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AMIGA & PC  
EXCLUSIVE

# ROBOWARS!

Cyberfight and Robozord prepare for the Mechanoid Apocalypse!



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£500 of CD Goodies

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Heart Of China Review

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



**PRETTY PICTURES!**  
From the Imagina Graphics Show

**POWER!**  
The Top 50 Industry Heavyweights Ranked!

**VISION ON!**  
TV in your Face

30 PAGES OF REVIEWS AND PREVIEWS INCLUDING: JETFIGHTER 3, MYTH, HERO QUEST, LORDS OF CHAOS, LOGICAL, ROBOCOOL, CHINTO'S REVENGE, ROBIN HOOD, F-ZERO, MONKEY ISLAND, TRIAL BY FIRE, STELLAR 7, METAL MUTANTS



# GUNSHIP™ —2000—

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

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





# Tomorrow's Technology Today

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



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



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



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



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



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



**MICRO PROSE™**  
SIMULATION SOFTWARE

Gunship 2000 will be available soon for IBM PC compatibles





Only available in certain areas, the computer now lets you see what's going on in the car. And it even lets you see the car's position in the city. And it even lets you see the car's position in the city. And it even lets you see the car's position in the city.

## HOT. DAMN HOT.

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

# features

**WIN! WIN! WIN!**

Only available in certain areas, the computer now lets you see what's going on in the car. And it even lets you see the car's position in the city. And it even lets you see the car's position in the city.

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

Turn to Page 24

Get one of the amazing images on disk at the Imagina exhibition and watch your full resolution on the monitor screen in the main room of graphics, turn to page 22.



## COVER STORY

The robot 'big bang' has a popular brand of hero, from the classic games like *RoboRaid* and *Blade II*, through silver-screen classics like *RoboCop 2* and *RoboCop* to modern day action *RoboCop 3* and the forthcoming *RoboCop 4*.

Here we examine the genre and in particular the previous three giant robot games, *Blade*, *Blade II* and *Blade III*, and the new *Blade IV*, *CyberRaid*, *Blade IV* and *CyberRaid*. Read all about it on page 22.

### 18 POWER!

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

### 22 ACE AT THE MOVIES

The beautiful people and Bill Hayes looked to Cannes recently for the film festival and isn't what a selection of titles there were on display. Imagine if they were turned into games...

### 25 ROBOWARS SPECIAL

*CyberRaid* and *RoboRaid* are robot games with a difference. RoboRaid, while opting for a more straightforward feel, promises almost action-madness. *CyberRaid*, on the other hand features its own mini graphics systems, built-in yourself robots and a two-player punch-out option. Which will triumph?

### 32 LASERDISK REVENGE!

And you thought the Laserdisk was dead? Whom? Read about this incredible new twist on technology and enter our free competition.

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Real-life laser combat comes to Manchester.

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

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

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*Levi's 2*, *Alien 3*, *Player Manager*, *Floor 13*, *Chopper 2*, *Rise Wars* and *Rockman World*, and an opportunity to Program for the Local!

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The latest news of widgets, games and events on the hardware scene.

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Speak out!

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Solutions, codes, cheats and hints for the best games of the moment.

### 88 NEXT MONTH

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

# ACE

JULY 1989



# PLAYER Manager™

## 2

by Dino Dini

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

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

- One M. byte minimum memory. An additional disk drive may also be required.
- Full implementation of ROCK CH1 2 and RINA4 (RIN4E10) wherever possible. A double turbo editor will also be included.
- Three division leagues with 60 teams. Two Domestic and two European Cup Competitions.
- A young player may be named to the first team play elsewhere for may burn out quickly.
- Numerical factors can cause player stress which will play a very important part in his individual match performance.
- Captain appointment. Max of the match, Manager of the month and the year awards.
- Manager performance to be put under tighter scrutiny. I.e. failure to get promotion after awhile or maintain the position at the top may lead to being sacked.
- Introduction of some really estate and high spending computer managers. A Player Manager may also get an offer to manager another team in the league.
- Monthly transfer lists, of every player in the league and on the transfer market. Daily transfer listed players will have price indication.
- Option to bid for a player not transfer listed and overseas players. Introduction of scouts.
- Much improved match report with information on scoring attempts, keeper saves & possession in each half of the match.
- International caps awarded and also compulsory retirement of players reaching maturity.
- Improved financial structure. Multi-players applies.
- Improved coaching with facility to concentrate on an individual player.
- Terrible management stats. Influenced by individual player and team performance.
- Referee, pitch, and wind may be implemented. Pen shooter included.

