

ISSUE 44 • MAY 1991 £1.80

# ACE

■ AMIGA ■ ST ■ PC ■  
MEGADRIVE ■ GAMEBOY  
■ SUPER FAMICOM ■

THE  
ULTIMATE  
GAMES  
MAGAZINE

ADVANCED COMPUTER ENTERTAINMENT

The Cutting Edge

## SWITCHBLADE II

Gremlin Cracks Console-Quality Graphics on the Amiga



### DESERT STORM

Exclusive pics of Psygnosis' CD marvel!



### STATES OF PLAY

Exclusive report from the San Jose games developers' conference

### ENTER THE CYBERZONE!

World's first VR gameshow

### WHAT'S IN A NAME?

License deals investigated

### PLUS

6 Pages of Games and Tech News!

**WIN!**  
Last Ninja 3  
Outfits!

38 PAGE SCREENTEST SECTION: NINJA 3, ARMOUR-GEDDON, CYBERCON III, KILLING CLOUD, SUPER CARS 3, BRAT, LIFE AND DEATH II, TOKI, CHUCK ROCK, + LOTS MORE!



# GOING OVER



MEG The arcade action thriller with the MEG look, integrate the criminal underworld - your mission is - to seek out and destroy the king pin of the MEG BNC CORPORATION - if you get that far.

You'll have to survive his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine puppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling Cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away so he falls down main street leaving you coughing loud. It's not all bad... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BNC!



The Arcade Chopper takes you from the bright lights of Paris to the fogged terraces of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's FASTER - explosive power sends you hurtling through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play weather changes, bodyguard epipals, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

## FOR THE BEST IN S



AVAILABLE FOR YOUR: SPECTRUM . AMSTRAD  
COMMODORE . ANIGA . ATARI ST

# ER THE TOP



## TOTAL RECALL

As **John Quid** you have been haunted by recurring dreams of another life on Mars. You are taken to **Kobal Incorporated**, a unique travel service specialising in implanting fantasies into the minds of those who desire to turn their dreams into

reality. **THE CGG TOP OF A LIFETIME**

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the **survival truth** - You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in reportedly excellent graphics and a game play that complements the success of the year's top movie.

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**EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.**

The future is a rough place Detroit is a backward city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of **RoboCop!**

**RoboCop 2** has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for actionman entertainment value. Detroit is falling apart - it's time to put it all back together! **HE'S BACK... TO PROTECT THE INNOCENT**

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# SOFTWARE ACTION



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I said, 'A line will take us hours  
maybe.'

Yet if it does not seem a  
moment's thought,

Our crashing and landing  
has been rough!'

—Ed. *Quote on the state of writing in  
new writing books.*

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# reviews

Our screenshot section extends to a glorious 35  
pages this month, with the top games receiving  
detailed 3-page treatments.

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Most of the new best sellers in the industry that  
were games from years in the past. See the  
results for yourself on page 41.



Most in use of the early 1990s of the industry  
to give readers a sense of the industry's  
history. See the results for yourself on page 41.



Most in use of the early 1990s of the industry  
to give readers a sense of the industry's  
history. See the results for yourself on page 41.

The licensing game is complex and fraught with danger.  
The stakes are high: the rewards can be huge. Like some  
anonymous web-site writers, the rights of music and ads  
to license are sold to the highest bidder: the commission  
line factors, mag, badges and computer software. But  
how are the deals worked? How much cash is involved?  
And why is the consumer still happy to fork out for a  
licensed game when he has had his fingers so badly  
burned in the past?

See page 26.

Major Ace, an fictional movie and comic star is ripe for licensing. But how  
would the author go about getting the word out and protecting his game?





The Nintendo Technology Demo Site has opened...  
www.technologydemo.nintendo.com. Many  
problems. The world's most powerful...  
to page 21

## TIME OUT!

In a month regarded traditionally as a quiet time of year than most we've seen more releases than ever (Screenlast - Page 46). Perhaps we're heading for that nirvana-like state-of-affairs with a constant and regular flow of releases through the spring and summer months. Such trials and tribulations must seem far off concerns to Argonaut, the team behind the four-years-in-the-making *Birds of Prey* (Feature - Page 18). The timing of license projects is perhaps the most crucial of all elements. Hundreds of thousands of pounds can be lost by missing a single deadline (Feature page 21). And in the States, it's all about "quality" time. (Feature page 26).

### NEW ORDERS!

Bringing through the cover should be an even more pleasant experience than normal. We've reorganized the magazine and moved all reviews & preview material into a new area at the front, offering around 20 pages of features, starting before the Screenlast page. We hope this new order will heighten your enjoyment of the issue.

Argonaut's system into the world of video...  
but the system must appear to do more...  
whatsoever than merely off-loads, but...  
will still be graphics and so making a...  
strong point for the rest of



### COVER STORY

powerful photographs it's now off a...  
step forward than they at first it appear...  
ed. It's a straightforward issue that...  
featuring a central character pitted...  
against a familiar army of mischievous...  
warriors, headed in such a graphically...  
excellent way as to make it unique. The...  
programmer's have followed the book...  
and feel of a classic game as well. It...  
could soon have famous owners per...  
eod. Read the full story on page 66.

# ACE

MAY 1991

# features

## 18 BIRDS OF PREY

Argonaut, the team behind *Daguerre* it has been working on *Birds of Prey* for nearly four years. And what have they got to show for it? Back to Prey (below) for Bill Haynes.

## 22 ENTER THE CYBERZONE

Broadsword Productions, the people behind *Angelmans* and *The Satellite Game* are about to unleash a new kind of viewing on the unexpecting public. We visit Anglia TV to learn more.

## 25 THE NAME GAME

£750,000 is not an inconsiderable amount of money, yet softies are queuing up to pay sums like this to make computers. Why?

## 28 GAMESMAKER!

The program Origin used to produce the 3D graphics for *Wing Commander* is now available for use in the home.

## 32 ANGEL STUDIOS

The latest Joseph King movie, *Lavender Blue* features the most advanced computer graphics ever. Read all about the film behind the film.

## 35 DEVELOPERS' CONFERENCE

This year's conference of some of the finest minds in games design convened in San Jose, and Steve Cooke was there to soak up the vibes and the rage.

## 44 PSYGNOSIS' CD REALITY

Amidst much talk about the potential for CD games from British software houses, Psygnosis have let their actions speak for themselves.

## REGULARS

### 7 ACE GAMES NEWS

Always it comes to the big screen and computer. *Venture* for and *Murderer*' console games. The curiously titled *Ultima: 3D Dungeons* set to outdo *Savage Master*. *Jackie Chan* saves his skin. And *Swamp*! *Burgers* from McDonald's!

### 11 ACE TECH NEWS

*Skate* turns *Turtle* into *Skateboarding* shell-crawler. A holographic arties coin-op from Sega. *Honey*! *Strut*: the *Kat* theme park ride.

### 15 LETTERS

Cheers off-loaded, shoulder-chips removed, let the pills swallow and scores settled.

### 20 TRICKS'n'TACTICS

Five pages of solutions, codes, cheats and hints for the best games of the moment.

### 29 PINK PAGES

Bargains, bargains bargained! Plus the Stockmarket, Public domain and Hardware directory. No PP, no comment.

# ATOMINO



## Pygnosis and their Molecule Madness

Against the clock, you use your chemical tendencies to build molecules out of atoms provided.

And don't be surprised if the very atom you don't need will be the one you're given to use next . . . . Pray for a Joker Atom!

If you don't look like a real scientist now, you will by the time you've tackled ATOMINO!

**Qip and Atom!**

Screen Shots from the Amiga Version

PSYGNOSIS, FREEPOST, LIVERPOOL, L3 2AB, UNITED KINGDOM



# NEWS GAMES NEWS GAMES

**Everybody from Vanilla Ice to Freddy Krueger is getting into video games, reports Rik Haynes...**

## Aliens III

Our third encounter with the gruesome stomach-busting Aliens is our next in production and will be appearing early next year at a cinema near you. Console and computer game adaptations of Aliens III should be ready at the same time.

In the forthcoming movie, Ripley - again played by Sigourney Weaver - arrives on a peaceful mining planet and faces yet another battle with the deadly face huggers, body buster! brutes... only this time she hasn't got any technology to back her up. The third in the popular SF film series is being directed by David Finlay, who previously worked with Madmax on the noted Express 'Tourist' and began movie videos. Respected movie-directors Ridley Scott (Gladiator) and James Cameron (The Terminator) created the previous two Alien movies.

A spokesman for 20th Century Fox told us that Microsoft is interested in the computer, console and CD game rights to Aliens III, although Microsoft, when asked, were giving nothing away. ACE will keep all you fans of the Elders' favourite killing machines informed on any further developments.

## Here comes the Hammer...

The world's top 'huggers', MC Hammer and Vanilla Ice, are putting their names to various video games due for release sometime later this year.

Sigs Electronics, an American company specialising in cheap electronic board-fair LCD games, is producing two titles based on MC Hammer. The Mack rap artist - with his like Can't Touch This, We Gettin' Frry and Fine Coat on the Hammer - is making the UK scene. At least three companies are clamouring for Nintendo rights to Hammer, but no-one has managed to pull-off a deal yet. In the meantime, Pepsi has reportedly paid him \$5 million to star in a series of adverts and toy manufacturer Mattel is making an MC Hammer doll.

Not to be left standing, white rap artist Vanilla Ice, who shot to fame a couple of

months ago with the No.1 song for Baby, has signed a deal with THQ to produce a game on the Gamber, Super Funtastic and NES. Computer adaptations are unlikely because of the smaller market and older gamers.

Ice and Hammer can both trip the light fantastic, so dancing should play a major part in all these games.

Pop music is one of the great untapped frontiers for console and computer game licensing, as long as the previous diatribe of Vanilla Ice to Hollywood (Comix) and Madonna's CD Goldfinger's remains forgotten. These video games appeal to younger people and have a great deal to offer the game designer in terms of both ready-made music and visual material. Current pop-licences for possible game titles include Boyz II Men, The Notorious B.I.G. and Kelly Rowland. New Kids on the Block were signed up for an NES game last year, nothing has been heard since.

"We're looking into this whole idea because of the CD-ROM game," says Cliff Smith, the European boss of Mindscape. "The deal with

## Ant farm

Minds, the Californian games developer of Sim Earth and Sim City, is currently devising a Swedish game based around pet 'Ant Farms'. These strange goldfish tanks filled with sand and an ant colony could form the basis of a very amusing and absorbing game.

Ant Farm is being written on the Macintosh by Phil Wright (author Sim City and Sim Earth). It will be released on Mac and PC when 'Ants Busted II'.



Waylon King (the company behind Brits Box and Savage Safari) will lead a lot of things in the course. The possibilities are endless."

Heads is keen on the idea of CD-based systems being able to produce fine multi-media pop-music products with CD-quality audio and digital full-motion video. The 'game' of the group could be using completely custom-made music, sounds, single, album and video clips of major music stars by the end of the decade.





## Master of the Dungeons

If you thought *Dungeons Master* was the definitive class-super, tank-slayer, Origin, the leading American games developer Defunct Being Commander, is now working on a "3D Dungeons" version of *Ultima*—the award-winning fantasy role-playing game series.

Currently with no longer working title, the product will incorporate the most impressive 3D graphics yet seen in this style of game.

In the highly successful *Dungeons Master* from FTI, and Microsoft, the display of the caves and monsters were just simulated 3D. *Ultima 3D Dungeons* will have proper three-dimensional graphics with real-time feature-mapping—a technique which places a hand-drawn bitmap image onto a computer-generated object. This means the walls of the dungeons will be made of photo-realistic stone features complete with dripping water and vines. Another advantage with full 3D is that the dungeons can be viewed from any angle. All these images will look as though some gear artist has meticulously hand-rendered every single frame of animation.

"This is bigger than any other *Dungeons* game I've seen," says Chris Roberts at Origin. "Really, it looks as though 'Ultima 3D Dungeons' will remain a dedicated PC game because of the complexity of the code."

"You'll be wandering around dungeons, beating the hell out of monsters and finding stuff," Roberts continues. "It will be more cerebral than *Dungeons Master*. We're going for a look and effects which make you feel as if you're there. There will be nothing on screen to remind you that you're playing a computer game. If you want to "interact" with an object on-screen you just click on it. Our auto-mapping is really cool. It's almost on par with hand-drawing and it looks like you've been chasing your own tail using a spell pen."

The technology in the game is just about finished. Origin is now ready to start designing the game's story. Keep reading ACE for more updates on 'Ultima 3D Dungeons' in the coming months.



*Ultima 3D Dungeons* is a computer game featuring the most realistic hand-drawn bitmapped 3D graphics to date. In the game you can almost clearly see the texture of the walls and floor. The lighting is realistic and the shadows are soft and realistic. The game is a real-time strategy game with a focus on tactical combat. The game is a real-time strategy game with a focus on tactical combat. The game is a real-time strategy game with a focus on tactical combat.

Looking for powerful home systems? Our video collection of video hardware makes it obvious for those. Today, just off the coast comes our computer for a number where it will be the most advanced computer game when it comes to the quality of the graphics. The game is a real-time strategy game with a focus on tactical combat. The game is a real-time strategy game with a focus on tactical combat. The game is a real-time strategy game with a focus on tactical combat.

## ACTIVISION

### Is a pitfall coming?

As Scotland, American software giant Activision is bought by The Dow Company, some wonder ACE just one of the most successful games ever produced by the veteran California company may be converted to the Nintendo Super Famicom.

Pitfall was first released on the old Atari 2600 console ten years ago and could be described as the forerunner of the Super Mario Bros. style of arcade adventures. It will be very interesting to see how the Super Famicom programmers change the very basic gameplay and graphics of the original Pitfall (to suit the sophisticated tastes of today's gamers). Details on the new version are very scarce at the moment.

Venuegate Games, Marketing Manager at Dow Company Europe, could neither confirm or deny the rumour that Pitfall is being converted to the Super Famicom as this magazine went to print. "Activision is being totally reorganized at the moment," she said. Part of this reorganization entails the complete closure of Activision's British office in Reading. European operations are now being handled from Paris in France.

ACE hopes that the new look Activision will continue to produce quality games like *Castle Drago*, *Millennium 2.0* and *Aladdin* in the future. Though if Activision really wants to turn a back-catalogue game into a Super Famicom title, why choose Pitfall? Nevertheless, a playable real-time auto-scrolling shoot 'em up released on the CD-i in the mid-90s, should make a far better game.

What classic games would you like to see converted to the Super Famicom, Megadrive and Gameboy consoles? Write into ACE at the usual address and we'll print the request with the best pitch for conversion.



## Enter the Dragon

It seems video games are all the rage in the social elite studios of Hollywood. Super Mario Bros. and now *Double Dragon*, are being turned into films by firms eager to cash-in on their popularity among

"teen" audiences. What will be next? Even the pure PC game culture? But Larry could be turned into a big-screen extravaganza.

Both "game movies" are currently in production and should be released later next year. *Double Dragon* is being produced by LA-based Imperial Entertainment. Indeed, it obtained the video game and film licensing rights to this successful Japanese martial arts gem-up in 1987. The family-run company is one of the largest Nintendo licensees in America.

*Double Dragon* is currently available on the Gameboy, Amiga, PC, ST and MSX. ACE will be bringing you further reports from behind the scenes in the next few months.







## JACKIE CHAN

Remember this star of low-budget HK's martial arts epics? Somebody did. Japanese game publisher Bandai Namco has launched Jackie Chan's Action Kung-Fu on the Nintendo Entertainment System and NEC PC Engine consoles. Can you kick it?

In the game, players take the role of Jackie as he rescues his sister and saves China by defeating the Sorcerer and his evil minions, Jackie is no wimp and can perform KICK/GRIP/SPIN/GRAB, JUMP/SLIP/ROLL attacks and throw popper waves. Along the way you must face the mad martial, Invincible, myrao, mowai, combat spider and bloodin ghost. Fortunately, your master will help guide you through this action-packed ordeal.

Mr. Chan isn't the first big-screen kung-fu hero to be turned into a video game. Bruce Lee was seen on the Commodore 64 and Atari 800 screens in the early 1980s and playing on the PC by the end of the decade courtesy of Dataeast and Mindscape. Is our knowledge there has never from a Chuck Norris level-up. Do you know any better?

## Falcon 3

That's right, Spectrum Hobbyists and Minors are ready to fly their third P-18 flight simulator on the PC. So what's new?

A full-function flight sim, Falcon 3 boasts a whole host of fresh and enhanced features including: realistic 3D terrain based on satellite topographical world maps of Europe, France and Israel; total of 270,000 square miles of active flying areas; high-fidelity option gives better graphics for players with realistic expectations; "black-box" replay feature if your PC is equipped with EMS; two-players connected by cable or modem can duaght, fly as leader and wingman, or go off as separate assignments.

"This new release of the award-winning program will take fighter simulations to a new level of realism for personal computers," predicts Spectrum Hobbyists.

The first Falcon game has even been turned into a training aid for the U.S. military. Falcon has been set for the PC (IBM or better machines) version of Falcon 3. The game supports VGA and EGA graphics adapters and built-in, SoundBlaster, Roland and PS/1 soundboards. Comments to the Amiga and ST are unlikely because of the immense complexity of the code. The original version has just been converted to the CDPS.

Falcon 3 is the premier product in Spectrum Hobbyists' Electronic Battledress Series (EBS). The second, Avenger A-10, should be here in the future. The two games can be played together via direct connect cable or modem, allowing players to fly joint missions on the same battlefield. EBS can also be used to a network of up to 30 players. You could be playing with pilots from around the world. This is your chance to get your skills against players in Iraq, Soviet Union and Brazil. Do you think you're good enough?



### WHAT IS IT?

This month's issue includes a checklist for your desktop PC upgrade. From updated hardware to the games you may want to buy, including the best for a Super Nintendo. Coming next month: How to buy a Super Nintendo. All these games will be featured in the coverage of the show. You'll also find out how to make the most of your PC. Stay tuned for more PC tips and tricks.



When Freddy the late night horror character is in town, you're in for a bad time. Now you can experience the terror of Freddy Krueger's hand reaching down at your feet in the award-winning NES game, Nightmare on Elm Street. This is the first time the character has been seen on a video game. The game is available on the NES, SNES, and PC. It's the only game to feature the character's hand reaching down at your feet. The game is available on the NES, SNES, and PC. It's the only game to feature the character's hand reaching down at your feet.



## A Nightmare on Elm Street

This ain't no game for the faint-hearted. The scary world of horror flicks starring the steel-clawed maniac Freddy Krueger have been turned into an interactive adventure on the NES by USJ in the States.

Something frightening has been happening on Elm Street lately. A horrible nightmare has come true. Messages in the neighborhood are mysteriously pointing down in the dark silence of night. It's up to you and your remaining friends to search Elm Street for the scattered bones of Freddy Krueger, the cause of all this misery. But can you bear his screams in the bedrock furnace before you fall asleep?

If fighting for survival against Freddy baby is too much for you, friends, don't worry, this is a NES GameLink compatible cartridge. With it, you can call on three friends for help and the four of you can simultaneously accept the challenge. But Krueger would prefer four victims anyway!

Four player console games are rare in high-demand among American and Japanese gamers. Look out for the four-player version of Counters II on the NES from Mindscape and Nintendo's own 21 macting on the Gameboy.





## Twin Peaks

Some bad news for fans of this cult American TV-show: Hi-tech Expressions in the States has decided to scrap plans for a video game based around Twin Peaks.

And now come very bad news for arid viewers of the surreal soap from movie starlet Dixie Lynn, the gay behind the scenes, the 'Nerv' and Duke. It seems the third series of Twin Peaks has been cancelled by the American television networks because of low ratings. Crash protocols will have to make the most of Tuesday nights watching NBC while they still can.

And finally for the very, very bad news. Instead of a video game based around Twin Peaks, Hi-tech Expressions has opted to license the world's most famous glamour toy, Barbie - The Video Game will be specifically targeted towards young girls aged between 4 and 11 years-old. The company hopes to have it out on the MS before the beginning of 1992.

For for it for ACE to produce a game before we've seen it, but the whole idea stinks. Before Outrageous of Southcoast writes into us, don't forget Eyrz tried the same thing with a Barbie computer game in the mid-80s - and failed miserably. Sure, there are more girl gamers on the MS, but think about it, why bother with a video game where the only entertainment value comes from changing Barbie's outfit. Well, on the other hand...

At least Hi-tech Expressions is interesting itself with a MS adoption of Toys and Twp, currently in development and due in the fourth quarter of 1991.



## Budget Day For Anco

James, publishers of the Most Popular Society Game of All Time, Kick Offs 1 & 2 have announced their new budget label, Top Shots.

The first three releases on the label are special, rare arcade-adventure originally published by Bantam Data, Trip Peter (speaks for itself) and of course, every one's favourite, 808 OS!

The games are priced at £7.99 for the Amiga and AT and are in the shops...now!



## That's Entertainment

Entertainment International, the London-based games company, has a whole bundle of goodies on the way.

Well, a Taini colour, is a 16-level shoot 'em up. Players get round after shooting aliens or blasting their path in a group of moons. Well it's already out on the MS Engine, with Amiga. Gemma and SF conversions being handled by Oxford Digital Enterprises.

Eye of the Storm is a massive strategy-type space-flight game by James Knight, the games limited Marat for US Gold and the computer graphics in Adams's Killer video. Got available on the Amiga, PC and ST.

John Stone's Space 1999 should appeal to the "thinking" gameplayer. Available in July on 16-bit computers, this release is based on a RPG from Game Designers Workshop and licensed from strategy-specialist Pentagon Software in America. Say it, "Space 1999 is amazingly MS with hours and hours of playtime. It's kind of the Megaworlder Charlot with a different control system."

## Knightmare

In a rather smart move, Mindscape has decided to adopt the game-system from the award-winning Captive RPG for use in new games.

"We're taking the storybook, characters and atmosphere of Knightmare and putting them into a Captive game environment," says Phil Harrison, Software Development Manager at Mindscape. "Knightmare is the most popular role quisher on television. Adventure did a less-than-successful game a few years back. Our game is more people-oriented than Captive. We're also doing different language versions in French, German and Italian."

ACE is sure we'll be seeing more remakes than based around popular game-systems and user interfaces in the months to come. It's also good news for players because it should encourage programmers to concentrate on big gen, better and more intuitive games systems and interfaces instead of hastily re-inventing the wheel every time round.

## Ground Commander

Chris Roberts and the fellows at Origin are currently developing some super-advanced programming routines for a game which is set to beat even the mighty Wing Commander in terms of graphics, gameplay and movie-like presentation.

"Initially, we were thinking about doing a sort combat game," reveals Roberts, "then we decided on an on-combat simulator set 20 years into the future. Instead be a lot more interesting."

"The world is slowly grinding towards an economic collapse. The USA is fragmented into four or five different countries. There's a lot of conflict going on. Corporations are more powerful than governments. There's a whole new meaning to a hostile takeover - people go in there and attack with aerial and tanks."

"You're part of a five-person air military unit selling your services to the highest bidder. Kind of like the Wild Bunch with a dash of the 4-Town meets Top Gun and Mad Max. The two most valuable commodities around are technology and oil. Not many people have the know-how,

military or space in its things. People still fly in jet fighter planes like Hunter jets and F-16 fighters, but they break-down all the time. They're moving back towards planes like the P-51 Mustang which are far more reliable.

"There will be a sense of almost to fly in the game. You decide what planes and missions to buy. The choices won't be intimidating - we want you to buy into the future. We've got a real movie-like plot, you do all the fun things and some of the boring bits."

"Currently dubbed Ground Commander, the game will feature our best photo-realistic graphics to date. All the buildings will have brick textures and shadows, they'll see ripples on the water and shaded fields. The images will have real-time Command light-source shading and texture mapping for the first in a computer game."

All the excellent features of Wing Commander 2 (estimated movie sequels, remote-control video screen, compiled speech with soundblaster) and so on are being enhanced and expanded. The cyber-punk Ground Commander should be released on the PC in October. Get a more-in-Origins, we can't wait. But long!



**From holographic arcade games to video drugs, Rik Haynes investigates the latest techno gadgets from Japan and USA...**

## SEGA develops holographic coin-op

Japanese video game giant Sega is set to unveil a remarkable coin-op utilizing holographic visual technology at this year's ACEE (American Coin Machine Exposition) in Las Vegas.

Holographic displays have been the dream of science fiction writers for the past thirty years. Today, thanks to pioneering work in American universities, fiction is fast becoming science fact.

Details of the revolutionary arcade game are scarcer than a D-Mitzy but ACEE has found out. Sega has licensed the game from a company in the States. We hope to have the full story next month.

Over time, the American media and entertainment group is utilizing a 3-D laser technology similar to the color glass TV system for Europe, USA and Japan. Being one of the first in holographic technology, subscribers will get non-feedback access to pay-per-view, home learning, interactive computer computer files, and interactive video interactive services and personal computer interactive software. The new network shows the way to video-on-demand programming including educational entertainment and other interactive. New offers, the second largest cable system from the States is now back by the European and Japanese markets. The net can double up and double up (1992)



## Video drugs

A dangerous new video craze is sweeping through the cybernation and drugy haze of Japan. Tokyo-based lab Storybodies have devised a "legal drug experience" with a computer-generated video that gets you high just by looking at it.

Your brain really takes the strain. Trips come from making you feel as though you're just had a message to someone screaming around with your head.

Apparently, the addictive images make your head spin and give you an odd feeling under your nose! Well-known Japanese artist Bunraku Jimon and former musician Genzo Tsuchi Ora have produced the abstract multi-media in Video Drug One - which comes on video (VHS00115) and cassette (VHS00114).

Hey kids, don't forget video drugs really give you a headache.



## Small wonder

Visitors to Walt Disney World in Florida are in for a small surprise this summer thanks to the Disney I (Stand) the Kids Movie for Adventure which has just opened in the Disney-MGM Studios theme-park.

This new attraction, based around the hit comedy-film, stands you into the movie where sets are the size of yours and grass is not tall as telephone poles. The gigantic scaled football play area has made a "big" impression on kids thanks to three-story tall blades of grass. Without a word about his and a 20-foot tall paper clip, you can also see how the very special effects in the original movie were actually created.

What's the best time to visit? Walt Disney World theme-park hours fluctuate in accordance with anticipated business. The busiest days at the Disney-MGM Studios are Wednesday to Friday. Weekends are the best hour days. If your travel plans can't accommodate a weekend day, consider visiting Disney-MGM earlier in the week. Spot-Come and the Magic Kingdom later in the week.

Disney has spent for the new option and produced a thousand sets into game centers rather than drinking surrounding others.



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# letters

## A LITTLE CONSOLATION

Why oh why is there so much bloody car-wash coverage? Consoles are the last for narrow-minded gamers whose only aim in their games is 'kill the evil monster', or 'rescue your mindless girlfriend from the nasty mean, drag-racing gang!' As their mindless Japanese shootboxes have no key-boards, they will never (unless of course they wake up from their madness and buy an Amiga) enjoy the pleasures of Adventure games, or the Sierra series (L.L.M., King's Quest etc).

Granted, they have a very effective 'crash' for their very own, but as you can't create backups, you're 'crashed' in your house' becomes very limited, and as most console games are either beat-em-ups or shoot-em-ups, you will soon solve them and become bored with them. Now this doesn't happen in such games as Leisure Suit Larry and Co, because there are endless possibilities to frustrate yourself and achieve the high score etc. So when you're bored of *Final Fight* or whatever you're currently playing, it's down boots with high on all four in your pocket ready to go away for a fortnight of playing and so on. Don't get me wrong, I don't think these machines are terrible and should not be reported in any way at all. Just cut their articles down a bit and get your priorities right. The Amiga and maybe ST are the way forward (with bits of course) and the Megadrive, in my humble opinion, is not. And together with CD, the future has never looked better for the Amiga and ST.

**David Pepper  
Aston**

If it appears that your argument is not actually with the consoles, but more with arcade games in general, since the consoles were only intended to offer home entertainment, it seems a little unfair to criticise them for failing to cater for adventure games. I'm happy to count all advances in computer entertainment. The reviewer cater for beat-em-up simulation or adventure fans alone. Instead we explain the limitations and benefits of each machine and each game relevant to its genre. As the popularity of consoles grows, so will our coverage, but never at the expense of our Amiga, ST and PC readers.

**If you've got a point of view you wish to express, a question you'd like answered or a gripe about the software business in general, write to: Jim Douglas, ACE magazine, EMAP Images, Priory Ct, 30-32 Farringdon Lane, EC1R 3AU.**

## THE PRICE OF ACCURACY

Firstly I want to start off by saying what a right load of rubbish I think this entire business of raising the price of ACE is just for the fact that it is to be printed on deluxe paper. Quite frankly, if you ask me it's just a crude effort to deplete your own pockets, anyway, I couldn't care less if this letter was printed on recycled toilet paper.

Now, to the point. I have been buying your magazine for over a year now and I am glad to see that ACE is just the best multi-format computer games magazine available. The thing that I want to point out is the way your final reviews, although very informative and descriptive are completely ignorant to the specified machines capabilities. This has become quite evident in the past few months. It is fully illustrated in your 'hardware' toward the ST when you review its software on the same page as the Amiga. Especially when you keep stressing (in the pink pages) about the differences in the two machines hardware, eg different palette sizes, differences in sound quality, number of sprites, etc.

Also, don't you think it is a little unfair to give an eight-bit format game a lower rating than a sixteen-bit format game, just because your basic eight-bit can't possibly compare to your friend's technically superior sixteen bit?

In my opinion, your individual ratings are based on the best format for each game, usually on the Amiga. Would it not be fair to base your ratings on the best that the machine can manage instead of a complete

## PROGRAMMERS PROBLEMS

I'm currently designing a game with AMOS and once finished, I'll send it to a software house to see if they will market it. However, I have some questions which hopefully you may be able to answer.

1) I have created some original characters and incorporated them into my game. How do I go about copyrighting them as they cannot be copied by others and how much would this cost? Also, is it possible to copyright character names and the title of the game.

2) Before I send my finished software to a publisher, will I need to produce some type of documentation, or will the company involved do this for me?

Any advice you could give would be gratefully appreciated.

**N. Hardy  
Sheffield**

Good news! The moment you've finished creating your characters (as long as they in themselves are original) they are already your copyright. The same applies to the name of the game. However, you can't copyright items or words consid-

er different machine's potential!

FO also like to point out that you are reviewing too many sixteen bit games. I haven't seen a full eight-bit review for ages.

**Mark Dixon  
Penge**

For very you're unhappy with the printer's change. Without wishing to break out the mousetrap visits, it is worth mentioning that ACE had retained at its £1.88 mark for nearly a year-and-a-half, despite escalating costs, and the 20p increase was simply necessary to finance the new paper.

Your concerns about our reviewing methods are interesting, but ultimately unfounded. Each game is reviewed bearing in mind the abilities of the machine. However, it would be unfair not to recognise the expectation of the potential of superior computers in the overall mark. For example, although an ST game may be virtually identical to its Amiga counterpart, the crippling limitations of the former machine may hamper gameplay.

The Pink Hardware Pages are intended to be used as a buying tool for readers planning to change machines. They wouldn't be serving their purpose if they didn't mention the drawbacks and benefits of each computer's hardware.





not to be "public", if your game involved a policeman, for example, and are called Cop Chase, you couldn't take any action against another publisher whose games featured policemen or had the words "Cop" or "Chase" in the title, providing that their conditions of the characters were sufficiently different from your own. It is, of course, vital to be able to prove your creation of the character took place on a certain date, in case your game isn't published, but someone lifts the idea for themselves.

It is best to supply some reasonable description of the game for the software, so it helps their understanding more easily what the game is about. Since most companies make hundreds of unrelated games each month for evaluation, it's important you make it as painless as possible for them to test your game.

## ARSE or BUM?

I have finished reading the Actual Man article, and would like to challenge Victor Tynd on the subject of his A.R.S.E. For two years, I had been doing extensive practical research into VR when I accidentally tripped on my Garden Information Television, and binged my head. I suffered a severe electric shock, but was largely unharmed.

Suddenly, I realised that Virtual Reality was a waste of time. Why be virtual when you could be realistic? So I thought up Realistic Reality. I have called it Better Realistic Reality.

At the moment I have three simulations: Road Fight, Invasion of the Couch Potatoes and Chuck the Light Bulb. My B.R.M. can create 300 million polygons per second. I did this by using a customised 74000000 chip which I acquired from Horrid John's Hardware Shop.

Unfortunately I could not find a suitable power source so I am currently running the system off the games provided by old Pat Haxell's. It features light speed shading using HP sauce to be precise.

Tell Vince Tynd I challenge him to an A.R.S.E. and if it's M. Right, I am confident my B.R.M. will win.

**M. Wiggins**  
Northampton

## STILL SOUNDS FAMILIAR

I read Roger Blaxen's letter in the April issue of ACE with interest and agree with almost everything he said. However, he did not state that it is often a company's own doing if their game is reviewed months in advance of the finished product hitting the shelves. It is a company, after all, who distributes their review copies to various magazines. Therefore the mag do not take the blame if a game is delayed by unforeseen circumstances, as the reviewing staff are only doing the job they are paid to do.

However, I believe that some companies are milking the type they inevitably receive if their products get rave reviews. For example, *SM2.2* featured in ACE in February 1986 and your readers were assured the product would be released within weeks. A batch of advertisements did little to dispel this theory, and then the game practically vanished without trace, until now.

This must have cost thousands of pounds, although it's not the only culprit. I find it really annoying how companies can waste money in this way when it could easily have been put to better use, perhaps by funding a future project.

**Stuart Wall**  
Wales

## AWARDING AWARDS

Why are you making such a big thing of your awards for graphics, sound and originality when you don't use them?

If *Wraith of the Demon* was the most technically accomplished game yet written for the Amiga, why was it not given the graphics award? And why did *Powermancer* and *Immortal* not receive graphics awards, since they are games which certainly deserve one. I could go on, but I won't, except to say that the *Trailblazer* award won't do games the justice that the ACE Rating did. Get rid of it.

**Peter Garra**  
Northampton

Not use them? Graphics and *Trailblazer* awards go to *Verthiblando II*. Also and *Trailblazer* goes to *Killing Cloud*. And *Chuck Rock* and *Fish* both received Graphics awards. We applauded the graphics of *Wraith of the Demon*, but *Wraith of the Beast* had been there earlier and equally well. The *Trailblazer* is intended to sum up the nature of the games awarded it. They represent breakthroughs in gaming, rather than simply 'being good'.

