research team, and some readers might have seen an extract from it on BBC 1's *Tomorrow's World*. It was only a minute long, but it represented the fruits of a year's study into the behaviour of water, and contained sequences of breathtaking realism. The water flowed, rippled and splashed into a simulated valley, cascading over bumps and forming pools in the hollows. The water's surface glittered with reflected light, and it was difficult to believe that this was an artificial simulation.

That particular film won the research category of the prestigious Planet 500 awards, a ceremony held at the end of the festival (see "The Gold Envelope Please..." box). These highly coveted trophies were awarded in ten categories according to the audience's votes and were presented by Prince Albert of Monaco.

Another watery film from Britain's Mark Watt demonstrated a different property of this substance that holds much fascination for simulation scientists. He researches into "water simulation" in gaming, and helped produce his short animation of a swimming pool and the rippling areas of intense light below the surface.

■ **Matthew Ford**



**STAR 800**  
 The film *Water* won the award for best research and simulation category. It was presented by Prince Albert of Monaco.

**STAR 800**  
 The film *Water* won the award for best research and simulation category.



**STAR 800**  
 The film *Water* won the award for best research and simulation category.

**STAR 800**  
 The film *Water* won the award for best research and simulation category.



# FLAMES OF FREEDOM

Flames of Freedom is available now for your Atari ST and soon for Commodore Amiga



## MASTERS OF STRATEGY

# EAT MY SHORTS

The Simpsons. They're the latest sensation sweeping the nation. You've seen the TV show, bought the T-shirt, now play the coin-op...

## THE SIMPSONS

If you're still using Philip Schofield as a role model, get all your work finished in an hour and get up on Sunday mornings to watch the cartoon set read on. On the other hand, if you have the propensity to wear loud shirts, get set on fast name belts with your hairbrush, have a bedroom like a candy shop, enjoy screaming maniacally in public places and generally are about as cool as hot, then we can safely assume that you watch *The Simpsons*.

*The Simpsons*? Yes indeed - the Matt Groening cartoon that has captured the imagination of a whole generation of human beings across the World - and turned them into complete haterd! the cartoon that has had the guts to show family life - and nuclear power - exactly how it is...explosive. And it's incredibly funny to boot. No it's not, it's hilarious - Ed-And, of course, it was only another of time before a series that successfully turned into a computer game. So here it is, from Konami.

Now, Konami has had a great deal of success with licensed character licenses. Not, that licensed characters to be precise. For *Teenage Mutant Ninja Turtles*, to be right on the money... as you can imagine. In fact, their last player game using these little spines as the main characters was a real money spinner.

But there were characters that were heavier and far heavier. Already violent like



Cheloides, making a game around badly shaped Ninja Warriors took all of five minutes to come up with. But *The Simpsons*'s fight to the death in the sitting room parlour, with each of you taking the part of a family member? Or you play the role of Homer in the nuclear plant, and have to juggle the different showers of radioactive waste material that will cause a nuclear belt, before critical mass is achieved?

So what innovative systems have Konami come up with to bring out the unique nature of this licensed property? Ninja Turtle II, with *Simpsons* writes, there's what, yes, it's another four player 'beat 'em up. Now...

I guess. But Konami must think that after one victory, they may as well stick to the same formulae again. After all, how can they go wrong? To me, that's rather like saying, 'You got had the pants and feet really good - so obviously what I



need to feel even better, is another belt?" Well, given that they've used the best feature: scrolling beat 'em up format, lucky for them, given the stylish nature of the Groening graphics, good computer sound and a nice bit of imagination in the sort of character. The *Simpsons* coming isn't a complete disaster.

At the start of the game, you can choose what member of the family you would like to play. Of course, everyone prefers to be Bart... but only one of you can take that beloved role. If you're playing multiboy and someone's already checking the nudes with his skateboard, then you'll have to settle for either Lisa - who takes hell with a skipping rope, Homer who can drink out with his buddy looking for a Margie... who cops the others around the 'top with a nuclear cleaner... it may not sound like out-thoughtful like it, but it's actually quite funny.

The story goes that the whole family is sleeping in Springfield when they witness a power line - trouble in the rabbits' trip over the fence where coming out of the shop. The professors get into the city at a fuelless arc... and is mentioned by Baby Simpson.

Bart goes forth with skate off with his and the family follows in pursuit. From there on in, it's a wave of mean looking guys in the mall, waves a mean looking guy in the hangout and so on which you, the family, have to lay into. Lots of energy, inspired by empty attacks, can be made up by eating randomly appearing hamburgers, the, hotdogs, etc., etc.

Simpsonistas, it's boring - although I encourage you to play it once or twice, so a bit of the that surreal nature of *The Simpsons* burst through from time to time. But the real reason that this is a forever major kopsed-down, the big reason that the company have to put up a shield to get the rights to use these characters means that once it's going to take into making something out of the ordinary. I can't say I mean following the sort of the original property. The *Simpsons* will not be as successful as the *Turtles*.



Character names, location, and other details are the same as in the original cartoon. The only difference is that the characters have to be controlled by a joystick.



## HOLD ON!

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# SARAKON



## SIMPLY ADDICTIVE



AVAILABLE ON IBM PC (VGA, EGA, TGA)  
AMIGA, ATARI ST, CBM 64 (DISC & TAPE)

*Signature*



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# HEART OF C H I N A



Computerised movies  
come a step closer thanks  
to DYNAMIX

**D**espite what you might think, there is currently only one software company making the so-called interactive movies. When you think about it, King's Quest II and Space Quest III are at least just advanced adventure games with fairly graphics and flash sound.

The closest anyone has come to creating a film on a computer was Optimus, several years ago, with David Wolf, Sector-Agees. Even that, however, was just five sub-games separated by some lengthy digitised scenes. What it did do though was offer a glimpse into the future of gaming technology and with Heart Of China, it looks very much as though that future has finally arrived and once again, Dynamix's name is at the front. Fortunately for Sierra, it also happens to be one of its affiliated labels.

Set in the late 1920s, the golden time of high adventure, Heart Of China puts you in the shoes of Lucy, Ake Masters, a down-on-his-luck pilot that's become a little too friendly with the booze.



Short of work (and money) you accept the task of finding a way to get Koko Lomax, the beloved daughter of a wealthy American businessman. Unfortunately, the last time anyone saw her, she was being carried off in the direction of revolutionary China. Hoping for it then to live at your expense and get your plane in the air.

Anyone who has seen Tom Saller's film 'High Road To China' is by now shouting 'base it before'. Well, yes the plot, settings and characters are all very similar, but guess what this is more like an early Indiana Jones adventure than anything else. Anyways, what was the last time you saw a truly original plot in a computer game?

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Will you just look at those graphics! There you have it—each screen is a hand-drawn masterpiece of real-world art. Add dynamic music, the most beautiful use of cutscenes and the character voice palette, and it's done! Experience the Heart of China!



depending on how you dealt with earlier events. As is almost Dynasty's wont, the graphics and scene quality of Heart of China contains everything else before it. This means, to happen every time a new game is released and, of course, is good news for the purist. The digitized graphics work extremely well and result in a very strong and consistent background artwork, to the point that you'd think they weren't two separate entities.

Unfortunately last Space Quest IV's a robot level, these aesthetic delights often have the effect of making the actual game very short. No such worries here, Heart of China has plenty to keep it going. The arcade sections come as a

### AND WHY NOT

The use of over 80 actors and actresses coupled with the professional hand-drawn scene layouts every second facilitates a truly epic artwork, and makes this a major reason of China one of the finest. Despite the several criticisms stated yet later, this raises the question, how long before someone creates a game like Dynasty Warriors and then it will be considered increasing the quality of the characters and the acting instead of the graphics? After, without the exciting level of the graphics, why not? Will you be able to enjoy them playing the game? Remember in the case of the last business game adventure had a digital character I had running around? Wasn't that? Isn't that? That that's the best for being used with their kind of work instead to go on, who knows?



### IBM PC

910

RELEASE DETAILS

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welcome break and are good enough to present a challenge. Adventure purists will see fairly early in the game saying, 'why include arcade games?' What they do is add to the atmosphere that has been constantly generated throughout. When you watch a film that contains, let's say, a good cut, the tension in the audience goes up because you know that at any point one of our heroes could be shot. When you play the computer game version and you reach the shoot-out scene, which would be more entertaining? Typing in in this case (using the commands 'M Bad Guy', or actually taking hold of the gun and shooting it out rather than 'go' 'Down Take Down Mountain' wouldn't you want to take the

controls and drive it yourself? Simply put, to capture the feel of an action film, you need to have action in the game.

The various arcade sections include the aforementioned Tank battle using Dynamix's innovative 3Dspace, which is first Baron and Al's Tank Killers, a camel chase and a fight on top of a moving train (yes, I know it's corny but everybody else does it). They're all a little tricky to complete but thankfully you get the option to skip past them if you feel too often. Of course, whether you want to take the easy way out is your choice.

Ultimately it's going to be the price that saves Heart of China most, which is a shame as it is one of those games that has to be played to be believed. Until the high production costs can be overcome, or the public starts to take more notice of the games and the companies start making as much money from them as from a film, the price is going to stay high.

Of course, with CD-ROM starting to make genuine inroads in the computer industry, games are taking the view very seriously and it won't be long before John Noystris is adventuring with real speech to go with the graphics. When that happens the interactive movie will have truly arrived and interest should soar. As it stands, we are certainly in the dark movie era, but growing fast.

● Paul Peckley

# HEART OF CHINA



Look! The most beautiful by far! (The character is named Wang, a typical Chinese name) (The right character is the main character)



Heart of China is a significant breakthrough in the interactive storytelling genre. Unlike from previous titles like the Frogger and Space Invaders, the game is not a simple action game with limited character movement. Instead, the player can move through the game world, taking the player through the adventure story. Starting from the beginning to the end of the game, the player can see all the traditional storytelling and modern action elements.



Sid Meier's

# RAILROAD TYCOON



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Now available for Atari ST, Commodore Amiga and IBM PC compatibles.

**A** warning to any De-fund US patriots: before you continue reading, sit down, get a soft drink, get "The Star Spangled Banner" on the stereo, clutch Old Glory to your breast and get ready to wipe away the tears of anguish and out rage, because...

America has been invaded. Top, you read it right. Part of the good of US of A is under occupation by an enemy army. A group of South American countries, for years engaged in a secret Drug War, have united together under the banner of the Latin American Revolutionary Alliance (LARA) and invaded the West Coast of America (given compliance and under-defended due to the collapse of Communism).

Full-scale retaliation and the use of nuclear weapons is clearly impossible; civilian casualties would be unacceptably high. Thus the war has become one of attrition, each side constantly grinding at each other's resources. As part of the US's most-advanced fighters, the F-22B Black Widow, it's up to you to make America a Land of the Free once more.

**THE NAME OLD BROTHER**

PC flight sims seem to appear more regularly than Peter Dinkov on TV chat shows. Isn't there a risk of everyone getting a bit sick of them? Well, if they're as good as Jetfighter II, the answer is definitely no.

The game comes packaged in unique packaging that I suppose is meant to resemble a jet's cockpit. It's very clever and catches the eye if you're not careful - the only trouble is that once opened the box is near impossible to close again (both are 3.25" and 3.5" floppies and a well-produced manual).

Don't bother with the manual's introductory info - it's the biggest load of manual garbage you'll ever read. But the rest is great, with a well thought-out tutorial that guides you patiently through free flight to take-offs, and landings (both visual and instrument gated) to air-traffic and air-ground control.

The most immediately impressive thing about Jetfighter II is its superb graphics. It's no surprise that the Macropedago are fast and highly detailed - to compete in today's market they've

**AAA: MACHINES DON'T GET OFFER!**

the maximum enjoyment, featuring exceptional detail. Jetfighter II has an 800x600 PC rendering of 13 miles in length. However, there are two major caveats to some of these graphics (especially effects to speed things up). I found that even on a 386SX with 4MB of RAM and a video card the game still ran at an acceptably high speed.

got to be. What really impresses are the very realistic, 3D realistic object shading which are according to the direction of the sunlight; the subtle fogging effects on distant objects; the beautifully-rendered clouds and sunsets; the 3D windows on the buildings at night. The jet got me and on. Who needs reality with graphics as good as these?

The sound on a basic PC is surprisingly good, too, as good as it could ever be, with a nice bass effect to it. In fact, in comparison to the high quality of the visuals the sound is fairly disappointing. All the tones and bumps you'd expect are there, but they don't seem to lack "real".

In flight, to remain without difficulty, by complete accounts than a high level of... the... series of... arena. The... in the... create the... Destroyer...

# J E T F I G H T

## A D V A N C E D T A C T

Help liberate America with VELOCITYUS GOLD's flight sim

The only computer simulation that will make you feel like a pilot. Includes real-time flight controls, radar, and mission objectives.



them, cause it... flying... against... a slow... involves... game... forms... well, do... to... South... improve... graphics...





The classic level is gone, replaced by a new, more colorful, fantasy-themed environment. The new level is more colorful, fantasy-themed, and more difficult to navigate.

# MYTH



Myth's new level is more colorful, fantasy-themed, and more difficult to navigate.

Myth's new level is more colorful, fantasy-themed, and more difficult to navigate.

Myth's new level is more colorful, fantasy-themed, and more difficult to navigate.

The new Myth offers a more colorful, fantasy-themed environment. The new level is more colorful, fantasy-themed, and more difficult to navigate.

One of the best received 8-bit original products of last year is currently being transformed into a 16-bit opus. How's it going for SYSTEM 3?

The original premise for Myth - a contemporary hero placed into an extraordinary fantasy world, pitted against all manner of incredible beasts - was perhaps, along with the excellent graphics, the game's main appeal.

It made a nice change to control a beleaguered and vulnerable character, as opposed to yet another muscle-bound clad who looks tougher than anyone else in the game.

So, it's perhaps a surprise that System 3 have opted for exactly that approach, doing away with Mr Average and instead bestowing a hefty sword and amazing musculature upon the player. The

decision to opt for a more standard viewpoint angle, those of the System clan, will reduce the game's appeal for the 16-bit and console market.

Myth is now a 50/50 mix of hack'n slash carnage and steeply orientated puzzle solving. The player must perform a series of Herculean tasks through a suite of tedious settings, delving haphazardly from attack from all manner of both creatures.

Another drawback from the 8-bit game is that the action takes place on a much larger scale. Owing to scrolling limitations on the lesser machines, most of the action for a level would be kept on a set of ground line screens. The benefit of this is that the player can plan their route through a stage more effectively, since they are afforded a better overview of the level. The 16-bit versions, while offering much more attractive larger graphics which scroll continually, keep the hero in the centre of the screen at all times, don't allow such forward planning.

The result is that the game will play on a much more instantaneous level, with the player reacting to situations rather than planning them, an appealing prospect for fans of hour-slipping reflex-play, but perhaps not destined to be regarded as a change for the better among the thinking set.

Mike Segler

## ICE PRELUDE



It's a brilliant introduction to a new series of titles. Highly recommended.



It's a well written introduction to a new series of titles. Highly recommended.

### Release Details

1992	1991	Myth
1991	1991	Myth



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ISSUE 33 • JUNE 1991 £2.50

# ST GAMES

## BUCKLE YOUR SWASH!

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With Gremlin's Hero Quest



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Build A World Of Your Own -  
Borok's 3D Construction Kit



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Using the Gremlin Quest™ in the dark and dark corners of Morcia's dungeon, this board leads the way to get some treasure and fame — but beware the goblins!

**B**ored games. Don't you just hate 'em? They consume up bad memories of wet summer holiday afternoons, trapped in the house with a little brother who forces you, much against your better judgment, to play yet another game of Monopoly. Yes, as soon as you start winning, he throws tantrums, sneaks hidden into his properties and tries to steal money from the bank when your back's turned. Fortunately this computer version of the top-selling RPG allows you to eliminate any annoying siblings altogether.

Hero Quest™ is a game for one to four players, each controlling characters with differing strength and intelligence capabilities. For example, the Wizard and Elf, although relatively feeble in comparison to the Dwarf and Barbarian, have the ability to cast a variety of spells.



# HER QUEST

The brave adventurers must strategically feature gems, each set in a large dungeon plus selecting the forces of Chaos, and culminating in a epic showdown with the evil magician Morcia. The board game required you possess to play the role of Morcia but here the computer controls all the actions and movements.

The game begins with an excellent intro and a catchy atmospheric sounds track. Before each turn there's a table, reminder of the dangerous task awaiting the leader explorers. The player if they want to select and customize a character if playing on your own you can control all the



The name and Morcia himself. Magic by the millions. To control the evil wizard, the board game version has the ability to control the wizard.



**All a-board! Lost pieces and cheating kid brothers are a thing of the past with GREMLIN's RPG tie-in**

characters if you want. There's an option to set your current character together with any equipment for use in future missions.

All actions are mouse controlled via an on-screen menu system. Each location, either a corridor or a room, is divided into a number of movement squares. Players move in turns, during which they can search for objects, trap or hidden doors, fight the enemy, look at the map, perform actions on items currently being carried, which doors or move to neighbouring squares provided they're unoccupied. The number of moves available in each turn is determined by the value displayed on the computer-rolled dice.

During each quest the player will pick up gold coins and precious jewels which can be used to buy new weapons and armor. Magic potions, treasure chests and tool kits are just a few of the many other items waiting to be discovered in the dungeons and, if used properly, add to your playing capabilities.

Hero Quest is one of a few boardgame conversions that give you much more than the original, particularly the advantage label anticonical that the game can be played by a single player.

Excellent isometric 3D graphics, brilliant sound tracks, enigmatic atmosphere and superb attention to detail make Hero Quest an absolute must for the board-game veterans and all RPG enthusiasts.



**GREMLIN'S HERO QUEST™**

With Gremlin's award-winning RPG series and Gremlin's award-winning board game series, you can now enjoy the best of both worlds. Hero Quest™ is a board game that brings the excitement of the Gremlin's RPG series to the board game world.

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**RELEASE DETAILS**

AMIGA	079 50	OUT NOW
MS-DOS	079 50	OUT NOW
IBM PC	079 50	OUT NOW



In the Old World there were no wars, plagues or disasters. The benevolent ruling Arch Wights cast powerful spells to hold the forces of Chaos at bay. But at a cost. The spells produced familiar side-effects - flora and fauna twisted into strange forms and the dead rose from their graves to haunt the living. The population grew steadily and a great Old World Snake rose, splitting the once-peaceful society into warring factions.