#### SUGGESTIONS THAT CANNOT BE IMPLEMENTED

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

Each letter received until 11th July 1991 will go into a draw. First 10 letters drawn will receive an autographed copy of Player Manager 2 and next 10 letters drawn will receive 100 second tickets.

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

Please address the envelope to the address below:

# ANCO

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

# NEWS GAMES NEWS GAMES

**Spurs wins the FA Cup and Rick Maynes gets hooked on Bionic Baseball...**

Continued from page 10  
 (Continued from page 10)

Continued from page 10  
 (Continued from page 10)

## Chohmakaimura

You may not recognize this Japanese name but we bet the plot does a hot, bare thing. Capcom is working on another action game with ghosts, goblins and ghosts. Only this time, the Japanese company's efforts are purely being directed towards the Nintendo Super Famicom. Video games' favorite knight, who has a habit of losing his



Spurs is getting into the new Super Famicom version. Special thanks to Mega Millions for the information regarding the release date and price.

armor, is back in another adventure! The scenario goes like this: People are living in peace after the disastrous Great Fire four years ago. The war-torn castles are all but rebuilt and the town center is a hive of activity. However, their happiness comes to an abrupt end as they sustain a fierce attack from a monster family in the sky. Innocent citizens are killed and the Princess is trapped. The knight awaits the chance to avenge get drunk on the great wine of peace. Taking the role of Akash you have three chances to get things right and destroy the monster's nest. Chohmakaimura will be available in August for the quest-droning sum of \$9,900 (approximately \$14). An early pre-production version of the game received a huge thumbs-up from critics to the first Super Famicom show in Tokyo last month.

## Amnios

A big hairy thing is living in space, eating everything that it comes across. Some hairy people built an army to fight the Big Hairy. The army kicked butt. The army's little ally went from planet to planet trying to kill the Big Hairy. If this sounds like another scenario for a shoot-'em-up, don't worry, it is!

Amnios is an "explosive encounter with the living planets of the worst kind" asserts publisher Progress. The game has been coded by Pete Lyons and Paul Frenks, two ex-Microsoft releases previously responsible for such titles as *Blitzkrieg*, *Leatherheads* and *Tekno Quest*. You'll be able to meet the Big Hairy next month on Amiga.

## Player Manager

fresh from the chart-topping success of *The Amo* White, Dave Otto and Aco are hard at work on the sequel to *Player Manager*. Aco's boss And Gupta has set his sights high for *Player Manager 2*, saying: "I want to give people a game that will stand the test of time. I want them to say, 'Yes, this is the definitive football management game!'"

To help them achieve their daunting task, the guys are looking for innovative ideas to inject into the game from experts in the field... that's you my friend! Aco isn't simply looking for copy cat-like changes to *Player Manager*, Dave Otto wants hard gameplay ideas.

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

"We've learnt so much from *Player Manager* about all the falling wars. The foil of the player will be important and cost you a lot of money. Managers will be strictly monitored, you could be sacked for a poor performance."

The only bad news is that *Player Manager 2* requires 100k of memory and extra disk drives. At least there will be a full implementation of Kick Off 2 wherever possible.

For more details of how you can get involved in football simulation history, see the special advert found elsewhere in this issue or call Amco on 0532 292111.

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

Football like the other sports can be fun!

## Lotus Turbo Challenge 2

Get your motor running because General is studying the eagerly-awaited follow-up to the racing Lotus Turbo Challenge.

You can drive both a Lotus Esprit Turbo SE and a Lotus Turbo SE depending on which game you're on. The sporty Esprit made history in 1982 when Lotus created a car that became a leader for a generation. Then, 23 years later, the designers went back to their drawing board - or CR2 packages - to create a compact, two-seater sports car. "You have never driven a car like the Esprit because there has never been a car like it," proclaims Lotus.