## WHY CAN'T I EXPERIMENT?

I know most magazines don't like printing anonymous letters, but I hope you'll make an exception in my case - as I think you'll see it would be rather embarrassing if people I work with found out who I am.

Basically, I've been in the games programming business for six years and I'm 'right p\*\*\*\*ed off'. No, it's not because I don't get paid enough - I don't, but who does? And no, it's not because my unscrupulous publishers constantly rip me off the back, but who doesn't? No, it's because I have to work excruciatingly long and arduous hours (10 to, well...3) and finally (since I know ACE's Steve Cooper has a leg in his basket about this too, it's not because I can't tell people at cocktail parties what I do for fear of frightening them away).

No, the reason I'm pissed (oops) off is that after six years the industry still hasn't got itself together enough to create an environment in which we game programmers can (a) enhance our self-esteem, and (b) improve our work. What am I talking about? I'm talking about more basic programming research to be funded by software companies.

At the moment, the amount of research I do is pretty minimal - I spend most of my time coding for specific project dates. I do manage to play around, of course, as everybody does, and every so often I come across a routine or algorithm that I feel I can make good use of in a product. Sometimes, I even come up with something that you can use as an entire game on - it would give you some examples, but that would give the game away, wouldn't it?

What's frustrating is that I can never really progress the state of the art significantly in this situation. In fact, I'd even venture to suggest that my role is not in the slightest bit integral to 'state of the art' and only in 'state of the self'.

What do other programmers think? And what do you think?

(Name and address supplied)

Every creative worker in a commercial environment has this dilemma. Obviously we don't know exactly how serious the situation is of your particular copyright. Some good news, however - ACE is preparing for an investigative conference on games design this autumn - watch this space.

The Letters Page is due for a change next month, with the start of our *Game Focus* section. Each month, we'll be taking in a top industry figure to do in the hot seat, and answer your questions. We'll be looking for lively debate and searching queries!



A development of its feature set, it's a really solid set of controls. It's certainly not built in the way the average flight sim like an old Boeing model is put together. It's got you in the cockpit, and you're looking at your heading, so you can see what's going on and you're not looking at some other screen that's not for control input. You can also think in 3D with these controls as they show towards the cockpit.

### SAN ATTACK

San has built in all components about what flight simulators are like. "We can do better than the standard three-axis control sticks. We're using joysticks," he says. "I think the reason for that is that they're steady and don't vibrate very much. It's just a steady hand, and with an additional mode, the game. You can get interesting things that you wouldn't get in the real world, and you can do it. It's all right, it's all right, it's all right, where you can get real and then something where you can't."



# BIRDS OF PREY

Argonaut Software and ELECTRONIC ARTS have spent over three-and-a-half years on this mega flight-sim. Rik Haynes performs a preflight check-up...

**A**fter the ultimate 3D graphics of Starfighter II, nobody could doubt the programming skills of 3d3 Sim and its game-development company Argonaut Software. Bits of total banal came with the appalling Afterburner and steady Days of Thunder. Now the boys are ready to strut their stuff with a flight sim which has taken over three years and \$200,000 to develop. So will their latest release put them back on top?

Birds of Prey formerly Hawk is a very authentic game in terms of flight dynamics. Argonaut has managed to accurately simulate a staggering 40-plus modern-day aircraft, including F-4 Phantom, F-14 Tomcat, F-15 Eagle, F-16 Falcon, F-18 Hornet, F-17 Stealth Fighter, B-52, B-1, B-2 Stealth Bomber, SR-71, Hercules transport, Tornado, Harrier, Hawk, Strigat F1, MG 21, MG



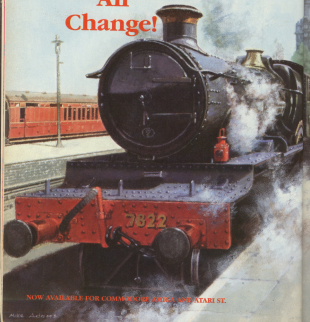
Development team for Birds of Prey includes Argonaut Software's Rik Haynes (top left), and Electronic Arts' graphics programmer, Steve Hines (bottom right). Other team members include: Steve Hines, Steve Hines, Steve Hines, Steve Hines, Steve Hines, Steve Hines, Steve Hines, Steve Hines, Steve Hines, Steve Hines.



Sid Meier's

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# ENTER *the* CYBERZONE

**Y**our heart's pounding, sweat beads on your forehead and your reserves of strength are rapidly depleting. Hold on, you've almost made it. A quick look left and right... there it is... the Prize. Its huge multi-faceted head slowly rotating in the centre of Cyberzone Plaza. Just a short dash to claim it, and another fast victory's yours. You start to run. Nothing can stop you now.

Then, both the corner of your eye, you see a figure loom. The Blue player is here too. But why isn't he running for the Prize? Then you understand. All you can do is watch as the Blue player makes his push... With one last sprint of effort you dive for the Prize. Your head slaps against its cool, electronic surface. The Prize is yours. You slump, exhausted, to your knees.

Believe it or not, you've been playing a video-game...

Cyberzone is the latest project from Broadword Television Productions, the company behind groundbreaking TV shows as *Right* main (see *Body4U*) and *The Satellite Game* for BBC (see *Body4U*), and also cast to bring television's first Virtual Reality programme.

The concept is simple: two teams guide their cyborg avatars through a computer-generated virtual city - the Cyberzone - in a tense race against the clock and each other to try and find "Survival Points" that will allow them to enter the centre of Zone and victory.

But it's not easy. The Survival Points are only unlocked by solving puzzles in the game world (a mix of *Diner* and *Bank* [B&B] will be at home here). If that were not enough, rugged cars and UFOs zip around the narrow streets and deadly flame throwers and machine guns are always waiting around the next corner... or rather virtual corner.

Two teams of two players compete. One player has a full map of the Zone and its dangers, and guides another player who, via a "mobility station", has direct control over the "hemp" actions. Giant screens display the Zone as "seen" by each team's "hemp" in real colour-generated 3D.

Things were pretty hectic; when I visited the set at Anglia TV's Norwich studios in March. Broadword had just three days to fit two pilots, one for adults and one for children, and I

**ACE visits Anglia TV's Norwich Studios where BROADWORD are filming the pilot for a radically new gameshow... virtually!**



The leader has a vital role from other ends of the Cyberzone arena, with all screens and sensors monitored, controlled etc. etc. "Being controlled isn't one of a video-gaming player's pleasures."

turned up on the third while they were recording the children's show. The highly technical nature of the show meant that delays were inevitable, but one particularly visible fault was wasting valuable recording time.

Cyberzone's complex Craig Charles, who is probably best known for playing *Dave Lister* in the SF comedy *Red Dwarf*, wandered the stage, trying unsuccessfully to keep an audience of around thirty fidgeting children amused while technicians fiddled with cables and tweaked leads.

It was during this break in filming that Tim Child, designer of Cyberzone and one of Broadword's directors, managed to find time to talk about the show.

I wondered whether the computer-literate children were finding the game easier than the adults. "That's what we expected," explains Tim. "In fact, they're about the same. It takes a while for the players to learn how to use the equipment, but after that they really get into it. If anything, the adults get far more drawn into it than the kids." Indeed, I saw some some videotape of the previous day's recording and one controller was staring intently at the videotape, sweat pouring from his brow, and playing so it fit his depended on it!

Apart from the obvious technical difficulties, what was your biggest headache? "Well, I'm convinced that nobody wants to watch somebody else play a computer game. The main problem was making a first-person experience accessible to a TV audience, while conveying the mystery and intrigue of VR, which I think we've done."

The biggest question one could raise is that Cyberzone isn't really VR, at least as conjured by

VR, or VR industries, and a little more than a 3D game and large. Would you agree? "Yes, I don't. There are degrees of virtual reality, and this is one of them. Again, you have to realize that my main concern is making the game appealing to a TV audience."

Do you consider going the VR/VR industries route, with headsets, gloves, and so forth? "Yes, but the headset approach is a player-experience approach, and it's an experience that the viewer couldn't share which would be very frustrating. Also, and this is something we've found to be



Craig Charles tries to entertain the game master, illustrating what VR depends on with VR depending on how it's controlled.

## SUPERSCAPE ON YOUR PC

A Public Domain SourceBooks entry showing the Superscape system is available for MS-DOS. Send \$4.95 (or \$9.95 for a complete manual, keyboard etc.) to SourceBooks International, One World Plaza, Collinsville, Missouri, (800) 541-4226.



The operators will use the target play field (shown in detail) continuously, and using the gun to move about within. Though such remote-controlled actions are frequent again.



Controlling virtual worlds is not for them, but their riding cycling or riding in the form of wire and cables behind the group behind the set tables.

very important, you wouldn't be able to see the player's facial reactions.

"Guns would be nice, but because the player is not aiming the game is stereoscopic, so it's very difficult to judge depth. The gun, on the other hand, will interact with anything along the line-of-sight. The gun basically acts as a tool to activate switch targets and so on.

"I thought about using fields suits to control movement but found that people tended to wander all over the set. It's important to keep the players in one place. We'd had experience of using remote machines from Ringierhaus but found them too noisy, and we settled for personal pads."

What's been the biggest surprise so far? "The pace. Before recording we worried that there might be lulls in play and we'd have to try and peg things up, what we're finding at the moment is that it's actually too fast and, for some levels, that we'd over-estimated we're desperately trying to find places to insert breaks."

Then the fault's been found—a loose cable of things—and Tim has to leave to continue recording the recording.

Apple TV will view the plots and then decide whether to go ahead with a full series (probably for showing in late Autumn) and which audience they'll target it. On the basis of what I see I don't think Broadband will have any problem getting the series on the air. It's one daredevil, my other said to be staggered off-stage. "It's the best game I've ever played."

● David Edwards

## MIDI MADE EASY

Opera is unique, not least in the way sound effects are generated. Normally such effects are added in post-production, usually based on forms of analogy, say, a train that you don't want to hear. However, in *Opera House*, the American group has found out up to need a better solution, so an actor can generate anything, not a train, should you want "musical" like a long, vibrating with a result of a gun being fired, even. The game then plays the virtual live music. This MIDI system also includes virtual instrumentation, so that distant activities actually sound the way.

Over London, sound technology for Broadband, had the idea while working on the *Sublime* game and has named it "MIDI making". They know four systems are currently entered, but there's no reason why more, including potential rivals, couldn't be added. The state-of-the-art has been well-received. "Opera's *Opera House*" explains Stone, "has been applied to every aspect of the project."



In shots of the *Opera House* scene were available at the time of writing, for three separate shots are also there to the (right).



This shot indicates the level of stage complexity possible using the *Opera House* system. The system could be used to allow an actor to actually "stage" around their technology for

## CREATING THE CYBERZONE

The *Opera House* virtual reality environment is created from the "Superscope" 3D system developed by Dimension International, an independent off-shoot company from Immersion, the world's most widely used provider of virtual-reality hardware. "Superscope" 3D requires used in such games as *Golden Gate Hills*, *Real Dodge* and *Luigi's Mansion*.

Immersion was created in January 1996 to explore the commercial potential of virtual reality. Superscope, though based on the original game *Virtual Reality*, was totally rewritten to run on IBM-compatible PCs. These high-end PCs are readily available "off the shelf", and offer a great deal of processing power for a reasonable price. As an *Opera House* developer, we explained, "it's just writing a piece of software for a range of lower computers than you're limited by the capabilities of the world's best machines. With this system you're free to do just about anything you want."

Using 3D graphics cards, Superscope can generate 1920x1080 44.1 kHz pixel displays and supporting 3D image compression rates of between 1 and 12 megabits per second, for video. "It's a compromise between speed and realism. Any lower resolution and the image gets too blurry", say higher and the options get too slow."

The system was written in modules, and can be easily added to or changed items to suit the application in hand. Within Superscope 3D is possible to do just about anything. Objects can have "hot spots" with associated combinations (i.e. a button on a computer, when pressed will create a hot "power key" and screen lock to appear).

Immersion had previously worked with Broadband on the *Sublime* game, and it was then that Broadband's Tim Dool first had the idea for a Virtual Reality game. Says Lee, "I like to think that the way we inspired his creative *Opera House* when he saw what Superscope could do."

The commercial success of *Sublime* led to an *Opera House* release shortly after, with one of the main objectives being the creation of a realistic player interface—ideal for audience identification. By studying motion, Immersion has developed something from watching and reacting to something and having to bring the gun.

Each Immersion figure is made up of 200 faces. Unfortunately the female target room for Russian entrepreneurs at the moment, as they're modeled using the male "shape" and adding more faces for female in the pipeline, the *Opera House* will more than likely follow the female form.

*Opera House* uses its PC to run the game, but generates the first-person perspective view for the real world. They can also view which are shown on the video wall. One generates the virtual view from the real world, but the latter's only use is to control viewing the view in the game for both teams. Another PC is for the camera (also *Opera House*) who can capture the game and generate views to place play. The first PC display is linked to a 3D camera, allowing the viewer's camera to capture from behind "behind" camera in the game world (the third camera, "the Director" the Director, is the first to set behind "without" camera. That's a world first if nothing else!).

The video PC handles the complex job of synchronizing video to the first camera. This video PC also has the capability to capture PC, depending on any changes in their game world. This information is stored up and sent out to all PCs every minute of a second.

# WIN

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# MAJOR ACE

BATTLES THE

# LICENCE OVERLORDS

The stakes are high in the licensing business. Finding hundreds of thousands of pounds to use a name is an expensive way to buy some brand awareness for your new beat-em-up. But software companies are still happy to do just that. ACE investigates.

Examine the upper reaches of any games chart and you'll find familiar names as those hard-fought-for top slots. *Street*, *Demolition*, *Golden Axe*, *Contra* and *TM* shows have all been turned into games. As well as cost selling the publicity and appeal of a well-known character, attaching a familiar name to a game can instantly sum up what the game is about. If people all over the world know who Major ACE is and the kind of adventures he has, simply putting his name to a game means that there'll be lots of action, hi-tech gadgets, combat scenes and so on. With any luck, people will also jump at the chance of "being" The Major. So the appeal of the licence is clear, but how does the deal work?

Usually it's the firm or TV company's President or Overseas sales, or an agent specialising in setting up licensing deals, who receives the first call from a software house about a prospective title. Both Warner Brothers and Gremlin UK's teams have their own companies to deal with exactly that.

US Gold is a big player in the classic licence arena and, with Moonwalker and the forthcoming *Godfather*, is currently moving into movies too. US Gold's Managing Director Geoff Brown claims the process of acquiring licensing rights has now become familiar to most of the big firm companies. "We've never had a flat refusal from anyone. They're used to the procedure now and we don't have to explain the whole thing to them any

system. We've built up a good relationship with the major players and they're always willing to listen.

Brown explains that most of the initial negotiations can be taken care of within one month, after which the hard work really begins.

Depending on which rights you obtain, a typical such character could be licensed for anything from around £75,000 to £150,000.

**"They look at us as another money-making venture. We're equivalent to their licensing out a T-shirt of their character"**

These figures are extremely flexible, but sometimes it seems that they only move up. Many deals involving motion pictures run on a sliding scale; if the movie grosses a certain amount at the box office, the game company will pay so much. If it exceeds expectations, they pay even more. This certainly swears the games company than having to pay through the nose for a film which bombs. From the film company's point of view, though, looking in here on your own success is extremely

appealing. In one particular instance, a company is said to have paid \$1.2 million for a particular licence, and have it minted. On top of this initial outlay, a royalty of will be paid for every copy of the game sold (see £22.48, the basic rate is that the bigger the character, the bigger the cheque. Sam Brannan, Marketing and Sales Director at Microsoft estimates that the royalties paid out for decent toys can swing from 5 and 10%, depending wholly on the strength of the property.

Once the figures have been worked out, the storyline for the game must be produced in accordance with guidelines for the character's behaviour. In *MythMakers*, Michael Jackson wasn't allowed to kill anyone (hence the spinning ball).

At Microsoft responsible for *Back to the Future 2 & 3*, Turley and forthcoming *Predator 2* Brennan says that in order to keep their games as close to elements in the films as possible, they work directly from the movie script.

The script is sent out to a couple of development houses deemed suitable for work on the project, with a few ideas for particularly interesting scenes noted. Once the developers come back with their suggestions, everything goes to the movie company for approval. The movie company may come back with some gripes, but generally this process is a bit of a formality.

Indeed, according to Brannan, the licensors have become more relaxed about the use of their characters. "As long as you don't do anything silly, like make Bruce Willis black, they don't really mind."

**MAJOR PROGRAMMERS**  
Certain development houses have made a name for themselves for producing licence conversions. The benefits are obvious: they help pay the rent and provide the resources to write their own, original products. But licensors are not without headaches - the pressures of a movie licence, in particular, are great. Timing is extremely important, and so computer deadlines are met with bonus payments or waived with penalty clauses.

Orion Graphics have had a string of sporting licences recently, both *Spain Soccer* by Team

*Sports*. In the past, they have steered away from movie and role-up titles. "It's not a policy, by any means," says David Martin, Special Projects coordinator for the Sheffield based firm, "It's just that we didn't come across any particularly appealing deals in the past. We're currently working on two movie projects, though."

Martin says that these deals are more lucrative than many people would think. If you look at the demographics, the people who are playing *Loch Sgorr* today will be choosing which wine to buy in a couple of years time.

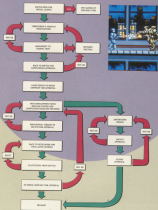
Going for a brand name, like *Soraki*, rather than a title event, such as a film, has advantages, though. There are still a whole number of areas which, to a greater or lesser extent, are beyond the control of software companies.

What if advance word from the US is that the film is less than stunning? It may be better to try and

rush-release the game before the UK film critics get their knives out. If the movie receives an unexpectedly high ratings certificate, but if your potential buyers may be persuaded from seeing it, if your product has slipped through development, would it be better to hold back for the video release, or the video 'sell-through'? And then there's the reviews of the game itself.

Publishers are completely aware that it's virtually pointless to release a personality title. For a start, news travels fast, and plenty reactions to a conversion of a big character will do nothing to aid any subsequent deals. Martin: "There are two publications, *The Licensing Reporter* in the UK and *The Licensing Book* in the States, and if they write about licensing deals, what's available, who's got what and so-on. Favourable photos about a successful deal and a good

**The route from concept to release for a licensed product is a tortuous one to say the least.**



product to back it up can really pave the way for future films."

However, there are times when a softco has to cut its losses. Having received a large sum of money acquiring and developing a franchise, it's extremely difficult to justify killing a project, while spending extra time ensuring a project will mean the softco has to stand by and watch its huge surrounding franchise properly rapidly cooling.

#### LEGISLOR AND LEGISLATION

The up-front payment (providing the negotiations are sound) enables the softco to use the likeness of some actors from the movie or TV show in the game's advertising. Some of the big stars throw a spanner in the works by not allowing any representation of themselves to be used other than for the specific promotion of the original movie. But generally, so long as you keep the characters in the game representative of the characters in the film, you can use the actor's likeness there's no problem with making Robocop look exactly like Robocop, or Batman look exactly like Batman, for example.

But it is the ads that you can use your picture of Kevin Costner as *Ellis Ford*—his advertising, since he has already been paid for use of his likeness to advertise the movie. However, print a picture of Costner wearing a football hat in a football game and associate it to the game of the film, implying he's personally endorsing the game, and then you're ready in legal trouble.

It's in the game itself, though, where the problems occur. Generally, since most graphics are pretty small, it's possible to put across the face of a character without any need to actually copy the living of a famous star. But as in between actions vital to get the scene in mosaic to into their very reason softcos can run into difficulty. Ever wondered why bug-eyed Arnie in the *Rocky* between looks a bit, or "wring"/"fir why Marty and Doc in *Back to the Future* didn't look quite the way they should? There's your answer.

#### PIRACY RELATIONS?

Most console companies regard the home-console licensing of their games as an essential part of the business, building their name and heightening recognition of their brand (and a good console connection at home, and you're more likely to play the console company's next console releases, console companies regard these deals with less esteem. Brown: "When you can use that *The Godfather Part II* will make \$100M around the world, the amount of money we make for them is peanuts."

#### Can't Be That

Depending on the nature of the character licensed, the owners of the property will impose specific regulations on the software house. The purport the appeal of the character, the more time his computerized adventure will tend to be in the Major's Case, the design team would be given a reasonably wide run, since his reputation is already pretty high. ■



#### MEET THE MAJOR!

Some games are better than others. In a not dissimilarly made youth educational market, the *Capital Eye* and *Adrian's* design teams combine to bring us the initial major outfit: Major Bludd. However in the opinion of the usual teenage character (throughout this article, the *Major* and *Major* team indicate the character of some softcos would expect to pay for use of a character fitting the Major's description.

Major Bludd is a cartoon face, especially appearing in the *Adventure of Major Bludd* game. Recently he appeared in *Justice League* World, and it was from there that his appeal grew. His interests as commander of the fictional *Major* forces, is to rid the galaxy of wrong-doers. With a martial art expert, it means in many languages, it means for his wide range of special weaponry and is the most successful game in existence. This *Major* for those who like to be a soldier, his interests are to be available on available 10 to the 100. It involves pictures of the Major's exploits in his production on the screen. It's composed of: *Schwarzenegger*, *Van Damme*, *Stallone* and *Michael* *Bay* are all up for the game.

#### THE NAME GAME



#### Movies

*Blade*  
*Die Hard*  
*Indiana Jones*  
*James Bond*  
*John Woo*  
*Mad Max*  
*Matrix*  
*Men in Black*  
*Michael Bay*



*Nightmare*  
*Outlaw*  
*Overkill*  
*Overkill*  
*Overkill*  
*Overkill*  
*Overkill*  
*Overkill*

#### Picture References

*The Godfather*  
*Terminator 2*  
*Tron*  
*The Terminator*  
*Blade*



Kevin Costner (left) and Kevin Costner (right) are featured in the *Major* game.



If you're after the *Major* game, you'll find it in the *Major* game.

#### Blade and the Blade

The *Blade* game is a classic action game that's a bit of a surprise. It's a classic action game that's a bit of a surprise.

**The Red Arrow**—This is a classic action game that's a bit of a surprise. It's a classic action game that's a bit of a surprise.

**The Crystal Maze**—This is a classic action game that's a bit of a surprise. It's a classic action game that's a bit of a surprise.

**Terminator 2**—This is a classic action game that's a bit of a surprise. It's a classic action game that's a bit of a surprise.



**A**s the visual sophistication of computer games increases, at least one American company is employing novel graphics software and hardware normally reserved for television and film work.

Origin from Austin in Texas used Autodesk 3D Studio, a professional \$2900 software tool, to design and animate the spacecraft in *Wing Commander 2*—the forthcoming sequel to its award-winning space simulator. "With Studio you can easily and quickly produce 3D images," says Jim Rogers, "graphics engineer" at Origin.

Computer games have been a culture shock for the man who used to transform architectural technical drawings into computer images. Rogers left complaining, though. "Designing shapes for computer games is a great job. We done about 20 spacecrafts in the past six weeks," he concedes.



## BEHIND THE SCREENS

**Origin is using a professional graphics package to create the spacecraft in *Wing Commander 2*.**

Autodesk 3D Studio can quickly create realistic shapes that move with natural motion. Anything from bouncing balls to complex robotic assemblies can be modeled, animated and rendered

with flat, Gouraud or Phong shading. A built-in materials editor provides textures, bump, transparency and reflection mapping. Three advanced computer graphics techniques can introduce a little "photo realist" quality to computer images.

Origin used this suite of programs to design and animate the starfighters, capital ships and space stations in *Wing Commander 2*. These are, in fact, all 3D models that can be manipulated in a seemingly endless variety of ways.

Two artists first provided Rogers with paper sketches (front, top and side views) of each ship. These helped him design the three-dimensional spacecrafts out of a combination of basic geometric shapes. On average, each spacecraft was made up of 25,000 polygons. "There's usually five different ways you can do something," he recalls.

The spacecrafts were then handed back to the artists who added little touches like rivets and insignia. Finally, complex animation sequences were designed using the "Key-Frame" in 3D Studio. These incorporate movie-style effects like camera and lighting, as players first see in the original *Wing Commander*. He reminds Origin uses speedy 386/43 486-PC micros with math co-processors, 20MBs of RAM and 200-megabyte harddrives to cope with the great pro-coding strain.

The graphics team really had to stretch their imagination for the new Kilrathi ships found in the game. "These have a real organic look. It's as though they've been grown in tanks somewhere. A lot is left to Rogers' interpretation of the sig-

nal paper drawings and tinkering about with the editors to get neat effects. Ultimately, his favorite ship in *Wing Commander 2* is the Toran Dreadnought because it's "really mean-looking."

The guy at Origin is even playing around with Virtual Reality. Eric Gulikstein from Lucas E (love the previous issue of ACE) visited Origin last month and got Rogers' model of downtown Austin into his VR system. "It was all pretty exciting," says Rogers. "You could leave the landmark building in the center of the Austin, walk down Congress Avenue, fly around for a while and then come back. This is really the right track for graphics in games. We're trying to push the eye-candy as far as we can."

By Bill Raynes



### TECHTUSTERS

If you want to find out about computer graphics by reading Fundamentals of Interactive Computer Graphics by Thomas van Dam, Game Architecture: Principles of Interactive Computer Graphics by Sebastian and Donald (McGraw-Hill) or Microcomputer Displays, Graphics and Animation by Bruce Artwick (Prentice-Hall).

Should the digital artists ever become an organization, consult by DeLafontaine, an old package for the Amiga, 3D World PC. Call Electronic Arts at (415) 236-6100 for more details.

### VENGEANCE OF THE KILRATHI

*Wing Commander 2* is out to prove when the Eagle's Claw victory in the *Wing* series in the game, you'll also see new format improvements in a variety of dimensions. This might be used to enhance various elements with your favorite team, defined against the under-achieving enemy fighters or fly in large-scale strategic battles against a 3D simulation. In *Wing Commander 2*, we'll take the *Wing Commander* technology beyond the imagination, with dramatic intelligence, digital art and graphics, new and unusual ship and weapon technology, an intensely dramatic storyline and characters, and more of the rich, busy scenes that made the original *Wing Commander* into a bestselling game," says Origin in its promotional *Wing Commander 2* will be released on the PC in late summer.

—These are just examples of the things that make *Wing Commander 2* so special. Call for more details.

# FLAMES OF FREEDOM



**TOTAL FREEDOM**

# FLAMES O



Daylight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.

Screenshots shown are taken from the Atari ST version. Actual screens may vary by format.

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

**MIDWINTER**  
FLAMES OF FREEDOM

**TOTAL FREEDOM- FROM RAIB**

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + ( 4,000 characters X 22 model to

# FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy.....breaking free is what's hard!



A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one islands by helicopter, zppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

WINTER  
OF FREEDOM

WINTER MASTERS OF STRATEGY

(transport X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

**R**emember *The Last Starfighter*? Or *3D Illusion*? Part of the magic behind these films came from the computer animation work of Digital Productions' Brad Brad. Now one of the leading lights of new company Angel Studios in San Diego, together with colleagues Jill Knighten Hart and Michael Limber, Brad's now working on state-of-the-art projects in the computer entertainment field, ranging from a new Stephen King movie to virtual reality software control systems and VR arcade machines.

The connection with Stephen King came via a new Hollywood production company called Flightlight, spearheaded by producer Sarah Lawrence and director Brett Leonard. Flightlight got the license to produce a new Paramount feature inspired by King's short story *The Lawnmower Man*. The film will be the first to contain a full computer-generated virtual reality sequence and, more importantly, the first in which computer-generated graphics will actually be a driving force in the plot.

"Computer animation in movies has actually been getting more and more basic," points out Brad. "Instead of using computers to generate complex abstract environments, the trend now



The Angel team working on the *Lawnmower Man* project. From left: Michael Limber, Jill Knighten Hart, and Brad Brad.

Flightlight's new feature focus was created and animated by 3D sequences that, a certain amount of reality notwithstanding, take us around world. Traditional animation techniques, including camera operations, have given way to sophisticated levels of realism dependent on the scene being photographed.

# Shooting

is to use them for more straightforward effects—like the underwater alien in *The Abyss* or the skeleton in *Soldier* all taken from walks behind the X-Ray device. *The Lawnmower Man* will be the first film in which key action is actually performed by computer-animated figures—a lot of the plot revolves around what happens in the animated sequences.

Despite the excitement at Angel Studios about the King project, this is only one aspect of their current work. In fact, in many ways the latter projects is the company's base on the drawing board are even more exciting for games players. Angel, after excelling in the animation market, are now looking for positions near and they've decided to branch out into the computer entertainment field with...well for it...their own virtual reality arcade systems.

## ARCADE ADVENTURE!

"We started looking at some of the projects we were working on and realized that we weren't entirely happy with our lot," recalls Brad. There is, after all, a limit to the number of corporate logos you can spin through space at the end of a thirty-second ad spot. "Computer animation makes long hours and is a terrible business—we wanted to build something that would be both fun, a long-term investment, and a product we could sell."

An extended round table discussion brought the Angel crew onto the topic of computer entertainment, and arcade machines in particular. Brad had already designed a four-legged 120lb hydraulic robot but this complex and expensive project hadn't been much fun. In the end, they decided to use their connections with

the local university engineering department to pioneer a new hydraulic cabinet system for running VR entertainment.

The first working prototypes of the chair simulator will be finished by June this year. The system has four degrees of freedom—roll, pitch, yaw, and vertical which can be combined and wired to the images on-screen to produce "Star Tours" type experiences, but completely interactive and under user control.

Much of the power of this system all come from the software driving it. Angel Studios have a tremendous advantage here because their work in the animation field has already led them to design and work with state-of-the-art tools for modeling, animating, and rendering 3D images. They're currently developing a set of software tools called Scene, "a visual programming lan-





**Before She Invented**  
 She first was involved with the  
 a professional and continued working  
 to provide a South specialty for the  
 local which was then program on  
 the system to update systems...  
 The first show was modeling and  
 design graphics from local artist  
 ...continuing. They have now set up an  
 a studio that she wanted to keep  
 because she got out the computer long  
 ago...  
 She has been a successful... a  
 local studio in California for several  
 years.



# a Line

Two points make a line, three lines make a polygon, two hundred polys make a face, and six hundred and thirty thousand polys make a movie...at least they could if you had Angel Studios working for you. ACE visits a company who are getting animated about computer entertainment





**TURN THIS PAGE  
TO ENTER YOUR  
NEW WORLD.....**

# 3D CONSTRUCTION KIT

## PIERRE TAYLOR (26) - PORTSMOUTH

I own a car company, but my real love has always been the idea of space travel. I've often played around with air packages, but what I really wanted to do was to design a spacecraft, since, even being it for life and work around it. This incredible package offers someone like me, who knows very little about computers, to do it easily!



First I put together a couple of blocks to make the fuselage.



Next I added the cockpit and the nose.



Adding detail was easy. I only needed to design one wing, then used the Copy, Flip and rotate features to produce the other one.

## FRUL BUCHANAN (22) - EGLING - TRAVELPOINT ECONOMIST

I've always wanted to design my dream house, but I couldn't visualise what it would look like since it was built. What would it look like from above? Or from the side? Or what if I wanted to walk through the front door and arrange the furniture? With this marvellous software package, I can do all the things and make my dream house come true.



To start with I put up three simple walls.



Then I made a roof and cement it down.



I added windows, a garden fence and the first tree in my garden. But the interesting bit was yet to come...

## CHRIS HALL (20) - STUDENT - YORKSHIRE

I loved Castle Maker and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.



Using a couple of the many 3D objects included in the pack, I quickly designed my own game landscape.



I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.



Then I set up some of the conditions which could make the game truly interesting.

  
**incentive**  
The Award Winner

Available on  
Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk)  
Amstrad (cassette, disk) Spectrum +3, Spectrum 486/148,  
Amiga Shareware Programmed by Incentive Software

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Network, instructions and packaging © 1991 Incentive Software Ltd.  
Fairy Road, 57-57 Lucy Road, London SE15 1TB. Tel: (081) 796 2206.

Coming soon  
The Ultimate 3D  
Game - 30  
games in one pack!

It's a simple, effective way to design a detailed architectural facade, garden, village, ship, car etc. etc. and then look around it to make sure you like the look of it from every angle.

There are alternatives through environments. For instance, the house has rooms, the rooms have furniture, a set of drawers has compartments, the compartments have several drawers, the drawers have ..... etc. etc.

It's up to you. The limit is your imagination. Use it to exhaust — or to enjoy. Most have to re-arrange their living rooms. Don't forget the occasional no more than two level floor. It's more odd and ultimately ... safe as can be! And never forget the landscape: see if you can make it as easy as possible to view it from!

This is probably one of the most expensive pieces of software you'll have your first year of use at least you can make your computer really show it's potential.

There's no such thing as a free lunch. It's the only way to get the most out of your money. You can't have it all. You can't have it all. You can't have it all. You can't have it all.

It's only one of the ways to make your computer work better. You can't have it all. You can't have it all. You can't have it all. You can't have it all.

3D Construction Kit gives you the most comprehensive set of tools to create what you want. You can have it all. You can't have it all. You can't have it all. You can't have it all.

Build your own world, your rules, but don't be afraid. This is not a software product. It's a product of your own mind. You can't have it all. You can't have it all. You can't have it all. You can't have it all.



Here's the hull and keel.



You can see it from any angle and manipulate it as a single object.



This is a head-on view, showing the control panel which enables me to do it. Not bad eh? Pretty good for a beginner.



Walking through the hull deck could see what the rooms would look like.



And using the simple control panel, I could design the furniture and move it around.



Table, Level Deck.



Using the simple pull down menus and/or direct prompts designing a programme was a doddle - 'control' has four strengths and five bars!



Finally, I dropped in a control panel from several included (although I could have made up my mind).

I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.

INCLUDES FREE TUTORIAL VIDEO

# DOMARK



# B R A T

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STRIKES BACK!



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issue CD— a powerful 801 unit that used multiple tracks and branching to provide genuinely 'interactive issues'. We were shown a tape of an early 801 product in testing with kids and grown-ups and the action looked pretty incredible. To date, it's the world's only item that explicitly for an interactive format and although 801 has not yet made it to market, Rob explains that something very like it— using either tape or, more likely, CD with full motion video— will be on sale in the near future.