The only survivors were the Wights. They took sanctuary in Limbo and watched as Chaos took reign. Eventually these great wights grew restless, and each ventured out to conquer the New Worlds - to become Lords of Chaos.

LoC is an interactive multistep strategy adventure for 1-4 players. Each player controls a wizard who must use magical power to overcome the perils peculiar to each world and ultimately defeat the other wizards, destroy them and escape back to Limbo.



is **BLADE SOFTWARE** at the cutting edge of RPGs?

Top left: The wizard allows the player to scroll around the game world. Bottom left: The spellcasting interface. Right: The game's statistics screen. Simply click on the number you wish to view.

The game is played using a mouse and incorporates a well-designed coordinate control system. As you move the cursor over the icons, and numerous objects a text-descriptive message appears, which usually refers to the basics of constantly referring to the manual.

The screen is divided into three areas, the largest being a window containing an overhead view of the area around the player's wizard, with icons or creature characteristics to the right and a message window below. Surprisingly, the programmers decided to go for simple 2D graphics which, while looking a bit dated, make the game more playable as the player doesn't have to concentrate on confusing mouse control often found in flimsier 3D graphic masterpieces.

The overall game design strongly resembles a classic board game, with each player having a 'turn'. The gameplay is entirely strategic and requires no 'wizard' skills. Combat, for example, is resolved by simply comparing the relevant creature's attack and defence ratings with victory going to the creature with the higher score.

A wizard wouldn't be a wizard without his magical powers. At your disposal are 45 spells which vary from world to world and include Illage, Bolt, Lightning, Magic Fire, Enchant, Food and Tangle (to name many others). You can even summon creatures to do some of your dirty work. All creatures have different characteristics and depending on their nature they can be flown, not destroyed to open doors or recover resources from dangerous locations.

Whenever you're controlling some action it performs one of a certain number of its own 'Action' and 'Damage' points. You are

strongly advised to plan your moves well ahead to avoid running out of energy just when a magic brewing.

Although the basic idea of the game is brilliant, there are some serious presentation drawbacks and the game has the look of a classic dial game. For instance, it would have been nice if combat was accompanied by some fancy animation like *Little Chess*. The use of sound is also far from perfect - apart from some digitized speech in the intro and a few game effects there is nothing but constant silence.

In the whole, LoC is an enjoyable RPG which will provide hours if not weeks of rewarding challenge for dedicated RPG fans and the more casual player seeking a mysterious journey into the world of magic.

by Tom Tomlinson-Cornell

This is the player's magical area of the world. The high-level statistics displayed on the right-hand side are subject to change and modification.



# THE NEW MILLENNIUM

Fancy meeting a cybernetic cod while riding through the glen? Read on...

## ROBIN HOOD

Longtime readers may remember that some time ago AOL reported that Millennium was working on a novel adventure game with a Pookoo-like viewpoint set in the rooster's lair of Wild West, Wild, that idea has undergone a few changes in the last few months, and the final cartoon-cool plans of Texas have evolved into the verdant greenery of Nottingham Forest and environs, where Robin and his Merry Band do battle against the nefarious Sheriff and his Norman riders.

The player, as you'd expect, takes control of the legendary giver to the poor and taker from the rich. Your first task as this famed philanthropist is to seek out Little John, Will Scarlet, Friar Tuck et al and form your band of thieves. Once this has been accomplished you can concentrate on the main job of robbing the fat Sheriff from Nottingham Castle.

All game interaction is controlled by mouse. Generally this entails clicking on an icon at the side of the screen and then clicking on one of the character sprites walking about on screen, so that you can do something, such as fire an arrow at them, talk to them or follow them. As



Robbie's unique ability to see through the walls of buildings is a handy feature. In this screenshot, you can see the Sheriff's castle through the walls of the buildings that surround it.

Robbie's unique ability to see through the walls of buildings is a handy feature. In this screenshot, you can see the Sheriff's castle through the walls of the buildings that surround it.



the game progresses you'll find odd's equipment and acquire magic powers from the pagan god Heno that'll increase the number of control icons and allow you to summon your men with a toast on your horn and even zap a foe with a magic lightning bolt!

The graphics are pretty but full of character. There's no problem recognizing who everybody is meant to be. These small sprites - and consequent memory savings - mean each can have a fairly varied range of animations. The game itself is great fun, with the object of going about their daily business unless Robin steps in to mess things up. There's also a refreshing vein of whimsical humour throughout that makes the game very endearing. Blow the horn, for example, and you hear a speech bubble saying "Toot Toot!"

Robin Hood is scheduled for release this October on Amiga, G3 and PC, and it has to be said that Millennium's timing really couldn't be better. Due for a Summer release at, as they say, a cinema near you is Robin Hood: Prince of Thieves. Starting from the month's best "Gancez with White" Contender, the pundits reckon that it could be one of this year's big blockbusters. If Hood never hits Britain, who knows what may happen...? Either way, Robin Hood's sure to become another thing to Millennium's list.

David Graham



Robbie's unique ability to see through the walls of buildings is a handy feature. In this screenshot, you can see the Sheriff's castle through the walls of the buildings that surround it.

Robbie's unique ability to see through the walls of buildings is a handy feature. In this screenshot, you can see the Sheriff's castle through the walls of the buildings that surround it.

## ROBOCOD

Following his agonizing defeat at the first of Agent Pank, the dastardly Doctor Myster returned to a secret hideout to work. While he sat alone in his darkened refuge, brooding over his shame, a new and even more devilish plan formed in the Doctor's cunning brain—a scheme so diabolical it would bring the whole World to its metaphorical knees.



In the away of a North Pole Toy Factory, Santa Claus was hard at work making toys to bring Happy smiles to the faces of the little kiddies come Christmas Day. But Santa's tasks were suddenly halted by the surprise invasion of Doctor Myster and his gang. The tumbling, roly-poly do-gooder stood no chance, and was soon trussed up like the proverbial Christmas Turkey.

Enter RoboCod. Half fat, half machine. At odd, the Machine turns must enter Santa's workshop, now gone haywire due to the machine malfunctions of Myster, and rescue everyone's favorite trends.

Given you could play RoboCod a sea quest to James Pond. The new game features ten levels, each split into eight sections. Each section will consist of thirty screens of platform-orientated

thrills—that makes the whole game an incredible 1800 screen big!

RoboCod is an jump, monkey swing along overhead beams and even stretch his long torso to reach high platforms. Each workshop is populated by all manner of toys gone mad and all with a sudden taste for fat. In his defence RoboCod wields a vicious-looking mallet.

So far, work seems to be progressing very well. On the Amiga programmer and graphic designer Chris Farrell has achieved some slick full screen multiway scrolling, and RoboCod is just as cute and agile as any Italian plumber you could care to mention. Can the gameplay make the Myster mark? Find out when RoboCod appears on Amiga and ST this November.

◆ David Spilston



The little eggs that store those hidden treasure's big bonuses collect with an a million-colour screen. Each treasure leads to a series of platform-style runs.

The half-Chinese And... should make the way appearing headstrong fun as scrolling.

The little buttons that control the character can be advanced by the player's position in the game. This means that the character can be moved to any point in the game.

The little screen... showing, showing the...

## CHINTO'S REVENGE

Young Chinto is a man with a mission. Many years ago, the evil Dragon Overlord's merciless henchmen ransacked Chinto's home and in a fit of mindless violence put his parents to the sword. Chinto, too, would have been slain, but the callous villains didn't see the small boy huddled in the darkened corner of the room, watching in terror as his loved ones were cruelly slain.

Left as an orphan, Chinto swore revenge against the Overlord and his cronies. While other children played in the streets, the poor Chinto devoted his adolescence to learning the various arts of combat, in order to prepare himself for the day when he would confront the murderer's evil hench jacksas down on their heads.

Chinto's Revenge is an arcade adventure with a period scrolling Gauntlet-style view of the action. Interestingly, the game is based around just one big level made up of 800 screens of wood, stone and castles. Millennium boss Ian Gaultier claims it takes three minutes to scroll uninterrupted from one side of the map to the other. In addition there are several small sub-levels, like caves and dungeons, to discover.

Programmer Wing U.S., who previously wrote

Microprose Soccer and Millennium's Cloud Kingdom on the Amiga and ST, is preparing the game on a battered 184001. His biggest headache so far has been maintaining a screen update of 25 frames per second while software scrolling the screen and moving the sprites so fast that there can be up to four 48x32 pixel main

characters and four 16x8 pixel invaders on screen at any one time! On the hardware side Amiga fans should be less of a problem, resulting in larger scroll area and animated backgrounds.

Chinto's Revenge is due for a July release on Amiga and ST.

◆ David Spilston



Millions of the action is viewed in an interesting and different top-down perspective. Screen the player can walk behind the Overlord with "The Reddies" effect" and the large head-on-the-the-overlord.

Scrolls the atmosphere and gradually shifts into suspense explains the range of high-contrast screen for changing.



The full screen backgrounds scroll up like a canvas on an on-screen screen view, which can be used to show enemies in variety of poses. However all the graphics have been designed to fit within the screen's display.



# L + O - G ÷ I × C √ A = L

What a lot of spherical objects! You'll need all your marbles to cope with RAINBOW ARTS' fascinating fast-action puzzler

Logician is a bit of a ratty, a thought-provoking fast-action game which is genuinely an additive as the math claims. Oh, it's derived from dozens of vaguely similar titles - Tetris, Pac-Man, even Marble Madness if you want to look at it that way, but the finished game seems wholly original and is a terrific challenge.

There's a sensible copy-protection system (depending on a coloured code card) remember Jet Set Willy: once through that you're straight into the ballrolling action.

Along the top of the screen runs a track, along the track come coloured marbles which drop down channels into rocking disks. Each disk has four marble slots, and is connected to other disks by further channels.

Your task is to rotate the disks by clicking with the right mouse button and launch the marbles (left left) in such a way that each disk on the screen becomes filled with four marbles of the same colour. Do that and the disk explodes (though it remains working), once all the disks are exploded, you move on to the next of the 99 levels.

It sounds too simple to hold any challenge, but of course there are complications. One tricky element here is that many marbles are in motion more than four, and you cannot launch any new ones. There's a time limit for each level (of course), and other elements include colour stoppers which only let through marbles of a particular colour, changers which alter the colour of marbles passing through, direction arrows which turn some channels into one-way streets, traffic lights which dictate the colour of marble which must be used to fill a particular disk, and other handiwork which dictates that you have to fill a disk with a particular combination of colours.

There are some side too: teleports which allow you to jump marbles vertically (or horizontally), and a preview display which tells you the colour of the next marble coming. Scores depend on the speed with which you finish the level, and any colour handicap bonuses you have racked up, at each level you are given a password which

allows you to restart the game at the furthest point you have reached, and if you complete all 99 levels you can access a screen editor which allows you to create your own Logician puzzles.

With excellent graphics (a choice of four styles), good music and sound effects and compelling gameplay, Logician's going to give you some sleepless nights.

Chris Jenkins



Between each level you're given a glimpse of the challenge ahead with a look at the score on the screen and the number of time remaining.



Initial: Everything arranged to allow a particular combination. That's what you're for, the computer, tells you the colour of the marble about to come the way.

Right: Getting a marble into a channel.



One of the early levels and shows you how to launch a marble into a channel.



**LOGICIAN**

LOGICIAN is a fast-action puzzle game that's genuinely an additive as the math claims. Oh, it's derived from dozens of vaguely similar titles - Tetris, Pac-Man, even Marble Madness if you want to look at it that way, but the finished game seems wholly original and is a terrific challenge.

**895**

**AMIGA**

**895**

**STARI 32**

**880**

**IBM PC**

**RELEASE DETAILS**

AMIGA	CD-ROM	OUT/100
ATARI ST	CD-ROM	REAR/2
IBM PC	CD-ROM	REAR/2

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## THE SECRET'S OUT

Tracy Pranks on LucasArts' *Monkey Island™*



## HERO QUEST

Pranks Sweeps the Board...



## ROD-LAND

White Storm Bows Up a Cello



Just When  
You Thought  
It Was Safe  
To Go Back  
To The  
Bottom of  
Your  
Garden...

## ELF

Ocean's  
Platform  
Bomp  
Raises  
Its Tiny  
Head

## LEARN TO DRIVE!

500cc of Raw Power from Gremfin  
A Complete 'Trainer' Level for Team Suzuki

**Plus!**

The Brain-Busting Challenge of Rainbow Arts' Logical

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For the First Time Ever!  
Watch the Kick Off! It's Goal-ies Goal  
to Get Comfort of Your Own Place!

IF Your Disk is Missing  
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# FLYING



The planet Earth is all the glory it contains, complete with day and night cycles, the seasons, geographic coordinates and the ocean circulation system. In the future, you'll be able to see the world from space in a 3D environment. It's a challenge to program the entire hemisphere to render from 10,000 miles deep into the surface of water.

You can't control the jet yet. This is just a small fraction of the huge range of data and the way you'll be able to control it. You'll be able to see the world from space in a 3D environment.



Getting the data for the jet is a complex process. It's a challenge to program the entire hemisphere to render from 10,000 miles deep into the surface of water.



You can't control the jet yet. This is just a small fraction of the huge range of data and the way you'll be able to control it. You'll be able to see the world from space in a 3D environment.

# SHUT

**A**ny Chases, boss of Vector Graphics, is confidently candid about why his company isn't producing a game based around the Space Shuttle. "We've asked us to 'What they've come up as a complex and highly original flight sim that models all the operations of NASA's revolutionary spacecraft - the first designed to be reusable. It's been a huge task, but the finished product is a fine testament to Vector's programming skills. Andy is especially proud of the sim's accuracy. So much so, that he boldly states, 'I feel confident I could get in NASA's pre-flight shuttle simulator in the States and land it.'"

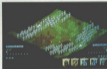
And it's not difficult to believe him, inside the cockpit the player is presented with the breathtaking sight of bank after bank of stars, buttons and levers, nearly all of which can be interacted with. Everything is realistically modeled, right down to the time it takes for the instrument screens to warm up!

The incredible level of accuracy has only been possible due to NASA's co-operation with the project. "They've been ace," enthuses Andy. As proof he points to the four four-inch files helping with documentation in every aspect of the Shuttle's operation, some of which has only been seen by less than 200 people around the world. "And he had to read it all," he laughs.

In the final game the player will be presented with a series of missions based on real life scenarios, ranging from landing a powerless Shuttle launched from the back of a 747 in

VIRGIN don sword and shield and prepare for re-entry

# HIGH



# REALMS

**R**ealms is an epic wargame set in a feudal world split into feuding factions and populated by a cosmopolitan mix of exotic humanoids, orcs, elves and dwarves. You aim to build an empire and ultimately become ruler of the world. The match-winning man against your neighbors, engaging their armies and laying siege to their cities. The money to do this can

only be raised by taxation—but be too harsh and you may have a riot on your hands. This need to juggle several balls, and keep them all in the air forms the basis of Realms' gameplay. Realms is being written by software developers Craftgold, Steve Farmer, Realms' designer, admits that the game's resemblance to a certain Bullfrog product gave him concern



# SHUTTLE

launching satellites into orbit with the aid of the vital arm in docking, coasting out and going on home (NA) to repair a space telescope. Each mission starts, rather unsurprisingly, with launch. Mission control will talk you through the launch

sequence, requesting that certain buttons be pressed at certain times. If this sounds a little daunting, you're right. But fortunately for the frustrated novice Peller has designed a brilliant guide/help facility.

As its most helpful program will take the player to the button-needed, centre it in the middle of the screen and put a red flashing box around it. All you've got to do is click with the mouse. It is worth your attention left to your own devices. The intention is that the player starts with maximum help; then phases it out as they become more proficient.

Shuttle looks set to be landmark sim. What could possibly follow it? Andy Kinser is keen to do a similar game based on the Apollo missions that put US astronauts on the Moon. "That would be great - I can remember watching the landings on TV when I was a kid," he recalls. But whether that's maintenance or not is still in the balance.

In conclusion, how would Andy sum up Shuttle? "It's very...," he pauses for thought, "...big." Indeed, it's also one of the most ambitious and exciting sims I've ever seen. Prepare for blast off on Amiga, Atari ST and IBM PC this October.

David Spinks



That's the Shuttle, about the time when you'll have the launch on the launchpad. It's worth noting that even on the day, Shuttle starts with a wide range of other workstations to manage ground things up.

Mission on the pad. The controller is what it looks like. This is where you can see the Shuttle's status while it's on the pad.



It's the Shuttle on the pad. This is where you can see the Shuttle's status while it's on the pad.

Mission on the pad. This is where you can see the Shuttle's status while it's on the pad.

Mission on the pad. This is where you can see the Shuttle's status while it's on the pad.

Mission on the pad. This is where you can see the Shuttle's status while it's on the pad.



It's a good idea to think of this as a 3D simulation of a city. It's a good idea to think of this as a 3D simulation of a city.



The land is composed of various patches of land. It's a good idea to think of this as a 3D simulation of a city.



It's a good idea to think of this as a 3D simulation of a city. It's a good idea to think of this as a 3D simulation of a city.



It's a good idea to think of this as a 3D simulation of a city. It's a good idea to think of this as a 3D simulation of a city.

What I use the first preview of Powermonger I saw. Although working totally independently, it looked like both Draftgold and I were going up the same path.

"Then Powermonger" came out, so we were able to find that the two are very different. Powermonger deals with a few individuals and deals from right down to their name, job and even if they're a sort of detail is irrelevant to a game. As a more about simulating a complete world of huge cities and populations. It's basically a question of scale."

"It also a question of speed. Steve notes, 'I tried to make a strategy game with an actual live feel.' While Powermonger's poly-

goned world could fit, rotate and zoom, this need for the landscaping routine to be jack-of-all-trades meant that the game occasionally became very sluggish. As a result, it's a less fluid, but the pay-off is speed. The fixed view means that the polygon count can be optimised, so the game operates at ten frames per second.

Most of the information vital to play is available in a visual form. Steve notes, 'I wanted to get away from lots of numbers and to show any relevant information graphically. When text is necessary it's joined together in proper sentences.' That, for example, the money in your coffers is shown as coin pieces buy stuff and you'll see your money deplete by the amount

required to do this.