Instead of the track-based play of the original, Lotus Turbo Challenge 2 is divided into individual stages which will also include alternate routes and different route objects and terrain. Set drivers can try their luck in November.





## Strike Command

Far in the future, the planet's threat for robot apes has resulted in whole planetary systems being turned into combat arenas. Top human and alien pilots compete in a series of high-speed, high death rate duels, with only the most skilled and sure wing warriors standing a chance of winning the championship.

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



Imagine the thrill for months that it means you've got even more of the hot thing than most people.



Even more of interesting things that means you've got even more of the hot thing than most people.

The creator of the Microsoft Windows best-selling game *Strike Command* is now making a sequel. The sequel is called *Strike Command II*. It's a whole new level game with all the same great features as the first game. It's available on all Windows 3.11 compatible computers. Call Microsoft at 1-800-485-2048 for more info.

## Base Wars

What do you get when you mix football with tanks? The latest in Ultra Games' Cyber Stadium Series. In *Base Wars*, the football heroes really are made of metal. Hurling mechanical two-man assembling humans, built to tank and unidentifiable folding objects. And they're programmed to pound, punch and blast it out for base possession. Ouch.

This is a whole new brawl game. Select your iconic ball club, set the robot roster, and go circuit to circuit in single games or a two-versus-10 game present class.

Beat, cut, thrust, kick, spin to attack or engage the special combination attack response. Just remember you have to play ball as well! And don't forget to duck when the designed robot flying. If the bottles get too hot, just save the team and look for another day. Fortunately, you can



cook in your Cyber League winning for parts, repair and a mild assortment of mental-mending responses. Hire the doctor to waiting in you in the parts shop. There are five different models of mechanical members, each with specialized capacity for playing a specific position. Choose from 22 different protective and offensive items including iron gloves, laser goggles, laser swords and more. Will Base Wars become the world's favorite football?

## The Secret of Monkey Island

You can't keep a bad pirate down, the Hell Coat Pirate LeChuck was apparently only slightly flustered by that bottle of root beer in the first game, so he's about to make a comeback later this year in the form of *Monkey Island II: The Glorious Tales of Guybrush Threepwood*. Lucasfilm Games and US Gold re-kill the pirate epic in a really new and out of the box.

*The Secret of Monkey Island* was a hugely successful graphic adventure first published by one of the genre's big boys forward on an exciting pirate, Guybrush Threepwood, who sets out to find his fortune among treacherous, voodoo-primitive and wondrously-gifted. This release had many interface refinements to Lucasfilm Games' game engine, and incorporated scaling 3D cut-scenes and other special visual effects. Thinking of 1991 - and all that - Lucasfilm Games even produced versions of the text in German, French, Spanish, Italian, Portuguese, Swedish and Finnish. Japanese, Chinese and Korean gamers also have the chance to solve the devilish quest.



## Choplifter II

Not many shoot-'em-ups can claim a link to real life. *Choplifter II* is a worthy exception. The latest attempt by American Special Forces to rescue the US hostages held in Iraq during 1980 prompted *Choplifter II* software to release a game where the player not only had to blast away enemy tanks and planes, they also had to liberate and evacuate little people held prisoner in American embassies. *Choplifter II* comes on instant CD on the first wave of home microcomputers like the Apple II and Mac II. Even it was regarded a classic. Now IVC Musical Industries in Japan has revealed the Saturday edition of *Choplifter II*.

An epic 28-stage song, *Choplifter II* is available today for \$3,400 (\$3.50). The world is still in a war-torn condition, the environment is getting worse every day. Now, powered by exclusive technology, the most urgent task has become the speedy rescue of prisoners of war. You must get the prisoners who can be taken and revive them. With the most accurate weaponry and the latest in attack helicopters, the 4995 Commando, you fly over extremely dangerous places like dense jungle and burning seas. For the mission you have three:

Eliminate and liberate in order to increase your strike capability. However, engaged against you.







Play is coming from the team that created *Lost Patrol* for Genesis. You must definitely control the dog from the very village and return it to your own village before they get your dog to their. Genesis supports the game features a great scenario strategy area, but no design. \$3 and by it.