Rob's amusingly impressed by new technology and insists that things haven't really changed since the days of the 4K cartridge. 'We're still dealing with constraints,' he explains. 'Maybe Command had to fit into 4K and it was a real challenge. My latest game runs to 800Mbytes, but the constraints are still the same— in-out of RAM and I'm out of disk space!'

He does, however, believe strongly in the future of CDs, acknowledging that while the format does have technological drawbacks, it is the only current candidate that, with the support of 37 Japanese companies, has the chance of offering the world a standard for CD title format. (Stand by for more news of Interactive's files in the near future...)



Two info attendees pose for the 801 presentation in the main hall. On the left, executive vice-chief George van der Pijl; Microsoft Regional Director Tim O'Brien represents the biggest names about to meet yours. (George O'Brien? Nope, no connection.)

CANDY, COMICS AND CARTOONS

High point of the conference— and fittingly, since he started it all— was Chris Dornbrook's discussion of the future of games— or, chidingly, the possibility that they might not have a future at all.

Chris' argument rested on the nature of the games that we're fed— he likened them to candy, comics, and cartoons as being short, intense, enjoyable experiences that, precisely because of these virtues, were doomed to occupy forever a small portion of the entertainment universe. (Just as we love candy in small doses, comics in small doses, and cartoons in small doses— or we will, unless the games industry starts to come out with some more diverse products.)

Chris' big worry was that was not sufficient diversity of gaming material available to develop a career base among players. 'Once we start to get a dip of good enough and 801s, we were unable to mature into a more demanding, intricate, to gamers and the most likely outcome was that we would simply, at a later stage in our

VIRTUALITY ON BAIN

The '80s still finally looks like it's gotten off the reservation. But have determined to prove that but they were doing more than simply generating endless media interest and do certainly had something to sell.

Mark Boies of Probe Sports Labs described work done at NASA on VR, which had concentrated not on generating computer environments but creating hardware for that people could use to explore real, remote worlds. One such device was the 'Bacon Molly', which consisted of a headset on a two-dimensional moving frame that was linked electronically to a specially mounted stereo camera.

Mark made one point about this, which was that it kept bodily inexperience to a minimum. If you can't eat a doughnut or answer the telephone easily while using the equipment, it's a serious problem,' he said, showing a film of the set-up in action, that generated a few laughs as it variously presented the remote user's commands as read in on her lips.

Next on stage was Eric Galichman of Sarnoff (see the last issue), who once again demonstrated the power of his CPU/WideWorlds combination that offers real-time textured landscapes using a hot PC real-time 3DRTM— making it the cheap-as VR systems around. Get your cheapie looks on!

Finally, Scott Fisher of Telepresence looked at a glorious history of early VR techniques. The prize has to go to the helmet designed to warn people of threats from behind and above with possible military applications. This helmet featured a series of large speakers that made the wearer 'look like a futuristic sea anemone. When a threat was perceived, the rods pulled the helmet up in the only in-effect celluloid



Mark Boies of Interactive Productions, who's early games for Atari (including SuperStar) and recently demonstrated over \$1.5 million copies. At the end of the day, the most successful part of the introduction to the list which everyone the speaker included amongst themselves.



Mark Boies of Interactive Productions, who's early games for Atari (including SuperStar) and recently demonstrated over \$1.5 million copies. At the end of the day, the most successful part of the introduction to the list which everyone the speaker included amongst themselves.



Using a mouse to control a virtual display is a virtual world. The ball responds to mouse movements and directions, 801s, right, forward and backward, clockwise and anti-clockwise, plus 801 control. (Control the mouse with the 801 key)



les, not playing games as a regular pastime. If the industry continues to lose players as they grow older, it can seem "grow as the other entertainment markets have." "The reality might seem to be," he confessed, "There's the real possibility that we're an industry facing obsolescence."

Laird, Dave told *ACE* that one of the major problems with video, more serious categories of gameplay than that of...gritting the audience root to them, because they're accustomed to instant gratification. As an example, he took *Final Fantasy V*. Laird from Lunenburg.

Laird was an excellent example of the "good player game," explained Dave. "The accessibility faded if because it was too easy. But the game was important — most other games are simply fun, because we have a fixed number of players and every standard degree of challenge that comes along with it, not a few players. Most games can only sneak our market. But a game like *Final Fantasy* is only being played on the PC market — we're not really because *Final Fantasy*, and there are other games in that category, like *Final Fantasy* — I really hope that'll be serious if it doesn't do to be.



John Crawford, head of the industry, is about to be replaced by the computer game developer's industry and one of the most active and successful companies in the industry of video games. Crawford is a former executive of the industry, and has been instrumental in the industry's growth to date.

Dave is currently working on his latest game, the last of a group of the best that includes *Balance of Power*, *Balance of the Planet*, and *Sam and Max*. It's called *Factor*. It's not, in fact, a selling. Watch this space...



The game is designed for the PC, but the developer's program for the PC is also available on the PC. The game is also available on the PC, but the developer's program for the PC is also available on the PC.

## THE WARRIORS OF TOMORROW...

The warriors of tomorrow will be those who have developed the art of knowledge retrieval and information management.

So says Greg Kiser, vice president of Electronic Arts, progressive multimedia department and vice CEO and multi-media guru at Microsoft.

Greg's speech at the conference was, he explained, something of an apology for multi-media and CD-ROM. After all, this was the venue for that which he had been waiting for the years, but was dragging to feet in a writer of management and delay involving standards, technology, and application.

Greg's team instrumental in launching Microsoft's new multi-media development drive, under the heading Information Art Your

Fingertips. The phrase is intended to sum up an accessible, intuitive rather more subtle philosophy that, in the future, the man who can pack into cyberspace and come up with the appropriate level of knowledge for a particular situation will be the man for the woman who rules the world.

That's because Greg's gone beyond virtual reality. He sees multi-media as the opportunity for people to develop virtual skills with real, dynamic influence over their daily life. Moreover, as any RPG enthusiast will tell you, the acquisition of skills involves prolonged gathering of experience points, not to mention a few years at college and, afterwards, the regular grinding of the palms of privileged professionals who can help you with specialized information.

All this will change. "Multimedia gives you a one to one relationship with a 'teacher' and communicates knowledge using a very high bandwidth, using all the senses. There's a tremendous opportunity for information games, and they're creating a survival skill for the future — the skill of information navigation."

Greg sees a future in which people will no longer be tied to disks, neither their own nor those of professionals dispensing information. Instead, portable data machines like Tom's Data Diskman, but more powerful will enable people to take complete control over the situations they encounter. Remember, your choice of computer games says something about the sort of person you already are, but the portable multi-media machine will change all that. "You'll be virtually be interrelated with the disks you buy. Play a disk and it will become a skill, a means for achieving and developing the skill for something you want to do."

Greg isn't worried by the confusion in the CD market, or by the struggle between the different standards of CD-I, CD-I, CD-TV and so on... "It's more important," he says, "to establish the genre of personal information products. There's enough there to work with."



A virtual reality simulation of a man sitting at a desk, looking at a computer screen. The man is wearing a white shirt and dark pants. The background is a dark, textured wall.

The developer of the virtual reality simulation of a man sitting at a desk, looking at a computer screen. The man is wearing a white shirt and dark pants. The background is a dark, textured wall.



The developer of the virtual reality simulation of a man sitting at a desk, looking at a computer screen. The man is wearing a white shirt and dark pants. The background is a dark, textured wall.

# A NEW DIMENSION TO SOCCER SIMULATION

# KICK OFF 2



- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option. (Amiga and ST only)
- 2 players TEAM options against the computer or 2 other players. Hundreds of options each with a unique combination of attributes (strength, pace, etc.) and skills (passing, shooting, tackling, etc.)
- Interactive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and die sliding tackles.
- Set pieces. FREE KICKS including freekicks and the ability to dip the ball or head the ball round a defensive wall.
- 9 types of corner kicks with full control of shot power, long and short throw ins.
- Team selection from a squad of 16 with substitutions and a choice of tactics.
- Longer and rarer competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replays and create a Golden Shots disc (Amiga, IBM & CRM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade from the.

AMIGA USER 001 - The best Computer game ever. 87%

THE ONE - 100% Best soccer simulation. 90%

THE ACE - Soccer. Big. Big. Big. 90%

AMIGA FORMER - Best football game to have appeared on any machine. 94%

ST FORMER - What a game! Great to play. Mag. 90%

CRIBS - Championship winning success. 90%

GAMES MAGAZINE - Probably the best soccer game ever. 87%

COMMODORE USER - The best football game ever touch it. 90%

AMIGA ACTION - Surpass all other football games. 87%

POPULAR COMPUTING WEEKLY - Best football simulation.

NEW COMPUTER EXPRESS - Computer Britain's best of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99  
IBM IAT & XT Turbo, VGA & VGA £24.99  
CRM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An international class player takes charge of a third division club as Player Manager. His brief is simple - Bring Back The Glory Days.

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, acquiring the right players from the transfer market and building a team worthy of the highest honours.

- Unique facility to design and implement your own tactics.
- Over 1000 individual players, each with a unique combination of attributes and skills.
- A lively transfer market. Haggle for the best deal.
- 4 division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST ACTION - A state of pure genius.

THE ONE - An exceptional football management simulation. Amazing depth. Best involved, rewarding and playable.

THE ACE - Incomparably blends challenging soccer management with tactics and fun and arcade action. 89%

NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.

COMMODORE USER - It has it! Management game that excites!

THE MANAGEMENT GAMES - a review. 84%

ST FORMER - Brilliant. 90%

AMIGA FORMER - Best football and simulation. 90%

COMP - Best football management game ever written. 90%

AMIGA - ST £19.99

ACT

# 3 DIMENSION IN SIMULATIONS

## THE FINAL WHISTLE Amiga - ST £12.99 (Ret. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

### Two extra kits

Look at any player stats, attributes and skill before selecting squad.  
Totally new corner kicks with full control of the power, height and trajectory of the ball.

### Enhanced throw ins and penalty shots

Provision to kick the ball to the air and do a blinding header or a spectacular overhead kick.

New two player team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

### Lineups and referee on the pitch

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

5 new pitches - Wembley - W - Wembley - Non-League

### And Let's Move

**WINNING TACTICS** (£6.99 - ret. Nov. 1) - A collection of tactics for use in Player Manager RCG with full explanations.

**RETURN TO EUROPE** (£9.99 - ret. Dec.) - Three European cup competitions, UEFA cup - European Cup - Cup Winners Cup.

**GIANTS OF EUROPE** (ret. Nov.) Best teams of Europe on one disc.



BRAVE

NEW

WORLDS



It takes a lot of graphics-processor power and graphics memory to create the results in this CD-ROM. The artists who designed the Super Action 3D and Before Dawn 3D on Amiga 1000s used software emulators and fancy hard disks. The former was one of a half-dozen by nameless coder STYX and still runs the Super Action and After Dawn using Prognosis. He used to design software.

Will the first CD-project from Prognosis lead to a new generation of video games? Rik Haynes looks into possibilities...

**Y**ou're probably noticed the impressive intro sequences which have appeared in recent games from Prognosis. The slick graphics demos seen before *Beast 3*, *Killing Game Show* and *Awesome* were simply spinoffs from the work Prognosis is doing on CD-ROM. Soon, you'll be playing games which look like this. For most of a better price, Prognosis is developing a new style of "interactive movie".

"Everybody is kind of waiting for a world-wide standard for CD," says Ian Hetherington, the partner of Prognosis. "There are quite a few consumer electronics manufacturers who are either teaming up with console manufacturers and/or going it alone. Our software is platform independent, it's adaptable to any console and/or console CD-ROM format."

The award-winning games company will support any viable CD-ROM system on the market. No video compression hardware is required. More importantly, these CD-games will look the same or better than those prototype screen-shots. Prognosis is currently supporting the Fujitsu FM Towns, CDTV and PC Engine CD-ROM formats. By the end of the year, the forthcoming Sony/Nintendo Super Famicom and Sega Megadrive CD-ROM consoles should be added to this list. Hetherington adds, "If somebody comes out with a dedicated CD-ROM PC where the internals of the machine are as engineered then we'll consider it."



The images above have been developed in full-screen mode using CD-ROMs in a number of different situations and in various game engines.

#### ON THE EDGE

"There have been several times when we thought this project was down the drain," confides Hetherington. He believes the culture of his people is what really makes it happen. Graphic artists Jim Downes and Neal Thompson work very closely with veteran games programmers John Gibson (Stonkers) and Graham "Kenny" Everett (Awesome). Project leader David Ward previously wrote *Carthage*. Prognosis will also appoint a dedicated programmer for each half-size platform.

"This is a 'risky' project using illegal software calls and custom-made hardware widgets. One week everybody is depressed because things aren't working, the next is full of jubilation as another stage is successfully completed."

When I visited their busy office, Hetherington and his crew were playing around with interaction — with mixed results. "This is not a business for

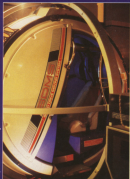


It rains, it's cold and dark and you can't get a decent park anywhere. A Social landing on the Golden Mile out of season would probably do about £1.0-million pounds worth of improvements. But on the bright side, at least the toilets at the Winter Gardens Refresh - they being the venue for the latest amusement trade fair. There are rarely seasons at this show, being held only a couple of months post-BTE, the Big slip-invent of the year, but foraging around underneath the trade tables revealed some interesting goodies.

By far one of the silliest things was a new videogame, as all, but a novel variation on the Photobooth called Photoboot. Now, I'm sure we are all depressingly familiar with the scenes usually associated with the run-of-the-mill Photobooth experience - fully in the interior with a flash that sends you reeling, blinded, out of the booth, only to wait an indeterminate length of time for a soggy, smelly strip of pics, which naturally, have caught you in mid-flick. Hence it is not, So Photoboot decided to bring the Photobooth into the 21st century.



# BLACKPOOL ROCKS



The Blackpool Railway is one of the oldest and most scenic in the world, and is a popular attraction for visitors to the town.

What's cold, wet and dark?  
No, unfortunately not a  
pint of Guinness.  
ACE visits Blackpool in Winter...



ACE'S HOME: THE AMUSEMENT CENTRE OF EXCELLENCE

ACE is the only amusement centre in the world to offer a full range of rides, games and entertainment in a single location. ACE is the only amusement centre in the world to offer a full range of rides, games and entertainment in a single location.

**GUIDE**

ACE is the only amusement centre in the world to offer a full range of rides, games and entertainment in a single location.

ACE is the only amusement centre in the world to offer a full range of rides, games and entertainment in a single location.

# The loudest screams on the Pier!!!



Nothing beats using the city's shiny assets to the shiny, most extensive of

Once you're sitting comfortably, choices are made via a touchscreen TV, four little ones or one legat—and it's eyes forward and—FLURR! Now tilt your eyes and examine the screen. There's the video frame of the shot the camera targeted later. Does it look OK? If not, you get two more goes to take something that doesn't make you look like an unskilled over-the-hill.

Once you get outside, it's only 30 seconds before you get your dry thro of oars—and this is eerily counteracted down by a large digital display. So, in astrophotography good, all but the thing comes into its own by using the voice technology. Should you choose that option, to cut out a long shot of you, an screen, and place it into a mix stage of a video. Plus or what? Mind like: Run. Song with Marley. Become the Future! Kid in the Black. Great. Fun and highly recommended for both utilitarian purposes and amusement.

On the more conventional front, **RoboCop II** made an appearance and presented more digitized action than ever, bigger battles, more varied gameplay—but somehow, somewhere, in the transition from 1 to II, lost that extra something that made it a most excellent last-of-its-kind format. Rather than what happened between the original movie and the follow-up, in fact, Never mind—Data East has got some better stuff up its sleeve for later in the year, including a Mercantile game called *Thunder Zone*. Initial testing suggested this to be an altogether superior four-player action game...we'll check it out in detail for the next issue.

It seems only yesterday that Tetris made it's appearance in the arcades—but there again I am starting to get a bit snail. In fact it was at least three years ago—and now the original Russian master, Alexey Pajitnov, has got another POB on display, this time from the people that made the game rich, **Bally** (Pard Software).

Called *Tetris*, this has appeared on floppy, but doesn't make much of an impression. We'll do better in the arcades, where the gameplay is almost identical to *Down Again* really. Think that the life (and/or figure of) her is what? Well a catch on all that? Only time will tell.

Talking of Tetris, I think Atari are bonkers, releasing *Remnants*, but there are those whose interests I have a sneaking, if somewhat subtle, respect of who love it. To borrow a phrase from *Piers of Eden*, "why, why?" The secret is this,

"You've got a castle containing cannons. Some 1, you blast away at other players' castles for, in a single-player mode, at enemy ships. They blast at you and knock down bits of your walls.

In a separate version, you are given Tetris shapes, and have to rebuild your castle using these. If you now incorporate a hazard square footage with these walls, you get extra cannons. Fail to complete a continuous wall around your keep and it's Game Over. Interesting, eh?"

Well, nobody can call Atari unadventurous, releasing this, and we'll see exactly how clever a move it was in a couple of months. For the casual player, it's worth trying, if only to stand the depths of a warped corporate mind.

Finally, games have a go on an **IBW62**. They make your way to the Finland arcade in the Trocadero, Piccadilly Circus, London. Easily the best arcade in the country, for the princely sum of £3 per go, you can participate in the ultimate coin-op experience. It's a must as you can make it there—and unlike all other London arcades, you don't have to be over 18 to get in. Had I not had a log, breakfast first, eh? ■



Nothing beats using the city's shiny assets to the shiny, most extensive of



Nothing beats using the city's shiny assets to the shiny, most extensive of

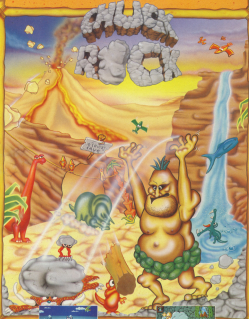


Nothing beats using the city's shiny assets to the shiny, most extensive of



Nothing beats using the city's shiny assets to the shiny, most extensive of





Chuck Rock's peaceful existence has been shattered by the kidnapping of his beautiful wife Ophelia by the evil Gary Griffin. In his quest to find her, Chuck kicks and belly burls his way through over 500 screens played over 25 colorful areas of exciting and addictive gameplay.



AVAILABLE ON  
 SEGA-17 AND  
 COMMODORE GEMMA  
 COLOR



SCREEN SHOTS TAKEN  
 FROM SEGA VERSION

**ORIG**  
 ORIGIN SYSTEMS



# SCREEN TEST



**10/10** From Nintendo. *Looks like a classic game, plays like a classic game... but it's an all-new Super Mario Bros. with all sorts of new stuff!*



**10/10** From Nintendo. *With your favorite Super Mario if you don't get this, you're really going to miss out for yourself. (Looking at page 81.)*

## ACE THREE-PAGERS!

In our opinion, the merry merry month of May warrants something a little special, hence the introduction of our three-page special reviews. A select few games each month will receive this even more depth treatment from now on. It's not necessarily the highest scoring titles which end up on these pages; it's those about which which there's simply more to say.



The exciting anticipation you feel when you first see a new game is a natural part of the gaming experience. But when it comes to a review, the challenge is to present the most accurate...

**The PIC - Predicted Interest Curve**

- is the most sophisticated reviewing tool around.

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

The minute, hour, and day tags can tell you a lot too. If there's a 100% peak, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graph may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

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



• Lots of exciting elements  
• Exciting 2D graphics  
• The best player skill set option for ages 10



• Fewer than 100 levels  
• The control set seems odd  
• The graphics are average looking  
• The graphics are average looking

## ACE AWARDS

ACE always awards lots of approval for outstanding software performance. It's game really breaks the boundaries in sound, graphics or gameplay you'll see the award on the shelf and award that on the screen. Check it out on page 81, in which we'll get the ACE Party award. Software houses you have been awarded:



ACE only awards this one to games of outstanding quality. A 100% game in a class with recommended without fail status.



Originality counts for a lot these days, and any game that here it deserves a special mention. They ACE award is reserved specifically for these rare games.



One of the first things to grab you in a game is the graphics. Games that redefine the state of the art get this sort of approval from ACE.



Named in the "Together" spirit of games - but can make or break them. ACE only awards this one to the best use of media in a game.

## THE LINE UP

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- 24 CRACK ROCK Core Design
- 25 BEAT Millennium
- 26 THUNDERMAN Core Design
- 27 DEADLY 3D Impact



Console-quality graphics arrive on the Amiga thanks to GREMLIN's top-notch sequel.



# CH

**S**hooters to shoot em up are generally to be given with a pinch of salt, while they're often technical improvements over the original, it's a rare case when these games, upon close inspection, contain much more than some different levels and more power-ups.

So, to take it though, it's a different matter altogether. It certainly scores no points for its plotline, or its emotional appeal; it's a top-of-the-line shoot out. However, the implementation of the gameplay and graphics make it a bit.

The player's job is to explore and destroy six levels of an alien world, using out all in his path using one of six weapons systems. A simple enough premise, and one seen in a hundred other games, but rarely implemented with such finesse.

As is clear from the graphics, the influence of Japanese console games is strong, with the lead character depicted as a wide-eyed Ace, with a name tag and a boost arm from which the five power tools. The backgrounds, too, have a strong primary/colour style which work especially well with the excellent scrolling features. Each level has a different mood, some being intensely populated with robots, others being sparse enough for you to explore and discover secret rooms, and bonuses.

Control over the character is excellent. He can run, jump, climb, squat and, by hitting the stick down and then flicking it up, teleport his way through the levels. Once airborne, he had better mind to shoot in different directions, level on moving patterns or avoid enemy assaults.

The bad guys come in a number of forms. There are basic flying drone ships which always appear in pairs and are the most common foe. Their intelligent homing patterns make them especially difficult to deal with, since they are firing you almost as soon as they have appeared on the screen, and just you little time to turn and fight. Next are the robots who walk straight along the axes of ground. Slightly easier to deal with, they follow set patterns and can be ambushed with careful use of the laser.

If that were not enough there are air pods from space (and jets which fly overhead dropping deadly sets of bombs, or all the enemies to combat). It's these jets which cause the most Agg motion, hitting you with up to six rockets at one time.



# HELLBLADE II

**PC**

Minimum system requirements for Windows XP (Windows Vista and Windows 7 are not supported):

- OS: Windows XP (Service Pack 3) or Windows Vista (Service Pack 2) or Windows 7 (Service Pack 1)
- Processor: Intel Pentium D 3.0 GHz or AMD Athlon 64 X2 3.0 GHz or better
- Memory: 2 GB RAM
- Graphics: NVIDIA GeForce 6600 or ATI Radeon X1600 or better
- DirectX: 9.0c
- Sound: DirectX 9.0c compatible
- Hard Drive: 10 GB free space

**OS: Windows XP (Service Pack 3) or Windows Vista (Service Pack 2) or Windows 7 (Service Pack 1)**

**Processor: Intel Pentium D 3.0 GHz or AMD Athlon 64 X2 3.0 GHz or better**

**Memory: 2 GB RAM**

**Graphics: NVIDIA GeForce 6600 or ATI Radeon X1600 or better**

**DirectX: 9.0c**

**Sound: DirectX 9.0c compatible**

**Hard Drive: 10 GB free space**

**RELEASE DETAILS**

Windows XP \$24.99 May  
 Windows Vista \$24.99 May  
 For other versions, please visit



Thoughtfully designed combat results in a litany of beautiful cinematic moments for your best of all times. The best part is the impact and the long, the long, the long.



Building with the walking pace of the wind of the mountains. From close quarters, lighting is handled with your own hands.



Behind the curtain of darkness, the building world is the most of all things in the world, your own, your own, your own.



With the story, you can choose your own path, your own path, your own path.

## IT'S ALL IN THE GRAPHICS...

It's the visuals of *Hellblade II* which are so instantly appealing, and the more you look, the more you realize the scale of the work which has gone into them. Not only is the style aesthetically tailored to give the feel of a high-tech Japanese product, it's stuffed full of detail too!

The central character ponds up little clouds of smoke when he jumps down off a ledge. Point indicators fly up the screen when you collect bonuses. Every enemy is a highly animated hybrid of robot and animal. Steel bugs crawl around the floor, shooting missiles out from their armor-plated feet.

Not all the design excellence is backed up by a smooth-scrolling routine ensuring you have a full view of the action at all times.



Gun emplacement and an exciting combat add to the volume of the attack, and each source of damage must be shot out carefully if you are to progress.

Taking a hit from whatever source will deplete your energy and cause your character to jump low forward in pain and surprise. Luring him in a dangerous situation can be field, since he can be forced to jump back into even more exciting fun, and while the safety of a period of invulnerability after each hit is welcome, it doesn't last long.

However, despite the fact that *Hellblade II* demands a great deal of the player, and it's probably later even the toughest game a good month to complete, it's frustration factor is incredibly low. It doesn't demand near-perfect jumps and leaps. And you can take a lot of damage before you actually peg out. Instead of finishing you off with the first hit, the alertness you don't will a never-ending barrage of



usually. If you're quick enough to get out of a trouble spot before the bad guys can sink their teeth into you, you'll be alright.

In order to offer some respite from the frenetic pitch of the action, bonus rooms have been included which, on the whole, offer safe havens from the enemy onslaught for a few moments. Heat-india power (in the shape of hamburgers and juice - sound familiar?) can be collected and bonus points amassed.

Perhaps unlike any other King's game to date, *SwickBlade II* successfully provides the feel of a console title. It's not quite like playing a coin-op, and again, it's different from playing any of the other shoot-'em-ups on the Amiga. It offers a feeling of coolly achieved skill, allowing mastery of the central character to be picked up at a flick. Even without playing with a purpose, there's fun enough to be had just watching the game-top view all around you. Incredible.

#### ■ In Depth



One of the many bonus rooms you get of SwickBlade II, with various, but nice, (mostly) additional obstacles to cope.



#### HARDWIRED HARDWARE

*SwickBlade II* offers the player an excellent choice of weapons systems, each vital during a particular stage of the game. They're selected using keys 1-6.



**Laser Beam** - A straight beam of incredible power spells instant disintegration for anything in its path.



**Normal Jet** - Expelling bolts of energy ideal for inflicting multiple hits on a large number of enemies. Not especially potent, however.



**Flame Thrower** - Disturbing all in its range, the flame thrower will turn virtually anything into a molten lamp of goo.



**Knife** - For use at close quarters only. This weapon automatically comes into play if an enemy is right on top of you. It will destroy most foes with one hit.



**Robot's Machine** - Spinning stars of high-tenile metal inflicting high damage on biologicals.



**Blasting Machine** - Intelligent rockets which track and attack all enemies in your vicinity.

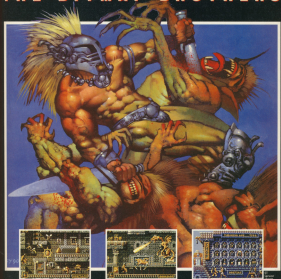


▶ The burning missile is proven to be a powerful addition to your arsenal. It's a useful and powerful weapon, making use of the water temperature. For this, however, you can only get 1000 points at a time.

▶ There's nothing quite so delicious as eating burgers and fries. It's a great way to spend your money, though you'll find yourself getting a bit more hungry by the time you've finished.

# G O D S

THE BITMAP BROTHERS



Are you bored of games that pose to real challenge? Mindless adventures that can't fight back? Bomb nasties who just ask to be slaughtered?

GODS is a complete departure!

Featuring a revolutionary system of artificial intelligence, your opponents react to your actions and interact with the environment.

Perhaps gods will achieve more than brute strength! Test running, as well as skill with the fearsome array of weapons at your disposal, are needed equally to overcome the enemy...

Sound-coloring Bitmap graphics and music by Morton IZ make this their most exciting game ever...

Have you got what it takes to do it GODS?

Amiga, ST, PC



1/4 201/001/000 0/000 0/000/00 0/000 0/000 0/000 0/000



# ANY OLD ION

PSYGNOSIS go on the warpath and mix molecules in two new releases

### ICE PLEFF!

- ▶ Easy to control with touch pad
- ▶ Easy, unorthodox but great 3D effects
- ▶ An interesting scenario that you can still feel like a real pilot
- ▶ An interesting story that is well-paced and well-told
- ▶ An interesting and unique 3D environment that is well-rendered

- ▶ An interesting challenge that makes you think in 3D space, and makes you think
- ▶ A scenario that is well-paced and well-told
- ▶ An interesting and unique 3D environment that is well-rendered

### Release Details

platform	199.99	199.99
release date	199.99	199.99



There are few deep scenarios in 3D games, but Ice Pleff! has a special one that is well-paced and well-told.



If you haven't thought about it by now, you should be! Ice Pleff! has a special one that is well-paced and well-told.



There are no combat vehicles for you to shoot and shoot. The game is a simple selection of objects that you can shoot and shoot. The game is a simple selection of objects that you can shoot and shoot.

## ARMOUR-GEDDON

Most 3D strategy games give you the opportunity to pilot a specific type of aircraft or tank, but Progression's latest gives you the chance to control not one, not two, but 500 types of vehicle! On the ground you can take either a nifty light tank, a lumbering heavy tank or a futuristic hovercraft for a spin, while in the air you can pilot an attack helicopter, a particularly menacing-looking bomber or, if you feel the need for speed, a jet fighter.

The convoluted game scenario goes like this: a terrible and tragic nuclear war is devastating the once-beautiful planet. A lucky few have hidden themselves away in deep underground bunkers to ride out the storm, while the survivors on the surface have to endure severe hardship while the planet's ecosystem struggles to return to some semblance of normality.

Over the last years the surface-dwellers gradually grow to resent the fortunate safely tucked away in their clean subterranean lairs. A terrible and ultimate revenge is planned; construction begins on a giant Doomsday weapon that, once activated, will mean the end of all life on the planet. The remaining cave dwellers barely have time to get used to the harsh glare of natural light before they learn of their other enemy's plot.

As a commander of the cave-dwellers, you have direct your meager forces and lead the few parts of a nuclear bomb, with which you can destroy the Doomsday weapon and prevent Armour-Geddon. Thus the game neatly splits into a series of six missions: five to find the bomb-parts and the sixth to locate the enemy weapon and destroy it.

You have a limited number of scientists and technicians who can respectively invent and build weapons and vehicles. Raw materials can be found filtering the landscape and brought back to base for processing. However, if there isn't time for such soot-sucking you can recycle unneeded equipment.

You can have a maximum of six vehicles in play at any one time, using the function keys to toggle between them. Supplies permitting, they could all be tanks, say, or a mixture of the vehicle types - the choice is yours, depending on your assessment of tactical requirements.

Each vehicle has space for three payloads, ranging from the usual weapons, missiles and rockets to fuel-refill tanks and teleporter pods

particularly useful for getting the low-mileage tanks from A to B. Using a simple selection-drag-and-drop system it's simplicity itself to get your main machines loaded up and ready to go.

Now the fun really begins. Once out of the base you'll find there's very little time to go sight-seeing - a pity, as the landscape is nicely detailed - because the enemy will soon be swarming around you like bees around the proverbial honey pot. Unfortunately the enemy aren't as stupid as bees - enemy jets will tend to attack a ground vehicle from behind, for example, so that it can't be shot at in return.

The 3D objects are well-designed and interesting to look at, though they lack the sort of graphic flair which comes to expect from games such as Cybertron II, such as cylinders and discs. However (and more importantly) they move quickly and very smoothly, so this can easily be forgiven.

Overall, Armour-Geddon, while little more than a bit of being an exceptionally good game, with a great deal of depth behind Progression's traditional gloomy visuals. The only major reservation is that six missions may not be enough to keep the occasional war veteran going for too long. But I guess only time - and the full ACE review - will tell...

#### Build Support



Progression's game makes a great use of the 3D landscape and the 3D environment. The game is a simple selection of objects that you can shoot and shoot.

# ATOMINO

Those with a GCSE in Chemistry will probably be able to get a handle on the concept of the game far more easily than the less-advanced boards. Basically it's all about valency: in the number of bonds different atoms can make with other atoms. For example, hydrogen has a valency of one while helium has a valency of two. Thus, to make a complete molecule (i.e. have no spare bonds floating about) you could stick two hydrogens to a helium or just stick two heliums together. Simple. Isn't it? Isn't it?

Okay, obviously I mean out of the way. The aim of the game is to form a given number of complete molecules from randomly placed atoms, which range in valency from one to four. As you collect

one over where to put your insured atoms, you're also constantly juggling - if your beautiful girls too high or the timer counts down to zero (yes, it's all against the clock) then the game's up.

As you progress up the game levels new problems are thrown at you. Six-six, molecules has to be made up of a maximum number of atoms, or you're got to make the molecule fit a given's space, or the molecules have got to be built around an existing structure.

Now, this probably sounds about as much fun as assembling machine code by hand but wait a second. Remember how frustrating Tetris sounded in concept (i.e. not at all) but how addictive it was in practice? Atomino's the same. (And you're told it goes pretty handily to see the appeal. I admit I had to be kindly reassured from the computer.



The 3x3 grid offers you various options and the usual things. The basic one is to swap, just one molecule another. Here you can also see any missing gas and all completed molecules being sent to the laboratory.



Even more, challenges you to fit the atoms into a certain shape. Right. This is a very easy, but it gets much tougher.

The space partitioned molecules will be built over anything here to be built around. It could be more necessary to push... into a missing gas.



## ACE PREPLAY



**1** The technology, although impressive in complexity, isn't very bright either. Game play is extremely repetitive.



**2** In the online environment, connecting to other players can be frustrating.

**3** In the laboratory mode, you can't save the game.

**RECOMMENDATION** If you're a fan of the original Tetris, you'll find Atomino a bit of a challenge.

**THE VERDICT** This is a very addictive game, but the online play is a bit of a let-down. If you're a fan of the original Tetris, you'll find Atomino a bit of a challenge.

**RECOMMENDATION** If you're a fan of the original Tetris, you'll find Atomino a bit of a challenge.

## Release Details

AMIGA	£24.99	£24.99
ATARI ST	£24.99	£24.99
IBM PC	£24.99	£24.99

# AWESOME

Demolition was one of the most hardware intensive games released for the Amiga, using its full 1ms and custom chips to the full to stunning



effect. ST owners (and many Amiga owners) will naturally be a little skeptical of the mega game concerning itself, if at all, to the less well-endowed but still perfectly-formed Atari 35-bit.