But easy to control doesn't mean it's that low. Steve has created a complex set of rules to govern the relationships between the various game elements. Leave the game alone for a while and events will start happening of their own accord - a city may start trading with another because its food stocks are low, or an army may desert due to lack of paymen.

Draftgold seems to have a winning ability to write superb tutorials. Remember *Kingdom Islands* or *Super Off Road* AI classes. As a result, Steve has to continue the legend when it's released this September on Amiga, ST and PC.

David Spinks

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# STORMBALL

Cross basketball with tennis and put it on rollerskates. What do you get? MILENNIUM's *Stormball!*

A novel twist on the futur-sports theme, *Stormball* combines the super-dick values (players of *Speedball* with some basic yet nifty design-makers) to produce a fast action novelty with some reasonable playing power.

The premise is actually simple. Two players (one controlled by computer if you wish) skate around a set of increasingly complex deckboard arenas, throwing a steel ball into scoring areas. Each player has an oval (also with squares of a different hue to the bulk of the ball). After chosen by the opposing player, a ball rolling over one of these ball squares will cause scoring action.

Players can prevent the opponent from scoring simply by getting in the way of the ball. Since the ball velocity is pretty high, most matches are lightning affairs with plenty of room for last-second scores tipping the balance.

The players get around the course rolling on 10 to 15 lower-pads. Effect, it has to be said, are pretty simple, although they need some grinding work.

Depending on the quality of your opponent, either be in a railroad computer-controlled line or human, will determine the nature of the. Little bit badminton or tennis, the key is to continuously keep the opponent running from one side of the patch to the other, never giving them time to compose themselves.

Possible line leads can be set on the length of set square, and aside from simply making set game more or less of an exhibition test, doing the time limits will completely turn your strategy of play.

A main games, by far the best policy is to shove the ball almost the second you are in control of it, since you have a reasonable chance of hitting and, while the ball is heading away from you, there's no danger of an opponent swing. Longer matches require more cutting,



or *Stormball* needs to be more subtle. Alternatively, you can use the game's camera to view the ball from a side view. But not really enough to see the ball.

and smart players will adopt a campaign-like strategy, forcing their opponents to run around after the ball.

If the ball lingers in one half for too long, the referee will call a time-out, and the game will recommence from a ball-launch in the center of the arena.

So, how does the whole thing hang together? Well, it's far from perfect; the ball is a similar color to the background and is sometimes hard to spot. Everything slows down a bit when two players are involved in furious circular spins. And you haven't got quite got the control over the ball that you might.

## HITTING THE HOT SPOT

There's a whole bunch of different lines which can be used by the opponent of professional *Stormball* players. Here's a rundown:

- **100-10000** - Kicks the ball to various balls. Occasionally used to form walls and gates.
- **1000-10000** - Other varying scores ranging from 10 to 1000 points.
- **1000-10000** - Multiply your current score by 100. A bit like a double point system in *Demolition*.
- **1000-10000** - If the ball is to pass over these squares, your accumulated score is multiplied. Not.
- **1000-10000** - These areas on the course are like walls. Balls which can only be removed by knocking them through.
- **1000-10000** - A floating line sends up the ball, occasionally covering the line to block off a particular angle.

Aside from all this, however, *Stormball* is a pretty solid game. The swirling of spirals and polygon backgrounds makes a whole lot better than you would expect. Racing around after the ball, while occasionally frustrating, is actually quite exciting, and the speed effects (brake) man, pinkie & wings as scores are thrown up, etc) are excellent.

A far from an essential purchase, but a good knockabout ball none-the-less, and an ideal testing ground for the programming techniques. Roll on the sequel.

— Ian Douglas

# WARZONE

CORE DESIGN re-invent the *Ikari Warriors* wheel



In 1999, mysterious and powerful enemy forces have invaded countries around the world. You have been chosen, as the world's best fighter, to lead an elite counter assault. But disaster strikes, and all but you and an equally tough friend are killed in a freak accident. The fate of the world lies in balance so, with the joytick firmly set to autofire, it's up to you two to kick the invaders' ugly butts back to oblivion.

As you wind your way to a face-off with the hidden enemy base at the end of the eighth and final vertically-scrolling level, you'll find plenty



of troopers to kill, hardware to blow up, weapons and power-ups to collect and hostages to rescue for a hefty bonus (although the enemy robots will get more pleasure from 'incidentally' shooting them).

The level layouts (and weapons and angles to shoot) are well thought out and play a key part in the game, as in some areas you can fire from behind cover without getting hit yourself. It's worth mentioning that instead of doing each time you get hit and losing any weapons you may have collected (as happens in any game), a little energy bar begins to fade. Having taken those hits you lose the weapon or a power-up. Fortunately you can replenish your energy before the hazards by collecting various sub-packs scattered about in the underground.

The bulk of the enemy consist of assault troops armed with slow firing machine guns, though others are equipped with more lethal weapons, such as 'rapid-firing' 'rifle guns' and 'grenade launchers' (with which they can fire over walls without you being able to fire back).

The obligatory sci-fi-themed enemies include tanks, submarines, helicopters and others from the pages of Ray's Own bumper book of Armoured Vehicles. Although they all look suitably hard, some are far too easy to kill and won't satisfy your mania for endless destruction at all.

The more astute reader will have already realised that *Warzone* bears more than a passing similarity to the aging classic, *Ikari Warriors*, albeit with updated visuals and a host of new features, such as soldiers who slowly home in on you and eating legs that have to be dodged. The



varied arsenal of weapons is the most welcome addition, making the game more fun to play.

*Warzone*'s main strength is the ability to let another player join in which makes for the development of new tactics as one player 'covers' the other's back. Mind you, as any two-player game veteran will know, teamwork goes out of the window when it comes to collecting weapons and power-ups.

*Warzone* aims to prance for originality, but as a straightforward blast 'em up for the Sunburnt Generation it's excellent.

★ **Wade Rutherford**



**Deluded:** Everything seems to be going fine, when all of a sudden a large opening before crashes the show. Not funny, mate, not funny.

**Deluded:** The subterranean world is not exactly scintillating, but at the same time it is the very thing which makes it so.

**Deluded:** The enemy forces threaten the way forward with a vehicle. Nothing to do but shoot it the hell!

5

0

This chart shows the number of weapons collected in each level. The Y-axis represents the number of weapons (0 to 5), and the X-axis represents the level number (1 to 8). The line starts at 1, peaks at 5 in level 3, and ends at 1 in level 8.

A M I G A

This chart shows the number of enemies killed in each level. The Y-axis represents the number of enemies (0 to 10), and the X-axis represents the level number (1 to 8). The line starts at 10, peaks at 10 in level 3, and ends at 10 in level 8.

RELEASE DETAILS

NA/NA	£39.99	OUT NOW
USA/US	£39.99	OUT NOW





Warzone's traditional controls include a directional pad for the character's field view and the analog sticks.



Warzone's Mercs are highly skilled at virtually everything within the limits of their range. For example, Mercs can use their special abilities to take out a building directly overlooking an enemy's command center.



# MERCS

US GOLD re-invent the... etc, etc

While on a peace mission in central Africa the President of the United States has been kidnapped by Zulu rebels. Unfortunately the US can't mount a much-needed rescue mission due to diplomatic reasons, and has chosen to hire some elite mercenaries. This, of course, is where you and a legging mate come in. As with Warzone, this flexible play is merely an excuse for eight levels of frantic kill-em action. The biggest difference to Warzone is instantly noticeable on loading up - the play area, although same, scrolls horizontally as well as vertically and gives a greater feeling of movement and freedom. The action is also a lot more hectic, with soldiers piling in from all directions, each trying to get a promotion over your dead body.

Although largely identical in style to Warzone, Warzone does have a few features that give it a flavour all of its own. The ability to blast away huge chunks of the varied terrain is excellent - there's nothing quite more satisfying than reducing a screen-high gun tower to smoking rubble. And great fun is the ability to commandeer vehicle vehicles and run over any troops foolish enough to get in your way - although these blasting boons only last a limited amount of time.

Also you don't really notice the narrow play area, but with two players it's feelings become all too apparent, as unless you both stick to the same side of the screen (which is contrary to visual advantages of two-player) you end up too close to the edge of the screen, giving you little time to react and not enough room to manoeuvre.

All told, Mercs gives Warzone a good run for its money. Mercs is a more mean fun for one due to its higher level of action, but Warzone has the edge for two-fisted action.

■ **Mark Haverill**



Commander! Conquering with the force of the nightmare, the screen will roll back to see for the long haul.



Warzone's slightly stronger play area, more character control and better terrain are the reasons why it's ahead over Mercs. However, it's not clear that Warzone's Mercs are more fun than Warzone's Mercs, but the overall feeling of movement and freedom is a lot more hectic.



## SMILE

Warzone's Mercs are highly skilled at virtually everything within the limits of their range. For example, Mercs can use their special abilities to take out a building directly overlooking an enemy's command center.

## RELEASE DETAILS

WARZONE	£19.99	10/17/90
MERCS	£19.99	09/17/90

## LET BATTLE COMMENCE...

### WARZONE

**No. of players:** One or two  
Best as two-player game

**No. of levels:** Eight

**Weapons:** Machine gun, Three-way fire, Rocket launchers, Grenade launcher, Flaming missiles, Flame thrower

**Power-up levels:** Three for each weapon

**Graphics:** Some fun, too easy to kill.

### MERCS

**No. of players:** One or two  
Best as one-player game

**No. of levels:** Eight

**Weapons:** Machine gun, Three-way fire, Rocket launchers, Grenade launcher, Flaming missiles, Flame thrower

**Power-up levels:** Two for each weapon

**Graphics:** Some fun, too hard to kill.

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The artwork in this game does not make the game an all-time landmark. But given its low price, along with the fact that it's a great introduction to the racing genre, it's a great value.

**8-BIT**

**8-40**

**RELEASE DETAILS**

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# F-ZERO

**P**ast things was the first Famicom title to allow you the background manipulation capabilities of the machine as an integral game element. F-Zero follows suit, but uses the technique in a genuinely exciting way.

Being selected your craft from a set of four, for a set of tracks, on which you wish to race and to still level at which your opponents will drive, for a race is set.

Presented with a frequently unimaging, start-to-view with the course trailing off into the distance, it's easy to find oneself wondering quite what the point of another 3D racing game is, but with the screen update boosted and using the Famicom's processing power to the max, an opposite-clock race around a number of tracks is a fairly going to set the world alight.

Indeed, even after a few races, spectators will be interested and drift away, unable to comprehend what grips the player, so completely.

The appeal of the game is two-fold. The control for the craft is more precise than in any other title game. As well as the accelerator, breaks, left and right controls, the two side-controllers on the Famicom's front edge act as banking switches, allowing your craft to dig in its appropriate edge as they the corners.

The degree of precision means that you can control your craft like a cross between a hotroast and a rally car, changing it round corners with the tail sliding out, keeping the down on and and penalizing your way out of turns.

And it's the speed of the craft and its amazing maneuverability which make the screen-handling so great. Once a turn has been initiated, the viewer is automatically spun to provide an view

**Famicom owners still reeling from the Godawful Big Run can console themselves with a real racing game.**



of the track ahead. Now if you thought that was the way most race games worked, you'll be wrong. Until now, only polygon-driven games have offered a true panoramic view of the course, bitmapped graphics being unable to shift the background suitably enough. As a result, in both sprite-driven and polygon games, the course is plotted on the fly, offering at best a slightly greater, often-wobbly, feel.

Since F-Zero's courses are permanently on screen, you can for example see a lead-right rear on the far corner of the track, long before you reach it, and can set up your approach accordingly, as opposed to having to react second by second to the display plotted in front of you. It makes for a more fluid, though just as exhilarating experience.



The only drawback with the system is that everything in the background must be flat, ruling out the possibility of perspective-enhancing towers, buildings etc. However, the lack of these bonuses is more than outweighed by the speed of the system.

Depending on the skill setting opted for, the player will race against increasingly competent computer-controlled foes, who plot the spare steps once the player has selected his karts.

Since it's the feel of the game which makes it so good, even having read the review and studied the screenshots, it's easy to adopt a dog-obsidian attitude to F-Zero. Unfortunately, it genuinely is one of those games that has to be experienced.

By Graham

96

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131

# BONANZA

It's daylight robbery! SEGA blog itself a coin-op conversion

The Bonanza files have been doing so small in the arcades around the country, and while it boasts more of the technical gimmickery of recent coin-walkers like KIDOU (and Dog McPee, its peculiar graphic style and innovative angle-on-the-boarding-theme have made a big hit with Joe Public.

So it's a far from unappealing discovery that Bonanza files is already available on import for the Megadrive.

The Bonanza files are two slightly crazed who spend their lives comically burping

increasingly complex and heavily guarded buildings throughout forgotten, USA, with a reward already in the brothers' hands, the police and guards throughout the game adopt a shoot-first policy, making every turn, every doorway and every stairwell a potential location for disaster.

The point, quite clearly, is to relieve as many buildings of their valuable contents as possible, avoiding leader death along the way.

Playing with a friend if you so desire, you enter the building and plot your route to the profits. All valued features - your whereabouts, the exit and the valuables - are marked on a schematic of the building, situated in the centre of the screen. Without a doubt, it's more fun with two, since each player can head off into different areas of the game-world keeping an eye on the other's progress thanks to the split screen and coming to their aid if necessary) to collect the goodies before meeting up at the exit point.



At least the fact that these files of their own creation through creative processes, giving us solutions on what they've been used and the subject of the screen and the best game they will be.

These files are available on the SEGA Megadrive, simply by adding them to their collection. However, these building files are available on the Megadrive, using the same files of order to combine their game.

At least these files are available on the SEGA Megadrive, simply by adding them to their collection. However, these building files are available on the Megadrive, using the same files of order to combine their game.



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**MEGADRIVE**

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At least these files are available on the SEGA Megadrive, simply by adding them to their collection. However, these building files are available on the Megadrive, using the same files of order to combine their game.

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# LA BROS



Movement through the levels is restricted as a matter of course. Obstacles force the players to flow through sections in a particular way, thus lassoing away robbers into prime ambush territory. Police, guards and add-on-took traps will attack the robbers, forcing some entertaining shoot-out scenarios.

The speed of the bullets fired by both player and computerised opponent is such that either combat can stage or jump over at least one housing shot. Skilled players will learn to use the various cut from behind the packing room,

ring cabinets, flat machines and parked cars which can be used as cover, and into an incoming bullet.

Taking a shot from an opponent, whether it be a bullet or a blow from a nightstick, is bad news. Valuable time is lost, and all the loots carried by the wounded player is dropped onto the floor. Although the player is invincible after a brief period of invisibility, the action can occasionally become so frantic, with guards surrounding the damaged robber, hitting him with fresh blows the moment he has recovered, that a policy of running away may well be best. You can return at a later date to collect lost goods or, if you're making a campaign out of the game rather than attempting to get individual high scores, leave it for your accomplice to collect while you come on.

Despite some serious shoot-down scenes, bunch of clips in the game. Bonus levels are also available, such as the Police, I like



clear of the term 'impressive', because to be honest, this kind of laddy-style-but-actually-rather-attractive look only works effectively when you've got a fantastic graphics chip. On the Magnific, the style simply looks a bit lame.

The levels don't really have any special challenges, but the real shock happens, and the ingenuity of the game's playability in question. However, as a solid average blast, it's well worth a look.

By Ian Douglas

**WANTED DEAD OR ALIVE**

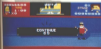


A strong obstacle used in the game is the staircase, which usually means you have to shoot your way up to the top floor, where you can find the boss.

Another feature of the game is the use of the police car, which can be used to transport the player to different parts of the level.

The game also features a special achievement system, which allows you to earn points for completing various tasks.

The game also features a special achievement system, which allows you to earn points for completing various tasks.



Address rights: The graphics style in this game is a mix of classic and modern, with a focus on the more realistic, but still featuring some complex bits.

Right: However, more attention to the classic aesthetic graphic capabilities, it's definitely an inspired look.

Left: Some Magnific games may need playing a little while, but it's really for the sake of the challenge system.

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SATANSTOEBER



FALCON

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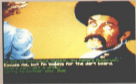
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Excuse me, but he's looking for the dark boards.

A wild thought is a distraction in the System the Adventure for some version of the famous change of color palette in the version and some more and you something about his, that's terrible. You can do this from about his house or!

Unsure right? The version that's been released in the form of a CD-ROM. There's a big difference that's been released in the form of a CD-ROM. There's a big difference that's been released in the form of a CD-ROM.

Right being that the CD-ROM version is a better version of the game. It's a better version of the game. It's a better version of the game.

Interactive movies, aren't they just out of hand? They don't move, they hardly even blink, and they're for those people who used to type GO NORTH, HIT TROLL, and that sort of thing. Yeah.

In the face of this sort of irrational bias, most software companies have stuck to the straight and narrow path of arcade, RPG, and simulation software. It's food for thought, however, when America's largest software house (and its subsidiary almost entirely in animated graphic adventures AGAs for short, CD), a fact that Lucasfilm must have chosen over a few years back before getting out their own ping of AGAs, beginning with *Monkey Island* and *Sam & Max* in 1990. These games, and in case you've never heard of them, sold by the shipload.

The latest in the Lucasfilm series, *The Secret of Monkey Island*, can't be doing too badly either. Recently released for ST and Amiga, as well as in a new 286-color VGA-PC version, this game's a powerful pointer to the advances made in AGA tech since *Sam & Max* (and *Quest* first) first appeared across a CD-ROM screen. If you're already a fan of the genre, you won't need an introduction, but if you're a stranger to the world of AGAs, what's going on?

First, these games are getting much, much bigger. In the old days, you'd struggle around maybe twenty or thirty screens, collecting objects using a very tedious type-in parser, and use the objects in the appropriate location and the required manner. Nowadays, as 350MB owners have been carefully trained to pay more for our software, while at the same time the higher capacity disk formats now available mean that between 425 and 450 can



The amount of dialogue the characters offer may be limited, but the quality is top-notch!

lay us a whole heap of graphics and sound bits. *The Secret of Monkey Island* is AGA the stuff of a morning's entertainment. Even a dedicated gamer is going to take more than a weekend to polish this one off, and most average players will be at it for more, many sessions. Average playing time," says the Mark, of "30 hours".