Some details have emerged about the new feature. The new game currently in development in the team includes increased the rate of attacks in the first few adventure designed especially for the personal computer rather than the modern computer's hardware platform is its workable size with the focus on clear weather, the updated and what possibly might of previous. Also read more.

## Faria

Bill Bregman's light year theme 1

Only the bravest video warriors would enter *Faria: The Land of Mystery and Danger*. This RPG/action adventure hybrid for the MSX comes from Nextoft Corporation, the American subsidiary of NICE Corporation, publishers of *LOGAN* magazine in Japan.

"Action adventure gamers will thrive on the back-slabbing fun of battling hundreds of monsters," reports *Nextoft*. "This title is designed to set new ground in adventure gaming with a thrilling plot, along with over 70 different items, weapons, armor and magic."

Based in the Californian town of Cypress, Nextoft has already released products ranging from the complex *Wizardry* RPG series to *Message Master* Ninja Tactics Christmas cards. *Faria* out, now.

If you're into adventures, you should be in luck. Released from Feb. 14-20 to enter the World Grand game. There will be a special tournament date in the month of 100 year history. Contact NICE (2000) for more.



## Fire and Ice

Remember *Peggy*? Grotzgold obviously did, because the hero of their forthcoming platform escapee bears an uncanny resemblance to the adorable canine star of the *Felby* dog cartoons. Some wouldn't say... er... person has kidnapped a litter of puppies, and it's up to the floppy-eared critter to rescue them. Armed only with the ability to spit fire cubes, this epic quest takes the dardwell doggie from his by boatload through eight multidimensionally-scrolling levels to a final battle with an arch-baddy on a volcanic rim of lava and justice.

As for a fitting writer, by Grotzgold's former solo supervisor Andrew Braybrook (responsible for such recent classics as *Thunderblitz* and *Parasol* '85) and looks unlikely to damage his reputation as a creator of terrific-quality software. Could this be the game to look back. More from his pen? Find out when the fire and ice is released this Winter by Microsoft.



## Program For Jesus

Exemplars of Kingdom have launched a programming competition to find the best Christian Software Writers of 1991. The firm, dedicated to spreading the Good Word through Christian computer games for Church and family, are offering prizes for the best examples of holy coding across a number of age ranges, on all popular machines. All manner of software will be eligible for entry, although shoot-em-ups will probably be slimly viewed.

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

## Civilisation

From the co-founder of *MegaWars*, *Civilisation* appears to be Sid Meier's answer to the grand strategy *Populous* and *Powermonger* strategy games from Bullfrog and Electronic Arts. This reversed game design genius even made *Train Spitting* trendy with *Railroad Tycoon*, so great things are expected for this can't-be-though the game.

If it begins back in 4000 BC, you must develop an entire civilisation from a small nomadic tribe, balancing such issues as economics, politics and defence. The playing area is set on a map of the real world or a new terrain on a computer-generated area. A game may be played in its entirety for five to six thousand years or for a specific 100 year period. Along the way you'll encounter historical figures such as Napoleon or George Khan. A novel *Encyclopedia* is incorporated, giving definitions and illustrations of the terms and concepts used throughout the game.

*Civilisation* is scheduled for an autumn release on IBM PC-compatibles for the princely sum of \$29.99, all major graphics and sound boards will be supported.





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

## Beyond The Stars

Do you fancy yourself to be the next Luis (Monza) or Lancelotti (Bastardream) Company launched a thrilling theme park ride in Tokyo last month that puts you in the Star Wars movies to shame!

ACE StarPort 2048 is the latest brainchild of George Lucas, the movie genius behind the Star Wars trilogy. For \$3,000 (the equivalent of \$4.50) space adventures get the computer-generated ride of their lives. A spokesperson says it's a "Universal Experience".

Details are scarce, but StarPort was something called 3D Image graphics and Lancelotti's TDS sound system to produce stereo sounds better than most cinemas. Some of the amazing visuals were created by Lancelotti's Industrial Light & Magic, the Oscar-winning movie special effects team. No European launch for StarPort is planned at present.