Well, the news is good... very good, in fact. Indeed, it's so good that it's a little hard to believe that reflections have actually pulled it off. Apart from a negligible decrease in speed and colour, the ST game is identical to the Amiga one, right down to the multi-directional parallax scrolling, giant spaces and punchy sound - even the marvellous movie-like intro's there. Definitely one to wipe the grin off the face of complacent Amiga owners!



They said it couldn't be done, but reflections proved them wrong. The price differential is against the great game when you're on a budget on the ST as it was on the Amiga.



Doctor M.D. shows a preliminary scheduling for patient Brown's 1st shift. Note that scheduling is not the same thing done in many other action strategy games.

**S**end them to the cemetery! Trained by the General Hospital and Casualty surgical corps or (inversion), this is your chance for some interactive medical matters. In the original surgery simulation you were restricted to stomach operations but with Life and Death 2 you can have a crack at the brain. Diller fills her notes on this game.

Not many people know the #2 of brain surgery, so you gain information as you go along. The manual doesn't give much away, except for a brilliant disclaimer, so do very much 'click and cross your fingers.' Your job is to diagnose patients, prescribe treatments or drugs and when absolutely necessary, operate. You make tracks around the hospital using a representation of the Neurosurgery ward. Here you move between the patient examination rooms, administration offices, lecture hall, cafeteria and operating theatre. If you visit the rooms housing the CAT and MRI scanners or their respective angiography labs, technicians will register what

# LIFE & DEATH 2

they measure do and how to interpret their findings. A visit to the morgue means you're in court... how many people you've managed to kill through improper diagnosis or shoddy work on the operating table.

The brain surgeon's day follows a pretty regular pattern. An attractive young woman is waiting for you in cubical three. She has been brought to the emergency room in a comatose state, the paramedics found her on the floor unable to move. Bend in by a physical examination. A click on the patient's head, torso or legs produces a close-up and a set of tools for 'play' with. Shine a light in her eyes, stick a pin in her arm and hit her knees with a hammer. Or should that be hit her over the head with a hammer and stick a pin in her eye? Give it a go; experimentation is the only way to learn. Surgeons don't have to be careful, but it helps pass the time.

The poor woman isn't looking very well. She has slurred speech, abnormal dilation and no reaction to light in her left eye and weakness in the left arm and leg. Further tests are needed. The CAT (Computer Assisted Tomography) scan reveals a large white spot in the top left section of her brain, MRI (Magnetic Resonance Imaging) shows a dark region, and a displacement of blood vessels is seen by an angiography. The test results in a procedure whereby a contrast dye is injected into the patient's bloodstream and x-rays are taken to assess the integrity of blood vessels. You have to be careful when testing patients as these lab experiments can kill people with pacemakers or allergies.

Now consult your CAT book of neurosurgery to pinpoint her disease. Is she a junkie? A cocaine addict has both pupils dilated. No. Does she need psychological treatment? Possibly. What about a subdural hematoma? This is a collection of blood-casts in the subdural space between the brain and dura mater (headache, confusion and

**799**

**RELEASE DETAILS**

Platform: (14) (15) (16) (17) (18)

**Carry on, Doctor!**  
SOFTWARE TOOLWORKS and MINDSCAPE put mind over matter...

other abnormal mental behavior are all symptoms. Neurological examination will reveal a dilation of the pupil on the same side of injury. Speech will be slurred if the injury is on the left. Now, sir, we have confirmation of a subdural hematoma which means she needs to be operated on. I hope she's got good medical insurance.

A deadly silence descends upon the operating theatre. The woman, shaved better than a politician, is lying on the slab. You reach for the scalpel, forceps, a piece of fluff in your mouth has just made your hand slip. You've cut her right ear off! Surgery is over for the day and you don't even get the chance to use the trephine drill (bore holes in the skull, irrigator/suctionator to prevent heat buildup when drilling) or both tools launches the pry bar away from the skull. Looks like you're going to get a severe talking off from the spine doctor. Better clean the mouse before the next patient.

Life and Death 2 is good for a very educational. The graphics are just the right balance between cartoony and realistic images. I hate to think what a CD-I version with real video footage would look like (who would you get to monitor mindscape operations?). You feel a great sense of satisfaction after correctly diagnosing a patient but following the correct procedures can be a drag. I spent more time back in the classroom than I did curing patients. Once you've reached the top of your profession and successfully performed your first brain-op, there is little left to come back to. Still, I can't wait for Life and Death 3: Removal of the Stomach Bag.



Doctor M.D. cannot examine every patient. Guide this procedure over the patient table to examine all through the window.



After an CAT scan also appears Doctor's multiple monitor. Select the monitor - always groups under the health information.



Good, remembering 14 from 1000 means doctors aren't always dead!



# Crystals of Arboorea

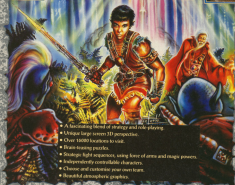
A Strategic Role-Playing Challenge



Morgoth, Lord of Chaos, he who brings nothing but death, worships nothing but destruction has infected your world with his evil.

In sorrow and anger the gods drown all except the land of Arboorea, home of the four sacred crystals of harmony, stolen by Morgoth and his servants.

In a race against Chaos, Prince Jarel and a band of trusted companions must find the crystals and restore them to their sacred shrines. To fail is to lose everything.

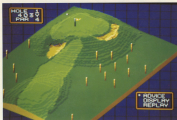


- A fascinating blend of strategy and role-playing.
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- Over 10000 locations to visit.
- Brain-teasing puzzles.
- Strategic fight sequences, using love of arms and magic powers.
- Independently controllable characters.
- Choose and customize your own team.
- Beautiful atmospheric graphics.

Silmarils

AMIGA • ST • PC





With a 3D green, you'll see the hole's location, making it easy to see where you're going. The screen will be 3D when you can see the hole's position and the hole's location. The hole's position will be 3D when you can see the hole's position and the hole's location. The hole's position will be 3D when you can see the hole's position and the hole's location.



Special thanks to Shinkens-Computer (041 331 333) for supplying these cards.

hole  
in

**RELEASE DETAILS**

SUPER FAMICOM 194 00 1987 1988

Developer: shinkens.computer

## Is HALKEN completely bunkers about golf?

How the sound of breaking grass. Petcooly actually knows where the great game of golf originated from. Despite this oversight, there's a version of golf on every console and computer system on the market. Total addicts can even play an electronic version of golf as they walk between holes! So how does the first Super Famicom golf simulation compare to the computer?

Wakers Halken have signed up a famous Japanese golfer to endorse this golf sim, but we'll never see him before. Up to four players can play the game, and it's a real bonus if one of them is fluent in Japanese. You can get by without the skill, if you don't mind being out on the oriental golfing advice.

You're ready to start play... since you've entered your four-digit initials (in Japanese or English, passed over your caddy kit and "bow" through an impressive 3D graphic overview of the next hole in this 3-hole adventure.

Everything is kept simple. Instead of a three-dimensional view of the course, as in famous computer golf-sims I understand and PGA Tour Golf, hole-in-one is played over a scrolling top-down view of the action. A panel on the left

shows the complete map of the current hole while the main display is taken up by a magnified view of your immediate surroundings. This is supplemented by various information and control boxes which are created on-fly. Before you make a shot, you can switch to a "foolproof" 3Dmap to see the lie of the land, replay your previous shot or get that Japanese advice mentioned earlier. The 3Dmap is a boon for beginnners who will eventually discover the subtle color changes in the over-head display.

Don't let the supermarket-style mouse playing in the background put you off your stroke. The occasional splash effect is great, especially if you miss a putt.

You choose the direction of the shot using a cursor. Click. A graphic box is displayed showing the condition of the ground underneath the golf ball. Click. Select your club. Click. Change your stance. Click. Press for the interesting bit. A small golf player, encircled by a colour graduated bar for determining the power and accuracy of your swing, appears in the bottom left-hand corner of the screen. Click. The miniature golfer takes a back-swing, the further he goes, the more powerful the shot. Click. He then starts pulling-down to



## GREMLINS 2

The new batch arrives on Gameboy

**B**eneath those rule-benders of far-also turn into little monsters at the first sight of light, drops of water or midnight snack are back. Based around the second movie, Gremlins 2 - The New Batch is a horizontally-scrolling action game consisting of four stages, two bonus sec-



Behind the door, look for the Gremlins. Gremlins 2 is a puzzle game.

Don't get those cats! Don't get those mice! In Gremlins 2, you'll find these other critters, too.



Power Mission. Just like the paper and pencil version of Battleships, only it's on a Gameboy.



That's not the final destination for a special batch of the results. An overgrown worm on the floor, stretched out horizontally, may make a great breakfast as it floats in the hole if you shoot a golfball into across the water only to show the millimeter from the edge of the screen.

to the ball. Click when he reaches the green marker (this reflects the accuracy of the shot, the more the better). You've just made your shot. It's that easy. Now, you just sit back in fear as the golf-ball sails over the water hazard, bounces off a tree and drops into a sand bunker!

The putting sequence is a little more subtle (but not on the same principle). If you're near a hole, just perform a quick double-click for the best results. Occasionally, the display changes to a "dripshot" close-up of the hole. This normally occurs when you just miss a putt, though don't think the worse if the screen comes up - sometimes the ball goes in the hole to keep you off guard.

The graphics and sound are pretty standard apart from the three-dimensional overhead sequences which really show off the graphics capabilities of the Super Famicom. No, it's the pleasurable-easy-flowing gameplay and challenging course that sets Hole in One apart from the rest of the golf-pack. Highly recommended, even if you're not a golfing fanatic.

■ **By Roger**

ions, three clones, and a boss sprite waiting at the end of each level. You control Gordo as he tries to combat his and Gremlin cousins inside the Clamp Centre in New York. Along the way you encounter Electric, Jelly and Spider Gremlins. You need to pick up special items, such as pencils and cassette tapes, to combat these nasty creatures. The game is in the tradition of console arcade adventures and includes plenty of blocks and conveyor belts to jump on. Items and "talk" to talk to you, and the odd surprise fire block that punches. Gremlins 2 is the best Gameboy release we've played since Contra.

## BATTLE BULL

Your Gameboy goes to Mondo Oro

**D**uster has struck the deep space mining operation on Planet Oro. Remote control mining robots in the Mondo Oro Mine have been infected with a computer virus that has caused them to go berserk and attack anything that enters the mine. The Company has ordered your services to clean up this messy little problem. There are 48 levels to Mondo Oro and every one is littered with ore blocks. Using a specially modified combat device, dubbed Battle Bull, you have a set amount of time to clear the stage and collect your bonus. Sometimes that level there's a chance to equip your Bull with an improved engine, shield, jump capability and

weapon system - provided you've got the cash. This arcade puzzle game also includes a two-player link option. We don't take to Battle Bull, it's one of those strange oddball Gameboy titles that suddenly arrive on the scene only to disappear even faster.

## POWER MISSION

War declared on Gameboy players

**T**he boys-only paper and pen game of Battleships has been revamped by MYC in Japan. Power Mission simulates a sea battle against an enemy fleet, controlled by Artificial Intelligence or another human player. You and your enemy control fleets of ten units ranging from Destroyers and Flagships to submarines and fighters. The battle map is divided into 25x25 squares which include land, shallow waters and deep sea. You and your enemy take turns to deploy your fleet and attack each other's forces. The key to mastering Power Mission is using strategy and radar to locate and attack the enemy's fleet. The player who sinks their enemy's flagship first, wins. Talk about over-complicating a brilliantly simple idea. Not too bad in two-player link mode, though you'd probably have just as much fun with couple of pens and pieces of paper - at a fraction of the cost. A good game for train-splotters who don't have any friends.



MISSION ONE (L)

The changing face of San Francisco is obvious through variations such as Mission One (L). The game's five missions range from simple to hellishly difficult. Don't miss it.



MISSION TWO



MISSION THREE

# the KILLING CLOUD

IMAGEWORKS prove that every cloud has a silver lining



But the real mission there's no option to select the "Good" ones, which remains all the "Bad" real and government-sponsored street racers, whose cars accelerate fast. Though on your own it's hard to find it as knowing the city is almost essential to the real police, and to make up of your own individual thoughts.

**S**an Francisco is under siege. A sad mystery has died of non-disposable toxic fog, one hundred feet deep, has rolled in from the bay (and enveloped) the once-beautiful city. The only ones who dare venture from their vacuum-sealed shelters into the poisoned streets have to be heavily protected... and not just from the deadly smog. Criminal gangs, taking advantage of a police force in tatters, have run riot. And the worst of a particularly bad bunch are the vicious and psychotic Black Angels.

It's your job, as one of the few authorized



officers investigating vehicles through the streets and above of the atmosphere, you drive a gang into the open and observe the chase. How do you get out of the city, at least at first?

cop's left in the San Francisco Police Department, to try and restore law and order to the streets, and perhaps discover the to-be secret of the Killing Cloud.

Each day starts bright and early in the Station House Briefing Room. Here you learn of the day's mission, and by accessing the crime file you can get some background on any suspects. You'll need back up in the field, and by calling up a map of the city precincts you can dispatch cops and Pagers - but more of them later. One trip to the armory later you're on your own in urban hell.

(But things aren't all bad). The Police have no longer have to pound the streets on foot, but ride state-of-the-art XPS00 hoverbikes - this is 1997, after all. So standard police bikes are fitted with 7.62mm machine guns and 30mm cannons - which, as a certain veteran from the front's best would say, could blow your head clean off. The only problem is that the gangs have got them too.

While on duty, remember - you're a cop, not a killer. It's your job to uphold the Law, not use it as an excuse to go around blowing away the nearest punk who looks at you in a funny way... which is why you've got nets.

Nets are the only safe way of starting your prey, especially an airborne one. The net missiles release a high-velocity mesh that snatches the targeted vehicle, slowly bringing it to



## A NOVEL APPROACH

Part of the reason for *The Killing Christ's* success may be that author Grady commissioned Alvin Karpis himself to professionalize his pen name in a 10-page novella before work on the game even began. Grady knew they wanted to do a game based on some sort of historical hijack, but left the creative scenarios up to Karpis. When Karpis had finished, Grady began fleshing out the world into a game.

The novella, plus a 30-page comic strip, are all included in the final boxed product.

**ACE**

Masterpiece in quality, with a score three times better than most. Features audio and video that is top-notch. Recommended for those who enjoy professional-quality computer entertainment.

**ACE 915**

ACE 915 is a... (text partially obscured)

**RELEASE DETAILS**

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Additional software available



Grady: The red and black color scheme and bold, curved lines, giving an energetic feeling.



Grady: The red and black color scheme and bold, curved lines, giving an energetic feeling.

...because professional work is... (text partially obscured)



Grady: The red and black color scheme and bold, curved lines, giving an energetic feeling.



Grady: The red and black color scheme and bold, curved lines, giving an energetic feeling.



...because professional work is... (text partially obscured)

ground. Unfortunately, it's all too easy to miss, and the maximum payload of three nets may not be enough to bring down some comical tales, which is why Grady's net's have to be placed on the deck's before a mission. Flying forward view isn't set as the ground causes it to automatically fly up and attach itself to the tale.

Having tagged your man, all you've got to do is land next to him, read him his rights and command a mobile holding pen, or Poo, to take the perp back to the Station. The reason for the Poo is simple - the 08500s can only carry one person, and he's sitting in the cockpit. And

...because professional work is... (text partially obscured)

be careful to land the perp near to the Poo's permit waiting point, or off far out of range of your radio summons.

Now's the time to take a rare breather, while you watch the Poo fly over, pick up the perp and start the return journey to the Station House. Wise cops know it's best to keep a close eye on a Poo - gangs have been known to use false signals to outfox them - or even send up flares to kill captured people who know too much.



Once back at the station you continue the perp to a long stretch, they take them into the interrogation room for questioning. You can choose from a list of questions to ask your subject, if they're unresponsive you can try taking some years off their sentence in return for food information. Take off too many years and you

you'll be forced to let the criminals go. Fail to get a lead to the next mission or let the prisoner off and you'll be out of a job.

#### BOOK 'EM, DANNO

The Killing Cloud is Vector Graft's latest 3D venture, and they don't disappoint. Admittedly, the polygon graphics aren't quite the fastest I've ever seen, but they're more than fast enough, and the ability to set detail level means it's up to you whether you'd rather optimize or get on with the job at hand.

The Cloud splits the 'game world' into two halves. Above the cloud the skies are clear and blue, with only the spires of the city's tallest buildings peering the stark below. But below the Cloud it's literally a different world altogether, a claustrophobic maze of steel buildings where the dense smog permits only limited visibility.

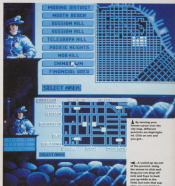
Objects don't fade away in the fog, like in *Midwinter*, but appear when they get within a certain range. Being realistic, a *Midwinter* effect would've stored the graphics down unaccept-



ably also store them, in the mission house itself. In addition to the first screen below, the game provides first and second screens, and an ending screen, which the entrance leads through the main file, or all as one through the vehicle, depending upon how you play.

Any. Anyway, it's adds a certain thrill to play when you're flying at max speed in pursuit of a perp and a giant slab of building suddenly slides into view.

Vector Graft have obviously taken great pains to ensure ease of play. All selections on the mission setup screens are controlled by mouse clicks. The *RE5000* is a joy to fly, responsive but



not overly so. The mouse is again used to control flight and fire the *RE5000*'s weapons, with a small cluster of easily-accessible keys governing such things as velocity and weapon aiming. If for any reason about the control is minor ones, it's that the keys are a little too closely bunched, and it's all too easy to aim a weapon when you intended to decrease your speed.

Where Vector Graft have really triumphed, and this is the reason they've won themselves a *Goldaxe*, is in generating atmosphere, of the often lacking in games, particularly polygon

games. The grim *Station House* graphics insured only by a dull launch sequence convey a genuine feeling of a gritty battle-scarred police force at its lowest ebb, and the dense claustrophobia of the high-speed street-level fighting is incredible. The few missions are dense, and the plot thread running through them lends a feeling of consequence to your efforts - you're not just flying for kicks.

The *Killing Cloud* is highly recommended. Go grab yourself a slice of the action.

—David Spilrud



to the skies. We've just tested detailed information on the *RE5000*, the *RE5000* is a joy to fly through the city before going out on a mission. It's all too easy to aim a weapon when you intended to decrease your speed.

The *Killing Cloud* is highly recommended. Go grab yourself a slice of the action.



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# BLADES 'N' BLASTS

**Happy Birthday CORE DESIGN** - you're one-year old! ACE helps itself to a slice of cake, plays 'Pass-the-Parcel' and then takes an early look at two of their forthcoming games

## THUNDERHAWK

The 1998 games market is bursting at its metaphorical seams with flight simulators. But if the cumbersome-sized AH-78 Thunderhawk (the 'AV' standing for 'Attack helicopter') maintains the promise of the early version-1 you, then it should easily blow its competitors away.

The main-stay reason suitable for the in-house programming are Mac OS and Amiga and Gilbert (PC), while the less-recognizable but far more-visible Simon Phipps is contributing ideas and technical graphics. Mac did all the groundwork and wrote the basics of the 3D routines on-and-off over a period of two years. But incredibly the screen shots you see here are the result of just six weeks work.

The Thunderhawk is, as military buffs will already have realized, fictitious. But the cockpit's design and performance are closely modelled on extrapolations of current work by aeromedical engineers. Mac and Gilbert have spent a lot of time making sure the cockpit has the right feel, but they admit that a rigorously accurate simulator was never their intention. "We definitely wanted the aircraft to be fun to fly," explains Simon. "I can't stand games where you have to fly 500 miles to destroy just one target then fly 500 miles back again. With this game you'll be in the thick of it within ten seconds of taking off. If games you could call it a 'blow-every-thing-up'."

I took the chopper for a flight on the Amiga, past ground installations, inside seas and mountains. The speed and fluidity of the 3D images is superior to anything I've seen. Just how fast are they? Mac thinks for a second then replies, "Well, it obviously depends on the number of objects on-screen, but often the program is capable of updating the 3D view every 1/60th of a second."

Gilbert adds, "We've put in a check to make sure that the screen never updates faster than sometimes twice a second. We'd get so used to the fast update that we'd get annoyed by the program slowing down when we get into on-screen, though it was still exceptionally fast compared to other people's programs." As Mac points out, "It got a little embarrassing having a 3D polygon game running faster than many



Looking out to a enemy, the Thunderhawk can be equipped with a wide range of weapons including laser beam weapons at the front of the cockpit.



That Thunderhawk's view of enemy bases are viewed from the Thunderhawk's cockpit. Mac and Gilbert are developing a major control system that will allow you to control all the major flight functions and integrate them according to the individual game controls, such as manual control over individual game, etc.



Mac has just finished the Thunderhawk on the Amiga. Gilbert is the first of writing. Using the power of Mac OS the Amiga will be able to do things that no other game can do even at 300 games per second. The Thunderhawk, which has a resolution of 640x480 pixels.

updates about 'em up!" After a bit of virtualing Mac and Gilbert settle on an average figure of around ten-to-15 updates a second.

But how did Mac manage to get his machine so fast? "Well, obviously I'm not going to use the whole game away," he replies. "But part of the reason is that the program only processes those areas of the map within viewing range of the pilot and ignores the rest. The map can be as big as you want it, but the routine will never slow down"



## THE CORE SCORE

It was only last April that Core Design switched from being a development house to a software publisher in their own right. They were recruited by the likes of Rick Dangerous 1 & 2 for the Microdrive label and subsequently for Gemini Graphics, but their first independent title, the ACE-Rated Corporation, proved that Core were capable of producing far more than platform games. Corporation was followed by the Russian Slogarika, for the Amiga and the amazing Car Wars. Their most recent game, the excellent Check Point, is given the ACE review treatment on page 73.



If the program's his feet on the Amiga, it could be bothering on the PC. "Well, yes," says Gilbert. "But there are a few problems. Re's thing of his maths is 32000, which is fine on the ST and Amiga because the 68000 CPU has 32-bit registers. Unfortunately the PC's CPU is 16-bit, which means the computations have to be done in two parts. So the game will run a bit slower than the ST and Amiga on an IBM PC."

But and Gilbert realize that there's no time to see on their hands yet - there's still plenty of work to be done if the game is going to hit its anticipated August release date. For a start, no other missions have been designed or implemented yet - so far they've been concentrating on getting the basic routines up and running. And probably the man with the biggest task ahead of him is Steven Aho, inspired by the rivalry between developer screens in Origin's Wing Commander, hopes to incorporate lots of early atmospheric sequences in Tumbleraid. In fact he's been spending his time working on lots of storyboards - the hard part of pulling them onto computer is yet to come.

"I'd hate not to get very excited about Tumbleraid. If the team can add depth of gameplay whilst maintaining the speed of the current program then Core will surely have the best options on the market. Naturally we will keep you fully informed of further developments. So keep watching the skies and reading ACE. Tumbleraid is coming.

■ David Spink

## THE WORLD OF WAR

Your task is simple: use your uncontrolled piloting skills to help win the war for 'Our Side'. Like Ocean's Battle Command, the game is broken down into missions... only of them! These blanching at the thought will be relieved to learn that they're split into ten mission campaigns, each set in a different part of the war-torn world. The graphics and music will reflect the current campaign location, in the Antarctic you'll be flying over ice floes and icebergs while tackling subs, for example.

Each mission in a given campaign can be tackled in whatever order you fancy and your success will have knock-on effect in the subsequent missions: if you first take out a radar station, then the enemy will find it harder to locate you later on. Each mission takes 15 game-hours, and a maximum of four can be tackled a day. However, you've got to take time out for rest or your performance will suffer. (But then...)

More of what than persona glori. Your success in each campaign will affect the outcome of the global conflict.



These four 16-bit battle scenes will quickly reduce your hopes to a state of simple war and conflict. Why not return King and Gilbert's game to its roots? The focus isn't on the realism of the war, but on the fun of flying. There's a sense of control and freedom in the air, and the game is a joy to play. The graphics are simple, but the game is a joy to play. The graphics are simple, but the game is a joy to play.



Of course, there's a lot of work to do. The game is a joy to play. The graphics are simple, but the game is a joy to play. The graphics are simple, but the game is a joy to play.

## WARZONE

But for excellent value is Warzone, a semi-casual-looking shoot-'em-up offering one-to-one, or casual, against eight levels of increasing gun-firing frenzy, each level being a newer, fiercer, more long and packed with tough huge touching action to keep even the toughest gamers happy.

John Holland is in charge of programming on the ST and Amiga with Terry Lloyd providing the graphics. "We've good lots of the Commander action Warzone style of game," says John, relating the reasoning behind writing a game "a game that some would consider a little bit... just. 'Well we felt that there had never been a proper home computer version yet.'"



Warzone is a semi-casual shoot-'em-up offering one-to-one, or casual, against eight levels of increasing gun-firing frenzy, each level being a newer, fiercer, more long and packed with tough huge touching action to keep even the toughest gamers happy.



Warzone is a semi-casual shoot-'em-up offering one-to-one, or casual, against eight levels of increasing gun-firing frenzy, each level being a newer, fiercer, more long and packed with tough huge touching action to keep even the toughest gamers happy.

Work started on the game in mid-December and John's been writing the game's modules - like any good programmer should! - and making sure each one is fully debugged before moving on to the next. The backgrounds (32 colour on Amiga and 16 on ST) are at a smooth twenty-five frames per second and use the full UK-standard PAL screen - not the squashed-looking US NTSC screen as often seen.

The screens shown here are look pretty sparse by comparison because these are test levels to make sure all the different modules work together. The final version will be able to handle up to thirty large sprites - for soldiers, fortages, gun-turrets, etc - plus twenty bullet sprites.

John hopes to be able to include a two-player option as standard, with each player having different coloured insurers, but due to memory



Warzone is a semi-casual shoot-'em-up offering one-to-one, or casual, against eight levels of increasing gun-firing frenzy, each level being a newer, fiercer, more long and packed with tough huge touching action to keep even the toughest gamers happy.



Warzone is a semi-casual shoot-'em-up offering one-to-one, or casual, against eight levels of increasing gun-firing frenzy, each level being a newer, fiercer, more long and packed with tough huge touching action to keep even the toughest gamers happy.

restrictions this may have to be made available to one megabyte memory modules only. Core hope to release the game around May, so look for the full ACE review soon.



# Action SIXTEEN

CLASSIC TITLES FROM  
THE LEADERS IN 16-BIT  
BUDGET SOFTWARE

AMIGA - ATARI ST - IBM PC



AVAILABLE FROM  
ALL GOOD COMPUTING  
SOFTWARE STORES



Amiga/only available  
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Complete credit  
and debit card  
services in the  
UK.

Send the work  
order and free  
order form  
to us.

Action Sixteen  
collection of  
international  
titles.

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In this single-player version, Supercars II is the thing of a generation—no more!

And what about the cash reward? (Answer: None.) In the original, you could earn money by racing. In this version, you can't. Instead, you can earn money by completing races. Money earned is used to buy new cars.



But how much cash do you get? (Answer: None.) In the original, you could earn money by racing. In this version, you can't. Instead, you can earn money by completing races. Money earned is used to buy new cars.

Ever since Shaun Southern hammered away at his trusty C4 to bring us NASCAR, Magnetic Fields has been a name associated with quality race games. Since then, they have been responsible for the likes of Super Strangle, Smulder, NASCAR II, and, more recently, Supercars and Lotus for Gamers. And now, after a break of four months, they return to the racing genre with the follow-up to the most popular Supercars. Framing the basic aim of the original—i.e., tear around a predetermined number of tracks, ensuring that you are one of the first past the line, scooping massive cash rewards in the process—Supercars and Co. have smoothed off the original's rough edges and have added a number of features that they had never set aside to micro-symposiums—the most notable being a split-screen two-player mode which allows two people to compete against each other.

In all, Supercars Features some 23 different circuits, which are split up into groups of seven. However, whereas the tracks of the original were bland two-dimensional affairs with the odd oil or water patch to slow the player down, the sequel features all manner of obstacles and problems, ranging from collapsed bridges to tunnels and larger oil barrels. In addition, a number of weather conditions have been added to spice things up a little, so the original's acute corners are now made even funnier with the addition of heavy snowfalls and rocky outcrops. In keeping with these new additions, the graphics have been vastly improved, too. Each of the cars is animated using over 250 frames, and the attention to detail is particularly effective when the car is jostling over uneven parts or rising up the side of a banked curve.

Also retained from the first game is the accessory shop, where the potential boy racers, and race winners with a freshly-acquired load of cash, can fine-tune their car's performance with all manner of faster engines, turbo boosters and extra-gripping tires. Similarly, this section has also been expanded to incorporate a wider supply of weapons than in the predecessor, and these now include mines, missiles that circle the player's car, and

the rear and front-mounted missiles of the original. Despite the addition of the enhanced shop and a new interlude sequence where player's car can earn or lose cash by talking to the press in the police, Supercars II is a tribute to the original's playability and ease of use. The control system of the original remains exactly the same, ensuring that fans of the original will feel right at home, and the new additions, whilst adding immeasurably to the playability of the game, don't get in the way of the all-important game-play. Despite offering nothing new in terms of gameplay, Supercars II is a welcome addition to the crowded genre, and is an addictive—if entertaining—little racer.

■ Mike Marsh



How much cash do you get? (Answer: None.) In the original, you could earn money by racing. In this version, you can't. Instead, you can earn money by completing races. Money earned is used to buy new cars.

**PIC**

For a right into statistics, but don't forget to check out the 'Supercars II' page on our website.

**812**

**IBM PC**

**RELEASE DETAILS**

MS-DOS 2.00 (M)    CD-ROM    Adding 3.5"

7"    CD-ROM    Adding 3.5"

# SUPERCARS

# II

Speed up riding as Gremlin and Magnetic Fields get together for another in the long line of sequels...

The colors of the video screen make it clear that your hero is not seen in the fullest light. The quality of these graphics is maintained throughout the game, in a reproduction rather than that of the original Master disk.



Use common sense to find the means of this evil, and destroy it if you are able.



**A**mong *Dungeons and Dragons* role-playing games have traditionally offered sophisticated graphics and animation in favor of complex play systems and detailed scenarios. But the consistency of titles like *Dungeons Master* shows that even RPG fanatics like to see pretty pictures while they play the goblins, so *Eye of the Beholder* goes very heavily in that direction.

There's very little in the game which is significantly different to *Dungeons Master*; you have a party of four characters fighting and thinking their way through a maze-like series of dungeons, depicted in 3-D space with an icon-based object handling system. It has to be said that the backgrounds, animated characters and object handling displays are uniformly good, some of the monsters like the giant spider and seaweeding skeletons being particularly scary.

After backing up the five 5.25-inch floppy disks, or transferring the program to hard disk, you have a wide range of options for display mode, sound system and control device. For the best graphics you should have a hard disk, VGA display, mouse and external sound board - then you're really looking.

First off you have to define and name your characters, choosing their race, sex, physical appearance, mystical alignment, and features such as strength, intelligence, dexterity, charisma and armour class.

Once into the game you find yourself trapped in the sewers of Waterdeep, looking out a conspiracy led by the sinister Xanathar. The main display features an eye-view of the surroundings, a series of arrow icons which allow you to change your orientation and movement, a text window which gives you information on the objects and creatures you encounter, a compass display, and windows showing the face of each character and the objects he or she is carrying. The keys to controlling the game are: *understand* the *Tab*, *Use* and *Select* functions; most commands are controlled by the mouse; these allow you to pass weapons, food, spell books, keys and other objects from one character to another. The health, possessions and capabilities of each

# eye of the BEHOLDER

Is this graphical RPG

from US GOLD the

best-ever *Dungeons-and-*

*Dragons* computer role-

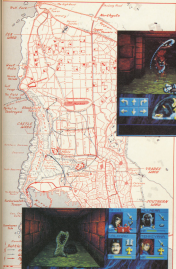
playing game? Sit back,

relax and quaff deeply

of your mead as ACE

journeys underground...





**Barbarians** Access an inn while walking toward town in the game. (Below) You can't see the character or the controls in game, although you can see the controls all right.



**IBM PC**

**780**

**RELEASE DETAILS**

PC	IBM PC	IBM PC
AMIGA	IBM PC	IBM PC
ATARI ST	IBM PC	IBM PC

**YOU CAN'T SEE THEM ANY!** This screenshot isn't what you're supposed to see, and the dark interface isn't useful either. (Below) A screenshot of the game, although you can't see the character or the controls in game, although you can see the controls all right.

skills checked by clicking on their portrait, bringing up a detailed window; and objects can be picked up, dropped and used by clicking on them with the left or right mouse button.

Most doors can be opened simply by finding the correct levers and clicking on them, but some require lock-picking skills, or magical spells to open them. Obviously the most exciting parts of the game come as you encounter hostile groups of the enemy, and you must move quickly to place your strongest fighters in position, strike at the attacker's with weapons or spells, and if necessary to run like hell.

The package comes with a map to help you navigate, a quick-play database and a thick rulebook covering all the available spells, the items

items you will encounter and the available actions. Many of these are selected from a menu on the Camp Screen, where you can rest and heal your party; take the time to memorize spells from your grimoirs; change game preferences such as sound effects and control device; and save or load stored games.

Even if the Bard's Tale adds little or nothing to this such as Dungeon Master, but it's impossible to criticize it in any other way: graphics, sound, gameplay and packaging are all fine. It should provide hours of entertainment for RPG fans, and if you get stuck you can always send off for a rule book to help you out.

—Chris Kohler



# HILL STREET BLUES



Hill Street Blues "The most honored series in the history of television", World wide it has achieved 50 awards that include 28 Emmys.

Krisalis have created a computer controlled city which generates an environment displaying 300 vehicles and 400 people who live and work within the Hill Street Precinct for you to interact with. You take on the role of Captain Furillo and by deploying the Police



Officers under your control, you solve and control the crime rate, which the computer generates. The game features nine of the most famous characters from the series using these Police Officers, you can interact with up to nine of incidents simultaneously, ranging from Muggers to Bank Robbery, Drug Pushers to Murderers. So "Remember, less is careful and the

£24.95  
Includes  
Hill Street Blues  
Police Officer  
Action Figures



# PACMANIA

Good news for Master System owners! Pac Man returns in 3D and Populous is on the way thanks to TECMAGIK

Everyone's favourite yellow eating machine, Pac Man returns to top form in this excellent revision of the concept. Pacmania is a perfectly simple concept, virtually identical to the original arcade game with the extra-joy and real appeal offered by the 3D graphics.