# M

## THE SECRET OF MONKEY ISLAND

LUCASFILMUS GOLD's pirate fantasy won Best Game Play at the Computer Game Developers Conference in San José. Find out why as the company release new versions and announce a sequel...




Mark described it, he's looking for the Captain's... is he looking for the... with one... At one... The... resolve... also... of... have... more... prepared... with... Monkey... artifact... attempt... trying... That's... the... a long... Monkey... really... make... found... that... more... graphic... together... of... Look... long... with... the... continue... announce...



**P**oussin games don't come much simpler than Spot. Starting with one counter on a board by seven squares board, players take it in turns to either "expand" by placing another counter adjacent to one of theirs already on the board, or "jump" a counter two squares in any direction. Any neighboring empty counters are then changed to the player's colour. Play continues until one player remains or the board is completely covered, in which case the player with the most counters wins.

Incidentally, you may think another Othello variant. And yes, you're completely correct, but Spot does have a couple of novel features that lift it above the ordinary. Two to four players can take part, with all, some or none of them controlled by computer. Apart from the basic board there are

many other more elaborate designs, featuring blank squares that players can't land on, adding more strategic problems to play.

More important, from the perspective of an overall point of view, is Spot himself. The character "Y" (written as a duck) is the character word Starbuck to advertise the 3-Up soft drink, and acts as the IBM PC for the proceedings. The amusing and superbly animated antics of Spot and Y to accomplish add a whole new dimension of comedy fun to the game.

While Spot is never going to set the gaming world alight, it's a useful addition to your strategy games. Having Spots before the stars has never been so much fun.

● **Board Game**



**Break out the Biactol!**  
Will you find VIRGIN's boardgame catching?

# SPOT

## TOP SPOTS



**RECOMMENDATION**  
Mushroom's female stars has stolen my heart photographed stars. There are any other mushrooms to looking find missing to find online position on the Internet's "top 10" list. Both of the movies it could not, and

**RECOMMENDATION**  
New to... Oh, but you just don't not it as a mushroom scientist. This year's what you your favorite in the right position. New to...



**SPOTS' GOOD**  
Unsubstantiated view of BBC. The "Mushroom" family (BBC) was apparently the featured family for this year's list. The game that inspired the famous board game was the best to watch?

**WARNING: THE "MUSHROOM" BOARD**  
Warning the thing got "top 10" list of these professional things without more money. The game that inspired the famous board game was the best to watch?

**WARNING: THE "MUSHROOM" BOARD**  
New to... Oh, but you just don't not it as a mushroom scientist. This year's what you your favorite in the right position. New to...

The new design game is full of... Oh, but you just don't not it as a mushroom scientist. This year's what you your favorite in the right position. New to...



Warning the thing got "top 10" list of these professional things without more money. The game that inspired the famous board game was the best to watch?

Warning the thing got "top 10" list of these professional things without more money. The game that inspired the famous board game was the best to watch?



How to Spot game... Oh, but you just don't not it as a mushroom scientist. This year's what you your favorite in the right position. New to...

**800**

**IBM PC**

**800**

## RETAIL DETAILS

AMIGA	2/84	Later date
ATARI ST	2/84	July
IBM PC	2/84	Later date



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**A**ny game which is supplied on eight disks is bound to be pretty special, unfortunately with Quest for Glory II: Trial by Fire, the animated fan role-playing game, you get the feeling that the whole thing could have been squeezed onto two disks without much loss.

For a start, the graphics just aren't too impressive, layered and coloured with the subtlety of a four-year-old's fingerpainting, they don't do much to draw you into the exotic world of the mysterious East. The music, too, grates, but possibly the worst aspect of the game is its sense of humour; Arabian market stallholders give Groucho Marx dialogues! A character called Stefan von Spießburg! Only the Americans could find it funny.



# TRIAL by Fire

If, though, you enjoyed the previous, for the least 70 or 80 Fins, presumably you'll be ready for all this, and will be eager to continue the adventures of the hero you originally created, the also-readied for Trial by Fire allow you to select a class, fighter or wizard as your hero, allocate skill points for characteristics such as strength, intelligence, luck, honour and vitality, and enter the game, or you can load character data from the previous game.

The aim is to explore the land of Shaper and save its water land from an evil spell. To give you some background, the package includes a game manual, guide to adventuring, and a colourful map of the land of Shaper.

The game screen consists of a main graphic area with pull-down menus allowing selection of options such as game save/restores, sound on/off, animation speed, and character commands like Cast, Fight, Flee, or Escape, Talk and Inventory. Selecting a command brings up a dialogue box in the middle of the screen, and the mouse and numeric keypad are used to move your character, or in the combat sections to select fighting moves such as thrust, low-swing or dodge left.

It's also possible to type in text commands, although the vocabulary recognised is fairly limited.

After getting stuck in the obligatory boring maze I lost interest, it was only the fact of that you may want to look out for Quest for Glory II: Trial by Fire, but even old men like me, slow class of adventures game writer by hand-to-handshake team called Lori and Corey.

■ **Info Systems**



**Adventuring through the Arabian Nights in the sequel to So You Want to Be A Hero**

Check out Quest for Glory II: Trial by Fire, the sequel to the first Quest for Glory game.

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**600**

**AMSA**

RELEASE DETAILS

AMSA	12/90	OUT NOW
ARMS 37	12/90	REPLACEMENT

For other versions please call

Quest for Glory II: Trial by Fire

Strength	30	Intelligence	30
Stamina	30	Wisdom	30
Charisma	30	Willpower	30
Luck	30	Mana	30

Health Points: 25 / 25  
 Mana Points: 0 / 30  
 Magic Points: 0 / 30



Watch the Starfall feature. Impressive presentation on your first mission.

Single, shared  
screen resolution

Dynemore's *Starfall* isn't an arcade epic, which makes massive claims, like "state-of-the-art" or "arcade action." A truly great game? Well, maybe if you haven't seen *Starfall*, or *Circle Command*, or any of the several excellent said-to-be-arcade games already in the zone.

But if you take the overblown claims on the packaging with a pinch of salt, you'll find that *Starfall* is a pretty impressive on their scale alone: supported on three disks, it reads; I may return. To avoid a lot of disk-swapping, it's worth transferring the game to hard disk if possible.

The intro screens feature suitable sci-fi music and some excellent graphics of ionized fractal space dictators for Draxon launching his spacefighters. As usual, the alien fleet has its lead eyes set on Earth, and only you, armed with the powerful Razer assault craft, can hope to penetrate his defenses and destroy him and his hangers. Pretty familiar stuff.

The range of enemy craft you have to face is wide, to say the least. Vehicles such as the Bombard, Laser Tank, Hammer, Probe, Assault Tank, the elusive Starjet, Laser Battery, UFO-like Pulsar, winged Scimitar all line up to do battle. Also identified are the Warship which you will need to find in order to transport to the next level, the Turbojet you have to find to recharge your shields, and the giant tormented Guardian which is the last barrier between you and the Warship. You can rotate and zoom the camera to get a better view, before moving to the preferences menu.

Here you choose mouse or joystick control (keyboard control is always default), switch on or off the story-telling panels, and set sound and music effects. The music is fine, but too repetitive, and you'll want to switch it off to concentrate on the heat of battle. You can also adjust a graphic detail slider: set it at maximum and the vehicles and backgrounds will be highly detailed, but there will be a significant reduction in animation speed.



Starfall

The 3D graphics are certainly anything but the best in the world, but they're still convincing.



## Take on space dictator Gir Draxon in what SIERRA claims to be the state-of-the-art in arcade action

The main game display shows an out-of-focus view with some beautifully-detailed planetary backgrounds, and swarms of enemy ships surrounding you on your radar display. Your task is simply to destroy everything that moves, until the Guardian appears from a giant mothering dropship form, but the Warship and move to the rest of the outer system.

Razon systems include shields, which take under enemy attack; cannon which can fire two shots in each volley before a short pause to reload; super cannon with higher rate of fire; radar with a zoom option; stormborn missile generator "Red Hawk" which allows you to run enemy vehicles, emergency thruster, jump thruster, mines, cloak detector and so on. Some of these features can only be gained by destroying enemy craft and collecting their power modules.

There's some good sampled speech, particularly chilling when you get blown up and Gir Draxon announces "Earth is mine! Everything is mine! Now to punish the Earthlings for their 'bolish resistance'!"

*Starfall* may be little more than a *Starfall* derivative, but it's well out together and warrants your own inspection.

© Chris Jordan

# STELLAR 7

**PIC**

730

**AMIGA**

RELEASE DETAILS

MS-DOS	£24.99	10/11/92
MS-PC	£24.99	10/11/92

For other versions planned

Guard: "Start! Start! The robots are evolving!"

Commander: "Good, I've known that for a long time!"

"Ironic, isn't it?"

As you can't beat a good joke... but you can certainly flag an old one to death.

Far in the future, scientists have discovered the ultimate biomechanical traits. So, training the robots to do all life's boring jobs (putting up shelves, reading The Daily Telegraph, watching The Late Show - that sort of thing), humankind settled down to a convivial party of sex, wine, beer and vice.

Naturally the put-on cyborgs began to get a bit fed up (al Michael Ignotoff? particularly). Led by the mighty Anel 7, the metallic monsters rose against the entitled hedonistic humans who were literally caught with their trousers down.

**ASTRO**

ASTRO	\$75.00	OUT NOW
ASTRO 27	\$75.00	OUT NOW
ASTRO PC	\$75.00	OUT NOW

**RELEASER DETAILS**



**IMPACT**

Special: Medium.  
 Wraparound: Powerful blue, blue-breasted in green and red. Regularly loses from eyes.  
 Special: Massive gutted biomechanical 'meatgrinder' can only swallow.

**IRON**

Special: None.  
 Wraparound: Shred everything right before you. Head-mounted high speed missiles.  
 Special: None.

# METAL MUTANT

Luckily, one small band of spacefodders rejected the decadence of their fellows. They are the Metal Mutant, a shape-shifting machine capable of metamorphosing into three 'droids', each with distinct combat capabilities. You must take control of this ultimate battle droid as it tracks its way through the wastelands and cities of Koonce in a quest to find Anel 7 and destroy it.

Metal Mutant has the unfortunate task of a 16-bit game released about three years ago. The old tick-rolling backdrops are distinctly memorable as regards size of colour, while the Metal Mutant, although boasting an impressive range of deconvoluted moves, seems to be constantly hitting its way through various tracks. Thank goodness for the good use of sampled sounds, which add much needed polish to the proceedings.

Gameplay has a similarly dated feel, and bears strong similarities to Renner's Ball classis Exotic. Each screen contains some obstacles,

either combat or puzzle oriented, to overcome before the player can continue. Power-up cartridges may be found which add extra combat moves to one of the 'droid's three forms.

The various combat moves are all accessed from the joystick, and to be honest it's far too fiddly. For example, while pushing up may make the 'droid punch, pushing up and left may cause it to fire a grappling hook into the air. In combat, this need for precise joystick control can spell the difference between life and death.

The basic concept of Metal Mutant is appealing, hoping to match between the three 'droids depending on the task in hand provides a neat twist on a rather hackneyed theme. But overall the post-to-let-by-date gameplay, old graphics and fiddly control conspire to deny the player much fun - either the short or long term.

■ Best Graphics

The times they are a-changing - and so are the 'droids - in **SILMARILS/PALACE's** metamorphic monster masher



**CYBERNET**

Special: None.  
 Wraparound: Aes 8-bit cast settings. Able to perform energy-shooting fireworks.  
 Special: Metaphoric grappling hooks, often to harm. Can recharge body energy from fixed power points.



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# TNN

## Tricks 'n' Tactics

A huge playing guide to Supercars 2, mini-cheats for Chuck Rock and ESQAT, PC tips by the bucket-full, a bumper console corner PLUS the chance for fame and fortune as we begin the search for our official ACE Tricks 'n' Tactics compiler!

## Supercars 2

As soon as the game or the status that it's in TNN. Are we quick or what? Heard of evasive by name have felt the need for speed, so it's with great pleasure that we present these playing tips, straight from the horse's - or should that be Gemini's - mouth...

### GENERAL FEATURES

**JUMP** - Take off as straight as possible to make sure of clearing the gap but occasionally - when on a corner, for example - a slight angle of attack can stop you from hitting the wall on the other side. If you're stuck in a jam you'd do better to wait and take a mung after the cars have passed.

### CROSS OVERS

- Sorry! You are not allowed to cheat - you'll be docked a whole lap - so line them right going in and coming out. If you are blocked off course you must go back, even if it means letting all the other cars pass.

### CROSSING GATES

- Sometimes it's worth halting and waiting for them to open, but since they all open and close regularly you can usually anticipate the right time to make your move. Remember that you can still squeeze through a closing gate.

### TUNNELS

- If you get stuck inside, keep turning until the screen starts to scroll the right way. Super visors are useful here.



### IN THE SHOP

Right, here's a little inside information. The weapons/power-ups have a maximum price, and each visit the prices are randomly set somewhere between that and 1/4 maximum. Trade-in prices are 5/8 of the sale price, so with a little insider knowledge you can make quite a killing...

### IN THE GARAGE

This is fairly simple once you know the secret! Each repair has a maximum price, and the repair or the quoted cost is to that price the more good it will do. If a quote is almost maximum, then that repair job will often do most of the whole job. The maximum prices are:

### WEAPON/POWER-UP

Front missiles

BUY

100 - 400

SELL

75 - 300

NOTES

Only really useful in exceptional circumstances. Best used to 'play the market' by snapping 'em up cheap and selling them later at a profit as you can buy the bigger weapons.

Same as the front missiles.

Generally useful, especially on the road sections where they can be used to clear a path and on fast courses where you can't catch the other cars.

Best used in tunnels where you can't see the other cars and on gated courses where there's the possibility you might suddenly meet cars coming the opposite way.

Great for keeping other cars off your tail - and especially good fun in two-player mode!

Use to 'jump the queue' when coming off the starting grid. Otherwise only use them when standing still or when you've got to jump a train - you'll need about three-car length run-up to clear it. It'll pay through the nose for it. Get all three grades on fast levels.

Okay, but you'll incur a lot of damage if you use this method to get next spawning card!

The higher top speeds are vital on the higher levels, but be sure to pick 'em up cheap as they can be real drink-sters.

Rear missiles  
flaming missiles

250 - 600  
375 - 1500

110 - 450  
350 - 1125

Super missiles

250 - 1000

185 - 750

Mine

280 - 800

150 - 600

Turbo jump

125 - 300

95 - 375

Ram

250 - 1000

385 - 750

Engine

1250 - 3000

605 - 3750

REPS

Book  
Editor  
Garry  
Paul  
Lynd  
Stuart  
Suzanne

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dram  
cheap  
excite  
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## REPAIR

## MAX. COST

Spark plugs	\$400
Exhaust	\$800
Clear漆	\$600
Brakes	\$800
Paint/Body	\$1,000
Tires	\$800
Steering	\$800
Suspension	\$1,000

Just buying Spark Plug repairs at \$390 will do much more good than bodywork at \$520.

I offer pays to just do those repairs that will decrease your damage by a fair bit and are fairly cheap. It's hardly ever worth repairing everything, except on some of the higher levels where the damage incurred is proportionally higher.

## COMMUNICATIONS SCREENS

These can be turned off, but since you know the answers they can provide an extra cash and points boost every game!

Generally, on the Dept of Transport screen the answers are the straight forward correct ones, and on the other screens it pays to be self confident, but not cheery!

There are exceptions, however:

Basically the formula goes like this:

- One answer is always 'Right'.
- One answer is always 'Wrong'.
- The remaining answer has a random equal chance of being 'Right' or 'Wrong'. So you may think you know the answer and read that it will be wrong - or vice versa.

## GENERAL POINTS

### MINORANCE TURN

Just on tight corners. Just take your foot/feet off the accelerator and turn the car. When you're about half way towards your desired direction, re-apply the accelerator... It can help a lot-fewer...

### OVERTAKING

There are two main methods - well, three if you count mislead!

- Simply passing cars on the straight. (This is known as 'tapping the bleeding drivers'.)
- 'frocking' out cars on corners. Just take the inside line and crash into the offending vehicle. They'll take a little while to get their bearings, by which time you'll be long gone.

Don't take under rocks - it's just not worth it. If you crash into a car, you will both end up slowing down, so if you can't get past, it's probably best to take your time and wait for a better chance.

## THE BABY TRACKS

1. No problems here - well, there shouldn't be, save your missiles and avoid collisions.

2. Try to master the turn at the corner labelled 'T' to save valuable time. Make sure you're clear of the ramp at the jump.

3. Again, avoid collisions and try to dodge cars



out on corners to get past. Homing missiles are useful here.

4. This track features lots of tunnels. Remember the water tip - if you get stuck at one rotate the car and the small holes in. Super missiles are very handy. Beware - some of the sticky cars are armed with mines!

5. This track offers the driver a choice of routes. It is usually the best unless circum-stance forces you otherwise, i.e. a missile bearing down on you.

6. Lots of tight corners, but the real problem is the jump. Make sure you're clear of the other cars and approach the ramp at full speed in the centre of the road. Turn at the right time and you should take off straight. Easy-peasy.

7. As with Track 3, homing missiles are useful. Save time by going through the shortcuts but be careful not to get squashed. Spend all remaining cash.

Next month look out for maps and guides to the Modern and Hard tracks!



## "Chuck Rock

With the policemen seem to be getting younger and younger, the hackers seem to be getting quicker and quicker. Alex 'Laz' Rankin and Malcolm 'Gangol' Wallace provide these codes which, once typed in on the title screen, give of Chuck's whole range of super-awesomeness power!

EXTENDING  
MORTIMER  
TEEN-TIMBER  
TACT ABOUT THE WORD  
LITTLE GAMES  
LIFE IS AN DREAM  
SHE LOVES CLEARING WINDOWS  
TIG I AMY SCHWELZ

- Pressing left SHIFT makes Chuck fly.
- Press F1 to F5 to select zone.
- Press number keys to select level.
- Infinite energy.
- Infinite energy.
- Infinite energy.
- Infinite energy.
- Infinite energy.