October 1992 ACE 2048 is intended to see a range of scenarios for the Galaxy including the StarPort 2048 and Galaxy 2048. ACE 2048 is currently in a state of development with several other scenarios (see page 10). ACE 2048 is currently in development with several other scenarios (see page 10).



Impressive movie production team ACE is now getting into theme park rides, with StarPort as the next in a series of exciting experiences.

## Liquid Crystal Clothes

Who's going to be the next fab thing to wear to your favourite nightclub? How about clothes that change colour with temperature? Coolest look.

British chemists at Merck have devised a heat sensitive liquid crystal ink which can be used in cyberclutches. Thermochromic clothes are a natural progression from Merck's 30-year research into this technology. It's even used on wine labels to show the correct temperature to serve champagne.

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

ACE wonders what happens if you have enemy armies? Yuck!



## Holographic Time Travel

You could be in for a visual shock when you visit your local arcade thanks to Igoe Graphics, USA. This American subsidiary of the Japanese 3D-00-01-01 has developed a new video game system incorporating holographic graphics pulled off a scientist. The fascinating 3D utilizes a novel optical system borrowed from a Southern California company specializing in holography.

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

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

Igoe finally bringing indie arcaded video games into the 21st century? Find out next month when ACE brings you an exclusive report from California and Japan. To watch the Hologram in the meantime, turn to page 32 and discover another fantastic invention...

## Master of Sounds

Why waste your time with third audio when you could invest your PC with old sounds? Cinnabar-based Conax, USA has designed and manufactured the specification heavy Sound Master II soundcard.

"The new Sound Master provides the highest standards in sound quality and supports features that moves away anything else anywhere near its price range (£279.95 plus VAT)," asserts the unimpressed President of Conax, Mark Stewart.

Sound Master II boasts full 16-bit compatibility, DMA digital with a high sampling rate, MIDI interface, internal speaker support and voice recognition software. It also comes complete with MIDI cables, speaker, digital graphics-based sound editor, descriptive disc recording and playback software for the long sound files and PDI-Lite, a music composing program. Contact Conax Europe on 0800 084614 for further details.





## Wired For Sound

British big names will soon have equally impressive sounds to accompany the new Schenkerangege Musikwerke. Thanks to the new Hi-Fi/rock CD3 multi-plex cinema in Essex are enjoying better quality film soundtracks than most West End London venues.

Oliver Stone's music movie tribute to states band The Doors has been chosen to launch Kodak's Cinema Digital Sound (CDS) into Britain. This technically advanced sound system provides digital six-channel audio comparable to the results of compact disc recording. The six channels has deep bass and special effects blasting out in all directions. A spokesperson claims CDS breaks the water limits of the format too.

Fans are to be fooled into thinking the movie is "surrounding" them, then creating an extra sense of realism. Perhaps listeners even believe the booming Jim Morrison is puking up right behind them during *The Doors* (Sept.).

Kodak spent two years developing CDS in conjunction with Optical Radiation Corporation of Los Angeles, California. Lasers are used to actually "digitize" optical soundtracks directly onto celluloid. Your local cinema needs to spend around \$15,000 and a couple of days installing CDS. So far, European cinematic cinematheques have had to travel to Brussels or Munich to break the sound barrier.



When movie sounds are played through the new CD3 format, they are also being sent to the other channels via separate cables to your speakers. Get more details by writing to Kodak A.S. Marketing, New City, Italy 214, Customer Call Centre, 0432 1324, 134.

## Be A Smarty Pants

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

The answers could be in *"A Parent's Guide to Learning Through Play"* from Youth Electronics, a top name toy company - surprising, surprise - that specializes in educational toys.

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

Just send a SAE to Youth at "Learning Through Play", Youth, PO Box 4800, London SW9 9PL.

How old is your home to be before you can complete Super Mario Bros? Answers on a postcard to...



## Multimedia Visits Palm Springs

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

The vibrant American electronic maker and mobile launched its first MPC line-up at last month's Comdex '91 conference in Palm Springs, California. Each Tandy MPC is equipped with a 128K/160K internal CD-ROM drive, 16MB Video RAM, audio circuitry, 1.44-inch floppy-disk drive, mouse and multimedia peripherals. You also get a multimedia system (CD-ROM running at 1548Hz), 2MB RAM and 40MB hard disk) costing \$2,599 right up to a deluxe 32,499 model (32MB RAM, 4MB RAM, 100MB hard disk).