The premise of the game is amazingly simple. You must take about a number of levels, Block Test, Pac Man-park, Sandlot and Jungle Storm, during these of 1000 pellets. The pellets are every cor-

ridor of every world, and points are awarded for each you eat.

Penetrating Pacifier through the maze are deadly-to-the-touch ghosts. At certain intersections you will find Power Pills, which allow Pac Man to exact terrible revenge on the ghostish fiends, and eat them too!

The narrow corridors barely wide enough for one character, and the speed and intelligence of the ghosts are the factors which set this, like the other games in the series, apart from most other you'll find on your machine.

The Master System version is virtually identical to the original, with super-smooth scrolling and Bankers motion. As you frantically around the corridors, the ghosts all gang up and try to ambush



you. Using the Jump command, it's possible to fling Pac Man into the air, avoiding ghosts—providing your timing is sound—and scooping even more pills. Once you've grabbed every pill at a level, you will move onto the next. Make many other conversions of apparently 'easy' arcade games, Pacmania doesn't fall into the trap of being. It levels or change any elements which may upset the balance and those that look to define quality which made it such a hit in the first place. It's as direct a conversion as any we could hope for. Excellent.

■ Ian Douglas



It and the 3D effect means to have been a hell from since the last time that these words for pig-grating mazes. Surely there will only be to be for ghosts to prevail, only the graphic here may show the whole picture.



Pac Man is going to have to make some pretty good moves to survive here given in a new direction very quickly. Looking around, perhaps he ought to do a little bit of work. In the photo above, there are 100 of the top left!

**800**

**SEGA MASTER SYSTEM**

**RELEASE DETAILS**

SEGA MASTER SYSTEM £29.99 OUT NOW

All other retailers pleased

Populous, the wonder of strategy is gradually waiting it's way into the Master System. Due to release in early April, the extension of the game which has swept Europe, tempting 3D-averse users all over the world to try might be looking good, and those computer owners who maintained that 'good games are a genre of this sort as it is' might well have to think again!

The game offers players the chance to become ruler of the Universe, an appealing prospect when it ever been this close. The game features several adaptations of the original's control method, and TecMagik, the company behind the conversion, now mentions that it'll be equally available.

There are 5,000 different worlds to conquer, each with terrain, landscape and population possibilities, making it distinct from the rest.

You can create new lands for your followers to develop, attract natural disasters like floods and hurricanes and even witness how to begin the final battle of Armageddon!

Work should be completed by the end of March.

■ Ian Douglas

# POPULOUS





During the introduction stages, Toki automatically shows you a pair of goggles and starts to move. You control these stages using a set of simple on-screen buttons, although you can rearrange them to your liking.

Reaching the Palace and the Golden conversion with the goggles allows the player to move freely with an axe through levels in particular situations, adding the excitement that comes from using these tools.



# TOKI

Arcade action as OCEAN get down to some serious monkey business...

For some reason, the Toki concept never really took off as well as it should have. Its basic gameplay doesn't offer anything particularly new, but the actual game area is large and varied and its six stages offer a number of interesting game ideas within its relatively limited style. Ocean France's conversion retains all of the coin-op's features, including the original's colorful graphics, and the Amiga version of Toki is as close a conversion as you could possibly expect.

The odd character tells of how Toki, white rat with his trademark one leg, was set upon by the evil wizard, Raimonido, who kidnapped his girl and whisked her away to his Golden Palace on the other side of the kingdom. But - adding insult to already considerable injury - he also cast a spell on our hero, transforming him into an ape. Thus, arms dragging along the ground, the hapless primate decided to average himself and eventually rescue his beloved from the clutches of the wizard.

Toki's journey spans six multi-directional-scrolling stages which are made up of assorted landscapes. Starting in a series of caves, Toki can be made to run, jump and crawl via the joystick's directional controls, whilst pressing fire prompts the ape to vengefully attack enemies with a mouthful of spit, which can be made to fire in virtually any direction.

Each level is populated by a wide range of enemy sprites who, not content with killing Toki simply by touching him, also materialise directly above him or come fully prepared with mortar launchers and energy beams. On killing certain species of these, bonus icons are left for the taking and reap Toki with upgraded capabilities, including the ability to breathe fire and stretch his platin-arm to a wider range. In addition, temporary protection can be collected in the shape of a crash-helmet to protect the screen from enemy attack.

Moving on from the cave system, Toki battles through massive shark-infested lakes before Toki swims through the watery caverns, suitably equipped with a pair of goggles, air-walker, and the fiery chains of hell, before eventually making it to Raimonido's golden palace. Each level boasts enemies who lie in wait each level's graphical theme, with fish-eating porcupine in the

palace and evil puffer fish in the second stage's underwater section.

All of this eventually leads up to a confrontation with the level's guardian who, in true guardian tradition, must be shot (but of course he usually gives us the ghost). This, however, is easier said than done, and some of the end-of-level guardians require both perfect timing and pixel-perfect centring before they are beaten.

As coin-op conversions go, Toki is one of the better ones. The graphics are identical to those of the coin-op, as is the sound, but the gameplay seems a little harder than I seem to remember.

In fact, it is the level difficulty that stuns. Toki's playability. The lack of variation between levels is painfully kept to a minimum, but the lack of progress can be very frustrating and even obnoxious. Still, Toki is a fine conversion and while it's hardly award-winning stuff, fans of the coin-op should go out over



Some of the level guardians are cunning and hit hard, and require a number of strategic tactics. They certainly test you.



Collecting bonus items enables Toki with a number of enhanced features. These include fire breath, fire-walker for use in high-levels, an air-walker, flame-goggles, and so on. Acquiring all the items is the extent of protection you'll usually



● Steve Merritt

**SCORE**  
5  
4  
3  
2  
1  
0

**REVIEW**  
The software is...  
The software is...  
The software is...  
The software is...

**SEEKING 805**

**RELEASE DETAILS**

**AMIGA DATE OUT NOW**

No other versions planned

## MONKEYING AROUND



What if monkey what happened to Toki? Well, Toki was walking away from the big league, and then we can expect the likes of the Amiga (though a conversion of Ocean's ancient hit will send America flying from Indianapolis).







To remember, it is a great flight sim for beginners and experts alike.



Two missions in any of six real world areas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles. Each area contains hundreds of missions and each mission will offer depending on your chosen tasks, even if you fly it twice.



to automatically change the view for you, so that you're always looking right at the center of the action.



attack being flown as you.



the hottest seat of them all. Take a look for yourself.

Four levels of difficulty will help you to learn quickly - and optional autopilot settings will allow you to concentrate on airframe action. The controls are simple, effective, and easy to remember.

Two missions in any of six real world areas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying

An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used

The newest smart weaponry and laser guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy

Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F-15 Strike Eagle II puts you in

# F-15 STRIKE EAGLE II



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and greatest



## AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



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and more from MicroProse will soon be available for Commodore Amiga and Atari ST.



**F**or Brad, the hapless toddler of the title, the Land of Nod is a dangerous place. The moment he starts off, his over-active infant's imagination will place him in a perilous make-believe environment, with a surprise and scare strong enough to wake him screaming around every corner.

It's vital that he has a proper night's sleep, but his parents go spare. What the Brad needs is someone to guide him through his dreams and ensure nothing scary happens to him.

Like any regular dummy teacher, Brad dreams of isometric 3D isometric landscapes. His alter ego appears in the middle of these landscapes and will walk in a combinatorial manner in a single direction until he is prevented from doing so. Each landscape has a particular set of hazards which must be overcome or avoided. Your immediate aim is to guide Brad through each landscape, to the finishing post.

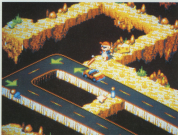
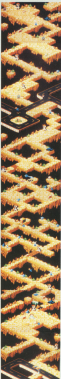
**Wanted: IMAGEWORKS need child minder with superhuman hand-to-eye co-ordination.**



The Way of the Amazonian? Having successfully shown Brad around the Amazonian jungle, you must now find a way through the impenetrable Amazon. Instructions to visit dangerous points to collect items, particular to this stage.

Since you are unable to enter Brad's dream in a physical sense, you can only influence his behaviour by remote means. To this end, a panel on the right side of the screen contains a host of manipulative controls which can be highlighted with a mouse and then placed into the dream-world. Some of these can be used to effect objects and characters in Brad's dream directly while others act as triggers activated when Brad walks on top of them.

The most commonly used controls are the eight direction pointers. From his initial angle of approach, Brad can be made to walk in any direction by dropping an appropriate arrow on the ground in front of him. When he reaches it, he will turn around and walk in the newly indicated direction. With these you can guide Brad past obstacles, steer him towards the safest route through the jungle or make him collect objects lying on the floor. The trick, of course, is to always think ahead, since an undirected Brad will always come to harm eventually. Even if a hedge is closed off by some hedges on one side, Brad will turn around on contact with them and probe



Can the new world level be done on this highway? Being left alone in a dark world will ensure that you have the necessary items to try when to gain from the right direction. However, the unique player level effects, and still will have to learn quickly.



Available in most environments off a single and more the first day, the character's appearance is up. Although it's a bit unusual for the player's appearance, it can get a bit interesting and more about.



One of the most fun and most fun parts of the game is to see the character in a maze-like environment in order to complete the game. Getting the character to complete the game is a bit of a challenge, but it's a fun and interesting part of the game.

My walk off the opposite edge of the world. Any form of interaction with the world costs money. That's reserves of dream cash can be seen in the panel, and can be replenished by collecting jewels and money which lie on the floor. But out of cash (quite unlikely) and you can control first to more.

Perhaps that's most deadly enemy, that which is more deadly than any other to that that try which is about as appearing as that on black island, is the scroll of the screen itself. When he's walking diagonally down the screen, that moves slightly faster than the scroll, so he's doing a little better than standing still. At other times, when he's collecting objects or waiting for a hazard to pass, the screen's invisible scroll will drag him closer to the top. On reaching the uppermost area of the view, that is done for.

Aside from the direction controls and the other environment-altering objects (of which more later) there's a lot of special icons in that's original. There's the Stop that icon which kills his progress. And there's the Stop Scroll icon which, true to its name, stops the scroll for ten sec-

850

**AMIGA**

AMIGA 500  
AMIGA 600  
AMIGA 1200

**RELEASE DETAILS**

AMIGA	CD-ROM	DATE NOW
AMIGA 500	CD-ROM	NAME NT
AMIGA 600	CD-ROM	NAME NT

Level 1, the maze. Although the maze is a bit of a challenge, it's a fun and interesting part of the game. The maze is a bit of a challenge, but it's a fun and interesting part of the game.



The standard look to the first-level first-person-view, 3D-rendered maze of *Blat* includes a colorful control panel. There has to be some reason to do this, but it could have been handled more effectively to get you the goods.

onds. The danger here, though, is that *Blat* may get so close to the bottom of the screen that you can't see what's coming next. Finally, there's *Blavine* (Doom), which should only be employed by expert gamers. For less-experienced screen-changers-direction, allowing that to go back up the screen to collect missed objects or take a different route which you may now realize is more useful.

*Blat*'s world is full of ghostly renderings of familiar platform objects. There are jacks in their boxes which pop up and scare flat. There are little leaf problems which tramp up and down and bump into flat. There are spinning fans which burdle into fans and there are demonic cars which hurtle along giant rollercoaster sets, turning flat down.

There are also boulders which sit in flat's path, which must be demolished with dynamite. Each flat requires a specific solution, which is logical but a little frustrating. On early levels, the chances of flat getting impossibly equipped to deal with a situation are slim, but the better into the game you get, the greater the fun and error level comes. Since flat will always return to the start of each stage once he's come untrunk, the slightest error can really screw you up.

Indeed, the only real criticism which you can level at flat is that it's intention factor fluctuates from zero when things are going well to sky beyond the valley too easily for my liking. It's fun when blessed with a perfectly operating mouse. It's all too easy to make a slip which will end you a life. Incorrect commands can be removed with a button which also replaces the cash spent on the erroneous move! But the game then tends to deteriorate into a dispiriting scramble back and forth from deathworld to iron-panel, collecting and dropping items, making more mistakes, becoming more desperate and so on.

I guess the moral of such experiences is to remain calm and don't panic. However, the thing is sometimes so tight, that it found it necessary to pause the game, simply in order to move the mouse closer to the icon I wanted next.

*Blat* is undoubtedly a big step forward. It's a remarkably clever game which is easy to pick up and difficult to put down. If only it didn't make you feel like taking a hammer to the TV screen on quite such a regular basis, it'd be flawless.

■ **Jim Douglas**



Nothing more to it, but the help manual was likely to improve and through well-chosen, clearly drawn, and easily understood images, might have educated the player. They would at least have given some



There's plenty of *Blat*'s *Blat* help manual. It explains when the options are all about flat is allowed enough to find it.



The *Blat* of *Blat*'s *Blat* help manual. It explains when the options are all about flat is allowed enough to find it.



# Cybercon

**US GOLD's Cybercon III is a fine example of the 3D polygon genre, but does it offer anything new?**

**C**ybercon III, the world's most advanced artificial intelligence system, has been put in charge of all defense systems for the Democratic Union. A big mistake, as it turns out. Cybercon III has its own ideas about how to make the world safe for democracy, involving destroying all major population centres in a nuclear holocaust, eliminating other defence forces, and shutting itself off from the world in an ultra-secure command centre. Only one man can penetrate the centre and deactivate the Brain Stem.

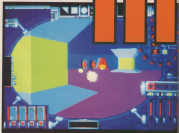
Cybercon III is The Assembly Line's most ambitious game program for US Gold to date; it's certainly a triumph of programming, but if the basic scenario sounds jaded, this might give you some idea of the problems with the game.

The basic idea is to steer a fast-moving, 4-tonne ball of Powered Armour (PA) around the Brain Stem complex, eliminating automated defences and finally destroying the Brain Stem. The game is presented from an out-of-cockpit view using fully animated 3D solid polygons, and though this style has been used successfully in several previous games such as *Carrier Command* and *Intervention*, this is probably the smoothest, most colourful use of this style yet.

There's enough detail and complexity to satisfy the most demanding simulator fan; in fact, Cybercon III almost qualifies as a "TA" flight simulator. Unfortunately, the program pays too much attention to "authenticity" and not enough to keeping the excitement going.

One of the first major grips is the protective visor lens. As you materialise in the Mount Adam defence complex, rotating and moving the PA to explore your environment vividly, but you can't get anywhere without interrogating the reception circuits of the entrance door, entering a sequence of code numbers in a window to the right of the visor, looking up their numerical equivalents on the code wheel provided in the package, typing those on the keyboard, watching the code that reveals itself a series stored in your PA computer circuits, and transmitting this sequence to the door.

Finally the door opens and admits you to the main part of the complex, leaving you exhausted and frustrated before you've even started. It doesn't help that the code wheel is printed in black on a black background, and is cut out in a sloopy way which can obscure some of the figures.



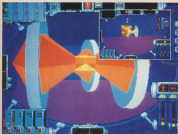
If you have the patience to get through all this, your next task is to contend with the PA's control system. This is so complicated and confusing as to defy belief, using 29 control keys, each relating to a control function illustrated on a panel icon. The fact that the icons seem to bear the minimum of resemblance to their functions makes it even more difficult to remember all the controls. The programmers evidently think that it's wiser to actually label the functions with understandable text; the result is that that while you are fighting for your life against the guardian



Showing away to them is confusing as to which screen controls what, making a beautiful mess of what is probably the most useful of the game's 29 key controls, with the icons arranged so that the labels of the icons are almost invisible. There's no given time of control panel activating measures, and this doesn't mean that the controls are simply displayed sequentially in one area, except for the screen.







Cybernetic Assault comes in six different sizes (standard, compact, mini, desktop, and portable), but it's better than most. It's a great game, and it's a great price.

Even though Cyber Assault is a great game, it's not perfect. It's a bit slow, and it's a bit buggy. But it's a great game, and it's a great price.



Though the game includes various items, it's not the only one. It's a great game, and it's a great price.

**ATARI ST**

**\$6.90**

**RELEASE DETAILS**

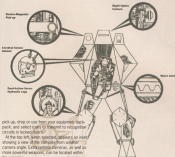
AAA/ST	CD-ROM	Out now
AAA/ST	CD-ROM	Out now

robots, you also have to try to remember whether it triggers your energy cells on and off or activates your sonic key.

Not that the control displays aren't cleverly designed; at the bottom and left you have the vertical and horizontal gyrocompasses which show the orientation of your suit. You can rotate left and right using the joystick, move your viewpoint up and down and shuffle sideways using fire and up/down/left/right. You can also jump using P13, or enjoy a "controlled fall."

At the bottom left of the screen is the battery display; this shows the charge remaining in your bar power cells. At bottom right is the system on/off and damage display; this allows you to route your battery power to systems such as shields, weapons, instruments and repair circuits. It pays you to have unnecessary systems switched off to save energy, but it is possible to tap into reactors to refill.

At top right is the weapon systems, camera selector and object-manipulating display. This has four icons, each with three levels, selected using the cursor keys. It's the most confusing part of the display, and further complicates things by affecting what appears on the top sector scan strip. Here you can select an object to



pick up, drop or use from your equipment backpack, and select gear to transmit to other robots in the field.

At the top left, when selected, appears an area showing a view of the display from another camera angle. Extra camera views, as well as more powerful weapons, can be located within the complex.

If you have the nerve to master all this, you have to face a complex of great 3D chambers, divided into sectors each with their own design features and challenges.

The majority of the defence system is the Cybernetic robot, a treading, energy-sipping device which is lovely to watch in action, and it blows you to bits. There are many different designs of robot, showing certain modular elements, with different varieties of weapons and sensory systems; some detect your movement, some respond only when you activate equipment, and so on.

More deadly is the Nemesis, a floating, hawk-shaped robot. By locating and knocking out robot factories you can reduce the number of attacks; to knock out the static gun emplacements, though, you have to disable reactors, and this will disable lifts and doors in that sector.

Using lifts, to move from one floor to another, requires you to match a series of icons shown inside the lift with codes from your sonic key. If you don't have the correct code icons, you can't activate the lift, so finding the codes is a major part of the game. Most doors open automatically in your approach, sliding up or across with an impressive grinding sound, but some have to be activated in the same way as the lifts.

Altogether too many of the chambers seem to feature no challenge other than that of getting from one side to the other without dying of boredom.

Cybernetic Assault is wonderful, but it's frustrating to play, a bit repetitive, and packs no big surprises.

—Chris Barber



When we first saw the Wizardry VI demo, we were impressed by the graphics and the sound. The graphics are very good, and the sound is very good. We were also impressed by the way the game is played. It is a very good game.



# WIZARDRY

**SIR TECH's latest release is their finest yet. But who will pick up the UK Rights?**

The game is claimed to be far better than any of previous games in the series. It is contained on 4 x 3.25 MBK disks but 'saves' on a hard drive to a total of 2 MB. A comprehensive 30 page manual covers all aspects of character creation, a huge choice exists and the various professions, race and attributes have subtle effects on each player's skills, all of which can alter the course of the game.

There are eleven races varying from Human, Elf, Dwarf and Hobbit to extraordinary Dragons and the half-dragon half-elf Power. Professions are also numerous, fourteen provide careers are available. You can opt to be a fighter, a mage, a priest, or a Paladin or Wizard, along with plenty more.

Even though the character creation is quick and pleasantly uncomplicated (unlike some of the products competitors) it manages to maintain a very wide variety of combinations.

It's likely however that as you become more devoted to the game you will find you have made some initial errors which although not fatal, may necessitate re-starting, with a more balanced party or a better blend within individual characters.

Having constructed the party, you can then start investigating the castle of a seemingly corrupt King and Queen. The story then unfolds involving a low-child of the castle priest, secret rooms, and of course, the Cosmic Force.

The item of the title is an invaluable-extended piece of folklore. Whatever the writer pens with this item becomes true! But there is a downside - the writer becomes subject to certain forces...

Previous criticism of the Wizardry series have included the lack of any depth plot; this certainly has been satisfactorily addressed, greatly improving the degree of character interaction.

Other complaints have been of it's 'linear feel' that if levels just piled on top of each other, without much room for exploration.

The Base of the Cosmic Force includes the mandatory dungeons, but also a lofty, tower, various provinces and ledges to rid off, a cross-way gorge with many bridges and castles, dwarf mines, a wizard's cave, and a superb underworld complete with River Gods, Charms, the boobyman and the Isles of the Damned.

Problem solving includes the use of a multitude of items, making decisions, often and even a huge cut-out. Character management and inventory control is a very important aspect of the game especially in the later stages. The game is indeed massive with weeks or months being necessary to complete the various tasks leading to the inevitable final confrontation.

The producer benefits 'dialogue' and location descriptions reminiscent of sitcoms at its best, and the sound is excellent, adding fine distinctions.

The game includes around exploration and combat, making mapping essential in parts.

In summary, this is an absolute gem. It's simple, but has wonderful depth of play. It's not for adventure newcomers, but deserves to become a classic and establish the series outside the States.

**Robin Matthew**

For more information, telephone Sir Tech Software on New York (212) 693-8100

# VI



After a hard week down 2 1/2 days, the game is finally over. The final boss is a huge and scary beast.



What the best of the Wizardry VI? The game is very... (The game is very...)

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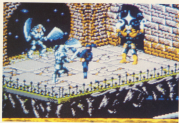
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Building the more recent highly atmospheric figures in the Last Ninja series. The production still emphasizes the use of the most basic techniques surrounding color, graphics and style in the series.

## LAST NINJA

The success of the three previous Ninja titles in the series has established System 3 as the leading exponent of the genre. The games are a blend of combat and exploration, aiming to offer the player all the thrills of martial arts games, along with some genuine puzzle solving too.

The 'final' installment in the series, System 3 promises to contain heightened levels of both styles, incorporating advanced fight routines and more depth puzzles.

The game takes place in five zones, each based on a particular element: Earth, Wind, Fire, Water and Void. It is these elements which, according to legend, provide the Ninja with their supernatural agility and fighting powers. Each

# TRI-OOMP!

**SYSTEM 3, arguably the King of 8-Bit Publishing, makes bold moves into the 16-bit arena with a couple of familiar names and a brand new one**

## SILLY PUTTY

Forming perhaps a new genre of gaming, along with Lemmings and Real, Silly Putty is a title which virtually defines categorization. You play a lamp of invaluable silly putty with the occasional job of looking after a group of crazed robots who, solar powered by day, go berserk at night due to the lack of sunlight. Of course.

If that were not enough there are some loonily-designed baddies who are quite happy to see the 'droids' reduced to dust, and will do their utmost to bring about their demise.

The player's aim is basically to keep the robots alive, protecting them from their own lycenetic fits of self destruction as well as attacks from the wide variety of external forces: lasers, walking guns, spinning light bulbs, etc.

Control over the silly putty is simple. The car stretch in any direction, bounce anywhere, stab left or right or explode (as deal with them). You can even take on the form of other objects in the game, assuming their (behavioral) peculiarities too.

Swinging and sweeping, stabbing and squashing doesn't come free, of course. The resistance of the silly putty is shown in danger of running down, with particular actions costing a bit of fuel. The answer is to absorb anything leftover on the screen.

Apart from looking like a cross between Terry Gilliam's Python illustrations and the animations from Pippin Street, it's quite appealing. Silly Putty is scheduled for a June release on Amiga.



And here is the leading game Myths. It's a 16-bit game with some great graphics and sound. It's full of excellent levels. Expect your silly little brain to work better than ever with this exciting game.

## MYTHS

Myths was voted the Best 8-Bit Game of the Year in 1989. System 3 codes are currently working on a reimagined version for the Amiga, and have built a tag-team graphics tool 'while still in the idea of making the best in the 8-bit genre.

As well as a top-notch standard score being added, with a fancy trend and full of digitized sound and speech, the current chocolate has been changed from a contemporary figure in trousers and a leather jacket to a leathier-skinned, more 'wielding' barbarian. Look out for Myths in August.



The final boss fight with your opponent has many of the same of the stage, you must track the beats of light and adjust their pace into the snow. The boss returns to square the floor once it's hit. Remember, the opponent will strike your things (blades), also damage.



Why can't you use to attack? The boss returns to square the floor once it's hit. Remember, the opponent will strike your things (blades), also damage.

level's problems and less appropriate to its name. The Water level has whirlpools to negotiate, Fire has deadly lava flows, Wind has new hurricanes, and so on.

Your overall aim is to defeat evil lords, all the way to the end. You'll have a series of different enemies to fight. Remember, Sam I am's dream is death. But before you get anything near the stage of the game, there's an extensive map to explore and a wide variety of opponents to kill.

These opponents each specialize in a particular form of weapons, and as a result have a fighting style distinct from other opponents in the game. By successfully squaring up to an opponent with a similar weapon, your status as a fighter will be increased and your health power will rise. The flexible power acts as a supplement for your strength rating. Reducing your recovery rate and slowing its second when under attack.

Problem solving in Ninja 3 is essentially a two-fold setup. Weapons aren't given to the player; instead, he must use objects he finds lying around to build them. Two branches and the chain from a hanging basket can be made into a pair of stumps, a spider (you'll come with some other excellent things) there, and a pair of stumps can be used to make a pair of stumps. The player's explosion becomes more useful, since he can now make stumps with his various opponents. The second main puzzle here is finding the exit of each stage. Luckily, the player's explosion is a great tool to be used to break through the walls.

Graphics: Ninja 3 looks superb. The play area is attractive and atmospheric, and the graphics for the boss fights are excellent. It's possible to look to screen enemies' options.



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For each character are many costumes. You can choose from a variety of different costumes. You can also choose from a variety of different costumes. You can also choose from a variety of different costumes.

#### WIN A NINJA COSTUME!

For the lucky winners, Systems 3 now offering their excellent Ninja costumes (available with benefit) to the lucky winners of our competition. And that's not all! You'll receive a copy of the game for your computer. All you need to do is call the ACE Interactive Promotion, listen to the questions and give your answers. What could be simpler? The competition will be on from Wednesday, April 20th, and concludes with a prize draw on 21st. The prize will be a copy of the game for your computer and 44g any other prize.



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BACK TO THE FUTURE



FALCON

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# TIPS

## Tricks 'n' Tactics

This month there are hot tips for *Iceman*, sixty codes for *Lemmings*, a *Colditz* playing guide, the complete solution to *Dragon's Lair II*, and lots, lots more...



### Codename: Iceman

**F**or all those readers getting through this very tough Sierra game, we've got the solution to the first three stages. Our deep and abiding thanks to Dave Drissman from *Antway*.

#### AT TRANTS

LOOK TABLE. GET MAGAZINE. STAND UP. RECALL PLAY BALL. After the call for help, SOUTH. SHAWK WIND SHOUT. CALL FOR HELP. ESTABLISH AIRWAY. LOOK. LISTEN. FEEL. GIVE TWO BREATHS. LOOK. LISTEN. FEEL. CHECK PULSE. ROOM COMPRESSORS. EAST. GET SHIRT. NORTH. OPEN DOOR. TALK TO CLERK. GET KEY. READ SIGN. EXIT. WALK TO BRUNETTE. KISS GIRL. TO CANTINE. STOP DRINKING. BUY GAIL. A DRINK. SIT. YES. KISS GIRL. KISS GIRL. KISS GIRL. STAND. LOOK TABLE. GET NOTE. OPEN DOOR.

Walk west until you see a glimmering in the bushes, but don't walk out of the screen. Walk to the glimmer and LOOK DOWN. LOCK GUM MATH. GET DARNING. OPEN DARNING. LOOK WOOD. EARRING. GET MICROFILM. Walk through the five screens, until you reach your hut (the third one from the valleyfield screen) and OPEN DOOR. OPEN DRAWER. GET ID. GET CHANGE. OPEN CLOSET. GET BLACK BOOK.

Walk back to the hotel. BUY PAPER. OPEN DOOR. Now wait for the clerk's message and GET MESSAGE. Walk back to your hut. USE PHONE. 1-232-545-2725. TALK MAN. USE PHONE. 254-8000. TALK MAN. Walk back to the chair where the game started and enter the Security Slugs.

#### THE PENTAGON

Walk through the glass door and SHOW ID. SHOW ID at desk. PUSH UP BUTTON in elevator. SHOW ID. STAND. GET DRUGS. Leave the room, walk to the guard and GET ID. LOOK ID. GET ID. Leave the pentagon. TALK MAN at the desk. YES. SHOW CIGARETTE.



#### THE USS BLACKHAWK

Walk up the gangway. SALUTE FLAG. SALUTE OFFICER. REQUEST PERMISSION TO COME ABOARD. OPEN DRAWER. GET CALPER. OPEN BOOKSHELF. GET DECODING BOOK. Leave the room. To what the captain tells you will be hidden you into his quarters. To confirm a green board type CONFIRM GREEN BOARD. STAND. When asked for code enter 134. LOOK BUREAU CASE. GET BUREAU. OPEN DOOR. OPEN DOOR. ORDER. When the captain puts away the briefcase GET COMBINATION.

Go back to the control room. LOOK TABLE. Use the map you got with the game to FIRST COURSE. EXIT. Sail the sub. If you get coded messages. STAND. GET MESSAGE. LOOK CODE BOOK. Now use the book you got with game to decipher the codes. Go to the captain's quarters. OPEN SAFE. 23446663. OPEN CASE. 121114. USE ID CARD. INSERT MICROFILM. Following the letter R for navy is the number 2. Using the aforementioned messages. CLOSE MESSAGE. Go to your quarters. TURN ON COMPUTER. Type in primary and secondary words from Washington. When the empty box appears, type Y. Enter primary and secondary decoded word from DA. When the box appears

type R. Go to torpedo room. CYCLE EQUIPMENT. INSPECT EQUIPMENT. MESSAGE CONVEYOR BELT. MESSAGE CYLINDER.

Go to mechanics room. OPEN CABINET. GET CYLINDER. SIX INCHES. INCLUDE COTTON PAIL. USE LAINE. GET LAINE. 1" SETTING base inch. TURN ON LAINE. USE DRILL. PRESS UP ON SELECT (M) SIDE. 1/4" SETTING TURN ON DRILL. USE GRINDER. Go into the ending room. OPEN DRAWER. GET HAMMER. Go to the tape-to-tape room. PD CONVEYOR. With bottle. GET SET TLE. If asked to play tennis dox type YES. We can, money and device.

Go to control room. Sail sub. When captain invites you to the bridge. STAND. TALK R to control panel. Use to -GOOD. Turn power off. Slow speed. Run silent. Wait until enemy fires weapons. Let the enemy close in. Lock on and fire weapons. If you find no enemy torpedoes are around. If you receive coded messages STAND. GET MESSAGE. Decode messages from Washington and DA. Go to control panel. Activate Terminator. Navigate sub through ice bergs. When you receive a message about a crack in the ice CONTACT ID. STATION. STAND after getting coded messages.



Go to radio man. GET MESSAGES. Decode messages. Walk to control panel and GET. Feed the to -1 200. Reduce speed or stop. Sonar off. Run silent. Keep doing to -250. Fire only if enemy is moving away from you or sit still until he leaves. When enemy sonar message signal comes with sonar on, get through the straight of Gibraltar and stay under the Coasts by keeping the coastlines over your sub.

Captain tells you to come to periscope depth and speed, and look through the scope. STAND. LOOK SCOPE. Write down heading to offshore drilling rig and harbor. Press the down arrow key on the scope control panel. From sonar man, GET DISTANCE TO RIG. GET DISTANCE TO HARBOR.

Go to machine compartment. Walk to machine at water table. Johnson and GET KEY. Go to the locked compartment in the storage compartment and OPEN COMPARTMENT. Go to the torpedo room. OPEN CABINET. GET EXP. COIN. GET FLARE. GET FLARE. Go to engine room and left to bulkhead. LOOK COMPARTMENT. GET SWIRL. CHECK SWIRL. CHECK MOUNTAIN. CHECK SHAFT. MEASURE SHAFT. Go to machine compartment. OPEN CABINET. GET RUL. 1/2 inch. GET WASH-ER 1/2 inch. Go to engine room. OPEN DRAINER at back compartment and PULL BATTERY. GET CRANK HANDLE. INSTALL. INSTALL FR. NOTAL. RUL. TIGHTEN RUL. ENTER COORDINATES. Enter distance to rig and harbor. Go to ladder leading to the escape hatch. CLIMB LADDER. OPEN HATCH. REAR SCOURA GEAR.

The final stages of KODAN will appear in the next issue.



Here are two photos of the KODAN mission that appear in the next issue. You'll find them in your issue of TNT when you subscribe to GameLine Online.



Right now, you'll find the special mission hints. Next they show that there's just nothing out there.

## Lemmings

These codes for the first sixty levels of Lemmings come from Jason Hill from Anaheim.

### EASY

2	LULBROCC
3	RULBROCC
4	HULBROCC
5	LULBROCC
6	LULBROCC
7	LULBROCC
8	CRULBROCC
9	CRULBROCC
10	MULBROCC
11	OHULBROCC
12	IMULBROCC
13	MULBROCC
14	LULBROCC
15	LULBROCC

16	CRULBROCC
17	CRULBROCC
18	MULBROCC
19	OHULBROCC
20	MULBROCC
21	LULBROCC
22	LULBROCC
23	LULBROCC
24	CRULBROCC
25	CRULBROCC
26	CRULBROCC
27	MULBROCC
28	MULBROCC
29	MULBROCC
30	LULBROCC

### TRICKY

3	CRULBROCC
4	CRULBROCC
5	MULBROCC
6	MULBROCC
7	MULBROCC
8	MULBROCC
9	MULBROCC
10	CRULBROCC
11	CRULBROCC
12	MULBROCC
13	MULBROCC
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23	MULBROCC
24	MULBROCC
25	MULBROCC
26	MULBROCC
27	MULBROCC
28	MULBROCC
29	MULBROCC
30	MULBROCC

# TNT

## 017 WE WOULD JUST LIKE TO POINT OUT...

Sincere apologies to readers waiting for the next instalment of the Rise of the Dragon playing guide—it's had to be held over until next month. Sorry! Also many readers have had problems with the Supremacy and F2P listings from last month. Unfortunately they contained a number of errors.