## Turricon II

It's a pleasant surprise when a sequel turns out to be even better than the original, and this game's visual setup is one of those wonderful treats. For infinite lives, as the Amiga incarnation simply enter the music theme and select the first option. Select it again and then enter numbers 4 and 2. Tap the ESCAPE key twice to get into game and off you go...

## Console Corner

### MEGADRIVE

#### Cyberball

The conversion of the bigger console isn't half bad, but it's not a patch on John Madden's Football '88, here's a tip to get you straight into the Super Bowl game which, if you win, will let you watch the rest of game sequence. Simply enter the code: 5589 530 85X. Play ball!



#### Populous

This is a true software classic. But if you're finding the going a bit tough and fancy trying to get some of the later worlds why not try this neat tip. Select a new level, and when asked for the password keep the F1 button pressed down and you'll be able to enter numbers as opposed to letters. Experiment with a variety of codes to see where you end up! Your fate is in the lap of the Gods!



#### Strider

Not only is this one of the best console conversions we've ever seen, it is also very, very, very tough if you fancy the ability of being able to continuously restart the game with full energy at the point you died, follow these guides: at the start of the game when the Master is laughing, push 'Down' on the joystick and then up buttons A, C, B, C, A. Strider on...

#### Ghouls 'N' Ghosts

Can Sega do no wrong with their console conversion? Like Super, this is right on both counts... except for its difficulty setting. Never mind, here's a cheat to let you skip levels. On the title screen, push the joystick Up, Down, Left and Right - you should hear a bell to check you're done it correctly. Now hold down the joystick as follows and press START:

- 2 Up
- 2 Down
- 4 Left
- 5 Right
- Lock Down & right.



### GAMEBOY

#### Burai Fighter

This great midrange 2D fighting shoot-'em-up was reviewed last issue. Fancy the score? Here's in all the ACE levels! (2) course you do. Here goes:

- 1 Just tap left
- 2 GPH
- 3 MHDD
- 4 CDRN
- 5 RSPG

Pressing the fifth level reveals a totally new difficulty setting, ULTIMATE. But we'll leave you to battle your way through these strange new worlds...

#### Nemesis

Strangely enough, this is arguably the best conversion of this ageing console/better if you want all the mega-megaton balls in right from the word go, simply push Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and there you have it!







# REMEMBER, ACE IS THE ONLY MAG THAT WILL DELIVER:

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- **EXCLUSIVE** information on the future of computer games - you will be amazed!

Oh, Mr. Newsgenert,

I long to possess the August issue of ACE magazine, on sale July 10th. I know it will be stuffed with features, reviews and news, and realize I would be foolish to miss out. So, please

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JULY '91 ISSUE 116

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## ALIENSTORM EXCLUSIVE

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Can double-click your way to pink pages or the other? Two magazines on floppy, an ACE on multimedia, and a new feature that'll cut the best hardware deals on page 106 for entertainment.

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A new look for the industry's most authoritative, controversial charts — from now on we'll be printing both the ACE and Gallup charts side by side — so you can see not only which games have got the top review marks in ALL UK magazines, but also which games are getting the biggest sales. All that AND the chance to win a prize by predicting next month's results. Yay!

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The world's most expensive phonebook? And how to win it, of course.

# in the

# U E E E A



ACE has brought you over 100 issues, all packed with information, games listings, it gives readers a good reason to subscribe. ACE is now available online — look in this issue which gives you extensive coverage of the best PC hardware systems — there's more news about ACE in the accompanying ad on page 106.

# ACE CHARTS

Here they are - the new look, new data ACE charts, now better than ever! Our charts have always been the most useful for readers, because they're based on the actual review marks that games get and not on sales figures. That way, you can actually see which games you (should be buying - not just which games everyone else is getting. The ACE charts help you follow the stars, not the crowd!

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

## IBM PC

Sim Earth	Ocean	95.0
Space Quest II	Sierra	92.0
Eye of the Beholder	SSI/Inf	90.0
King's Quest I	Sierra	88.0
Life and Death 2	MicroAge	78.00

Sim Earth takes the top slot and is doing well in the sales charts too. Otherwise it's business as usual for the PC specialists.



The ACE Charts are DIFFERENT! They rate games not according to sales, but according to the review marks they got in ALL British games mags...

## AMIGA

Earth	Sierra	91.00
4-El Strike Eagle II	MicroAge	91.00
Code	Strong Brothers	88.00
Armour-Geddon	Pygmalion	88.00
PGA Tour Golf	Electronic Arts	88.00

Only two scores over 80%. As you can see from the Gallup charts below (both Amiga! Geddon and PGA are selling well.

## ATARI ST

Lemmings	Pygmalion	92.00
Secret of Monkey Island	US Gold	92.00
Code	Strong Brothers	88.00
4x17 Karate Plus	US Gold	88.00
Metal Mutant	Infocom	88.00

Code is overrated by Lemmings and Monkey Island. Neither Monkey Island nor Code are in the sales charts yet, however.

# GALLUP CHARTS

...and here's how they sold! ACE will be publishing sales charts AND reviews charts every month from now on...

The Gallup charts are new to ACE, but we'll be featuring them every month from now on. Unlike our own ACE charts, they're based exclusively on SALES, so if a game hits the high spots here, it's because numerous punters are leaving a path to the shops to get hold of it.

What's interesting is that now you can compare the sales of a top game with the review marks it's been getting. However, you should remember that reviews often come out before a game is actually in the shops, so you may have to wait a while until you see the title appearing in the sales charts. You'll notice some pretty odd prices in the charts at the moment, thanks to me thanks to the 11.2% VAT rate.

## IBM PC

COLLOSSUS CHESS II	CDI	£24.99
SIM EARTH	OCEAN	£34.99
ELECTROOP	US GOLD	£29.97
KICK OFF 2	ANDI	£29.99
BATTLE OF BRITAIN	US GOLD	£29.99



## AMIGA

ARMOUR-GEDDON	PSYGNOSIS	£29.99
CODE	RENEGADE	£29.99
CHECK ROCK	CORE DESIGN	£29.94
PGA TOUR GOLF	ELECTRONIC ARTS	£29.99
LEMMINGS	PSYGNOSIS	£29.97

## ATARI ST

LEMMINGS	PSYGNOSIS	£29.99
FINAL WHISTLE	ANDI	£12.99
KILLING CLOUD	BERNERSOFT	£29.97
HERO QUEST	GREMLIN	£29.99
CHECK ROCK	CORE DESIGN	£29.94



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## HARDWARE

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# HARD SELL

and left is going through a traumatic time at the moment. It's in the process of evolving into a bigger, more comprehensive guide to both computer and console specifications. During this, if you will, quickly acknowledge the two popular machines have had to be left out for the moment. In compensation, the magazine makes a debut. A big round of applause, please...

## COMPUTERS

### ATARI STE

**Models:** Atari 1050ST, 1060ST, Mega ST.

**Package:** ST and Mega have keyboard with built-in disk drive. Mega comes with separate keyboard. Strip keys needed for current software models.

**Memory:** 512KB 5.0, 1024KB 5.0, Mega ST 1, 2 or 4MB. All machines can be expanded internally to 1MB.

**Processor:** 8 MHz Motorola 68000

**Recommended Retail Price:** 1050ST \$299, 1060ST \$299

**Contact:** Atari PR (815) 200-444

### IBM PC

Hard to say for the machine that arguably started the standards to 16-bit computers. The STS boasts capabilities almost on par with its arch-rival the Amiga, but the Commodore machine seems to be the one most people want these days. As a result, because this is still a great general purpose home machine for games, small business and productivity, and thanks to its MS-DOS port, will be the number one choice for MS-DOS users.

### GRAPHICS

**Resolution:** Low-end 320 x 200 medium res. 640 x 384, high res. 640 x 480

**Colors:** 16/20

**Palette:** Black and white in high-res. 4 colors in medium-res. 16 in low-res.

**TV:** No

**Monitor Output:** VGA

**Monitor Supplied:** No

**Monitor Options:** Atari monitor (MFM) high-res. mono. \$174.95 and up to \$200.

**Graphics:** No

**Speed:** Fast

**Hi-Res:** Hi-Res resolution display is only available on monochrome monitor. Medium and low res. display only available on color monitors or TVs.

### SOUND

**Speaker Quality:** Depends on model.

**MSB:** No

**Stems Output:** No

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

### HARDWARE

**Disk Format:** 5.1 inch - 5.25

**Disk Price:** Around \$1.20

**Disk Performance:** Fast, reliable

**Keyboard:** 86 keys including 10 function keys. Has a cheap feel which can be improved with third party spring kits.

**AppleLink/Modem:** Two popular ports are standard. Top-bottom mouse is supplied with machine.

### SOFTWARE

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

**Software Releases:** None of the major software houses ignores the ST so it is well served with plenty of good software.

**Games:** As on the board.

**Applications:** Good with some good titles available to manipulate them.

**Music:** Excellent. Plenty of sound sampling, editors and MIDI software titles fit the machine's needs.

**Prospects:** Very good, but the Amiga is currently the favorite with software houses in the UK and the owners of a million bytes of storage in the ST marketplace look very odd.

**Software Loading:** No problems at all. The ST's drive is fast and fitted in to the case. Be warned that some companies still release games on two- or more single-sided disc is hanging on from the old days since the ST single-sided drive which can mean unnecessary and annoying hours of disc swapping.

### SOFTWARE

**Best Buy Price:** As MSB

**Second Hand Availability:** Very common and quite cheap. However very odd single sided CD machines.

**Maintenance:** One year's guarantee. Return to dealer if faulty.

### COMMODORE AMIGA

**Models:** Amiga 500, 1000, 4000, 4000

**Package:** 4000 has keyboard and

built-in drive with separate PSU. A7000 and A2000 have separate key-board with built-in (in cabinet) PSU. A3000 is a very powerful machine indeed.

**Memory:** 4000 112K, 4700 64K, 4000 1MB, 4000 2MB.

**Processor:** 10MHz/16MHz/20MHz

**Systema Memory:** 4000 640KB, 16 or 32MB

**Recommended Retail Price:** 500 \$149, 1000 \$199.95, Flight of Fantasy Pack (200 \$199), One Of The 96 pack (175 \$199) (all prices incl. MSRP). A7000 from \$299, A2000 from \$179.95, 4000 1MB+2MB Hard \$149, 4000 from \$299, A3000 Hard \$149, A4000 price inc. VAT.

**Contact:** Commodore (0424) 779999.

### IN BRIEF

A stunning specification with custom chips is rival almost everything around (the Amiga is the first choice for the most serious of gamers, players and video professionals. After an initial setup stage the machine continues to run extremely well and has retained the ST in the UK, though the latter machine will be a slightly larger installed base. The A7000 may indeed be a real rival to the A3000, but doesn't. The 4000 is a top-end workstation substitute, includes enhanced 3D, the handling, and security features plus Amiga video, a multi-media programming tool. A3000 also comes in three configurations, ranging from a 16MB/640KB hard disc to a 20MB/128MB disc.

### GRAPHICS

**Resolution:** From 320 x 200 to 640 x 480 (more possible in software)

**Palette:** 32/64

**Colors:** 2, 4, 8, 16, 32, 64 or 4096 PA with modules

**Monitor Output:** VGA + composite for video in monochrome.

**Monitor Supplied:** No

**Monitor Options:** C1084 (\$49.95)

**Graphics:** No in hardware - a dedicated 32KB frame buffer hardware.

**Speed:** Very fast with good refresh rate.

### SOUND

**Speaker Quality:** Depends on model.

**MSB:** No. Third party interfaces available.

**Stems Output:** 2 (stereo) connectors.

**Performance:** Among the best around. Custom hardware equates 8 volumes of 16-bit digital sound into the four channels.

### HARDWARE

**Disk Format:** 5.25 inch - 5.25, 4000 A4000/4000 have built-in format.

**Disk Price:** Around \$1.10.

**Disk Performance:** Slow and sluggish. Third party software is available to improve matters.

**Keyboard:** 84 keys. 86 function keys and separate cursor button.

**AppleLink/Modem:** Two 9600bps modems supplied as standard.

**Interfaces:** Two serial/external, three audio external (two stereo, stereo), SCSI serial, Commodore parallel printer, SCART RGB/HD, composite monochrome video expansion bus (internal on A7000 & A2000, 12-bit on A3000), color/monochrome expansion on A3000 only, internal PC expansion on A7000, A2000 and A3000.

### SOFTWARE

**Existing Software Base:** Similar to the ST.

**Current Software:** Everyone's doing this.

**Games:** Searching for a serious breakthrough. Quality and range is unsurpassed.

**Music:** Good better support for MIDI. Internal sound software is well supported thanks to ST standards.

**Prospects:** Excellent.

**Software Loading:** Slow but usually reliable. Flagged by viruses.

### SOFTWARE

**Best Buy Price:** Col average 1000 can be picked up cheaply through but those lacking the extra graphics modes of later models. Try to find a good value pack.

**Second Hand Availability:** Excellent. Commodore has kept up the Amiga 500 with constant 1.5 Maintenance. One year guarantee. Return faulty machines to dealer.

## IBM PC

**Models:** IBM's PC was the first PC to be accepted in large quantities but the first PC and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from America, Asia and Commodore. In general, with PCs you pay for speed and better graphics standards. The extra money worth it if you can afford it.

**Package:** Depends on the manufacturer although most are supplied with monitors. They can cost \$60 to \$200 to fit. Always use the same casing.

**Memory:** Usually 128K or 256K. Can be anything from 64K to 16MB. Always get a 640K model.

**Processor:** Intel 8088/8086 in base machine is sometimes replaced with the faster 80C 10/286. More expensive machines are based around the much faster 386, 386SX, 386 and even the latest 486.

**Recommended Retail Price:** Can be picked up for as little as \$200 for a "no frills" machine. With top of the range 486 based clones - and the official 486 versions - the sky's the limit. Look for a good 386 or 486 model for between \$750 and \$1,000.

### IN BRIEF

Again really if you want the software all ready, the PC will surpass its business origins. Almost every major software house has put their sites in the PC but these remain limited by the constraints of the basic



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

#### GRAPHICS

The best PC is never fitted with graphics as standard but most clones incorporate the necessary hardware and come with a monitor. There are three main standards: ISA — a fairly but all too common colour display ISA about the lowest colour display worth considering, VGA — an improved colour display, and Super VGA monitors. ISA or VESA which are usually only fitted as standard to more expensive machines (America's PC286 is one exception).  
**Resolution:** CGA 640 x 480 (256 colours), VGA 640 x 480 (65,536 colours), EGA 640 x 480 (16 colours), Hercules II 720 x 400.

**Palette:** CGA 4 (or two fixed with EGA 64, VGA 16).  
**Colour:** CGA 4 (EGA 16, VGA 64, Hercules 2).

**Monitor Output:** TV, RGB (in CGA), analogue RGB (VGA).

**Monitor Options:** None. Many computers are dedicated to just one or two modes — some have colour, some a colour monochrome display — check before buying.

**Refresh:** None.  
**Speed:** From very slow — 60Hz — to very fast — 85MHz.

#### SOUND

**Speaker Quality:** Built-in sound is very poor. Third-party add-on sound boards such Roland (320) and Audio (120) — which is fast becoming a standard — provide synthetic-quality sound through an amplifier.  
**MIDI:** Third party interfaces available.

**Music Output:** None (built-in), yes.  
**Performance:** Not the ideal machine for the musically bent — at least 40 dollars more for MIDI, the thing most for software sound ports.

#### HARDWARE

**RAM:** 640KB, 1.5MB — 1,024,000KB  
**1.2MB 5 1/4" Disk:** 1 address.  
**Disk Price:** 60p — 120p.

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

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

**AppleLink/Modem:** Neither supplied as standard. The better clones include a mouse or at least a mouse port, especially since IBM's VLSI system (introduced) has become more popular.

#### SOFTWARE

**Existing Software Base:** Very Good.  
**Current Software:** All major software houses now produce something for the PC, with many now supporting the superior (VGA) model.

**Games:** Most of the best single-RT titles appear on the PC eventually.  
**Graphics:** Given the right graphics adapter the PC has nice graphics and the software is usually excellent. On a standard CGA PC the graphics don't matter how good the software is.

**Music:** Unsupplied (it's pathetic). However, add-on boards offer some of the best sound you'll find on a home computer.

**Refreshes:** The PC is the eternal champion — as often led by the wretched it carries on getting faster and better all the time. This is aided by not constantly improving the machine's processor and the rest you like demanding better equipment.

**Software Loading:** Fast and reliable, very few fail from hard-disk.

#### BUYERS

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

**Second Hand Availability:** Common but be careful you do not get a clapped out workstation.  
**Wares:**

**Maintenance:** Usually one year's guarantee — but competition has forced the price of maintenance contracts down to an affordable level. This often shows they're in the firm.

**Monitor Output:** No.  
**Monitor Support:** Yes — 15" back to about LCD.

**Monitor Options:** None.  
**Graphics:** Special graphics hardware effectively means 4K, screen-objects as sprites.  
**Speed:** Fast.  
**SOUND:**

**Speaker Quality:** Very good.  
**MIDI:** No.  
**Music Output:** Yes.  
**Performance:** Four-channel, five octave stereo-sound has to be found to be believed.

#### HARDWARE

**AppleLink/Modem:** Built-in (may be optional).  
**Performance:** Four-channel, five octave stereo-sound has to be found to be believed.

**Software:** Excellent.  
**Current Software:** California Games is a great 'bricker'.  
**Prospects:** Uncertain but several new titles in the pipeline.

**BUYERS**  
**Best Buy Price:** As for PC.  
**Second Hand Availability:** Very low.  
**Maintenance:** One year's guarantee.

#### IBM PC

**Monitor Output:** Yes.  
**Monitor Support:** Yes — 15" back to about LCD.  
**Monitor Options:** None.  
**Graphics:** Special graphics hardware effectively means 4K, screen-objects as sprites.  
**Speed:** Fast.  
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**Second Hand Availability:** Common but be careful you do not get a clapped out workstation.  
**Wares:**

**Maintenance:** Usually one year's guarantee — but competition has forced the price of maintenance contracts down to an affordable level. This often shows they're in the firm.

#### SOUND

**Speaker Quality:** Depends on headphones.  
**Music Output:** Yes.  
**Performance:** Plays a lot better than it looks.

#### HARDWARE

**AppleLink/Modem:** Built-in (may be optional).  
**Performance:** Four-channel, five octave stereo-sound has to be found to be believed.