Tandy is also supplying internal and external CD-ROM players for \$799.95 and \$899.95 respectively. These upgrade kits supposedly convert a standard PC into an MPC.

Hopefully you'll be able to buy any MPC with ease with the confidence of that it will run on your own set-up. Integrating digital video, audio, graphics and text, multimedia software is becoming increasingly popular to the business, education and consumer sectors of computing. Numerous hardware and software



## Virus Attack Shirts!

So what exactly is a Virus Attack shirt?

Clashes for corporations, we suppose. Over to designers to design and then Jackson at Fine One for their explanation. See.0000

"We work with digital viral strains and unstable networking to positively contaminate art design data."

Then, yes. In our line claim they've been influenced by the data landscapes and virus work of American artist Joan Fontana.

"Working with virus infected text and graphics and deliberately corrupted files, we let the viral strains not just in our printing software. As a result, Fine One designs are contaminated beyond recognition."

"That's enough of this. If you're interested in Virus Attack Art or Virus Attack Strains contact Fine One on 0208 3643950. You'll even get a free leaflet with each shirt giving you more and more info on the "trifling edge of techno-art". Horrie.



companies - including Jerry Phillips, Multimedia and Naples - follow multimedia to the next step forward in interactive entertainment. The potential is only beginning to be realized after many years of hype. It's time to wait and see if it succeeds. MPC is a step forward but is could-end up becoming the next of the started!

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

Set in the a "M... fought be are the d any affo "behind by elite vehicles. machine

David Soft International, New York

# BATTLE COMMAND



Set in the future, in which you control a "Master" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Master is the latest such machine capable of being lifted in and

## FIRST INTO BATTLE ...

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

## ... LAST TO LEAVE



theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true grit determination. SPECTRUM-COMMODORE-AMSTRAD IBM-AMSTRAD PC & Compatibles ATARI ST-CDM AMIGA

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



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

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

Others are golf games. This is for real.

**MICRO STYLE**

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

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

Send  
Faire

YO  
WE

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# letters

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

## YOU SAID WHAT?!

Having read your article on Famicom Super Mario (issue 86), I have decided to write and offer my contribution to you (this because I'm afraid I disagree). Oh, ok, so I'm letting myself wide open to mountains of criticism and hate mail, but I had to see what the attraction is. I've got absolutely no intention of belittling the game's achievements.

It's obvious that a great deal of thought, care and attention has gone into the design and implementation of what many view as the ultimate Platform Game. Sonically it's fine, with some suitable music and excellent effects to boot, it's only 2D, because it doesn't really stretch the machine's capabilities and although there are plenty of clever visual effects and gaps, it's been done a lot better elsewhere (Magazine Mickey and Sonic for example).

Video gameplay is there in abundance with plenty of puzzles along the basic run/jump/headbutts/squash action runs throughout the entire length of the game. However I do agree that you need to adjust your approach to each level because of the various challenges that face you and this aspect should make it a game that you want to keep playing in order to achieve that elusive "satisfaction factor".

Doing this so far isn't we? I've agreed with a truly everything you've said apart from two things: stability and addictiveness. Where did these two factors disappear to? I've had the game for four months now and have only managed to save 12 game positions! It has to be one of the most frustrating titles I own!

Whether it's down to my incompetence, or the confusing and relatively in-responsive Control method, I don't know but one thing is for sure - it's far from addictive! Many a payroll has been thrown against the monitor screen because the fatal phenomenon hasn't done what he expected, done something too late or not done it at all. I know I'm a good games player but why can't I get to grips with Mario?

Oh sure I'm not the only one who tears his hair out and screams uncontrollably after playing this game for ten minutes. Despite what you and many other magazines claim, this in my mind is not a playable or addictive game.