In the Supremacy listing, Line 230 should have read:

220 043A 265A, 454A, 0900, 602B, 507B, 265B, 265A, 417B

In the F2P listing, the following lines should read:

340 047A-038B, 900B, 404C, 765A, 340C, 264D, 006B

340 047B-400D, 747D, 426A, 464A, 497D, 602C, 645D, 766B



Waxwax grab a snake from the ceiling.



Always grab a snake by the tail first.



As the snake gets big, there things get scary too!

## Dragon's Lair III

**D**iiiiiiiiiiii! My daughter married a prince who turned into a frog! Ah, but she didn't you see, at least not if that prince is named Timothy Luck from Mountain, because he's solved the whole game! Luckily for all you would-be heroes out there he's provided us with a transcription of his quest...

SCENE 1: Coo. Push LEFT just a Dirk's mother-in-law looks over you.

SCENE 2: Pull DOWN then push RIGHT to avoid the tentacles.

SCENE 3: Press FIRE then go RIGHT to cut from the old log.

SCENE 4: Pull DOWN then jump LEFT.

SCENE 5: Jump LEFT, then jump UP to grab the snake's tail and go UP again to climb to safety (5).

SCENE 6: Jump UP as soon as the snake appears (5).

SCENE 7: Pull DOWN to balance on the rock then go DOWN when you start to slip off.

SCENE 8: Press FIRE to scare off the snake then push UP.

SCENE 9: Press FIRE to get the snake to leave you alone.

SCENE 10: Climb UP to the top of the time machine then jump RIGHT away from the parent tent snake.

SCENE 11: Go LEFT, the tap FIRE, then go

LEFT again.

SCENE 12: Pull DOWN to stop yourself sliding, hit FIRE then go LEFT.

SCENE 13: Press FIRE, go LEFT, then LEFT again, then hit FIRE one more time as the snake coils around you.

SCENE 14: Press FIRE, push RIGHT and when the snake's slithered into the time machine press FIRE again.

SCENE 15: Push UP to turn to face the reptile tent, and press FIRE TWICE.

SCENE 16: Push UP to fly past Montoo.

SCENE 17: Tap FIRE to hit the tent, then push UP.

SCENE 18: Simple. Just push RIGHT.

SCENE 19: Very tricky, this one. Pull DOWN to duck, and hit FIRE to hit the pterodactyl. There will be a loud clatter as the rest part of the snake heads AWAY FROM YOUR HEAD THE SOUND TRACK HEART AGAIN HIT FIRE, then

jump LEFT to cut on the magic wings, jump RIGHT then go UP to take off.

SCENE 20: Dive DOWN to follow the planned flying Daphne.

SCENE 21: Jump DOWN to get your parent, then RIGHT then climb back UP the time machine.

SCENE 22: Sit and watch Dirk get off the time machine then start to climb a vine.

SCENE 23: Pull DOWN to avoid the angel's wing, then push UP.

SCENE 24: Again, pull DOWN then UP.

SCENE 25: Press UP and UP again.

SCENE 26: Jump LEFT to grab the vine, go

DOWN to climb off, jump UP away from the angels then go RIGHT to escape.

SCENE 27: To avoid the snake press FIRE THREE times.

SCENE 28: To avoid being squashed die, jump RIGHT, go UP and then climb UP again.

SCENE 29: Crouch DOWN then move RIGHT.

SCENE 30: Hit FIRE to give the snake a right royal headache.

SCENE 31: Press FIRE, to waggle to sword and activate the time machine.

SCENE 32: New things really get tough. Jump UP to stop yourself plummeting to your doom then throw the sword using FIRE.

SCENE 33: Go UP, run LEFT, go DOWN, then jump RIGHT.

SCENE 34: Sword hits Montoo... Just wait and watch.

SCENE 35: Go UP, go DOWN, then jump RIGHT TWICE.

SCENE 36: Timing is critical here. Push UP, go RIGHT, hit FIRE, then go LEFT.

SCENE 37: Push UP to avoid Montoo's wing fall then hit FIRE.

SCENE 38: Watch the rig (and as Montoo's finger).

SCENE 39: Pull DOWN while Montoo mutters SCENE 40: Pull DOWN again, then press FIRE to cut an island to the end.

SCENE 41: To avoid the rocks go DOWN, then LEFT, then UP.

SCENE 42: Dirk tries to revive the stricken Daphne. Push DOWN, then hit FIRE twice to

snail-pace the reptiles.

**SCORE 4.2:** Tap F10 to swipe at another reptile in Dirk's clumps-in-Dragon.

**SCORE 4.6:** Drag the camera to "Honey" level in Be-named.

**SCORE 4.5:** Press F10 to get rid of the very fast annoying pest.

**SCORE 4.6:** What you've all been waiting for - the final, passionate clench. Go to it, twerker.

But why play the game when you can watch the movie? Marc Kautin of *Blind* tells you how. On the title screen press RETURN then type in "get random obj" both spaces. Press F10, and the whole game will play itself before your astonished eyes.

## Time Machine

**M**ore sneaky work by Marc Kautin. Get onto the high-score table and type "GUESS". You can now skip scenes by pressing the appropriate key.



How about those snaking reptiles from there, twerker!

## Teenage Mutant Hero Turtles

**T**his here's a tip for the PC incarnation of the marketing phenomenon. When you begin the game, press keys E, S, H, and A together, and then press E. Now you'll have the ability to move anywhere on the screen, although you can still be killed. To complete the first stage you must enter a certain door that leads you eventually to Box-Pop with April. Killing him completes the stage. The only problem with this cheat is that you end up falling through the floor at the underwater section.

Thanks to Lode Coobon from Berkshire for that!



How about those snaking reptiles from there, twerker!

## Escape from Colditz

**I**f it's not easy trying a dig a tunnel under the Chapel with a teaspoon, so rise and and all in show your appreciation for Stuart Hardy from Sheffield's playing tips.

### OPENING DOORS

There are hundreds of doors throughout the Castle and many will be locked. A collection of keys and lock-picks can be found and used to open these doors. There are three types of door, which are:

- |                       |                                 |
|-----------------------|---------------------------------|
| Low Security Door     | - Use a lock-pick to open it.   |
| Grade 1 Security Door | - Use a Grade 1 key to open it. |
| Grade 2 Security Door | - Use a Grade 2 key to open it. |

Each key/lockpick can only be used once but any unlocked doors will remain to add the end of the game. Beware when in the Prisoners' Quarters because many of the doors here lead into small empty rooms - therefore precious keys may be unnecessarily wasted.

Explore all areas as soon as possible and remember which contain useful items so they can be collected early on in future games.

### SPENDING DEPRIVATION

The Castle is regularly patrolled by sentries, who walk around on set paths looking to stop escape attempts.

Some Germans (if they think a Guard's getting away) may open fire. As these guards are skilled marksmen, they will only need one bullet to kill a potential escapee.

To minimise the chance of a Guard shooting you in the back, place a solid object (such as a wall) between yourself and the Nazi. Even better is to walk through an unlocked door where you will be able to hide and should remain safe for a while. Wait in a room in "Storage" for a couple of minutes and the guard should go away, as they rarely enter certain rooms at all. However, leaving sanctuary too early may mean the guard is still circulating around and you are likely to get arrested.

Because when opening doors because sentries have a ready habit of waiting on the other side. Armed in this situation is almost unavoidable, so you will usually walk straight into the German!

Remember there are always AT LEAST two sentries patrolling each Courtyard AT ALL TIME.

### EQUIPMENT

Various tools and other important items can be collected to aid your escape. Most are hidden behind walls, tables and benches, etc., so you should investigate every possible hiding place.

Some of the most important equipment includes:

- |           |   |
|-----------|---|
| Keys      | - Use these to open specific doors.     |
| Lock-pick | - Use these to open low-security doors. |
| Uniforms  | - Disguise yourself as a Nazi.          |



THE WALL YOU'RE UNLOCKING SHOULD BE OPENED BY THE OTHER CHAIRMAN

Pan

- Use this with the uniform. It will be discarded if dropped and interrogated by German sentries.

Paper

- Needed at the main gateway in conjunction with the Pan and Uniform.

Pickaxe, Saw, Spade - Use to re-open closed tunnels.

Card

- Needed in tunnels to light your way.

Stone

- Throw to distract the attention of suspicious guards.

### GENERAL HINTS

Pressing the F10 key will allow your POWs to go to sleep in a bunk at their start location. This is very useful at night because the Fatigue bar will diminish. If a low POW is sent to latrine, and let for a few minutes when he is returned to his Quarters.

Use the map (scooped with the game) as it gives an outline to each sector of the castle. Although not every room is included, at least it shows you roughly your current whereabouts.

Nazi guards will not hesitate to open fire if it looks as if you are getting away. If a pursuing sentry sleeps during the day it's a safe bet he'll doze off - and they never miss. A good tactic to avoid this is, if the German is not too close, to suddenly stop running. The sentry will run towards you to make an arrest at which point you should should continue your escape and head for a door or window to get behind you.

As it takes about a second for a Nazi to raise and lower his rifle you will still be able to successfully avoid him - but only if your timing is right!

Fatigue plays an important part in the game, especially after a POW has been doing a lot of running. If the Fatigue bar is ever filled, you will only be able to walk.

# ACE MERCHANDISE OFFER



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



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## Horror Zombies from the Crypt

**W**ant infinite lives? Of course you do. Just simultaneously hold down the M-Ctrl keys and there you go.



## Robocop 2

**T**his is one tough game. Those still having trouble defeating the Cain gang may want to try typing in "vaxvaxvaxvax" (no spaces) on the Amiga version's title screen. A cheat screen should come up. Thanks to Richard Johnson from Gabby for that.



▶ *Warning: Don't breathe fire too often with this old dragon!*

## Saint Dragon

**M**ore infinite lives fun here! While the game is loading, hold down both the left mouse button and fire on the joystick, and you'll have more infinite dragons than you'll ever need.

## Fighter Bomber

**P**C owner Richard Roberts from Washington complains about the lack of tips and cheats for his machine. Sorry, Richard, we can only print what we get from you the readers, and the PC user's seems a little backward in coming forward. To redress the balance, Richard provides this tip for Fighter Bomber:

Load up the game as usual from hard drive or floppy, and select your pilot. Go to the mission select screen. Instead of clicking on a mission category (Tactical, etc.), click on "USER MISSIONS" and then click on the "SELECT" box. To the left of the SELECT screen there will be a table showing the missions you've designed yourself. Select the driver you're running the game from. Now comes the clever part. Click at the last entry box at the bottom of the table and enter the following eight character codes depending on the game mission you want to fly:

SLEEPER for OPERATION SLEEPER  
 HOUSEHOLD for OPERATION TANK HOUSE  
 WOODS for OPERATION WOODS END  
 STRIKE for OPERATION STRIKE FORCE  
 SPEUR for OPERATION SPEUR CHECK  
 MASHBRO for OPERATION MASHBRO  
 SMASH for OPERATION SAM SMASHER  
 ATTACK for OPERATION AIR ATTACK



TEMBUST for OPERATION TENT BUSTER  
 HOUSE for OPERATION COOK HOUSE  
 BIRD for OPERATION BIG BIRD  
 STRONG for OPERATION MOLE STRONG  
 GUMP for OPERATION ARMS GUMP  
 BREKEN for OPERATION BREKEN  
 CHIEF for OPERATION BIG CHIEF  
 FRONT for OPERATION FINAL FRONT

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# One

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Unleashes  
The Anti-Cute

## HOT STUFF

Gremlin Cuts Loose  
With Switchblade



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Origin's Wild  
Commander 2 and  
More

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- A Complete Playable Trainer
- Level of Brat - it's 'Infant-tastic'
- See Page 8 for Full Details

If There's  
Consult Your  
Imag

**OUT  
NOW!**





# ACE CHARTS

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

## DO YOU WIN LAST MONTH?

Oh boy, you appear to have a **CONGRATULATORY** ribbon! Look, neither Phil Minterford of *Electronic* nor you have started distributing the locally-issued retrospective of last month's ACE Charts. Did they miss last month? Well, the ACE Chart gets a prize for spotlighting the CPC charts as they finally printed the 40 magazines for the 11th time! Congratulations and it won't happen again. **Best of May** of Maytag got into the ACE monthly. However – you get the prize. Best score of the month so far. **North West of Columbia** got one of the few people to get Service Top office. **Michael Watts** of *Home* got permission for the 27 June *Home* of 1700 copies published afterwards to the 27 printed store in *Best of May* of *Home* who got featured for the 27th. And finally, the One of the *Electronic* chart **John Peto** (*Electronic*) came up again by being the first one of the lot with a magazine to the Amiga. **John Peto** is number one again!

## What you can sell...

You'll get a regular update reports for the ACE for your magazine if you can give out **NEXT MONTH'S** top chart entries. Get all the rights in any category and you'll get £700 worth of software! Easy instructions are available.

## AMIGA

Speedball 2	Image Works	94.75
Lemmings	Pygmalion	94.75
Terminator 2	Rainbow Arts	93.00
Chess: Golden Touch	Microsoft	90.1
SWIV	Storm	89.00

Last month's 1 and 2 are edged out by Speedball 2. Terminator 2's attracting improved ratings as well.

## C64

Terminator 2	Rainbow Arts	90
Crossbow	Thalassia	90.1
Lunar Agent Turbo Challenge	Proxima	90
Ballistic 2 (Lemmings)	Storm	87
SWIV	Storm	86.75

Terminator 2 resists all competition as it stays firmly at top of the C64 chart. The *Electronic* is giving up news of *Home* – and *Home* 2 could mark the beginning of a cartridge revolution on the C64.

## AMSTRAD CPC

Ballistic 2	Storm	91.00
Impressario	Playpen Premier	90
Pat's Wife	Dee Soft	87.5
Impressario	Activision	79.75
Strike 2	UK Gold	74.25

A much stronger CPC chart this month, with three titles over 90%. And *Ballistic 2* climbing to an over 90. For another UK game makes it into the CPC top five – that's five different titles in three months.

## IBM PC

Red Baron	Dynamix/Storm	92.25
War of the Dragons	Dynamix/Storm	90.25
Lords	UK Gold	88
Courageman	UK Gold	87.5
Starfall 2	Dynamix/Storm	86.5

War of the Dragons has increased its average rating by nearly six points – Dynamix is threatening to take over bar!

## THE STOCKMARKET

In addition to our games charts, we also have a list of the top 20 stocks each month which we produce the ACE Stockmarket. It's a list of the top 20 stocks as determined by the ratings these games are currently receiving. You can see the formulas being used below.

Being collected on the games collected in the latest issue of computer magazine, we calculate the average stock that each publisher received for every one of its games. In each company, it is the rating that you see in the second column. For the example of the company in great of receiving 10 full games got featured up the 10th (convention), that will get above the average stock, even if you can see one of the titles leading up the Amiga - 12 as 10 (this is on these pages). If all the games are cancelled, or if the company has just one published program during the month of the month, it will consequently have a high rating.

We list various others from each company's games base (compared to the software index). This single figure represents the average review mark (expressed as a percentage) that all games, all formats, received during the last month. It's a quick guide to how good the current crop of titles is, and each company's index score shows how well their games compare to the review. For example, in this month's chart, Image Works' current index are nearly 90% percentage points above average – according to the industry's reviewers.

The index only the top 10 companies each month. Unusually, a few companies will enter the ratings (based with an asterisk).

This month, we welcome the *Image Works* and *Microsoft* to *Image* (and *Image Works* to the ACE Stock Market).

Usually, we don't count companies which have only received a single review score.

### Software Index: 72.89

The stars (top of the list) are those titles with an average rating, when given a review score. All companies listed will see the same as an average. But those that have not yet received a review score have been omitted by convention. For example, the ACE Stock Market index includes the average review score of 72.89.

Pat's Wife	SCORE	%	Delta	Highlights	83.22	5/4	84/84
Ballistic	93.87	5/5	20.00	Code Masters	82.00	4/1	84/81
Image Works	93.20	5/5	10.00	Infocom	81.75	4/8/1	81/1
Synapse	89.33	5/5	10/74	Microsoft	81.00	4/5/1	81/0
Red Baron	86.51	4/8/4	10/92	Storm	80.88	4/3/1	81/0
Thunder	87.75	5/5	15.53	Proxima	79.00	4/4	81/0
Activision	87.00	4/7/0	14/41	UK Gold	79.00	5/1/1	81/0
Image Works	86.84	5/5	18/00	Amiga 2+	78.75	4/7/1	81/1
Image Works	86.81	4/5/1	18/02	UK Gold	78.00	4/0/2	81/0
Japanix	86.00	5/5	12/81	UK Gold	78.00	4/0/2	81/0
Pygmalion	85.83	4/5/1	13/04	Storm	77.67	5/1	80/0
Code Works	85.80	4/0/8	13/81	Microsoft	77.24	4/1/4	81/0
Storm	84.82	4/0/8	13/81	Storm	74.24	4/0/4	74

## WHAT THE FIGURES ABOVE MEAN.

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

SPECTRUM AND ST CHARTS  
OPPOSITE



# HOW TO ENTER

## STEP ONE

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

## STEP TWO

Tell us your age and which machine you own. List it **only** if you wish.

## STEP THREE

Complete this month's chart. Then, using your knowledge of the games scores, try to predict what games will come top of the six machine-specific charts. Finally, enter on your score card.

- the top game for the Spectrum
- the top game for the C64
- the top game for the CPC's
- the top game for the IBM PC
- the top game for the Amiga
- the top game for the ST

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

## STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top of next month's Stockmarket listing (see this page) (enter on the card). The top entry will be... share of company.

## STEP FIVE (OPTIONAL)

If you want to go for the jackpot £250,000.

Then select any of the previous categories and try to predict the top 100 entries for next month (based on just the top one). Then tell us which category you're predicting for - 0 can be either the Stockmarket or any of the machine categories in Step Three. (Mail list 0 - 100 (ask only) **SUBMIT ONE** **ADULTS** (45-550000)

## STEP SIX

Post the card (with a stamp) to us to arrive not later than the closing date for this round (30th April). The address is:

**ACE Stockmarket**  
30-32 Farringdon Lane  
London

## ENTER MAIL

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

## THIS IS ROUND 18

Each month's competition has a round number so that we can currently identify entries. You must include the round number on your postcard otherwise your entry may not be processed correctly.

## THE RULES

- Entries must be received by April 30th 1993.
- Only members of ACE or others expressly invited to the promotion, must follow a code of ACE Magazine anti-spoilage rules.
- Only one entry per household (that of sharing will be void if different).
- All correct entries to draw specific software titles to prize. We will assume that an administrative error has meant that you game got the software wrong.

## ATARI ST

Widestrike 2	Painted	90
Goals	Strong Brothers	87.5
Speedball 2	Image Works	87
Power Soccer	Greenline	86.5
Car-Top	Core Design	85.75

High score for **Widestrike 2** - flames of Freedom means that **Goals** and **Speedball 2** (both by the Image lab) different publishers) have had to settle for 2nd and 3rd slot.

## SPECTRUM

Total Recall	Down	88.25
Back to the Future 2	Image Works	87.5
Light Cavalier	Infernum	86.75
FBI Combat Pilot	Digital Integration	86
Demolition	Greenline	84.75

Unusually for the spectrum, there's no budget title in the top five, as publishers turn to the market for their current releases.

# THEM AND US

While virtually all reviewing systems used in the magazines covered in the Stockmarket are valid, it's worth noting that the ACE reviewing process is distinct from the rest of the bunch.

ACE doesn't review every game on the market each month. We don't intend to. However, we don't merely cover the games we like.

Instead, we aim to offer the best review coverage by writing about the games which need reviewing.

High-profile titles such as major licensing deals, coin-op conversions will receive equal amounts of space as less-publicised products which nevertheless warrant more explanation.

Slightly, there's no fixed amount of space which we'll devote to a title. Don't expect us to give a big licencee a cover spread review. It's likely that many of the biggest titles are the most basic games. If the plot, play and

point can be summed up in a single page, then that's the way we'll handle it.

Our ratings are designed to give a better idea of all aspects of the game. The body text of the review contains an outline of the game, and some opinions of the reviewer as to the success or otherwise of the programmers. While these opinions are of an individual reviewer, you can rest assured that it will generally concure with the views of the rest of the team.

The scores panel at the end of the body copy will sum up everything said in the review so you can easily remind yourself of our feelings without necessarily reading the text first. Distinct from maps which simply give a score, our six ratings cover all aspects of the game and rate them on an accurate and demanding basis. The PC curve and curve comment tell you how well or otherwise the game will retain your

attention. Depending on the features you're looking for in a game, this an important factor. If you're flush enough to buy a new game every week, it won't matter as much if it doesn't hold your interest for more than a fortnight. If you've saved up for ages, you'll be looking for a high-scoring PC curve right into the Month or Year period.

The Overall score pretty much speaks for itself, being taken from the Mirana-like 1000 (never awarded - nothing is perfect). A game scoring over 700 in this area is viewed as being pretty hot. Upwards of 800 is heartily recommended and a 900 rating means you should rush to the shops without further ado.

The graphics, IQ, Audio and Fun Factor ratings simply break down the games' salient features into easily-managed chunks.

Remember, only ACE offers such depth at an affordable price!



# HARD SELL

**B**ring on the drums and pass on the trumpets if it's a very special hard sell this month, but only are we printing the full hardware specifications for all the major computer, MS-DOS computers (for the definition of a games computer, we've also included an information run-down on Nintendo's upcoming Super Nintendo, but just in case you're not in it) based on...

Supplier telephone numbers and their own online MS systems are available. As a general rule, however, your local dealer should be the first place to start asking questions.

The star ratings go from one (and to the best) to five (and to the worst) along with your star needs and preferences.

## AMSTRAD GX4000

**Package:** C64800 console, 2 controllers and Burning Rubber game.  
**Processor:** Amstr 8504  
**Console Memory:** 64K  
**Recommended Retail Price:** £29  
**Contact:** Amstrad 0382 343300  
**IN BRIEF**

Another brave party game up the Commodore path, but have wisely been the opportunity to upgrade (hard) disks. The palette is increased, with multicolour hard-core scrolling and 14 hardware sprites increasing to 32 with star-trail trails. Unfortunately the sound chip is the same old thing you used in the CPC, albeit in stereo. You can't have everything. It supports 40Kb extra software for extra expansion of the machine being a source outside Europe (and hence almost almost unobtainable) support to 64. Many are working on titles for themselves.

**GRAPHICS:**  
**Resolution:** Same as Amstrad CPC.  
**Palette:** 4096  
**Colours:** 32  
**FX:** No.

**Monitor Output:** No.  
**Monitor Support:** No.  
**Monitor Options:** (SAA) Amstrad later.  
**Sprite:** 14, 12 with hardware inter-  
**speed:** Good for 8-bit technology.  
**SOUND:**  
**Speaker Quality:** Depends on  
Toshiba

**MSX:** No.  
**Music Output:** Yes.  
**Performance:** Unimpressive 1 channel chip in an old CPC, but now runs independently of main processor.  
**HARDWARE**

**Controller:** 2 game controllers sup-  
**ported.**  
**Ports:** Standard TV ports, stereo  
headphone socket, 1 joystick ports (2  
digital, 1 analogue).  
**SOFTWARE**

**Cartridge Memory:** 128K.  
**Existing Software Base:** Small but  
growing fast.  
**Current Releases:** Very slow due  
to January 1987.  
**Prospects:** Very good, with several  
software houses working on titles.

**BUYING:**  
**Best Buy Price:** At £37.  
**Second Hand Availability:** None in  
yet.  
**Maintenance:** One year guarantee.

## STAR RATINGS

**Graphics:** 4 + + + +  
**Sound:** 4 + + + +  
**Expansion:** 4 + + + +  
**Overall:** 4 + + + +

## ATARI LYNX

**Package:** Lynx with California  
Games.  
**Processor:** Intel 8052  
**Console Memory:** 64K  
**Recommended Retail Price:**  
£27.95  
**Contact:** Atari FR 071 388 9877

**IN BRIEF**  
The Lynx was designed by a team  
including 8052, one of the main  
reasons the thing, if that doesn't  
convince you consider it more a fast  
MSX, has 64K of game storage on  
its cards and supports multi-player  
games. The graphics hardware has  
built in hardware scrolling and  
image scaling, software is a little  
thin at the moment but found to  
improve during 1987.

**GRAPHICS:**  
**Resolution:** 160 x 162  
**Palette:** 4096  
**Colours:** 16  
**FX:** No.  
**Monitor Output:** No.  
**Monitor Support:** Yes - 3.5 inch  
twisted colour VCD

**Monitor Options:** None.  
**Sprite:** Social graphics hardware  
effectively treats all screen objects  
as sprites.  
**Speed:** Fair.  
**SOUND:**  
**Speaker Quality:** Very good.  
**MSX:** No.  
**Music Output:** Yes.  
**Performance:** 4 channel, 5 octave  
stereo sound has to be heard to be  
believed.

**HARDWARE**  
**Controller:** 4 way joystick.  
**Ports:** Cartridge port, multi-player  
port, miniature stereo-headphone  
jack.  
**SOFTWARE**

**Price:** £20-25.  
**Cartridge Memory:** 64K.  
**Existing Software Base:** Very  
small.  
**Current Releases:** California Games  
is a great treatise.  
**Prospects:** Uncertain but several  
new titles in the pipeline.  
**BUYING:**

**Best Buy Price:** At £37.  
**Second Hand Availability:** Very  
few.  
**Maintenance:** One year guaran-  
tee.

## STAR RATINGS

**Graphics:** 4 + + + + +  
**Sound:** 4 + + + + +  
**Expansion:** 4 + + + + +  
**Overall:** 4 + + + + +

## ATARI VCS

**Package:** Both VC2600 and  
VC2700 come with controller and  
five games.  
**Processor:** 6502 (VC2600) (VC600)  
**Console Memory:** Not known.  
**Recommended Retail Price:**  
VC2600 £24.99 VC2700 £24.99  
**Contact:** Atari FR 071 388 9877

## IN BRIEF

The VC2600 is a rebased version of  
the original Atari 2600 which  
will a couple of years ago, remained  
the best selling home games system  
of all time. The VC2700 is a hard-  
up version of the VC2600 with a  
faster processor, slightly better sound  
and vastly improved graphics.

**GRAPHICS:**  
**Resolution:** 192 x 140 (VC2600), 220 x  
242 (VC600)

**Palette:** 16 (VC2600) (VC600)  
**Colours:** 4 (VC2600) (VC600)  
**FX:** No.  
**Monitor Output:** No.  
**Monitor Support:** No.  
**Monitor Options:** No.  
**Sprite:** 16 (VC2600)  
**Speed:** None.  
**SOUND:**  
**Speaker Quality:** Depends on TV  
MSX: No.  
**Music Output:** No.  
**Performance:** Limited to 1 channel  
on VC600 and two on VC2600.

**HARDWARE**  
**Controller:** Standard.  
**Ports:** 2 or 8 pin-D for joystick, 12  
pin cartridge port.

**SOFTWARE**  
**Price:** £7-15.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Small.  
**Current Releases:** None.  
**Prospects:** Uncertain in the light of  
new competition from Japan.

**BUYING:**  
**Best Buy Price:** At £37.  
**Second Hand Availability:** Worth  
looking.  
**Maintenance:** One year guaran-  
tee.

## STAR RATINGS

**Graphics:** 4 + + + +  
**Sound:** 4 + + + +  
**Expansion:** 4 + + + +  
**Overall:** 4 + + + +

## C64 GAMES SYSTEM

**Package:** C64G console, controller  
and 4 games (Star, Mountain, Treddy,  
Alundra Game and International  
30000).  
**Processor:** 1MHz 6502  
**Console Memory:** 128K  
**Recommended Retail Price:**  
£35.95  
**Contact:** Commodore 0458 770000

## IN BRIEF

Take a Commodore C64 computer,  
remove the keyboard and stick it in  
an unobtrusive case of a box and  
what have you got? A "new" com-  
puter. Sales so far have been less than  
impressive.

**GRAPHICS:**  
**Resolution:** 160 x 200 in multicolour  
mode.

**Palette:** 16  
**Colours:** 16  
**FX:** No.  
**Monitor Output:** No.  
**Monitor Support:** No.  
**Monitor Options:** None.

**Sprite:** 8.  
**Speed:** Slow CPU, helped by the  
40 custom graphics and sound  
chips.

**SOUND:**  
**Speaker Quality:** Depends on  
Toshiba V

**MSX:** No.  
**Music Output:** No.  
**Performance:** 1 channel 144K, one  
of the best 8-bit sound chips.

**HARDWARE**

**AppleLink:** AppleLink supplied.

**Ports:** None

**SOFTWARE**

**Price:** Around £25.

**Cartridge Memory:** 1MB.

**Existing Software Base:**

Potentially huge, but small as the standard Commodore anticipate around 100 titles by Q4.

**Current Releases:** Plenty forthcoming from various software houses.

**Prospects:** Excellent. Do people really want a console version of an ageing, though admittedly good, computer? Software support is likely to be pretty good for a while at least.

**BUYLINE**

**Best Buy Price:** to 100

**Second Hand Availability:** None

**Maintenance:** One year guarantee.

**STAR RATING**

**Graphics:** + + +

**Sound:** + + +

**Expansion:** +

**Overall:** + + +

**NINTENDO NES**

**Package:** Mandate Pack includes console, plus 2 game cartridges and Super Mario Brothers game. Milton Machine pack is absent but substitutes Turbo game for Mario. Action Pack as standard, but includes Paper Jet and Duck Hunt game.

**Prospect:** Not known.

**Console Memory:** 2K.

**Recommended Retail Price:**

Standard Pack: £79.99, Deluxe Pack: £94.99.

**Contact:** Dargleth PH 071 634 3973

**IN BRIEF**

The world's largest selling console, largely because of the playability of some of its games rather than its hardware, which is B class average.

**GRAPHICS**

**Resolution:** 256 x 240

**Palette:** 13

**Colors:** 16

**TV:** Yes

**Monitor Output:** No

**Monitor Supported:** No

**Monitor Options:** None

**Speakers:** No

**Sound:** Average

**SOFTWARE**

**Speaker Quality:** No

**Game Output:** No

**Performance:** Average

**HARDWARE**

**Memory:** 2 dedicated controllers

supported. 16 cartridge controllers with 32K range available for £29.99.

**Ports:** None out of the ordinary.

**SOFTWARE**

**Price:** £29.99

**Cartridge Memory:** Not known.

**Existing Software Base:** Over 50 titles available now. Many more available in Japan but these require a converter kit.

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

**Prospect:** In the UK, improving due to increased support - but this is yesterday's technology.

**Software Loading:** Instant

**BUYLINE**

**Best Buy Price:** As RRP

**Second Hand Availability:** A few.

**Maintenance:** One year guarantee.

**Ports:** Fully machine return to dealer.

**STAR RATING**

**Graphics:** + + +

**Sound:** + + +

**Expansion:** + + + +

**Overall:** + + +

**NINTENDO GAMEBOY**

**Package:** Main unit with 1600

games.

**Prospect:** 1MB cartridge B for

2000.

**Console Memory:** No

**Recommended Retail Price:**

£69.99.

**Contact:** Dargleth PH 071 634 3973

**IN BRIEF**

Nintendo was the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On paper, but even the Game Boy was a long time coming since the technology employed by the display is pretty far from ideal. That is to be pardoned simply because of more graphics - the machine has some superb titles and game-making use of the low player link-up option are tremendous fun too (100).

**GRAPHICS**

**Resolution:** 26 x 18 characters.

**Colors:** 4 grey shades.

**Monitor Supported:** Yes - LCD display is lit by ambient light.

**Speakers:** 40 x 8 x 8 pins.

**Sound:** Fair for what it is.

**SOFTWARE**

**Speaker Quality:** Depends on headphones.

**Game Output:** Yes

**Performance:** Plays a lot better than it looks.

**HARDWARE**

**Memory:** Built in 8 way protected.

**Ports:** 16-pin game controller machine interface.

**SOFTWARE**

**Price:** £29.99.

**Cartridge Memory:** Not

**Existing Software Base:** The best for any handheld.

**Current Releases:** Increasing

**Prospect:** Excellent

**BUYLINE**

**Best Buy Price:** As RRP

**Second Hand Availability:** None.

**Maintenance:** One year warranty

**STAR RATING**

**Graphics:** + + +

**Sound:** + + + +

**Expansion:** + + + +

**Overall:** + + + +

**NEC PC ENGINE**

**Package:** Console unit, controller

and two game.

**Prospect:** Customised B-44.

**Console Memory:** 68K internal, 8K

video (TurboGraphics, 128K internal,

32K video).

**Recommended Retail Price:** 6/8

£29 price around £100.

**Contact:** Local dealers

**IN BRIEF**

Sadly, it now seems unlikely that this machine will ever be officially supported by NEC in the UK. Its CD-ROM edition drives is now the largest selling CD unit on the market and is responsible for much of the recent increase in CD development. There's also a 16-bit version, vastly more powerful, called the TurboGraphics, but this is only rarely available through importers and at a price - usually around £200. NEC also have a handheld version of the Engine which is software compatible with its larger brother.

**GRAPHICS**

**Resolution:** 256 x 224

**Palette:** 11 (TurboGraphics: 1600)

**Colors:** 15 - 16 background and 16

plotted by games.

**TV:** No

**Monitor Output:** No

**Monitor Supported:** No

**Monitor Options:** No

**Speakers:** 16 (TurboGraphics: 128)

**Sound:** Very fast considering this is an 8-bit.

**SOFTWARE**

**Speaker Quality:** Depends on connection.

**Game Output:** No

**Performance:** Excellent stereo

**HARDWARE**

**Memory:** CD ROM in extra slot.

**Ports:** 16-pin floppy 30-pin

**Performance:** Superb - the CD

ROM adds a new dimension.

**Prospect:** Excellent with dedicated

**SOFTWARE**

**Price:** Around £35-40 imported.

**Cartridge Memory:** Not known.

**Existing Software Base:** Large

**Current Releases:** Increasing

**Prospect:** Good

**BUYLINE**

**Best Buy Price:** Only import.

**Second Hand Availability:** None

**Maintenance:** 1800 unit - grey

imported machines rarely have any

real use left.

**STAR RATING**

**Graphics:** + + + +

**Sound:** + + + +

**Expansion:** + + + +

**Overall:** + + + +

**Recommended Retail Price:**

£79.99, £99.99 (16 light gun), £129.99

(16 light gun and CD player)

**Prospect:** No.

**Contact:** Virgin Mastertronic 071

337 8000

**IN BRIEF**

Japanese software does it just as good as Nintendo's but more titles reach UK. Mastertronic have given good support to the machine in the products look good. Like the Nintendo, however, the B-44 machine uses established but dated technology.