**Software:** Excellent.  
**Current Software:** California Games is a great 'bricker'.  
**Prospects:** Uncertain but several new titles in the pipeline.

#### BUYERS

**Best Buy Price:** As for PC.  
**Second Hand Availability:** Some companies (e.g. Compaq) offer 40-50% maintenance (one year's warranty).

#### IBM PC

**Monitor Output:** Yes.  
**Monitor Support:** Yes — 15" back to about LCD.  
**Monitor Options:** None.  
**Graphics:** Special graphics hardware effectively means 4K, screen-objects as sprites.  
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**Wares:**

**Maintenance:** Usually one year's guarantee — but competition has forced the price of maintenance contracts down to an affordable level. This often shows they're in the firm.

## CONSOLES

### ATARI LYNX

**Package:** Lynx, five extra for peripherals and inclusive California Game.  
**Processor:** 16 MHz 1650.  
**Control Memory:** 4K.  
**Recommended Retail Price:** £79.99 (£79.99 with peripherals, £119.99 with peripherals and game).  
**Contact:** Atari UK 071-886 9871.

#### IN BRIEF

Designed by the man behind the

Atari, the Lynx is an amazing hand-held. After a study tour, the Lynx is doing fine and — if the rumours are to be believed — is coming to make off in the States. Its most obvious competitor, the Gamegear, lacks the Lynx's bits, but makes up for it with smaller software and 70 adapters.

#### GRAPHICS

**Resolution:** 160 x 120.  
**Palette:** 4096.  
**Colour:** 16.  
**TV:** No.

Atari's Lynx is an amazing hand-held. After a study tour, the Lynx is doing fine and — if the rumours are to be believed — is coming to make off in the States. Its most obvious competitor, the Gamegear, lacks the Lynx's bits, but makes up for it with smaller software and 70 adapters.

#### GRAPHICS

**Resolution:** 160 x 120 characters.  
**Palette:** 4 grey shades.  
**Monitor Support:** Yes — LCD display is lit by ambient light.  
**Options:** 16 x 8 bit port (video).  
**Speed:** Fast for what it is.

**Resolution:** 311 x 210.  
**Palette:** 12,768.  
**Colour:** 176.  
**TV:** No.

**Monitor Output:** Yes.  
**Monitor Support:** No.  
**Monitor Options:** RGB, SCART.  
**Options:** 1.05.  
**Speed:** Remarkable.

#### SOUND

**Speaker Quality:** Depends on TV-sound.  
**MIDI:** No.  
**Music Output:** Yes.  
**Performance:** 4 channel custom 16-bit PCM digital.

#### HARDWARE

Depends, optional.

Part: One big expansion port.

#### SOFTWARE

Price: £40-50.

**Cartridge Memory:** 48 bits.  
**Existing Software Base:** Small.  
**Current Releases:** Lots, and plenty more planned.  
 Prospects: How can it fail? Back order lists in the millions before it was launched.

#### BATTERIES

**Best Buy Price:** Only import.  
**Second Hand Availability:** None as yet.  
**Maintenance:** Take care: grey imports are rarely under warranty.

#### STAR RATINGS

Graphics: ★★★★★  
 Sound: ★★★★★  
 Expansion: ★★★★★  
 Overall: ★★★★★

### SEGA GAMEGEAR

**Package:** Gamegear unit.  
**Processor:** 1.8-MHz 2804.  
**Console Memory:** 64 Kbit (no video RAM).  
**Recommended Retail Price:** £29.95.  
**Contact:** Sega (071-727-8000).

#### IN BRIEF

Options need to be that the Gamegear was going to be the handheld winner in the battle of

the colour handhelds. But then - and, more importantly, price - have changed. The Lynx, a technically superior machine with some fine games available for it, has had its price slashed and - if all sources are correct - is enjoying a sudden upswing in support from American consumers. In the Gamegear's favour are the cost of mighty Sega and the potential to turn the unit into a portable TV via a cheap adaptor (around £100, current estimate). But at the moment, it's anybody's game.

#### GRAPHICS

**Resolution:** 100 x 144.  
**Palette:** 4096.  
**Colours:** 16.  
 70 Hz.  
**Monitor Support:** Yes - 5.2" built-in colour CRT.  
**Monitor Options:** None.  
**Software:** Not known.  
**Sound:** Okay.

#### SOUND

**Speaker Quality:** Good.  
 4000 Hz.  
**Stereo Output:** No.  
**Performance:** Three channel FM sound channel - more channel.

#### HARDWARE

**Keyboard:** Eight-way (optional).  
**Ports:** Cartridge port, multi-player port, miniature stereo/headphone jack, TV tuner port.  
**SOFTWARE**

**Price:** Around £20-25.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Small.  
**Current Releases:** Few as yet, but lots in the pipeline.  
**Prospects:** Very good.

#### BATTERIES

**Best Buy Price:** As RMP.  
**Second Hand Availability:** None as yet.  
**Maintenance:** One-year's guarantee.

#### STAR RATINGS

Graphics: ★★★★★  
 Sound: ★★★★★  
 Expansion: ★★★★★  
 Overall: ★★★★★

### SEGA MEGADRIVE

**Package:** Console unit, controller, and Mickey Mouse or Bionicle kit.  
**Processor:** 8 MHz 68010 - 2804.  
**Console Memory:** Not main, 48K video.  
**Recommended Retail Price:** £149.99.  
**Contact:** Virgin Mastercraft (071-727-8000).

#### IN BRIEF

Excellent example of the new 16-bit console technologies. The first system to let console to receive official support in the UK.

#### GRAPHICS

**Resolution:** 320 x 204.  
**Palette:** 153.  
**Colours:** 64.  
 70 Hz.  
**Monitor:** No.  
**Screen:** 30.  
**Speed:** Very fast.

#### SOUND

**Speaker Quality:** RMP.  
 4000 Hz.  
**Stereo Output:** Yes.  
**Performance:** 12-channel stereo sound is produced by a custom FM chip and sounds fantastic.

#### HARDWARE

**Keyboard:** Dedicated controller supplied.

#### SOFTWARE

**Price:** £20-50 (typically £25).  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Good.  
**Current Releases:** Lots.  
**Prospects:** Very good.

#### BATTERIES

**Best Buy Price:** As RMP.  
**Second Hand Availability:** Some companies (e.g. Console Direct) do 'em.  
**Maintenance:** One year on all machines.

#### STAR RATINGS

Graphics: ★★★★★  
 Sound: ★★★★★  
 Expansion: ★★★★★  
 Overall: ★★★★★

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# BOOK SHOP

Sim City fans, King's Quest freaks, technical ignorami (yes, that IS the plural of ignoramus), deep space tourists, and fantasy artists, there's a book here for YOU. Sandra Vogel checks out some of the latest releases to hit the shelves...

## THE GUIDE TO FANTASY ART TECHNIQUES

Marlyn Dean  
Paper Tiger \$8.95  
Art and graphics

If you've ever tried to settle down with pen and paper and produce a picture that is pleasing, attention grabbing, and unique, chances are that you will have given up. Fantasy art is one of the most challenging categories as you need to create all the old clichés and yet remain true to the genre. This new book gives an insight into how some of the greats of fantasy art go about their work. Jim Barnes, Ian Miller, Patrick Reynolds, Philip Lewis, Ted Mead, Chris Fox, Martin Brown, and Tom's talents all give easy-to-use tips and examples of the work of each of the artists included. In many cases supplementary sketches are placed alongside the finished pieces.

**GENERAL COMMENT**  
Whether you're a total computerer, you'll learn something from this one.

**IG FACTOR** 3  
**DRIFT LIFE** 6  
**SCALE FOR MONEY** 7  
**OVERALL** 7

## YOUR SPACE FLIGHT MANUAL

David Johnson and Patrick Collins  
Crestline Books £16.95  
Technical

According to Johnson and Collins, you could be a board in space with in the next twenty years, and their lavishly illustrated book takes you through the logistical steps which

need to be taken before space tourism becomes a reality. Development of the market, the design of the spacecraft and space city, and the setting and maintenance of safety standards are all covered.

The authors also take note of the military imperative that has directed much of the development of space technology this far. As long ago as the 1950s, driving boards with floating planar manoeuvrable space vehicles. All were shelved, however, in favour of military development and this appears to have set the pattern ever since.

**GENERAL COMMENT**  
Adequately illustrated with a mixture of photographs and drawings, and full of information about the current situation and projected future developments.

**IG FACTOR** 7  
**DRIFT LIFE** 6  
**SCALE FOR MONEY** 6  
**OVERALL** 7

## THE SIM CITY PLANNING COMMISSION HANDBOOK

John J. Willson  
McGraw Hill £14.95  
Gaming help

They reckon that something like 400,000 copies of Sim City have been sold worldwide and while another 200 strings has moved on to Sim Earth, there are still many computer screens spending countless happy hours trying to develop the ultimate metropolis. This book is intended as a companion for these late night developers and should appeal to Sim City experts and novices alike. It includes a lot of

strategic information for playing the game and cleverly integrates this with information about real city planning both contemporary and historical. Topics covered include town planning, transport and population issues, ecological and environmental considerations, fiscal (ie. economic and financial) matters, and much more.

The book offers many examples of various famous attempts at managed city planning and, for the credit of the author, these examples are discussed in such a way as to be of genuine help in using Sim City rather than simply taking a city planning approach. Most of the chapters in the book integrate factual information and examples from the game in an imaginative manner. This helps to create the realistic feel of Sim City itself and illustrates the power of the simulation as it is a very considerably need to read the examples.

**GENERAL COMMENT**  
Every user of Sim City should get something out of this well produced book.

**IG FACTOR** 8  
**DRIFT LIFE** 9  
**SCALE FOR MONEY** 7  
**OVERALL** 7

## THE KINGS QUEST COMPANION

Peter Spear  
McGraw Hill £14.95  
Gaming help

Chances are, most of us have spent some time over at least one of the King's Quest series, now in its fifth incarnation following its conception way back in 1980 as Quest for the Crown, when the original broke new ground with its animated central character.

This book takes you through the first four Q3 adventures through text, Q3's final end, and gives you vital information to help you complete each one. Note that this is not a story book, however - we're talking total solutions here, but solutions with a difference. The info is presented in the form of a story and you can read as much or as little as

you like before returning to the game.

In addition to these 'adventures', you'll find a chapter called The Easy Way Out, which takes a more step-by-step approach to some of the tougher puzzles. There's also a section entitled The Final Form which lists every action in each of the four games for which points are awarded. Alongside the Encyclopedia of Gaming, this little number will tell you all you need to know to crack Karna's secrets.

**GENERAL COMMENT**  
If you feel the need for a helping hand in Q3, it's a worth out for this one.

**IG FACTOR** 5  
**DRIFT LIFE** 6  
**SCALE FOR MONEY** 7  
**OVERALL** 7

## THE OXFORD REFERENCE DICTIONARY OF COMPUTING

Oxford University Press £8.99  
Technical

If you don't know your OSA, binary code, DOS, VGA, or token and have never heard about any of them, stop here. On the other hand, if you have a hankering to comprehend obscure acronyms and obscure 'technologies' you could do a lot worse than this little book, now in its third edition and newly published in paperback. Not surprisingly, you get 500 pages of definitions relating to 4000 technical terms plus a reasonable gluttering of illustrations.

The range of entries is wide, from Pascal to OMA, from PROTEL to Zebra. Chris Matthews (apparently not a member of both societies).

**GENERAL COMMENT**  
Everyone needs some sort of technical dictionary on their shelf, and this fits the bill nicely.

**IG FACTOR** 5  
**DRIFT LIFE** 6  
**SCALE FOR MONEY** 6  
**OVERALL** 6



## MEGADRIVE



**H**ow we looked here at ACE, we always try to look at games from a machine owner's perspective, rather than adopting the salesman's hack approach favoured by some of our sister publications.

So we were not a little excited when a rare batch of official Megadrive releases tricked into the office from Sega. It was like to smell meat from Megadrive heaven.

Dick Tracy, Shadow Game, Crackdown and Gun-Grand all lay next to our Drive for a brief time, looking so good. So enticed, so ready to go. How wrong we were.

Although we'd waded on and on about the joys of purchasing imported Megadrives, warning owners about the compatibility problems which may emerge from a body of home-duplicated games were on the market, we'd never actually encountered the problems ourselves. Until now.

Imagine our surprise to discover that our imported Megadrives wouldn't even turn on with the British cartridges plugged in.

## IBM PC



**I**t occurred to us that we hadn't made too much of PC tips recently. Hilly and cheats for PC games usually aren't the stuff readers attention pages are made of. Lots of adventure and strategy information, useful as it may be, don't fit in to fit in up the pages. So, having talked to the owners that be at ACE, I went. We had the go-ahead for a serious batch of tips this month. And so, without further ado...

## ROCK DANGEROUS

More people than usual have contacted us requesting help with the exploits of the prize-winner adventures. To be honest, we can't keep away from Rock adventures, always creating a couple of really good whenever we get the chance. If you're having difficulties in the early stages, you may find some help in the following. Level One

Early on turning away from the ladder which follows you. Pull to the right on the first fall to miss the ladder and the ornate little Golem. Kill

Now, our grip is not really with this system. Sega have always maintained that people should wait for the official machines, and now their warnings have been true.

However, there are a number of points which make the situation far less satisfactory.

For a start, the computer market thrives on innovation, technological breakthroughs - in short, the next big thing. With a machine as exciting as the Megadrive, trying to keep the job lot's excitement is a hopeless task. It is inevitable that whoever can supply the newest products fastest will get the sales.

With only minor maintenance activity, astrophobic owners can expect their imported consoles to run official software anyway. The result? Owners who were loyal to the Megadrive brand feel penalised by Sega for trying to board the Megadrive bandwagon early, and misled by having to eat consoles and perform experiments on their machines in order to run official software.

So, how do things lie now? Inevitably importers, Sega trying software sales to a percent age of those owners who don't fancy the computer route. And those people who waited for the official UK Megadrive to appear still not able to play the newest releases. It far from happy at all.

The only way to beat the great importers of their own game, if that is indeed what Sega wish to do, is to officially release all the new titles now, removing any possible incentive for people to buy unofficial Megadrives or games.

Michael Jones

the real Golem by shooting him and then collect the shade from the first step.

Avoid the third Golem by leaving the ladder when he moves past you on the left. Run away from him and climb down the ladder.

When you enter the screen with the moving rock, let yourself fall down and hit the wooden pole at the bottom of the screen. You'll then have to dodge left to avoid the rock.

The rock will stop in the middle of the screen. Jump on top of it and then jump again to reach the wooden platform. Jump off again to the left and touch the pole. Now jump up onto the stone platform on the right hand side and fall onto the moving rock to leave the room.

Still having problems? Why not use the cheat which the guru at Megadrive so kindly supplied. Once you've got to the second level, enter POUND into the high scores and you will continue the game from the level you last reached.

## KINGS QUEST 4

The latest in a long line of Epic games from Sierra, King's Quest 4 is far from an easy title to get to grips with.

## The Hound House

Enter the center (on the left of the board), examine the books on the shelf and take the Shakespeare volume. Look at the picture and then examine the wall, revealing the secret door. Open the door by flopping the latch and take the shield.

The Mirror

## DIRECT LINE

To YOUR micro...

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

Give the monster the book. He will enjoy the compliment by giving you his life. When you reach Pan, you must first play the lute and then make a present of it to him.

## The Dwarf's House

Enter the house of the seven dwarfs and climb up their nook. When they appear, they will be pleased with your cleanliness and will make you for a meal.

Take the pouch when they leave and give it back to the head dwarf whose you discover in the mine. In return, he gives you a lantern and allows you to keep the pouch.

## The Pier

Go to the edge of the pier and wait till the fisherman enters his house. Follow him and after he has the pouch and, again, in return he will give you the pole.

Feed the worm and catch it. Once you have got it, use it on the end of the pole as bait.

## The Frog on the Pond

Take the Golden Ball from under the bridge and drop it in the pond. You'll get it back from the frog. Catch the frog and (bring) him in.

Once the frog has turned into a handsome prince, you'll be given his crown.

## The Waterfall

Walk to the waterfall and put the crown on your head. You'll turn into a small frog who can hop into the waterfall. Take the board, enter the cave and then take the bone. It's important that you don't other present. Happy Gaming!

Kevin Taylor

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## ATARI LYNX

BY PAUL GARDNER\*

Wow! I don't know and I may think of the other week out on the path. Oh, I've read former me know, and won't be foolin' any other things over for a good while. Not too me (one on all loaded in. Now - coz I've been given this real fancy toy from mom. In fact, at that.

It's grand. I've been playing of it for a good week now, and I've got a few points and I wanna make.

Lynx here in me hospital bed, I'm kinda lucky, 'cos I can use the adap-ter, about to use to have unlimited game. As I tell ya this, it's a good coz. coz 'sighs' by the intensity of the colour screen, we've it been back to it as, I don't reckon the batteries would keep a player of my catlike gaze for more than a couple hrs.

Med you, the codes are pretty good, and, with some real inspired one sports handle' as all. The best was most 'but some doesn't quite follow, as I'd like to see the files of Code of Zordax or the black-white Gambino.

Then quite fit an all, the bulk of



the Lynx doesn't bother me a whole load. It's a lot better wif the battery out as well. Mind you, I can imagine loads of slightly weaker 'traps leader' than some gettin' a body as' exhausted by the sheer weight of the thing.

Personally I'd like to see that real smart 'traps version - or less, the all drunk down one - over here next too.

Do you spill my bedpot?

**THAT'S ENOUGH GAZES - ED** He, er, thanks Gazza. Your opinions on the Lynx are very... interesting. But enough of this.

Some potential Lynx buyers may be getting a bit confused about what they get for their money following the recent price cuts and bundle changes. I've got to admit I started to confuse 'em! Let's start by clarifying things.

• For the very reasonable price of £79.99 you get the most basic system. That's just the handheld unit on its own. Just add batteries and your swap!

• For £99.99 you get the handheld unit plus all the hardware peripherals, including an AC adaptor so you can play the Lynx from the mains. (Which you'll soon find very handy) and a multiplayer link-up cable.

• For £129.99 you get the lot all the above plus a game, which is currently the superb California Games.

There you go. You pay your money and you take your choice.