Let's that point, I read in a previous issue that Nintendo are so confident about Mario 4 that

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

Alan Roche  
Oxford

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

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

Finally, your comment about names always selling suggests you're a bit confused. Mario's name has been built up from a series of successful video games, so why shouldn't he have this sell? It's distinct from the real cultists abusing the names-of-acts adage, when tabloid games ride on the publicity of well known films. Next.

## PREMATURE EXCITEMENT

My brother and I own an Amiga 500 and have been eagerly awaiting the release of 40 Scoops Boxing. Your magazine announced in its review that the release date was to be January 1991. So, since a week we've done so our local software outlet. Sack, depleted and quasi-tabloid we trudged back home with our newly pocket money still intact.

Why of why did you raise our hopes to such an enormous State of erect expectancy, only to make us walk limply home every Saturday unfulfilled. It's a big tease!

I eventually phoned up Mindscape who informed me that the release date was October 1990 despite the fact that your mag still carries the advert supporting a January 1991 release date!

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

Please explain as my disillusionment with your magazine runs down on me like a 100-ton carpet bombing run.

Andrew James Cookin  
Fife City

My what an emotional letter. 40 Boxing, at the time we reviewed the PC version was intended for an early '91 release on all formats. And although products as complex as Boxing often slip, it really isn't our place to apologise for not covering their own release dates.

## 8-BIT OF WHAT YOU FANCY

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

I enjoyed these columns, especially the Commodore bit columns for its tips and cheats.

I have also noticed you seem to think that Famicom 2 was only released on the ST and Amiga when in fact it has been sold for some time on the 64, and it's totally brilliant. It has features like wonderfully smooth scrolling, very good graphics, parallel scrolling, excellent music and brilliant gameplay, so why haven't you reviewed it?

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

Jason Cooper,  
Barnes.

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

My giving space to 486 machines which could be filled with information on the new computers and their software. However, we'd hope that all our 486 readers will return to ACE once they're upgraded.

## HARD, PINK

I'm a computer fanatic! I buy ACE every month, as well as C&EG and I always read them from cover to cover at least three times (including all the adverts and all the pink pages). First from "Hard Sell" you should give the name of the shop that gives the best processor for what it has and its price.

I also think that you should add a new section on monitors, for instance the best quality, the best prices and where to get them from. I hope if you did add it, it would be just like "HARD SELL" with the picture of it under its name, it would also be help to give its colour and quality its price and the best places to get it from.

For ACE readers page would it be possible to order "HARD SELL" highlights what they're selling. Also, I have an Amstrad CPC 6128 and I can never find the software for it, can you help me if you please write.

Sorry to go on but I think that the pink would be a lot more interesting with this & it would help me and a lot of others out.

James Malley  
Pulney

You'll be pleased to know that the Pink Pages will be totally overhauled in the next issue of months. Readers with particular queries about pink or suggestions as to what they'd like to see in the letters should drop us a line.

## ARE YOU FOR REAL?

In the last few months, your magazine has attempted to define the term "Virtual Reality". I think it might be best if you consider first what you are attempting to define so precisely. I believe that "Virtual Reality" found in its current sense is a misnomer.

Let me explain by a bit of what I believe is the major levels of Reality.

1) Actual Reality - The Real World. Everything you see exists and everything you do affects this world. In other words you have direct interaction with the world on every level of every sense.

2) Alternate Reality - Another world which can either be extremely like our own, or completely different. But, like Actual Reality, everything we do and say affects this world.

3) Virtual Actual Reality - The simulated Real World. Our world simulated by some means is computered. This world is "virtually" like our world for one thing; things we do don't directly affect the world, but indirectly via computer simu-

lation.

4) Virtual Alternate Reality - As above, only in a different world.

5) Partial Reality (Both Actual and Alternate) - A world where only a section of the world is available to our senses and we have limited control over the objects in the world.

Computer games and dreams sit in level 3 - Partial Reality. And this is where your so-called "Virtual Reality" sits. The really good stuff may just be beginning to reach level 4. No-one has yet come close to level 5. No-one really believes in level 2 and no-one will ever reach level 1.

So, there you are, MR in a hat.

Peter Meehan

Please! Thank goodness someone knows what they're talking about. We aren't just throwing around these phrases because we thought we'd look big and clever.