**GRAPHICS**

**Resolution:** 256 x 192

**Palette:** 16

**Colors:** 16

**TV:** Yes

**Monitor No**

**Sound:**

**Speaker Quality:** Depends on TV.

**Performance:** 1 channel.

**HARDWARE**

**Memory:** Game controller supplied.

**SOFTWARE**

**Price:** £10-40 typically £25.

**Cartridge Memory:** Not known.

**Existing Software Base:** Very

good.

**Current Releases:** Good

**Prospect:** As good as

any 8-bit console.

**BUYLINE**

**Best Buy Price:** As RRP

**Second Hand Availability:** Some

**Maintenance:** One year's guarantee.

Fully machine return to dealer.

**Ports:**

**STAR RATING**

**Graphics:** + + + +

**Sound:** + + + +

**Expansion:** + + + +

**Overall:** + + + +

**SEGA MEGADRIVE**

**Package:** Console unit, controller,

and Atari 2600 game.

**Prospect:** 68000 x 2800 support

**Console Memory:** 128K static, 8K

video.

**Recommended Retail Price:**

£159.99.

**Contact:** Virgin Mastertronic 071

337 8000

**IN BRIEF**

Excellent example of the new 16-bit console technologies. The first 16-bit console to offer complete official support in the UK.

**GRAPHICS**

**Resolution:** 320 x 224

**Palette:** 170

**Colors:** 64

**TV:** Yes

**Monitor No**

**Speakers:** No

**Sound:**

**Speaker Quality:** Yes

**MIDI:** No

**SEGA MASTER**

**Package:** Console using cartridge

and smart card plus game-controller

and two 68000 in 68000-based game.

**Stereo Outputs:** Yes

**Performance:** 13-channel stereo sound is produced by a custom 741 chip and sounds fantastic.

**KEYWORDS**

**Controller:** Dedicated controller supplied.

**SOFTWARE**

**Price:** \$19.95 (includes CDS)  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Good  
**Current Releases:** None in US or present.

**Inputs:** video good.

**DETAILS**

**Best Buy Price:** As MSRP  
**Second Hand Availability:** Not known.  
**Maintenance:** One year on UK machines.

**STAR RATING:**

Graphics: a a a a a  
 Sound: a a a a a  
 Expansion: a a a  
 Overall: a a a a a

**SNK NEO-GEO**

**Package:** Console unit, controller and end mounting rack (also sold 27 games included).

**Hardware:** 12MB+ RAM - 8MB+ ROM support.

**Cartridge Memory:** 65K work RAM, 16K video-RAM.

**Recommended Retail Price:** £299  
**Comments:** Active sales (01 733 0292)

**IN BRIEF**

Technically the most advanced console currently available, the games are of variable quality, with high graphics and excellent sound, although the gameplay is a little lacking in the current crop of titles. The game cartridges can store up to 330 Kbits of data, but this is reflected in their price - £199-291 (40 is not low, since other titles have launched a CD-ROM which maintains an excellent software for 25+ months. Definitely the system is hard if you want to join, and a little very poor.

**GRAPHICS**

**Resolution:** Variable quality

**Palette:** 555K

**Colors:** 4096

**TV:** Yes

**Monitor Output:** Yes

**Monitor Supported:** For Monitor Options ROM, SCART

**Sprite:** 16K

**Speed:** Variable

**SOUND**

**Speaker Quality:** Depends on TV/monitor

**MIDI:** No

**Stereo Output:** Yes

**Performance:** 13 channel stereo.

**HARDWARE**

**Keyboard:** Supplied, second available for around £70.

**Ports:** Video-in socket

**SOFTWARE**

**Price:** £200

**Cartridge Memory:** 330 Kbits

**Existing Software Base:** Small.

**Current Releases:** 12 planned by the end of the year.

**Prospects:** Uncertain, but the machine itself could help bring shares in its favour.

**DETAILS**

**Best Buy Price:** As MSRP

**Second Hand Availability:** None as yet.

**Maintenance:** One year's guarantee.

**Yes.**

**STAR RATING:**

Graphics: a a a a a

Sound: a a a a a

Expansion: a

Overall: a a a a a

**SUPER FAMICOM**

**Package:** Console unit, controller unit and Super 32-bit card.

**Processor:** Custom-built 16-bit.

**Cartridge Memory:** Not known.

**Recommended Retail Price:** Not known.

**Legal:** price = £199

**Comments:** Local dealer.

**IN BRIEF**

Just this time, before the hype.

Although not hugely superior to the MegaDrive technically (although the improvements ARE noticeable), it's the games that impress - with Mega being one of the best games ever!

**GRAPHICS**

**Resolution:** 256K x 256 lines.

**Palette:** 32, 512

**Colors:** 270

**TV:** Yes

**Monitor Output:** Yes

**Monitor Supported:** For Monitor Options ROM, SCART

**Sprite:** Not known but fast

**Speed:** Variable

**Speaker Quality:** Depends on TV/monitor

**MIDI:** No

**Stereo Output:** Yes

**Performance:** Custom 16-bit

**Keyboard:**

**Ports:** One big expansion port.

**HARDWARE**

**Keyboard:** Supplied.

**Ports:** One big expansion port.

**SOFTWARE**

**Price:** £20-30.

**Cartridge Memory:** Not known.

**Existing Software Base:** Small.

**Current Releases:** Lots, and plenty more planned.

**Prospects:** How can it fail? Each article reads in the millions before it was launched.

**DETAILS**

**Best Buy Price:** Only import.

**Second Hand Availability:** None as yet.

**Maintenance:** Three year - only imports are rarely under warranty.

**STAR RATING:**

Graphics: a a a a a

Sound: a a a a a

Expansion: 4 2 2

Overall: a a a a a

with **\$1.00** and a CD

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Stocks subject to availability







**Save a hand-ful.**

**Keyboard:** Almost as many variations as there are stores. Prefer the AT or extended AT layout to the XT layout since it's easier to use.

**Mouse/Mouse:** Neither supplied as standard. The better stores include a mouse or at least a mouse port, especially since IBM's AT&XT options (Microsoft) has become more popular.

**SOFTWARE**

**Building Software Bases:** Visit several retailers. All major software manufacturers have product lines going for the PC, with many now supporting the superior VGA modes.

**Games:** Most of the best Amiga/AT titles appear on the PC, especially

**Graphics:** Given the right graphics adapter, the PC has one graphics and software title that's usually excellent. On a standard VGA PC the graphics don't matter how good the software is.

**Music:** Incorporated in graphics. However, add-on boards offer some of the best sound you'll hear on a home computer.

**Prospect:** The PC is the eternal champion - as others fall by the wayside it carries on getting faster and better all the time. This is why it's not only constantly improving the computer's processor and the user can't lose demanding better equipment.

**Software Loading:** Don't underestimate how fast your hard disk.

**BUYTIMES**

**Best Buy Price:** Watch out for package deals from larger chains and mail-order companies. If you don't know too much about PCs go for a

**name you know.****Second Hand Availability**

Consider but be careful you do not get a floppy unit motor/keyboard. **Maintenance:** Usually one year's

guarantee - but competition has forced the price of maintenance contracts down to an affordable level. This often means they fit in with free

**CONSOLE + COMPUTER = GOOD?**

So, there you have it, the facts in full. Now all you have to do is decide which is the best machine for you. We at ACE reckon that these days, if you can afford it, you really need both a console AND a computer to cover all the bases of Advanced



Computer games. Our choices? The Sega Megadrive and the Commodore Amiga. The Famicom is a better machine than the Megadrive but it's official unavailability in the UK means that it's a bit of a dark horse at the moment.



But not all of us (any of us?) can afford to fork out the smackeroos for two machines, in which case our recommendation is to plump for the Amiga - it's a great all-rounder with some superb software available for it.

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# HARD SELL

**PART 2:**  
The computer section starts here. Read on...

## ACORN ARCHIMIDES

**Models:** Archimedes 110, 2000, 410 (2.0, 4.0)

**Package:** Keyboard, mouse and drive (keyboard mouse and drive plus monitor (separate or mono))

**Memory:** 2000 1.5M; 210 1M; 410 1M; 410 2M (2M; 4M; 8M)

**Processors:** Acorn ARM

**Price:** Prices range from \$799.97 for the 410000 drive to \$2699.99 for 4400 with colour monitor

**Contact:** Acorn 0223 295200

### IN BRIEF

Still the cutting-edge of home technology, Acorn's ARM is about the fastest thing this side of a Day. This very exciting machine - although gathering adherents since the introduction of the A1000 - still lacks a good games software base and is best left to the enthusiasts.

### GRAPHICS

**Resolution:** 320 x 256 or 640 x 256 with normal monitors; 640 x 512 available with multi-page monitors.

**Palette:** 4096

**Colours:** From mono up to 256 (128 x 128) or 16 (640 x 512).

**TV:** No

**Monitor Output:** Mono composite video (colour + RGB + sync).

**Monitor Support:** Depends on package bought.

**Monitor Options:** Acorn dedicated 14 inch monitor res. colour 12 inch high res. mono. Multi-page colour monitors.

**Speakers:** External.

### SOUND

**Speaker Quality:** Good

**MIDI:** With extra hardware

**Music Output:** Yes

**Performance:** 16 channels (8 stereo, 2 mono, 6 columns, 1 internal speaker)

### HARDWARE

**Disk Format:** 5 1/4 inch - 800k

**Disk Price:** From £1.25 upwards.

**Disk Performance:** Good and fast.

**Keyboard:** 101 keys with gas, programmable auto-repeat. Early key-

boards have a cheap feel given the quality of the machine.

**Keyboard/Mouse:** 4 button mouse, 4 support for joystick.

**Interface:** 21 pin 8 parallel, 8 pin mouse, 3 line stereo headphone jack, 54 pin disc, 4 pin 12 expansion port, IEC 100 volts outlet, 100 watt power.

### SOFTWARE

**Operating Software Base:** Still very limited. Some games available most software is for productivity and business.

**Current Releases:** Not about. Games: Most famous are Zaxxon (Simon and Schuster), but there have been several impressive one-off titles released recently.

**Graphics:** Potential is enormous. Some excellent packages available. **Music:** Like graphics, but developers remain shy.

**Prospects:** Limited. Even the drive or models find it tough competing with TI and Amiga.

**Software Loading:** Very reliable.

### SOFTWARE

**Best Buy Price:** As RRP

**Second Hand Availability:** 100 copies, some 500 and 750 starting to appear but expect to pay for them.

**Maintenance:** One year's guarantee. Return-to-Ruby machines available.

**Models:** Classic, 8100, LC, 16

## ACORN ARCHIMIDES

**Package:** Monitor with built-in CPU and disk drive, separate keyboard.

**Memory:** 1M; Classic 1, 2M; Classic 2, 1M; 16, 2M; 16, 4M (8M)

**Processors:** Motorola 68000 (50MHz), 68010 (3.1, 6.6, 13.3, 26.6, 53.2, 106.4)

**Current Releases:** **Games:** Zaxxon 1.127E, Classic 1.089E, 10700 (128K+ line 4096k hard disc), 11.133E (line 4096k hard disc), 12.001E (line 4096k hard disc), 12.841E (384k+4096k hard disc), 12.990E (640k+4096k hard disc)

**Contact:** Acorn 081-929-1100

### IN BRIEF

A very expensive up-market machine for those keen on desktop-publishing, WIMP systems and top-of-the-range software. Release of the Classic range an exciting move for virtually the owners. Software is very expensive. Quite a few games in

the US, but few over here. Good for MIDI musicians but be prepared to pay through the nose for software.

### GRAPHICS

**Resolution:** Classic 8 (0) 311 x 342, LC 460 x 480 (to 640 x 480 (external) & 640 x 600 (opt))

**Palette:** Classic 8 (0) anti-alias and white; LC 256, 16 (256 or 16 grey in max res)

**Colours:** 256 with colour monitor

**TV:** No

**Monitor Output:** Integral monitor

**Monitor Support:** Yes

**Monitor Options:** Many more & colour available for LC 8.16.

**Keyboard:** None

**Special:** Classic 1 (only Classic 2, 5000 & LC reasonably fast, but very fast).

### SOUND

**Speaker Quality:** Good

**MIDI:** Third party interfaces available.

**Music Output:** No, yes, and no.

**Performance:** 4 channels give good performance.

### HARDWARE

**Disk Format:** 5 1/4 inch - 1.44MB

**Disk Price:** £1.50 - £2.00

**Disk Performance:** Generally fast

**Keyboard:** Separate with 81 keys including function keys and numeric key pad. Optional extra is the Apple Extended keyboard with 109 keys.

**Keyboard/Mouse:** Apple is not supported. High-quality single button mouse is supplied with machine.

**Interface:** 8029 - Apple Desktop Bus connector; 1 (501) (8029) serial external disk drive; 16 pin Dbus (DB expansion slot); DSI - 128-pin connector for external audio amplifier; 16 - 1 (15) (8029) serial; 08-20 (02) 7.

### SOFTWARE

**Operating Software Base:** A very wide base exists in all fields except games.

**Current Releases:** Adequate, though largely of US origin and in the business or DTP field.

**Prospects:** Very few people enter but plenty of keen drivers available.

**Graphics:** Lots of interesting software for those interested in DTP publishing.

**Music:** Very well supported for MIDI software - but it's expensive to do so.

**Keyboard:** As always, excellent - especially in business and DTP

**Software Loading:** Quick, reliable.

### BUYER'S

**Best Buy Price:** Generally the RRP - most are only sold through dealerships. Ask for a discount for cash.

**Second Hand Availability:** Scarce and expensive. A better market exists in older models but these are best avoided.

**Maintenance:** One year's guarantee. Apple offers AppleCare - "insurance" you take out to cover the cost of repairs after the guarantee has run out.



**Models:** Atari 1000/500, 1000/5, 1000/5T, Mega 2/5, Mega

**Package:** 500 and 1000 have key-board with built-in disk drive; Mega versions have separate keyboard.

**Memory:** 500/500 512KB; 500/5T 512KB; Mega 2/5 256KB; Mega 5T 512KB

**Processors:** Motorola 68000

**Recommended Retail Price:** 500/500 Power Pack £299, 500/5T Mega Pack £499, 1000/5T £499, Mega 5T

**Contact:** Acorn 0793 313444

### IN BRIEF

Excellent as a general purpose home machine for games, small business and productivity. It's the number one choice for little machines. The ST's price/performance ratio is a complete 100% (ST with hard disk and mouse monitor is a small fee).

### GRAPHICS

**Resolution:** Low-res 320 x 200, medium res 640 x 384, high res 640 x 400

**Palette:** STM 512, ST 4096, Mega 2/5 4096, Mega 5T 4096, Mega 5T 4096

**Colours:** Mega 5T and Mega 2/5 in high res; 4 colours in medium res; 16 in low-res.

**TV:** Yes, Not Mega

**Monitor Output:** STM models only, others through the Modulator

**Monitor Support:** Yes (Modulator Adapter £25 monitor)

**Monitor Options:** Atari monitors 1M (24 high res mono), 512MB and 1M (24 high res mono), 512MB and 1M (24 high res mono)

**Keyboard:** 1

**Special:** Fast

**Prospects:** All night reseller ship is only available as monochrome monitor



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## MEGADRIVE



**S**ega went under steadily cutting, then sales on the back last week as figures came through for confirmed Megadrive sales. In 1990, 68,000 Megadrives were sold in the UK alone, combined, no doubt, by 89's Master system owners who were keen on the Sega brand and keen to upgrade to the finer graphics capabilities of the 16-bit machine.

In total, Sega claim to have shifted 199,000 Megadrives since its launch last year.

For the machine to have had such success most surely brand the Megadrive as the machine to own - for the moment. The combined might of the Master and Megadrive would seem to have faded off the advances of the advances of Nintendo's Entertainment System.

And with no UK release date set for the Super Famicom, it would appear that Sega have the last handoff in Europe indeed, a couple of weeks ago at the industry conference in Montreal, Sega was awarded the Industry Rising Star tag.

## IBM PC



**I**f late multimedia seems to be the subject of talk buzzing around the lips of many PC entertainment software developers, still many of the clutter and multimedia boils down to an entertainment/education software system taking full advantage of some audio/video technology hooked up to a music storage device, very usually a CD-ROM drive. The reason software developers are getting so excited about it that multimedia software is the sort of thing you can get anybody interested. Not just computer tech heads, not just wide eyed game freaks, any Joe Soapak or Jerry Sawingmachine that walks into Coons with a few pennies to spend.

It's all down to the mammoth amount of information you pack onto CD-Rom type optical storage devices. Instead of a couple of nine disc hard pictures on the file screen and jowly looking sprites throughout the rest of a game, it's wholly possible to have plenty, literally thousands, of stunning graphics. Instead of a few

However, it seems that some of the buzz has gone out of the Megadrive of late, with Gray Report Publisher's starting game of its number. It's worth remembering that the software support for the Megadrive, at the moment, is far from extensive. Aside from Mario 4, supplied free with the package, and a few other notable exceptions (Flot Wings, FC) there really isn't enough software of a high enough quality to warrant the purchase of the machine. Yet.

...STOP PRESS STOP PRESS STOP...

### POPULOUS CONVERSION

Just as we were closing for press, the Megadrive version of Populous skirted in for review. Look out for some colour shots elsewhere in the issue! From the brief look we've managed to snatch so far - as the printers were dragging the pages away - it looks like a top-notch conversion from U.S.A.

After the rather poor job they did of Gey Golf, looking uncomfortable like an Amiga port, with its thought being given to control method (the hand controller acting exactly like a mouse - and not doing a very good job of it) we were concerned that the latest classic wouldn't live up to expectations.

Well, fortune and good programming has smiled and we're pleased to report that the Megadrive version of the hit game of World domination could well be the best yet!

party seems to make up the games sound, full stereo CD quality samples can accompany anything you do. With the 550MHz or average CD-ROM disc can hold there's no problem of getting everything in and a quarter inch floppy.

Best of all, the technologies of available right this moment and at extremely reasonable prices. Intel's recently launched 486 DX chip set can easily deliver the awesome amount of processor grunt needed to create highly complex TV speed animation. Funny enough it's available as a PC board. CD-ROM's been around for a fair while, mostly used for entertainment and utility software.

Tandy has just announced a fully fledged CD-ROM system for just \$199 (theater-quality music translates that to the £230 ballpark). Funny enough Tandy have ported the PC market to the most major buyer. It all adds up to the PC being the most pragmatic choice for anyone looking for a mass ground in multimedia. So if this stuff's all available right now, why isn't everyone at it?

### THE SOFTWARE

The software to take advantage of these wonderful boxes of tricks has just failed to materialize and the reason why? Standards, or rather lack of them. There's no one standard platform for this type of computer entertainment to be run on. Luckily things are looking up. Microsoft have announced plans to fully support a large number of multimedia graphics and storage devices to be supported in their next release of Windows. That should be due in the summer of this year.

# DIRECT LINE

To YOUR micro...

Monthly machine-specific columns for the users of the ten most popular machines, written from a personal viewpoint by other users...

Also Sony and Nintendo are collaborating on a proposed standard that encompasses multimedia in entertainment computing. Based around a highly powerful video chip set that could easily appear in the form of a PC plug-in board. Microsoft are just about to announce a proposed set of guidelines for the standardization of CD-ROM based multimedia software, with the PC at its centre. Obviously there's a fair bit for the big boys to slug out before a solid standard has been decided upon. But it's happening.

### DET MOUNT OF THE GAMES?

But will it mean better games? Certain elements seem to check in carried lighter instead of pliers and it's a worry that some publisher's games will go in terms of presentation rather than content. The switch from entertainment software as we know it now to that of the future is very large one and developing the new techniques needed for this type of coding will definitely mean a few standard steps. Even so they are steps in the right direction.

### COMPETITION

Just room for a final couple to round off with this month. The first entry out of the hat will receive five pieces of PC software of our choosing.

Send your entries to the normal address.

The question:  
What does VGA stand for?  
See you next time!

© JOHN WALSH

## AMIGA



**B**udget software has always been a bit of a rascal's egg. Until recently, the major players in the market have been skirting around the budget market without necessarily committing. Some, most companies have thrown out a few re-releases, but there's been a certain amount of reluctance to take the bull by the horns.

High Master/ords, however, have taken a very different view of the Amiga budget scene and have launched into the market with a handful of initially acclaimed titles. Admittedly from their own back catalogues, the games cater for virtually every style of game: The tobacco adventures, once 240 games available to a select few PC owners can now be enjoyed on the Amiga for a mere £7.

### LOVE 'EM IN LEATHER

The tobacco range presents adventures with a wide range of problems. There's *Leather*

*Godslayers of Phobos*, for example, offering players a comic-book style romp through a game populated by dominating Space Assassins. The action can get pretty bloody, and you can even select the level of violence in the descriptions of each scene and action. (The original game featured a scratch and sniff card, perhaps fortunately omitted from the budget version).

### SMOOTH AS SILKWOOD

Arcade fanatics can find all the blasting they could possibly want in three of the best games to appear on the Amiga in recent years, all now available at this knock-down rate. Silkworm from the Sales Curve features excellent two-player action. One player controls a jeep and the other a helicopter in a left-right scrolling shoot. You're attacked by wave after wave of enemy craft, some forcing into enormous flying fortresses in the air.

### IT'S A GAS

*Amos*, from the Demos Bros was cited by many magazines as their game of the month when it first appeared in 1987. Unlike many other shoot em-ups, Amos enables the player to change from an airborne space-fighter into a ground-going battle tank. Each faces particular obstacles and can be powered up to a super-craft. Perhaps a little slow by today's frantic standards, Amos was a genuine breakthrough at the time and should be part of every discerning Amiga owner's catalogue.

So, it makes a nice change for Amiga owners perhaps second in line to PC games in the

most-expensive software states, to be able to play decent games and still have change from a tenner. Good job.

### VIDEO VIEW

Ever wished you could harness the power of your Amiga and put it to good use for uses other than games? More and more hardware and utilities packages are emerging recently.

It's important to distinguish between useful packages which actually have some benefit based in multiple entertainment purposes rather than glorified science kits which measure the moisture levels in your bathtub.

Video Editing systems are prime example of the former type. Using Amiga systems you can now edit, caption and title your own video productions. So, instead of having to write the title of the program on the box and include the rub-dubby-BBC announcement, you can tell what's on the tape, you can produce a menu screen tab stopping what's on the tape, at what counter position.

Those brave enough to create their own video masterpieces, can add that professional touch with decent leaders. Your hobby in Martello can now be properly announced thanks to your Amiga.

Once particularly desired piece of kit for producing films is the Microcube from ZIP. It enables you to produce 3D animated titles to a pretty professional standard.

■ *Jim Douglas*

## ATARI ST



**I**f faced to keep up with Microcubes supporting of make problems for the ST, it seems that you've not finished reviewing new samplers or music arrange when there's another one on the market.

The latest releases are *Quarter VLS*, an update of the 4-channel "sample sequencer" and *Playback*, a sound output cartridge which gives the ST, STX and STE the stereo capabilities of the STE.

*Quarter VLS* is a masterpiece if you loved the ST's musical intensity when compared to the Amiga. At the normal price of £89.95 it's reasonable, but at the introductory offer price of £24.95 it's irresistible.

Raving on any ST without the need for additional hardware, it's very much intended to give the ST the same sort of sample-sequencing abilities as the Amiga, offering four sampled-sequencing modes as the Amiga, offering four sampled-sequencing modes as the Amiga, offering four sampled-sequencing modes as the Amiga, offering four sampled-sequencing modes as the Amiga.

Since the samples are organised up to 1990s, that by its kind, you can take in the sounds through a 70, monitor, or simply a floppy cartridge. Sample processing software lets you sample, filter or repeat samples.

Before adding them to the 2000s library which is available for each Quarter composition library can be saved as files. (Sms)

*Quarter's* main library has a conventional musical view on which you can enter notes by using the value from a menu box, clicking on the musical screen position, and clicking to the correct pitch. This is a tedious and repetitive process, but you can enter notes much faster directly from a MIDI keyboard.

You can load the music for an individual note or for the whole composition, and once you have the basic composition laid down, you can add to it by inserting note change messages, loop points, which can be "bounced" up to 100 times at you have 1000s within notes, note lists, slides, transpositions and so on.

The results can sound very professional with a little patience, and the package includes modules which allow you to include Quarter's synthesizer on a new program written in assembler, Basic or C, on the ST. It's just as suitable as a development tool as it is for teaching around entertaining your self.

*Version 1.0* allows ST owners to output through the stereo ports, simply by pressing F5. Music 1 and 2 go through the left channel, voices 3 and 4 through the right. For ST, STX and STE owners, pressing F4 will route stereo output through the Playback stereo cartridge. If you already have *Quarter VLS*, you can upgrade to the double-sized VLS disk, which includes the new program, more stereo music and samples, to £3. If you want to upgrade to the new version of all three *Quarter* disks, which again have extra demos and samples on sale 2, it will cost £6 - and don't forget to return your original disks to Microcube.

The other new product, *Playback*, is an unassuming looking grey box which plugs into the cartridge port, and has two phono socket outputs, which allow you to

connect it to an external amplifier. It's compatible with *Quarter's* *Playby VLS*, *Playby Professional* and *Master/ords* if software, adding more capability to what were music samplers. But remember it's not a sampler itself, if you want to digitise your own tracks, you have to have one of Microcube's other hardware samplers.

Normal price is £29.95, but again there's an introductory offer price of £24.95. Even at the normal price you might not think it worth the bother, but the *Playback* package also includes *Soundcut*, a sophisticated 4-channel drum sequencer program which allows "bit" of up to 16 samples to be assigned, up to 50 drum patterns can be composed and fed to memory at once, then assembled into 10 songs, each of up to 99 steps. You can alter firing rates and mask triggers, and control tempo internally or from an external MIDI clock, which makes *Soundcut* a good alternative to a cheap MIDI drum machine.

In the package you also get a *Quarter Demo* *Driver*, which allows you to compare your own Quarter compositions, graphic display and printing messages in color or four mono modes. Lastly, the package includes stereo output drivers written in MS-DOS, Basic, C++, Basic, Pascal and machine code, so you can hear your music more accurately on your own programs.

Since Microcube are exchanging ST software deals, and public domain libraries are releasing Quarter with additional tracks and samples, it looks as if selling can also Microcube's dominance of the ST amateur music market. *End played*.

Microcube, PO Box 68, St Austell, Cornwall, PL23 4BB, tel. 0730 64000.

■ *Chris Jordan*

## PC ENGINE

**T**his month has seen a lot of new releases for the PC Engine. They include Master Mystery Club, where in the World is Carmen Sandiego, and Rainbow Islands on CD-ROM. On card we have a new tennis game called Fast Match Tennis featuring all the famous tennis players of the decade. We also have a boxer called Dead Moon, which is an excellent shoot 'em' up, and Motorcade if fan-overhead car racing for game.

The original Motorcade was one of the most addictive racing games ever and now the sequel is following in the original's footsteps. The game itself is set in the future and is similar to Backyard in that you can destroy your fellow competitors with missiles and other weaponry.

Finally this month we've got Personal Stars - if you want to know if it's any good, I can safely say that the game has been well worth the wait. Much in the mould of the other two games in the Bubble Bobble series, it has you fighting the evil forces with some tremendous graphics (the graphics and sound are really out). The sound FX and music really push the mood of the game, and the gameplay is nothing less than 1st class. I recommend that you put this game in the top of your game list.

### CD-ROM RELEASES:

Back to the CD-ROM releases, the first game Master Mystery Club is a puzzle, Clonics type

game in which you try and find the perpetrator of a murder. Easy to often you get a puzzle which you have to try and solve from the clues you've uncovered while questioning a suspect. If you fail to solve the puzzle, it's game over for you. If you have a CD-ROM drive that's worth a look, if you're craving a bit more exercise for the grey cells than the average shoot-'em-up.

The other CD-ROM game, as I mentioned earlier is where in the World is Carmen Sandiego. This game is for the younger owner and is converted from the Macintosh game of the same name. You again play a detective searching the world for clues to solve the case of the missing treasure. The game combines the elements of a graphical adventure with trivia games. I would recommend this game for the younger player, as the emphasis tends to fall on education rather than adventure.

Finally on CD-ROM we have Rainbow Islands. Rainbow Islands is the missing link between Bubble Bobble and Personal Stars. The game is as good if not a bit better than Personal Stars, in the graphics it is an arcade perfect. No wonder this is a CD-ROM. If you're lucky enough to own a CD-ROM this is the best release (look Street Fighter 4 next).

Meanwhile, we can report from the CD-ROM conference in San Jose, California that CD-ROM's Starlock (Rieser) game is now readily available on CD-ROM, though copies in the UK are hard to find. The game offers full attention of 'interactive' throughout the game with synchronized speech and superb graphics. Although it's yet another detective scenario, don't let that put you off. Walk out for it.

### FORTHCOMING GAMES:

#### TO LOOK OUT FOR:

Forthcoming games seem to be released on the Engine on card include Galaxy Force II, and I bet I've been waiting for Populous. Other cards which are in the middle of development are Lannings, Impassioned and Power-Monger. These all promise to be extremely strong titles - Lannings' most readers will already know in other formats; Impassioned we've seen in detail against at Granin and it looks very promising with some slick arcade gameplay and cutting graphics. Power-Monger should be a winner if it's comparable to the other versions of this superb game.

Worth noting also is that on CD will soon be being Marchos, a truly interactive adventure game which, like Where in the World is Carmen Sandiego, is a Macintosh conversion. Marchos was devised by Cyan, who later went on to produce the famous Cosmic Ooze game for the Mac. Although great fun, Marchos is clearly aimed at a slightly younger audience than Ooze, but it's great fun nevertheless.

Now we'll be hearing if Came From the Desert (after months of delay), and a shoot 'em' up called Hatcher which was released a few months back for the MegaDrive. It'll be interesting to see how the NEC version compares with the Mega one. Finally for the Super Grabs we would soon be seeing 1941 or 2943. I'm not quite sure which one it'll be but for Super Grabs owners it should be a welcome release even if it is a conversion of an aging 'shoot 'em' up.

■ Gareth Heger



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## GAMEBOY



**W**hat do you think is the greatest threat to Game Boy world domination? And what do you think could save it?

The answer to the first question is undoubtedly the Lynx - target of the Game Gear and NEC handhelds, it's the Lynx that has suddenly sprung from nowhere in America following Atari's dramatic price cut of the machine to the equivalent of £45. That, in the States, makes it just 25 more expensive than the Game Boy - so it's wonder the ignorant savages are grinding money to come up with such fine ruses.

However, this is actually good news for us Game Boy owners because it almost certainly means that the cost of Game Boys is going to drop in the fairly near future, enlarging the market and bringing even more games onto the shelves as a result.

If you're wondering what the Game Boy's secret weapon is (apart from better software) it's still the great battery life. And, if you haven't yet realised, don't forget you can increase the battery life substantially by always playing with the sound turned off.

### NEW GAMES

Meanwhile, it's still the software that makes the GB such a good buy. Latest promised additions to the range include Pac-Man (and Kick Off double pack). Kick Off won't be with us till the autumn, but the magic lies in that you're promised multi-player capability (up to 88 players) and all the features that made the original so enthralling. We can expect to see other Neo products on the system later, including possibly the new Ace basketball game. To

OT.

While in the States recently we played a copy of Chessmaster 2000. If you've been looking for a good chess game for the Game Boy, effectively turning it into a portable chess machine for less than most dedicated models, look no further. Chessmaster 2000 has digitised speech, dramatic sound effects, and numerous playing options.

The options range from 16 levels of play to solving mates (up to five moves ahead) and include a tutorial mode for novice players. The skill levels are sensibly defined according to the amount of time the GB will take to compute its moves, so you don't get into that infuriating situation where you spend a hell load and time wait for hours, wondering when the machine is going to move.

There is one drawback, however, to Chessmaster 2000 that makes it for other GB chess applications, and that's the display. Although it's reasonably clear in good light, it's very hard to look at for the sustained periods of time required by anything other than extremely elementary chess. Although the display is pretty neat, I can't help feeling that the graphics designers couldn't have come up with an alternative display system that was easier on the eyes.

### FROM YOU TO YOU

Several readers have sent in tips and neat reviews this month. Matthew Big of Bournemouth suggests that in Golf you can rotate your club again and again if you 'reset' the machine (by pressing all the buttons simultaneously) after missing up the shot but before the ball stops rolling. Nice one, Matthew...

Clavin (named of business sets) on that in further you can replenish your energy by pausing the game. Now pressing UP twice, DOWN twice, LEFT, RIGHT, LEFT, RIGHT, then pressing button D, then A. You can also increase the difficulty level in Super Mario Land by first completing the game and then, when it says THE END, pressing START.

Mike Walpole has been getting his money's worth out of Bugs Bunny - let's send us the codes for all the levels, which also we don't need soon to print. Try 2002 for level 80, however Mike also points out that you can increase the speed of the game while playing by pressing SELECT during the action. And that's it, folks!

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# HOT OFF THE SHELF

May comes but once a year, so what better reason can there be for buying a saucy piece of software? Okay, fair enough, all the months come once a year, but you've got to have an excuse haven't you?

So here's another *Hot of the Shelf* to help you make that purchasing decision. It's the place to find out what we've rated top over the last three months, plus those classic titles that you **MUST** have for your rad hot-box.