### PANTHER, PANTHER, BURNING NIGHT...

Atari are still receiving light-bolts about the hardware configuration of

its soon-to-be-launched Super Famicom/Magazine loading console. One thing's for sure - it's unlikely that it'll be compatible with the Lynx, mainly because the Panther is reportedly 68000-based (like the ST), whereas the Lynx is 68010-based (or 6801 chip). I am keen to be proved wrong, though.

The Panther hardware is apparently finished, with several software developers hard at work trying to get 16-bit titles ready for the machine's anticipated launch this Winter. Let's hope they get it right.

### COMING SOON...

Lynx owners can look forward to some exciting releases in the next few months. Titles due for a September release include Ford Drive!, STUN Runner and Road Class Soccer. STUN Runner should contain pretty well to the Lynx - certainly the rapidly-changing tunnels should prove no problem for the machine's specialised hardware. Whether the fine gameplay of the original can be sufficiently lifted up is another matter.

• Edward Ross

\* Based on the fact that Nintendo is a 68000-based console manufacturer and Atari is a 68010-based console manufacturer. It is possible that Atari will special order some 68010-based hardware, but that's almost certainly not the way they operate. Atari's hardware is designed to be as simple as possible, and they don't want to special order anything unless they're sure they'll sell a significant amount of it.

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## AMIGA



**A**lthough there are plenty of digital sound editing packages for the Amiga, this doesn't seem to represent computer typing for a slice of the market. Whether you are interested in editing sound effects to garnish your journal, or doing music and sound effects on a desktop using the Amiga and its MIDI gear, the right sound sampling system can make all the difference.

But new products tend to offer something really special to compete with established packages like the new Pioneer Omega Project to Sound Trap II, 825, 950, sophisticated packages like Yamaha's 4800 MIDI sampling system, a 250-95, or even the state-of-the-art Audio Engineer packages, consisting of AudioMaster II software and G-Soft's Audio Image hardware, at \$150.

Two new products which seem to have something new to offer are SuperSoft's InterSound, which costs \$50, and new Technosound's InterSound, which is \$24.99 for the software or \$28.99 including the hardware analog/digital converter.

## ATARI ST



**T**he Atari ST2 Base (Show at Homecoming's) revealed at the end of April confirmed that the ST is a full-blown computer of choice for various musicians. Around 5000 visitors attended the Show over the three days, to see over 50 exhibitors displaying the latest MIDI instruments, music software, sound patches, recording systems and accessories.

The various features of the Atari Mega ST's emphasized the importance of the music market as you will probably have read elsewhere, there are three new machines—the Mega ST1, with no hardware at 2999-493, ST2, with 48MB hard-disk drive and 5MB RAM at 3999-492, and Mega ST4, with a 60-48MB and hard-disk at 3999-491.

New methods for the ST file music automation and disk-based data recording, previously dominated by the Apple Macintosh, were also hot news. Pioneer's MIDI system was launched at the Function/Show Fair, but the MIDI Master Three was in final UK development. The system includes a hardware port which connects between the ST and a hard disk drive, and

### disk cartridge.

InterSound is a software only package, theoretically it will work with any of the established hardware sampling units, but you would be advised to check with yours before you buy.

The software has one main window which is always open, and which allows you to display notes, left, right or stereo sample waveforms. Cuts, inversions, cuts (in collections) and editing tools appear below the view area.

With a sampling rate of up to 14 KHz, you get eight samples with around 30 total time (or a 1 meg range). You have a good range of recording, editing, zoom, redrawing, looping, insert, fade-out and copy functions; you can also add effects such as echo, reverb, flanging, vibrato and compression.

The eight samples can be selected using the MIDI keyboard, and played at a chosen pitch or you can copy data from the Amiga's (PREFX) keyboard. There are, though, no MIDI facilities.

InterSound's most unusual features are the Pitch and All modulation modules. These allow you define one sample as a modulator which changes the pitch or volume of the other; this is the technique used by Yamaha's DDF series synthesizers, and can create very complex sounds, but it's a very tricky business, and it really is not enough incentive for you to choose InterSound if you're looking for a MIDI interface.

Samples can be saved in ST or raw data format, or they could be used with practically any other sampling

system software which runs on any memory size of ST. The software uses a little memory that you can run a computer such as Windows, Cubase or Virtools at the same time, saving your MIDI sequences while simultaneously recording audio tracks such as vocals or guitar parts to the hard disk at 44.1 or 48KHz. Recording time of course depends on the capacity of your hard disk.

The 4800 software includes editing, mixing and freeze-out functions, and an optional DSP card allows the system to be used as a Digital Audio Tape (DAT) editing unit. At only 4800, 4800 is the best fully available direct-to-hard-disk recording system.

Another affordable ST-based system is MIDIbox, a MIDI-based music automation system. This takes the hard work out of producing a final mix from a multi-track recording, using information stored in a suitable recorder package like Cubase or Protools. The MIDIbox hardware controls mixer channel levels in real-time. The system, distributed by 2001, works out at around 200 per mixer channel. As 4800, it's not really cheap, but it is a feature of the price of professional systems, and multiple hardware only can be connected to control larger mixes.

Another new ST product, this time from InterSound's Soft of Italy, was Sample Tools. This program is essentially a database editor for owners of Roland digital sound samplers like the S-50. Because it allows the ST to read Roland sampler data directly, Sample Tools doesn't require you to do a time-consuming MIDI sample dump into the ST before cataloguing and sorting your data. There's also a real-time sample editing module with an extensive range of graphic editing functions.

InterSound are hoping to tie up UK distribution, but produce a Sample Tools package for Atari samplers.

### system.

You will have to come to terms with the InterSound format, which is pretty obscure, but this is apparently being rewritten for the US market.

Apart from having no hardware provided InterSound offers almost all the facilities you need for recording and editing samples. Technosound, though, is a much better option, not only is it cheaper, it comes complete with hardware, and incorporation and a few novel features which make it more than just a sampler.

Operating in two modes, the Technosound cartridge plugs into the control port and has two phone socket inputs. The software is provided with a library of 100 example sounds including speech, synthesizer waves and game sound effects, and though be controlled via a very substantial and utilitarian, a sliding menu system makes it easy to find your way around.

Apart from all the usual record, trim, cut/trace (delete), insert and copy functions, Technosound allows you to add to your samples a wide range of effects such as echo, reverb, phasing and vibrato.

These effects can also be added to existing sounds in real time - in other words, Technosound can turn your Amiga into a digital effects unit with endless uses in home recording.

Finally, these effects let you distort your voice until you sound like anything from a clown to a God - or even a dinosaur! Good. You can use preset effects or define your own, although whether the Synth features are of any more use than entertaining yourself is perhaps open to debate.

### Music boxes

MIDI Master showed the latest version of PG Music's Beats-a-Box 64.0, the impressive auto-sequencer program for the ST, PC and Mac, which now includes more music options as well as user-programmable styles. Creativity giant Stein Education, former regional office of Steinberg Lake & Palmer, recently announced.

Notably absent from the Show were two major software titles, MIDIbox and Stone Hammer, both new major new ST titles in the pipeline. MIDIbox (Omega, an integrated desktop MIDI system from In-T) The package combines MIDI 4.0 Keyboard Controlled Sequencer, a 40-track program with 128 sequences, and up to 64

MIDI channels and SMPTE sync using real hardware and Phantom's software. TRS-YTL is a graphics suite and song editor, and Q&A Systems, a music transcription and editing program compatible with old music and new editors. Individual programs require 1 meg memory and using SMP (Multi-Program Environment), the whole system can be integrated, though this requires 1 meg memory. The package comes with extensive manual and a keyboard control template.

Zone Distribution has introduced a large selection of new products. Simple-Mixes 19.0, an extended editor/track, a more sophisticated ST software to merge with the tracks drums, bass, piano, brass and guitar. 3D record style plus some definition styles, intelligent chord recognition by MIDI, standard MIDI file for real compatibility, and a MIDI Master 90 file. Costs a 249, and there's an upgrade offer to 3449.

### Quick links





## GAMEBOY



**N**intendo certainly isn't pulling any punches in the Great War. No, I'm not talking about the conflict that engulfed the World from 1914 to 1918. I'm talking about that other Great War, the War of the Handhelds.

Nintendo are determined to win the war for their side, and - as they well know - a major part of any war effort is Propaganda. Hence the recent appearance of slick, flashy adverts on prime-time telly. It's trying to persuade the public that the Gameboy is the handheld every teenage dude should be seen to be playing with, so we all know, how right they are!

The four-week long TV campaign is touting Nintendo's whopping £750,000 ad and will run until the end of June. As anyone who's seen the ad will realise Nintendo are keen to own the fact that the World's most famous fallen gladiator appears in the console, a fact illustrated by game-winning items. It has to be said: screen shots from Super Mario Land/World whizzed around the screen while a deep baritone voice narrates us about the superior qualities of the Nintendo Ball Romber.

The forty-second ad will be seen on six channels throughout the country including ITV, Central, 3/5s, Yorkshire and Time Two. To follow up the biggest net increase in hand-held sales, Nintendo apparently intend to bring out twenty new Game Paks over the next few months.

Meanwhile the Gameboy appears to go from strength to strength. Apparently it's generated an amazing \$1.1 billion in sales during 1990, when translated, means sales of 5 million Gameboys and 25 million Game Paks in total. Not that incredible, eh?

But what of the Gameboy's rivals, the Atari Lynx and the just-launched Sega Gamegear? How much of a

threat are they?

First, the Atari Lynx. This handheld has undergone some storage price-cutting in the last few months, and has dropped from £179.99 to just £79.99 - although that price is for the console alone, without any linking cables, AC adaptor or games. With its fast colour graphics, nifty sprite technology (which can enlarge and shrink sprites at any scale) and impressive sound, it is a very strong competitor to the un-hybridised Gameboy.

If that's not bad, the Lynx is technologically a better machine than the Gameboy, but where it falls down badly is, like all colour handhelds, its battery life. It seems that no sooner have you started playing than the batteries pack up! Another, just as serious problem is the game quality. I haven't played one game on the Lynx that has kept me as entertained as, say, Tetris or Super Mario Land on the Gameboy.

It appears this situation is analogous to the early 80s, when the Spectry and C64 fought it out for market supremacy. Although the Spectry was less able than the C64, the game's were generally much better - the game designers were forced to rely on good gameplay to make sales rather than flashy graphics and sound.

But as game designers get to know the Lynx, things will improve, and I don't think it'll be long before we see some really cracking stuff coming out on Atari's machine.

And what of the Gamegear? This is basically a red-tinted Master System, and its price and cost are pretty much the same as the Lynx's low battery life and unimpressive games. Of the two colour machines, the Lynx is the better, but Sega's higher profile with the game-playing public is bound to result in rapid volume sales.

### THE VERDICT

This brief roundup may make it seem as if the Gameboy's prospects are a bit gloomy. Not at all. Having extensively played all the three machines (I know which one I prefer - for sheer long-playing portability for the Gameboy wins hands down every time).

And if all else fails, there's always the possibility of further price cuts to keep sale high. Which is good news for you, the consumer.

So what now? I know how you feel as do I! Not so long ago appeared last month bearing tips, I'm very disappointed in you, Gameboys, if you don't send 'em, I can't print 'em!

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# HOT OFF THE SHELF

The worst thing about June is that it's just starting to get sunny and warm when - Da! Da! Da! - the dreaded exams pounce! No time to get a tan. Got to revise.

Now I know the last thing you need is to be reminded of Exam Hell. The only reason I bring it up is because the perfect break from revision is a quick half-hour with a top new game. And how do you find out what's hot and what's not? Need I go on...?

## BATTLE CHESS II

Electronic Arts ■ Amiga (24.99) ■ Atari ST (24.99) ■ PC (29.99)  
 Sequential 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 nice leading the board (which some games can't do) and lets the King's movement to an 'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-animated ways. While a bit slow and irritating (staring) during those 'flap' due to all the disc swapping, it had a disc shows the game to be far faster and more fun than normal Chess. A game that should keep even the most jaded Chess fan happy, and provide a pleasant change for the more casual Chess player.

▲ ACE RATING 800 ON IBM PC

## BOULDERDASH

Vision Musical Industries ■  
 Sameday (1989) (single)  
 Yet another steal from the aging OAR's catalogue of great games (you take, remember this?) Guide over and subtly BoulderDash around (perhaps that's point-to-point for more than can be counted on one hand) masses of boulders and obstacles in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An awesome puzzle game of the most addictive kind and yet another game ideally suited to Nintendo's SNES handheld wonder.

▲ ACE RATING 900 ON SAMBURY

## BRAT

Magnum ■ Amiga (24.99) ■ Atari ST (24.99) ■ IBM PC (24.99)  
 Where (someone) lead the way, others now follow - and why not as long as the games are as good as Brat? Little Nathan, the War-M's naughty little nappy-wearing nipper, wanders around various vertically-scrolling levels. Unfortunately he's a little stupid, and will happily walk off the edge of cliffs and into traps and monsters - unless you guide him otherwise by placing directional changing items in his path. Those who are daft with the mouse can guide Nathan into the coins and toys littering the landscape for bonus points. A mega mix of cuteness and caffeine, that will have you playing into the small hours.

▲ ACE RATING 800 ON AMIGA

## CHUCK ROCK

Core Design ■ Atari ST (24.99) ■ Amiga (24.99)  
 Ungargular! Poor Chuck Rock's space has been intruded by the fanatical Gary Gritter and is now held prisoner at the end of five massive levels of platform, bouncing, rock-throwing, belly-busting pandemonium. Graphically, Chuck is a real treat, with some hilariously animated dinosaurs and very slick 3D colour arcade-quality particle scrolling. Although, when all is said and done, a fairly basic platform game, the varied backdrops, rapid pace, novel attack

moves and humorous setting ensures that boredom won't set in.

▲ ACE RATING 800 ON AMIGA

## CONQUEST

Impressions ■ Amiga (29.99) ■ Atari ST (29.99) ■ PC (29.99)  
 Wargames tend to fall between two camps, being too simple to satisfy the ardent fan and too tough to attract the uninitiated. Colobot, Haggis, manages to be all things to all people. The strategic and tactical sides of the game are rigorously realistic, yet the icon driven mode of interaction make it instantly accessible. Add some superb sound and atmospheric sound FX, thundering booms, clashing swords, screams of the dying etc) and you have a fast game that will keep any would-be Caesar happy for months.

▲ ACE RATING 800 ON AMIGA

## FLAMES OF FREEDOM

NEWENTERS 2  
 Microprose ■ Atari ST (24.99) ■ Amiga (24.99) ■ IBM PC (24.99)  
 How this is a challenge: how do you turn up a huge game like AoF? The big thing has yet to go in, and Midwinter is now Agnos, the island HQ of the Atlantic Federation. You play one of their black agents with the task of suspending an impending attack by the evil Saharan Empire. The majority of the game takes place in a massive solid-3D world, with your eye able to see any mode of transport he/she may come across, everything from co-pter to helicopter. But this is no shoot-'em-up, there's more than enough strategy and subtlety to keep any non-inadequate for happy. A major contender for game of the year - already!

▲ ACE RATING 900 ON AMIGA ST

## 40 SPORTS BOXING

Microprose ■ Amiga (24.99) ■ Atari ST (24.99) ■ PC (24.99)  
 This violent clash between two solid polygons generated pugilists is the best realisation of the 'middle art' yet seen on a home computer. The use of polygons allows the boxer to be viewed from absolutely any angle, and a video playback option allows you to watch that elusive upper-cut again and again. Highly realistic, with a huge range of moves and a lot

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• ACE RATING 900 ON IBM PC

## GOOD

Remegade • Amiga £29.95 •

Atari ST £29.50 • PC £24.95

Remegade crash onto the game's scene with this, their first release - and what a corker it is too! Set in Ancient Greece, the player controls a brawny warrior who must be guided through four levels of jahn farms, monsters and goblins to a face off with something Very Nasty in the Underworld. Okes, so Remegade wins no prizes for the written-by-computer plot but the implementation is something else - superb graphics, intelligent aliens (and they are smart, fast) and bags of clever surprises and secret bonuses to discover. It seems that the designers can do no wrong. Roll on Mega Packets. • ACE RATING 900 ON AMIGA

## JOHN MAGDOE'S FOOTBALL

Electronic Arts • Megadrive

£29.95

What a game! The definitive US football game yet available on any home system. The graphics are superbly realistic - as is the gameplay - and the excitement non-stop. The sampled grunts and groans add to the action, if you're a Megadrive owner then you'd be a mug to miss this. Get out for your software shop right now! • ACE RATING 904 ON SEGA MD

## PELLING CLEAR

Microsoft • Atari ST £24.95 •

Amiga £24.95 • PC £24.95

San Francisco, 1997. It's the way, have you noticed how many games are set in 1999? If you're the bad reputation? The city has been enveloped by a thick poisonous smog, causing untold chaos and leaving the populace at the mercy of psychotic criminal cults. As one of the last surviving officers in the SPD, it's your job to try and restore law and order. The game takes the form of missions, where you must try and fly you hover-bike into the city (subtly protected, of course) and try to arrest criminals and so forth. Exciting street-level action depicted in smooth 3D and a highly atmospheric plot combine in a superb game that should please any would-be

gang buster.

• ACE RATING 910 ON AMIGA

## LEMMINGS

Programs • Atari ST £24.95 •

Amiga £24.95 • PC £24.95

In an age of ever-faster vector graphics and smoother parallax scrolls, Lemmings was the last Company expected to release a simple-looking game based on the subtle tenderness of some cutting little rodents. The object of the game is beautifully straightforward - you must guide a certain number of randomly-rescuing lemmings to safety from one end of a penitential level to the other. You can employ chosen lemmings with a range of special abilities, such as climb or dig, with which you can get them past traps and obstacles. Incredibly playable and addictive, it's a game that will hopefully encourage programmers to spend as much time on a game's gameplay as its graphics. • ACE RATING 910 ON AMIGA

## PIPE DREAM

EA/Lucasfilm • Gameboy £25

(Import)

Most readers will probably be more familiar with this game under its original title of Pipemania. All the action takes place on a 16 x 7 grid. Using a cursor you have to drop various sections of piping onto the grid, with the aim of making a pipeline for "flow" to flow down. Should the flow hit before it has passed through a set number of pipe sections then it's game over. Later levels introduce directional pipes (the floor flow) flow a certain way and obstacles, infuriatingly addictive - it's the sort of game the Gameboy was designed for. • ACE RATING 910 ON GAMEBOY

## POWERHOOPS

Electronic Arts • Amiga £29.95

• Atari ST £29.95

A new computer classic, with the highest ACE rating ever. You play a warrior, called from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen as your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is



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: E10 ON NINTENDO**

#### FRIDGE OF PERISH

Brooklyn/Siemens • Amiga (24.99) • Atari ST (24.99) • IBM PC (24.99)

A game that could so easily go unnoticed and unloved by the shelf-scouring hordes looking for the latest bonus. The graphics, when static, are fairly impressive (although they do get better as the later levels, but when they move... The animation as you guide a young Prince through swampy levels of gatorfarms, pits, spikes and sandbars is quite excellent and life-like. And the gameplay, although it may sound unimpressive, is as good as the graphics. Some of the action has a real 'body-style' cliff-hanger aspect to it. Miss this, and you'll be crying into your beer for weeks!