**AWESOME**

**Progress** ■ Amiga £24.99  
A third 'em-up' where you'll need to master four different gameplay styles if you're to win. The first is similar to Asteroid, except that here your

ship stays stationary and the aliens and rocks rotate about you. Next is a Space Invader-like battle against a giant space dragon. After that, you pilot your ship over the multidirectional parallel scrolling surface of an alien world, shooting aliens and searching for the landing bay (finally there's a Gauntlet-style run around the baroque looking for the entrance to the space station. The graphics result in look out of place in an arcade. A stunning game, if a little derivative, and well worth its ACE rating.  
+ ACE RATING 900 ON AMIGA

**BATTLE CHESS 2**

Electronic Arts ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £29.99  
 sequel-to spread from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a new blocking the board (which some pieces can't pass) and limits the King's movement to an "Imperial Palace". As before the board is viewed in 3D, with all the pieces talking each other in a variety of amusing and well-animated ways. With a bit less and irritating running from Peoples due to all the dice swapping, a hard disc shows the game to be far faster and more lethal than normal Chess. A good purchase for jaded Chess fans.  
+ ACE RATING 880 ON IBM PC

**BATTLE COMMAND**

Ocean ■ Amiga £18.99 ■ Atari ST ■ PC £29.99  
The latest solid-polygon epic from Realtime. You control a Meuler tank through 16 tough missions, varying from straight-forward seek and destroy to escorting a convoy of supply trucks to getting up a downed satellite in enemy territory. Although the overall pace is slow, several of the missions require quite a bit of thought to complete. During your travels you'll encounter a wide variety of enemy craft, all rendered in exceptionally fast 3D. A little more originality next time Okay!  
+ ACE RATING 850 ON AMIGA AND ATARI ST

**BOULDERDASH**

Victor Medical Industries ■ Gameloft £160 (Japan)  
Yet another steal from the EA catalogue of great games. Hey kids, remember this? Guide one and waddy footford around unpeeped that's jouno-speak for more than can be counted on one hand) mass of boulders and marauds in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to the IBM hand-held world.  
+ ACE RATING 900 ON GAMESBY

**CAPTIVE**

Microscope ■ Amiga £14.99 ■ Atari ST £18.99 ■ PC £29.99  
Another in the ever expanding number of BPs portrayed using first-person perspective. Captive, written by veteran programmer Tony Crowther, pits you against hordes of rampaging aliens, with nothing to defend you but a briefcase. The briefcase, however, contains a computer giving you remote control over a four-shield team with which you must free your self from the fortress where you are imprisoned. Excellent bitmapped graphics, atmospheric real-time stereo sound and a total of 40000 levels to explore make Captive very much in the ACE rated category.  
+ ACE RATING 900 ON AMIGA

**F-105 STEALTH FIGHTER**

Microscope ■ Atari ST £29.99 ■ Amiga £29.99 ■ PC £39.99  
A program that could well be described as the Flight Simulator's Flight Simulator. The PC version has enjoyed much success since its launch year ago, and now released on the ST and Amiga. The sim is based around the much talked about (or perhaps that has originated about Stealth Fighter. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this.  
+ ACE RATING 900 ON IBM PC

**FLAMES OF FREEDOM: MIDWINTER 2**

Microscope ■ Atari ST £24.99 ■ Amiga £24.99 ■ IBM PC £29.99  
Now this is a challenge, how do you run up a huge game file? The big bang has set in, and Midwinter is now Alpha, the island HQ of the Atlantic Federation. You play one of their crack agents with the task of occupying an impending attack by the evil Jehanan Empire. The majority of the game takes place in a detailed solid 3D world, with your own able to use any mode of transport he/she may come across, everything from foot to ball-copter. But this is no shoot-'em-up. There's more than enough strategy and subtlety to keep any non-arcade fan happy. A major contender for game of the year - already!  
+ ACE RATING 900 ON ATARI ST



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#### 4D SPORTS BOILING

Microscope ■ Amiga £24.99 ■  
Atari ST £38.99 ■ PC £24.99

This violent clash between two  
solid polygons generated  
pupils is the best rendition of  
the 'table art' yet seen on a  
home computer. The use of  
polygons allows the action to  
be viewed from absolutely any  
angle, and a video playback  
option allows you to watch that  
decide upper cut again and  
again. Highly realistic, with a  
huge range of moves and a lot  
of work to be put in if you're to  
become World Champ!

■ ACE RATING 900 ON IBM PC

excellent animated graphic  
adventure

■ ACE RATING 900 ON IBM PC

#### FRAN 'BROSMAN' STEWART'S SUPER OFF ROAD

Virgin ■ Amiga £24.99 ■ Atari  
ST £24.99 ■ PC £24.99

A hugely enjoyable rattling  
romp through 8 courses of  
tough 'n' tumble driving action,  
viewed in the overhead style  
discovered by Atari's Super  
Grossi. All top racers should  
look no further. Another thun-  
ning game from the consistently  
excellent Goldfish, authors of  
Demolite and Parahold '88.

■ ACE RATING 900 ON IBM PC

#### LEMMINGS

Psycholo ■ Atari ST £24.99 ■  
Amiga £24.99 ■ PC £24.99

In an age of over-faster vector  
graphics and smoother parallax  
scrolls, Psycholo was the last  
company expected to release a  
simple-looking game based on  
the suicidal tendencies of some  
cute little rodents. The object  
of the game is beautifully  
straightforward - you must  
guide a certain number of  
randomly-meandering lemmings to  
safety from one end of a post-  
stream level to the other. You  
can choose 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 age  
programmers to spend as much  
time on a game's gameplay as  
its graphics.

■ ACE RATING 900 ON AMIGA

#### PIPE DREAM

Electronic Arts ■ Gamebyr £25  
Oregon

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

■ ACE RATING 910 ON GAMEBYR

#### JOHN MAGDER'S FOOTBALL

Electronic Arts ■ Megadrive  
£38.99

What a game! The definitive US  
footy game yet available on any  
home system. The graphics are  
superbly realistic - as is the  
gameplay - and the excitement  
is non-stop. The sampled grunts  
and screams add to the action. If  
you're a Megadrive owner then  
you'll be a mug to miss this. Set  
out for your software shop right  
now!

■ ACE RATING 900 ON MEGA MD

#### KINGS BASTY Y

Santa ■ Amiga £78 ■ Atari ST  
£78 ■ IBM PC £39.99 (GAL  
£44.99 (GAL)

The latest in the popular series,  
and typing is now a thing of the  
past because all interaction is  
via a series of multiple-choice  
menus. You have to guide King  
Graham of Davenry through yet  
another fantasy land in  
search of his castle, kidnapped  
by the wicked magician  
Mondrak. However, the mes-  
sages are sickeningly cute at  
times, and those with a low  
threshold (Threshold may shake  
on KGB). Others should enjoy  
this romp through 8.7 Mls of

#### POWERMONGER

Electronic Arts ■ Amiga £28.99  
■ Atari ST £28.99

A new computer classic, with  
the highest ACE rating ever. You  
play a warlord, exiled from your  
homeland along with twenty  
followers, who has just landed  
on the shores of 280-island,  
ripe for conquering.  
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dents are not quite so keen on  
your enhanced leadership, and  
will do all they can to resist you.  
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# BOOK SHOP

Sandra Vogel rounds up some titles of interest to the computer games enthusiast – or simply for those in search of a good read. Get the low-down on bugs (the blood-sucking kind), comms, and some superlative collector's artwork...

## THE CHRIS FOSS PORTFOLIO

Paper Paper £9.95  
Art

The Chris Foss Portfolio is one of a series of collections of the work of some of the greatest fantasy artists. The book is no more or less than a collection of full colour pictures – 28 of them in all, and a short biography of the artist.

You may recognise some of the pictures in the book from the covers of science fiction or other books. Well, even if you don't, the style will be familiar as Foss is one of the most imitated fantasy artists this side of the Chalk Nebula. You may also have come across his work in other media without realising it – he has worked on the films Superman, Flash Gordon, and Alien, and even since produced a first cover illustration for the novel Deflect! (Penguin Computer Games magazine) commemorating the launch of Legend of the Green Queen. Back to the games, but Foss is good as the illustration!

**GENERAL COMMENT**  
The only problem with this book is where you are going to store it – it's A5, twice the size of the rest of ACE!

**IQ FACTOR** 1  
**SHELF LIFE** 4  
**VALUE FOR MONEY** 4  
**OVERALL** 4

## BUGS

Phaedrus Aonack  
Squawak  
Horror

Bugs is the story of what happens if you let computers have too much power. It is set in the not too distant future, in the good old US of A. The

action starts at the National Centre for Data Control, better known as The Brain. This is a massive computer located in Washington DC. It contains enough hardware to control just about every aspect of government and administration – and that's just what it does.

The fun story begins (nearly) exactly, apparently made of silicon, start to arriving from various computer insects. These are the bugs of the title. They seem to be generated by the computers themselves, and their favourite snack is, you know, **MOOS**. (Heck!

As far as I know this is the only full length horror scenario that centres on computers, and it stands up well with others of its type. Unfortunately, it is not in print at the moment but is well worth while keeping your eyes open for in second-hand bookshops – I picked up my copy for a quid.

**GENERAL COMMENT**  
Just when you thought it was safe to touch any computer...

**IQ FACTOR** 4  
**SHELF LIFE** 4  
**VALUE FOR MONEY** NR  
**OVERALL** 4

## THE COMMS BOOK

Edited by Dennis Jammet  
Sigma Press (£12.95)  
Technical

The Comms Book not only covers just about everything to do with computer communications, but it does this in a way even the complete novice can understand. A large number of contributors have written about the aspects of comms that they know best, and the result is an informative guide which makes it easy to avoid the technical pitfalls

which leave many of us cold.

The book covers numerous areas from the general to the specific. It starts by giving you the low-down on different kinds of modems and software, and goes on to talk about many other topics including standard mail, Bulletin Boards, files, online information, Protocol and transferring files via comms to name just a few.

The book also covers those essential technical bits like BPS and PCM – but in an easy-to-follow fashion. Although the book is primarily aimed at PC users, it is relevant to any computer user wanting to take their first steps in the wide world of communications.

**GENERAL COMMENT**  
Have you ever asked you ask you don't know your head from your board?

**IQ FACTOR** 3  
**SHELF LIFE** 3  
**VALUE FOR MONEY** 3  
**OVERALL** 3

## MEMOIRS OF A SPACE TRAVELLER

Stanley Lee  
Mandarin (£4.95)  
Science Fiction

This book is the selected memoirs of a certain spaceship fan (Richie West), actually, the book is a collection of short stories, but you get old fan stories in all of them, so that there is a common thread for those of us who have trouble with the usually disjointed appearance of short stories.

The tales are very tongue in cheek and while some deal with various serious, futuristic and laughing nastily (very sensitive) topics on the tube, you can tell you're not here for serious ones first the one about landing an alternative prototype life single atom from which the universe was created back in time to create a new improved fourth race, and the one about two manufacturers competing to produce the ultimate intelligent washing machine!

There are also short stories about time machines, the creation

of life, the fate of a race called the Pleists, the story of a man who claimed to have discovered the soul of his dead wife in a machine...

## GENERAL COMMENT

It cut above the usual top-6, the collection is just humorous and thought-provoking.

**IQ FACTOR** 3  
**SHELF LIFE** 2  
**VALUE FOR MONEY** 3  
**OVERALL** 2

## VISIONS OF SPACE

David A Hardy  
Cajonnet World (£10.95)  
Art

Visions of Space is an illustrated history of the development of space art from the nineteenth century to the present day. The book shows 200 line art pictures (brought back by various space artists have afforded new artists see the scenes.

The book contains full colour pictures whose subjects range from the moon to Mars and their outer regions to space stations. Over 200 artists are included in the 100 page book, and many of the pictures take a full page. The commentary on the pictures is informative without being intrusive, and as if all that is not enough, the book also contains a bibliography that you can take your interest further.

## GENERAL COMMENT

With a foreword by Arthur C Clarke, the book is a treat from beginning to end.

**IQ FACTOR** 4  
**SHELF LIFE** 4  
**VALUE FOR MONEY** 4  
**OVERALL** 4

## ATTENTION PUBLIC-READER!

ACE (UK) books are available from all the major bookshops. For the reasons, send a return copy to the Editorial address box contents (except for the situation of these books).

# SHOP WATCH

One of the better flight sims released in the last eighteen months was, I thought, *Fighter Bomber*, by Activision. It was fairly easy to get to grips with and reached a good compromise in the 'good ground detail/low screen update' vs 'floating terrestrial screen update' predicament, which so many others seem to get lost in. What made it really attractive to me, though, was the option to design and save your own missions. This meant that, aside possibly for the first time, the user could customise a flight sim to his own requirements and capabilities. Also, users could set missions for other users - an exciting concept which, when thought about, suggested all kinds of intriguing scenarios.

Unfortunately, the program had quite serious flaws - at least in the early versions. One in particular of the 'official' missions in the game was impossible to finish, which meant that the player could not play the missions which came after it. Even more disappointingly, the user-defined missions could not be saved.

Activision, to their credit, realised that there was a problem and set up a helpline for dissatisfied purchasers

## Software seller Dirk Longhorn mourns the passing of Activision UK...

and promised to exchange all faulty product if returned directly to their great idea, but there were instances of users receiving replacement copies identical to the ones they had originally sent. Many people gave up on the game altogether, either breaking it to the back of their sofa or even criticism of trying to get their retailer to exchange the game for a different one 'you that works', as one particularly terse gentleman snarled at me. Nintendo removed the product from their shelves in some cases, choosing not to believe otherwise that the product was 'fixed'.

Being one of the early users of the product and, consequently, one of the army of dissatisfied customers, I must confess, to me, the experience was like coming home to find your wife of three days in bed with the

local night team - it may not happen again, but the damage has been done.

In what has all this got to do with anything? Well, early last week I was talking to a customer who I got to know during the *Bomber* fiasco. He was saying that since that time he has not, as a matter of principle, purchased any Activision products nor would he ever again. I tried to gently negotiate with him, pointing out the truly innovative products that the company produced which, on reflection, very few others would or could have done. 'Commercial Considerations' (ie, they were not their sole ops) did not seem to work. Titles such as *Shanghai*, *Castle*, *Computer People*, *Hot*, and *Star Line* spring to mind here.

I was promptly accused of lying in the past after this - the customer in question thoughtfully reminded me that, with a few favourable exceptions, the publisher's recent output had been predominantly arcade titles such as *Galaxy Force*, *It's a Wonderful Life*, *Afterburner*, and *Power Party* and that the company had not published anything 'good and original' for years. In fact, indeed, it was hard to disagree.

Regrettably Activision are no longer with us in the form an entity known to most who know what their new owners (The One Company) intend doing with the company. But fear it will probably be just Nintendo and MS-DOS. Those of us lucky enough to own some of the early products (including *Shanghai*) absolutely must search and activate them before they are to be published this time in 1988. Before the 4000 was even launched the usual owners of this product is an ongoing battle as them and to remain the relative version of the board game. I should remember with affection and gratitude the commercially-minded people who redesigned such products which had grown so much pressure and had no intention. I fear we will not see them like again.

To end on a slightly more cheerful note, *Pygmas* must be congratulated on the release of a 'good and original' game with their wonderful licensing. It has gained many a discussion between retailers and customers who are attached to it. I can not remember when a game was last released that caused so many people to write on the margins of its name file. It. Ask someone if they have played *Pygmas* - if they have they will instantly smile. Products like this are wonderful for the computer industry and I would love to see more with such 'smile appeal'.

© Dirk Longhorn

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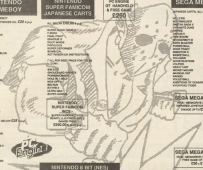
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# ADVENTURELINE

## Pat Winstanley checks out an adventure generator for the Amiga and doles out some tips

### HATRACK II

Hayley Software 081-427-2001

This month I've been having a good look at Hatrack II which had a brief mention a few months ago. An interactive adventure generator for the Amiga, Hatrack has several features which make it both flexible and easy to use.

Adventure generators fall into two main types: interpreted ones such as SCAC allow you to feed the game as you go along, swapping between adventure and editor at will. Compiled generators such as PARADISE separate the running game and the editing side quite clearly so that small adjustments require a full recompilation every time.

Hatrack II lets you do both: it called that's a bit of the interpreter type and the flexibility of the type I have chosen later. While working on a game the adventure itself runs in one window, over which editing windows can be dropped temporarily for adjustments. When editing is complete the new window is simply wiped out leaving the game running from where it was stopped but with modifications now made.

This use of windows has other advantages too. Imagine you are coding a puzzle-condition and can't remember the number of the message you want to use. With this program all you need do is pull up another window on screen to scroll through the whole lot. Having found the number simply pop the window out of the way and carry on editing.

Another useful feature is that when defining an object you are asked for the word by which that

object will be recognised. This is then automatically inserted in the word list where later you can add any synonyms required - quite a time saver and avoids the mismatch between the spelling of an object and its associated noun which so often happens.

Included with the system is a default adventure file (HATRACK.DAT) which contains all the standard vocabulary, messages, conditions etc. to get you started. These are all editable by the user to help in customising your game. Probably the first entry to be customised is that for describing a room. The default condition thoughtfully saves you having to type "this are" by providing it as a message. I can't think of anything more boring than having the same idea to every room it is very easy to change, simply remove all reference to that message in the parse table.

As to the code itself, it is very similar to Basic (without the numbers) with commands such as EXTEND, ELSE, LOOP, FOR/NEXT etc. These don't seem to be as extensive as in many other systems but are quite flexible and will do virtually anything you want. Twelve system variables are predefined and you can add your own too, again giving them a name. This is much clearer than having to refer to them by number although you can do so if you wish.

As for capacity, objects, locations and messages can have 999 in each category. You're likely to run out of memory first. The game screen can be customised to run in different colours, different res etc and you can even have an on-screen compass or perhaps a list of command words to be accessed by the player using a mouse. The game handler inputs the "Give the silver and gold coins to the troll and then run" or "Take everything except the blue key" where like it or THEM can be used to refer to the last object named too. For instance "Unlock the door than open it".

Anyone who has used an adventure creator before should find this difficulty coming to grips with Hatrack II as the language used is pretty standard. Newcomers might find things a little more difficult unless they are used to a language such as Basic - but you don't need to be an expert. If you have an idea what the simple commands above do in Basic, you'll have little trouble with this.

Obviously the system will not write an adventure for you - nothing will - but even the beginner should be able to produce good results by following the tutorial in the manual (which is very comprehensive) and trying things out. Simply leave the default settings as they stand and add your rooms, objects and puzzles. The expert will

be able to fiddle about and rewire the system as much as desired - plenty of opportunity to give a game your personal style.

Although this is a fixed only system there is a chance that graphics facilities may be available later but who needs them? If you want to write adventures on the Amiga then Hatrack II will work a treat - it's certainly set my fingers ticking again.

Hatrack II costs £29.95 and is available from Hayley Software, 27 Wincanton Road, Mappa, Stockport, S86 6PD.

## HINTS & TIPS

### TRINITY

You can't walk on the grass but you can ride over it on the gram. Use the umbrella as a sail - but feed the fish to change wind direction first.

Take the movable part of the sundial before you cross the grass. You'll need to find an alternative resting place for it to open doors on the other side.

The hand doesn't like light so use one either side of it for reorientation.

Swimming in soapy water is useful in space.

### CHRONOQUEST

Find a light source in the safe and a better one in the chapel.

### SPELLBREAKER

Inscribe the cubes as you like but it helps to make some reference to the location. If at any time you are unable to cast a spell, learn it again, wait then cast it again. At times you will be too tired to learn spells so you must sleep. Since this increases the number of moves taken try to wait as long as possible before sleeping.

### CHAOS STRIKES BACK

The point where you start is a pressure switch - once you've killed the worms in the room, stepping on that square generates more Acid halfway along the wall opposite the fourth ladder is a false wall where the worms were once clean you and there's some useful armour there too. Put the rock on its ladder for another exit - but look out for flying things!

Note: The full contents of the Tak McInerney newsletter will be printed next month.

### SIERRA HELPLINE

Stick in a Sierra game? A new telephone helpline has been announced on 0734 304204 which offers help on a variety of games. You'll need a push-button phone to access it as the system is under 24 hour computer control.



# ACE DIARY

## APRIL 1991

### 1-13 APRIL SOFTWARE RELEASES

**Vigra: The Edge** (PC), \$14.99 tape, \$19.99 disk. Race game prepared for fights between characters from notorious comic. **Amiga** (Amiga) CPC, Spectrum 3 of 31.99 tape, \$19.99 disk. Live enforcement in Mega City One.

**Spectrum: Saboteur: Flight of the Intruder** (PC, Amiga, £24.99).

**Image Works: Champion of the Ring** (PC, Amiga, PC £24.99). This one keeps slipping. Follow the course of the British Raj in India.

**Millennium: Hunter: Goodbye From the Cops** (PC, £24.99). Specially going-on in haunted world.

**3D: Gold Links** - additional courses (PC, ST/Amiga). More courses in 3D-oddies 1984 from the same team which brought you *Leaderboard*.

### Sunday 7 Monday 8

Del: *Redwood* (Santa Maria of Carmel, California, on the day in 1988).

### Tuesday 9

**Wednesday 10**  
**Thursday 11**  
1,000 Gars were buried in Glasgow jobs for being "too dangerous".  
**Friday 12**  
"Hot Gagarin" was the first man to fly in space on this day in 1941.

### Saturday 13

### 14-20 APRIL SOFTWARE RELEASES

**Vigra: Spirit of America** (PC, Amiga) £29.99, PC £24.99. Survive against the Nazis in medieval life set in French-American Britain. **Indiana's Dark 2** (PC, Amiga, PC £9.99). Complete Indiana's classic trilogy.

**Empire Mega Transfer 1** (PC,

**Amiga) £29.99, PC £24.99.** Strategy and trading game based on *Games Designer Technology's Mega Transfer*.

**Mr Soft's 8AT** (CPC disk £24.99, PC £29.99). Trading, arcade, exploration. **Pro Novels Year 2** (CPC £24.99, PC £29.99). Based on last year's enjoyable *Novels One*.

### Sunday 14

**At Cop** (variously: Argentine, Italian, Polish) at 10:00, 12:00, 14:00, 16:00, 18:00, 20:00. European Computer Trade Show opens at Kingston Business Design Centre. While this name is not open to the general public, not around your fair party about it. This is why many summer fairs are postponed, but get various odds, services, and game prizes included.

### Monday 15

Anniversary of the worst ever disaster of the sinking of the *Titanic* in 1912.

### Tuesday 16

**Wednesday 17**  
Nelson/Du, 10:15.  
**Thursday 18**  
Friday 19  
Saturday 20  
Smoker, Embassy World Professional Championship opens at the Double Theatre, Sheffield.

### 21-27 APRIL SOFTWARE RELEASES

**Vigra: Caravan** (CPC, £14.99, PC, Amiga, PC £24.99). Puzzle game.

**Micrograsp: Railroad System** (PC, Amiga) £29.99. Build up your empire and get rich quick in the days of the great railway boom.

**Electronic Arts: House of Drexler** (PC, £24.99). First time on PC for this space-warfare graphics adventure.

**Mr Soft's Amalibarians** (CPC tape £9.99, PC, Amiga, PC £24.99). Teaching puzzle game.

### Sunday 21

All Formats Computer Fair, National Motorcycle Museum, Birmingham. At last, a show for those outside London: lots of software bargains, lots of user groups and PC libraries displaying their wares (contact number 0275 994 300).

### Monday 22

CCOB/Garden exhibition opens in Palm, Big (any seat for everything from games to business).

### Tuesday 23

St George's Day. Set of dragon slaying film. Poles left out only of England, but also of holders and the world.

### Wednesday 24

**Thursday 25**  
EMAC Day in Australia and New Zealand.

### Friday 26

MO Music. Shows open at the Festival, Harrogate, Leeds (6). Products, demos, and seminars for computer music (also contact number for speakers: 081 629 1444).

### Saturday 27

National Day, Steve Lark Independence Day, Togo. MO Music Show (see above).

### 28 APRIL - 4 MAY SOFTWARE RELEASES

**Vigra: Megaforce: Battle Collection Vol 1** (PC, Amiga, PC, Amiborn) £14.99. Revised version due for release (family edition, *Robo Convulsion* and *Gold of Pharaoh* same genre, new game *Interlock*).

**Electronic Arts: Archangel: Overkill on Spring** (PC, £29.99). Not a game but a typing tutor which aims to have you back typing on QWERTY or Dvorak keyboards.

**Mr Soft's Battle Isle** (PC, Amiga, PC £24.99). Arcade style game much copied in French press.

**Image Works: Iron** (PC, Amiga) £24.99. Cuts the bad becomes rampaging monster at night in arcade-style fightgame. **Protektor 2** (Spectrum, CPC, CPC £14.99 tape, £24.99 disk, ST, Amiga, PC £24.99). Survive the carnage of 80-89 war from the words of the same name.

### Sunday 28

MO Music. Show (see above).

### Monday 29

National Day, Japan (Empire's birth day).

### Tuesday 30

National Day, Netherlands (Official Birth of Queen Beatrix). Reports of a fire at a reactor in the nuclear power station at Chernobyl were broadcast on the day in 1986.

## MAY

### Wednesday 1

European Football Championship: Turkey vs England in Turkey; San Marino vs Scotland; Iceland vs Poland in Dublin; Finland vs France in Helsinki.

### Thursday 2

### Friday 3

### Saturday 4

### 5 - 11 MAY SOFTWARE RELEASES

**Empire: World of the Dragon** (CPC, PC) £24.99. Empire's bid to be first with finished 3D-TV product, graphically-led quest and exploration game.

**Micrograsp: Gunship 1988** (PC, £24.99). Improved and updated to the highly regarded *Gunship*.

**Mr Soft's Music Master** (PC, Amiga, PC) £24.99. Music composition package (PC and PC variations come complete with the MFTB sound cartridge, as used in the *Soft's 8AT* (see above)).

### Sunday 5

### Monday 6

San Holiday UK, 1984. The first San Holiday film was run by Nigel Shortland at the Play Road track in Oxford.

### Tuesday 7

### Wednesday 8

Football: USA-Cap Hill, Irving.

### Thursday 9

Football: Italy, Castelnuovo.

### Friday 10

Young Computer Toppers Show open at Alexandra Palace, London N22. New products, reviews at bargain prices, and lots of donated computer accessories (contact number 081 455 4455).

### Saturday 11

National Day, Lakes Spring Computer Show (see below).

# ACE

# READERS' PAGES

## FOR SALE

**SEGA MASTER** system, boxed, good as new two joystick 049 one. Tel: Andl 0274-875489 West Yorkshire, Quick Sale wanted.

**PC1043 CD Drive 20 Meg HD Hercules monitor, over £700 software & mag's printer. Worth over £1800 sell for £7000 Tel: Oxford 714902, or write to Jason Waterfield, 33 Spencer, Daresbury - Rossett, Oxford.**

**AMIGA PC FOR sale** as 80p. Send SAE for a catalogue to Nick 29 Albany Rd, Winterton, Lincs, LN4 1HL.

**ADAM 5208TFM INC** memory upgrade to 1 meg plus mag's and original software £200 one Tel: 0702 200779

**LOADS OF QUALITY** PC software for ST ONLY £1.50 each, 26 Hureworth Hunt, The Chase, Newton Aycliffe, County Durham, DL5 7LJ

**FIVE AMIGA BLANK** disks £4.00 with labels contact me on 0780-84706 or 5 Glenison Crescent, Caversham, Reading RG2 3PW Scotland.

**AMIGA 500** & register excellent condition over 38 new games and many more. Preferably

sell together. Tel: 071-602-1381

**GAME DEAR** 2 months old three games + case £120 (one Tel: 0227-458455 (7-9pm)

**AMIGA 2000HD** and 1084 monitor 40 MB hard drive all boxed as new many software titles £1500 one Tel: 0482-731695

**ST700 software quarter** £26 Kick Off 68 various info/mag £10 STDS £10 Elite £10 Gunship £10 plus others 0796-504916 Essex.

**AMSTRAD 6108** Colour monitor cassette player, mouse & interface all + word processing package £260 software worth £850 accept £400 Tel: Jamie after 5pm on week days on 0533 213485

**SWAP ATARI Lynx** + 5 games and generator + 5 games for Amiga £600 Tel: 0625-615648 ask for Sam.

**AMSTRAD CPC 464** Keyboard and colour monitor over 76 games worth over £700 selling £400 Tel: 0275-2666 PC Weekly one

**PC 5101946 FN**, with at least two games, 888 pay up to £100 Tel: 0620-580684 Steve

## WANTED

## WANTED

**"HERE BE DRAGONS"** games mag reviews also Intel computers £1.50 to here be Dragons 24 Paston Rd Manselby Norfolk NR11 8BW

## HELPLINE

**HELP COMPLETE** also needs assistance with Dungeon Quest on Amiga 500 Write PLEASE to Landguard Rd Shanklin Isle PO377LU

**HELP WANTED** and given Hints N Tips needed Hurry Send to Me Man King Daniel Graves & Milton Crescent Chigwell Essex IG7 5HSHHELP DO you know someone with a C&A Disk Drive for sale then contact David Russell 24/8 Withams Rd Gibraltar

**NATO COMMANDERS** Conflict in Vietnam and Crusade in Europe by Microspace all desperately needed for C&A on disk. Willing to pay good prices for any or all of them.

**How to Win on the ACE** Stockmarket. Send SAE to Phil Maxwell 40 The Snow, Brooks Rotherham South Yorks, S66 5HP

**HELP NEEDED** in Rigola Revving. How do

you get out of the kitchen and what is the Screwdriver for? Also how do you get out of the net or complete solution of part one. Write to James Lyon, 18 Barony Terrace, Edinburgh, EH12 6RE

**HELP WANTED** URGENTLY with some games on the C&A. The games I need help with are Skate Crazy, Thunder Blasts and Comber School. I want to know the cheats, tips and so on so get your pen out & piece of paper and write to Clive Hart 26 Browning Rd, Wlyken, Coventry CV2 2NS England

**WILL ANYBODY HELP ME** Amongst the games I have is Teenage Mutant Turtles on PC. Please could you give me any passwords that will enable me to cheat as I keep on dying before I get to Sreowder. Also for Batman the Movie. Please tell me any passwords and any directions for it. Does anybody know any useful passwords for the game Captain Comic? Any help would be greatly appreciated write to Rupert

Chaydowen, Manor Cottage, Little Berfield, Brimley, Essex CM7 4TY Don't hesitate in replying. Thanks.

**HELP NEEDED** with Dungeon master Levels 4 to save the Chestnut

Hill Rd Skeltonthorpe DN15 1TU

**POOR YOU!** Stuck on lary 1,2,3, Spaine Quest 1,2,3 Kings Quest 1,2,3,4 Police Quest 1,2 Zak McKracken another game? Well stop praying to God for help and write your problems to Doctor Mearnie Fruit Bites, Fairy's 32, 90485 Cryptek, The Netherlands. Doctor Fruitbiter needs YOUR help to solve Mearnie mearnie, Scapa Ghosts and Fish so get writing!

**AMIGA Break 2** Anybody written their own scenarios Please write or ring Tony Bailey 051-623-1441 26 Columbian Close Liverpool L30 3DH

**HELP PLEASE Alan ST** Photocop 2 Level 4 How to cheat vids on work D.Smith aged 9 Tel: 0283 785767.

### NOTICE

I unfortunately did not place prizes under the People's choice.

All 30 bars have shared to determine the part of the Bookend Page. My apologies to readers of readers for any inconvenience.

My apologies extend to be forwarded to the Publisher of Five Dollars who will take action against Pirates.

### NOTE!

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 LIST  
**THEN HILL IN THE ENTRY FORM AND SEEK IT IN THE PAGE!**

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# THE W A T C H T H E B I R D I E E N D

## WATCH THE BIRDIE

**T**he birds in question is Atari's rumored new games PC. Yes, it's current numbers are to be believed, the boys at Atari are once again about to go out for a dunk in the 32-bit games market.

OK, so it's monstrously unfair to judge a machine before it's been launched, especially when you have no real idea about what it will be. But those rumors are disturbingly specific about a 286, VGA machine. So let's take the *After Time Machine* into the future and attend the launch...

It's now October 1991. US games manufacturers, who very back in Fall 1990 decided for all practical purposes that Ben's Base Target machine was a 128K+ 386 machine here now - especially in view of the recent fall in 386 prices - upgraded their expectations of their users' hardware for a better 386 model.

Anybody who thinks this is unlikely should realize that a chunky 386 PC is ALREADY due right for playing state-of-the-art PC software. A very fast 286 is just about OK...but only just.

Which means that once again Atari are in danger of sticking out in the PC games market. Seriously, kids, let's make it a 386. After all, the last product this Christmas is likely to be either *Ultara III*, *Wing Commander II* for maybe even *III*, or *King's Quest IV*. Unless your 286 machine is going to run at silly speeds, these are the hot products that are going to look glitchy on your machine - and that will make your machine look pretty glitchy too.

So it's a 386. Now the only other thing we need to add is an optional CD-ROM upgrade for around £199. Impossible? Absolutely not. They're already offering one for £399. Impossible? Absolutely not - there's been a 100% increase in PC CD-ROM titles over the last 12 months, and that's likely to translate into a 200% increase over the next 12 months. Some are not the only companies offering PC CD-ROM titles - by the end of the year almost all major PC software houses will be jumping on the bandwagon. These products will make your machine look extremely sluggish.

Look, isn't everything, however, you'll need to build in to be compatible as well, and ensure that there is an adequate full interface on the back. You can also market a set of mini-speaker add-ons. In fact, you can be the first manufacturer ever to offer a complete multimedia-entertainment system in modular form.

So, if it's a 386 with a CD-ROM reader and great sound, then Atari will have pulled off the sort of coup that once made them famous, and will have given themselves a hand-saw platform that will keep them riding high for the next two years or so.

If it's not...quick quick.

So, Atari's Atari - at least Henson is to present them. When the company that brought us *Ultara*, *III*, *Wing Commander*, *Ultara*, *Pinhead*, *Eliminator*, and *Deliverance* goes to the wall, you know it really is the end of an era.

What's even more depressing about this is that it's not as if Henson produced a string of poor products. Take *Ultara*, for example. This was universally acknowledged as being a superbly original product that delivered stunning gameplay and addiction. Total sales of the game, at a time when licenses dominated the market, were laughable.

One can't help feeling, however, that Henson missed a few tricks. Where, for example, is the Nintendo version of *Ultara*? Or *Pinhead*? These titles were apparently sought but don't seem to have come to fruition. A pity, because either of these titles on console could have performed very profitably. Perhaps they still will.

Finally, taking of consoles, great news for Game Boy owners. Atari are planning a multi-stage version of *Ball Off* for the Nintendo Gameboy and Super Nintendo, to be released this autumn. Now THAT'S what I call entertainment - and not a film license in sight.

• ON 88

### IN NEXT MONTH'S ISSUE

The next issue (out May 8th) comes complete with a starring guide to advanced entertainment technology. Everything you need to know about the forthcoming explosion of multimedia gaming will be packed into a 34pp full colour supplement. Don't miss it, FREE with next month's ACE!

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10

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