• **AGE RATING: E10 ON AMIGA**

#### R-TYPE

IBM • Gameboy (24.99 Import)

In a rare full sweep, this conversion of the classic coin-op strikes the crown of Top Gameboy Shoot-'em-Up from Nintendo. All year and favour has one here: The Feringi launch weapon power-ups: Tiger-rope and end-of-level aliens, frantic actions, steady palm excite ment. How do the programmers manage to pack so much into such a small package? Only IBM have the answer! If there's one nigging fault, it's the marking soundtrack, which cuts out annoyingly everytime a round effort is played.

• **AGE RATING: E10 ON GAMEBOY**

#### SHOGUN EMPEROR

Olivetti/Interphase • PC (24.99)

• Amiga (24.99)

Using the oldtime Vi interface, Origin have taken a big 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 dinosaur-infested lost world. A good yarn well told and - hard to

believe I know - actually better than oldtime Vi.

• **AGE RATING: E10 ON IBM PC**

#### SPEEDBALL 2

Amiga (24.99) • Atari ST (24.99) • PC (24.99)

The sequel to the classic floor-scient '88 hit. Basically more of the same but with improved graphics, a bigger multi-directional scrolling pitch (redesigned with bumps and ball emphasis), extra power-ups and armour to pick up or buy between games, smoother control and a depth-enhancing player-manager element. Highly playable, and the power-ups do have a noticeable effect on the game. The Amiga version, in particular, is superbly atmospheric, mainly thanks to the sample-based sound effects. More fun than beating up your old brother, better, play this with your brother, beat him up.

• **AGE RATING: E10 ON AMIGA**

#### STONKER

Sega/Virgin • Megadrive (29.95)

This coin-op conversion was reviewed some time ago on home computers. Thankfully, the Megadrive incarnation is

supremely superior - if you didn't know better you'd swear you were playing the arcade machine. Stonker plays like to jump and tumble through levels of awesomely fast action. Stunning for its graphics, sound and gameplay, Stonker is a must-buy for any Megadrive owner.

• **AGE RATING: E10 ON SEGA MD**

#### SUPER MARSHALS

Amiga • Super Famicom (no

with grey-import console)

Could this be the best platform game available? The game follows the seemingly never-ending adventures of Mario, as he jumps and jay-walks his way through 80 sub-levels of platform action. What makes the game so special - apart from its superlative graphics, stunning sound FX (the echo in the caves has to be heard to be believed) and super-satisfying control - is the never-ending variety in the gameplay: it's not all just running and jumping. Complete this and you can consider yourself a real games supreme. The best (and, so far, only) reason for splashing out on the Super Famicom is here.

• **AGE RATING: E10 ON FAMILIOM**

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

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ring ring ring!! these things cost an arm and a leg in the shops  
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AND YOU CAN ENTER EACH ONE SQUILLIONS OF TIMES  
all calls last approx. 4 mins, one prize per competition  
calls are charged at 34p per min, cheap rate and 45p per min, all other times  
if you are under 18 please get permission to use the telephone  
PLAY TO WIN, 158 STRATHMORE AVENUE, LUTON, LU1 3OP

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!



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prize word  
puzzler, set by  
the inimitable  
MIPS

## PUZZLE PRIZES

If you're the wiser of the first correct answered solution set of the Day, you'll get a free game of your choice. We suggest that you contact quickly even before, but we'll do our utmost to ensure that the prize get your absolute choosing. Don't forget to specify your wish lists below!

## CLUES ACROSS

- 4 Rule Ida broke in game by Glyn Williams (1,4)
- 6 Short cars in US Gold game (3)
- 8 Dave is trapped in car game from Imageworks (7)
- 9 Before the heartless animal doctor gets the game (3)
- 11 First game airt allowed from US Gold (8)
- 13 Terrible risk Lisa takes farming software house (8)
- 15 No ACE review of software house (5)
- 16 Mel takes an age about Elite game (7)
- 18 Later becomes wide awake (5)
- 19 Cooking Goose in Spielberg production (7)



## HOW TO ENTER

Every month we offer a free game worth up to £25 for your solution. If you're the wiser of the first correct answered solution set of the Day, the address to send your solution to is:  
ACE, July 11 Crossword,  
Prize Team,  
PO Box 4, Hemel Hempstead,  
London, HP1 1RN

NOTE: Due to the closing date for the UK, the drawings from now on to will always be the 15th day of the month mentioned in the clues - in this case July 15th 1991.

## CLUES DOWN

- 1 Article bird's written on first computer game (5)
- 2 Brother excited about present (8)
- 3 Spread out, rest act strangely (7)
- 5 Adoring Lars' new game from Empire (7,4)

- 7 Cori Election rigged by games producer (11)
- 10 For starters Mum's unhappy - Dad's stolen Rainbow Arts game (8)
- 11 Club game (4)
- 12 Count figures in game from Ubi Soft (7)
- 14 Fashion maker's first modulator-demodulator (5)
- 17 Screen symbol of flipping coin (4)

## JUNE 21 RESULT

The winner of the June 1991 will be announced next month. The solution is below.





# FREEBIES

**Enter Pat Winstanley with her first Public Domain column and some words of advice for anyone who wants to become a millionaire by selling PD software...**

**O**ver the past few months Mark Graddy has been doing sterling service on this page bringing news of the land. PD around - now it's my turn to lose my footing on a mountain of disks.

First a quick update from last month - the Official SPOCS PD collection is now being handled by Goodman PD, latheless behind M07 Sandra Sharley in Wigan. If you don't want to wait ages while your order is 'typed' read the country a couple of times, send it direct to Mike at Goodman. Apparently Sandra is still receiving quite a few orders which makes for difficulties all round.

## RAE AND BRINE

New to the PD scene, but well known for their educational software such as Purple Book under the name Soft Stuff, is Mike Brine, which takes its name from the firm's shop in Tisbury. Mike has an instance of practicing the spirit of PD: all discs are sold for just 75p over the counter which merely covers the cost of disk, label and duplication. Well done! Mike has are currently taking up for mail order and have hundreds of disks available in various categories.

## DRAGONS TOWER

**ST £2.95  
Goodmans PD.**

A few months ago Mark looked at this old home game and concluded it was well the best. Fair to say, I have a cheat for you!

If you missed the original review, you can

## AND FREEBIES WORK!

All know this column actually results in more sales for participating libraries - at least you have had to be involved there under the disguise of some mail. So why, we wonder, do we have to put so much effort into locating suitable software? If you're running a library and want to launch your business, please Steve Clarke on 071 275 4444 for information about additional coverage in this section.

a safe night collecting keys from inaccessible places. Easy peasy you might think - but you also have to contend with a horde of little purple guards who don't exactly chase you, but simply get in the way, fighting it out and breaking against one of those guards with their stables and studs drains your energy.

Graphics are superb and joystick control fairly precise. In fact the only thing that lets it down is the sheer speed and quantity of the battles.

However try this for a cheat and you'll be well on your way to a hysterical song - Press F to pause, then (H)U(P), then type in (L)O(N)A(N)D - hey presto, all your energy back. And yes, you have to be pretty quick to press F sometimes.

## PLAY IT SAFE

**Amiga (1 Meg) £3.50  
AMOS PD.**

The Lucasware title is really for the kids but parents might feel their consciences pricked while watching.

Taking in around half a dozen rooms in a house (lawn park and garden) each screen shows an area with hazards such as scorpions, trailing flowers, polystyrene bags etc. These have been laid (below) by a troop of snakes who have invaded the house.

The child's task for the adult's is that matter is to identify each hazard in the room by clicking on it with the mouse. Find all the hazards and the nasty who controlled that room is defeated.

Each time the game is run, different hazards appear due to a random factor, and each hazard found either gives a comment or query as to why it is dangerous. Highly recommended.

## STARTING YOUR OWN LIBRARY

How do you go about setting up your own PD operation? What should you bear in mind to keep within both the letter and the spirit of the law, and hopefully cover the rest of your time?

Before doing anything else you must realise that running a library takes a tremendous amount of time, energy and commitment - demands total honesty in your dealings with both programmers and customers. Don't forget that starting any business - PD distribution included - involves certain legal obligations, not just in the way you carry on your business but also in the way you proceed for it (e.g. registration with the Inland Revenue, liability and so forth). For this re-

## SHAMELESS PLUONI

Followers supplied by the following:

07, Goodmans PD, 44 General Green, West Hill  
Dunstable, Luton, Bedfordshire, Beds, MK7 1JW  
01, AMOS, New York, 10 Quary Hill Road,  
Newburgh, New York  
AMOS, AMOS PD, 25 Park Road, Wigan

son, I should of this point remind readers that this article - as with any piece about starting up a business - is no substitute for your seeking expert professional advice before setting out.

Back to PD, there are three methods of distribution in the PD and shareware scene and you should be aware of the differences.

PD consists of programs on which the author has retained copyright (but gives permission for free distribution as long as the material is not altered in any way. Distributors are not allowed to sell the software at all but they may cover their costs (such as disks, advertising, and so on) by asking a fee.

Shareware PD may be used freely by the recipient for as long as wished, shareware is distributed (sometimes in a cut down form) as an incentive to become a paid-up 'registered' user. If you like and use the program you are expected to send the author a donation. This method falls down unless the user is very honest, since many shareware versions are either complete or near-complete. The dishonest user is the loser in this situation as sending the required donation often brings a software upgrade, a printed manual and plenty of help.

Lucasware is similar to shareware in that the author wants some money but is sold for a slightly higher price than PD with the distributor paying the extra income directly to the author by way of regular royalties. Lucasware is closer to commercial software than PD and is not freely copyable. In fact, passing a copy of Lucasware to a friend is PIRACY just as much as passing a copy of the latest sharewares.

If the very necessary, very hard work doesn't put you off, there also of how you can sell your venture in an overcrowded market. Some libraries use PD as a loss leader with which to build up a customer base for the sale of other products, perhaps even commercial software. Others concentrate on a single tool such as AMOS, adventures, or education. Think hard, deal honestly, and be different - and keep your fingers crossed!

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# ACE DIARY

## APRIL 1991

### 1-11 APRIL SOFTWARE RELEASES

**Virgin's** *Via GPC*, £14.99 tape, £19.99 disk). Race game played for laughs features show-stoppers from notorious events. **Judge David GPC**, Spectrum £14.99 tape, £19.99 disk). Law performance in Magic City area.

**Spectrum's** *Wings of the Eagle* vs the *Invader* (32), Amiga, £24.99).

**Image Works' Champion of the Day** (32), Amiga, PC £24.99. This one keeps slipping, follow the course of the British Day in India.

**Millennium's** *Warrior Jambies* show the *Dragon* (PC, £29.99). Speedy goings-on in haunted castle.

**SD Soft's** *Links - additional courses* (PC £18.95). More courses in SD's colour VGA from the same team which brought you *Castleboard*.

**Sunday 7  
Monday 8**

2nd Combined Nations cup of Curling, California, on this day in 1988.

**Tuesday 9**

**Wednesday 10**

**Thursday 11**

1939 Davis were named in Glasgow pub for being "too dangerous".

**Friday 12**

San-Cagaire became the first municipality in Spain on this day in 1961.

**Saturday 13**

### 14-30 APRIL SOFTWARE RELEASES

**Virgin's** *Spirit of the Warrior* (32), Amiga £29.99, PC £29.99). Service against the Saxons in medieval tale set in Post-Arthurian Britain. **Archon's** *Dark 2* (32), Amiga, PC £9.99). Complete *Archon's* classic trilogy.

**Empire's** *Mega Traveller 1* (32)

**Amiga** £29.99, PC £29.99). Strategy and trading game based on *Games Designer Workshop's* *Mega Traveller*.

**SD Soft's** *Star GPC*, disk £24.99, PC £24.99). Reading, strategy, exploration. **Pro** *Stardust War 2* (32) £24.99, PC £29.99). Request for last year's enjoyable sci-fi title.

**Sunday 14**

24-Cap. *Centurion: Royal vs* *Centurion: Prince of Darkness*, 12. *Slipm*, *Matrix Fossil vs* *Wild West 2* *Slipm*. *Amiga Computer Trade Show* opens at Brighton Business Centre. While this event is not open to the general public, well-earned you'll have plenty about it. This is where many summer titles are presented, but get release dates over up, and game genre awarded.

**Monday 15**

Anniversary of the world war disaster at sea: the sinking of the *Titanic* in 1912.

**Tuesday 16**

**Wednesday 17**

**Thursday 18**

**Friday 19**

**Saturday 20**

**Broderick's** *Ultimate World Professional* Championship opens at the County Theatre, Shifnal.

### 21-27 APRIL SOFTWARE RELEASES

**Virgin's** *Starburst* (32), £14.99, 32, Amiga, PC £24.99). Puzzle game.

**Millennium's** *Railroad Tycoon* (32), Amiga £29.99). Build up your empire and get rich quick in the days of the great railway boom.

**Blackburn's** *Arctic Assault* of *Shambler* (PC £29.99). First time on PC for this atmospheric's graphics adventure.

**SD Soft's** *Archon's* *Dark* (32) tape £9.99, 32, Amiga, PC £24.99). Reading puzzle game.

**Sunday 21**

40 *Formula Computer Fair*, National Motorcycle Museum, Birmingham. At last, a show for those outside London lots of software companies, lots of new games and PC games.

Displaying their wares contact number: 0214-663400.

**Monday 22**

1900's *Combs* exhibit opens in Paris. Big fans need for everything from games to books.

**Tuesday 23**

Dr *George's* 100 - 1st of its type during time. France said not with England, but also of western and boy scout.

**Wednesday 24**

*ANZAC Day* in Australia and New Zealand.

**Friday 26**

SD Music Show opens at the festival, Harrogate, Leeds 95. Products, demos, and seminars for computer music.

Contact number for organisers: 081-541-3844.

**Saturday 27**

*National Day*, *Stoma* *London*

*Independent Day*, *Signs* *MD Music*

Show too absent.

### 28 APRIL - 4 MAY SOFTWARE RELEASES

**Virgin's** *Magnetically Driven* *Collector* (32) £19.99, Amiga, PC, Archimedes £24.99).

Revised release date for *Starburst* *Corruption* and *Gold of Shivers* same games, new user interface.

**Blackburn's** *Archon's* *Dark* (32), Amiga, PC £29.99). Start a game with a typing tutor which aims to have you reach typing on *Shivers*, *Avary* or *Onwards* *Archon's*.

**SD Soft's** *Dark* (32), Amiga, PC £24.99). Arcade style game much liked in French press.

**Image Works' Starburst (32), Amiga £14.99). Game first becomes rearranging number at night in arcade-style *Revolutions*.**

**Broderick's** *Arctic Assault*, *Shambler* (32), £14.99 tape, £19.99 disk, 32, Amiga, PC £24.99). Survival the carriage of US Army men from the music of the same name.

**Sunday 28**

SD Music Show too absent.

**Monday 29**

*National Day*, *Spain* *Empire's* *Invader*

**Tuesday 30**

*National Day* *Netherlands* *Official* *Invader* of *Queen Victoria*. Records of a fire at a market in the railway power station at *Cherbourg* were broadcast on this day in 1988.

## MAY

**Wednesday 1**

*European Festival* *Champion* *Italy* vs *England* in *Turkey*, *San Marino* vs *Scotland*, *Ireland* vs *Poland* in *Switzerland* vs *France* stands a *bet*.

**Thursday 2**

**Friday 3**

**Saturday 4**

### 5 - 11 MAY SOFTWARE RELEASES

**Empire's** *War of the Generals* (32) £19.99). Empire's *War* to be first with *Enhanced VGA* (its product), graphically fast quest and exploration game.

**Millennium's** *Samurai* (32) £19.99). Request and update to the highly regarded *Samurai*.

**SD Soft's** *Music* *Master* (32), Amiga, PC £18.95). *Music* same positive package *TV* and *PC* variations same complete with the *SD's* sound cartridge, as well as *SD Soft's* *Starburst* (see above).

**Sunday 5**

**Monday 6**

*Dark* *Invader* (32), 1954 the first sub-machine with was by *Image Works* at the *May* *Real* *Book* in *Spain*.

**Tuesday 7**

**Wednesday 8**

*Football* *1994* *Cup* *Final*, *Real* *Bay*.

**Thursday 9**

*National Day* *Caribbean*.

**Friday 10**

*Spring* *Canada* *Shopper*. Show opens at *Harrogate* *Festival*, *London* *NO2*. New products, services, a *language* *press* and 500 of *discounted* *computer* *accessories* *contact* *number* *081* *893* *4490*.

**Saturday 11**

*National Day*, *Latin* *Spring* *Computer* *Shopper* *Show* (see above).



# BILLY

# The KID

"BILLY THE KID" IS A TWO PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOSSING DESPERADO WITH A TASTE OF GOLD, BILLY HUNTER, OR HIS BEST FRIEND, SHERIFF FRED GARRETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY IN A NAIL BITING CLIMATIC FINALE, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS

SHOWDOWN - BUT THAT'S JUST THE WAY OF THE WEST.

LEAD DEVELOPER

APRIL 5<sup>TH</sup>

GEN. AMERICA

ocean



THEY DESTROYED EVERYTHING HE HAD  
ALL THAT HE LOVED  
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY  
AND JUSTICE HAS A BRAND NEW FACE



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