## BACK TO LIFE

I think that the secret of success in a computer game, no matter if it is an arcade or an adventure is the multiplayer element. My program can operate a barman's stand and imagine how so there is nothing more exciting than competing against one or more known or unknown persons with unexpected feelings and reactions.

No matter how far the game leads the player in its plot and within the addition of a human opponent or partner raises the interest and the gameplay straight up to the top.

Always multiplayer systems can be the answer to anyone who thinks that computer games are better from the real world.

Cloning I would refer to as an example to prove that a multiuser system brings life to a game; and that's life itself!

Because there isn't a multi-user game more alive than this!

A. Anastasiadis

very bad. Name! for being alive.

## DISK RESPECT

I'm not with establishment is another magazine, Amiga Power that nobody will now be allowed to place fanatical games on magazine covers.

Giving forty-five games was good for the consumer while it lasted and probably benefited companies more than they deserved it.

For instance, it gave the readers a chance to play a good (albeit overrated) game, which having probably already been reviewed up by the cover editor and a batch of new releases, most people would not purchase at full price anyway.

Now, if companies use magazines distributing copies of *Learnings* or *Speedball 2*, which they wouldn't be allowed to do anyway, then the

## TV QUICK

Recently I had my attention drawn to the incredible abundance of a computer games television program. Television is the ideal way to view games as a potential buyer could see the game in action without having it or finding a friend who already has it. As a fan of most game genres, I am an Amstrad PCW, Compaq PC and a Game Boy, and would love to have the opportunity of really seeing what a game is like before I commit myself to a purchase. Although the reasons in magazines are reasonable they are usually inadequate when compared to what they could be if there was a dedicated TV program.

It would be possible to see the graphics first hand instead of having to repeat at small, inanimate screen shots. You would be able to close the shutters and sound effects which adds an dynamic, liveness and other subjective views could be relayed to the watched via a window display such as one used on ITV's *Chart Show*.

This would not signal the end for computer magazines, however. True, reviews based on magazines would obviously suffer but quality publications such as ACE, which has a high

would be serious cause for complaint. I have always felt that some major companies protect too many games that they know what to do with anyway. However, would these companies compromise if the following guidelines were used.

1) The magazine pays a fee to the company to the size of its game.

2) The magazine pays off the disk duplicate costs.

3) Increasing its commission by about 41%, the magazine includes the game.

4) For each magazine sale, 50 pence that its increased price is handed over to the company as royalties for using its game.

5) The magazine undertakes not to have more than 4 featured games on its cover disc per year.

Knowing little about magazine budgets, I'm not sure what hidden implications would also be included. It may be that my idea will not be considered after all.

One alternative would be to follow in the footsteps of the new magazine Amiga Fun by distributing previously unreviewed games. Admittedly, I've never purchased this magazine so I don't know if it's any good.

If a game hasn't been commercially released, is it possible for it to be stopped from being used as a magazine cover disk?

If so, it looks as if everyone will be stuck with playing dozens of the new releases which, in turn, only help to keep the companies with fat wallets.

Shaun R Harris  
Sheffield.

enough proportion of articles concerning virtual reality and other technological innovations would continue to do well. I must have used to buy ACE, C&R, Mean Machines, PC World and Games 2, but I realized that the amount of duplicated material in them was so great that I eventually had to learn myself down to ACE and PC World. Are there any plan to fill the gaps which clearly exist? I would like to know what the industry as a whole thinks of this.



Mark Kennedy  
Slipway, West Fords.

I'd been investigating the absence of a TV computer games show in entirely understandable. The battle for TV ratings is fierce, so limiting the potential number of viewers is a clear by-product of any channel which will interest computer owners is a dangerous move. After reading a computer magazine, it's unlikely that you'll be particularly interested in reviews of games which aren't on your machine, so imagine how

boring it would be for people who have no interest at all. A 26 minute program wouldn't be able to touch on the depth of games in the way that magazines can. And what happens if you want to go back and refer to a review at a later date?

The reality of trying to cover all bases with programs which educate Joe Public about computer games while informing the existing users' have all fallen on their faces, and although a Chart Show variant would seem to be the best option at the moment, the non-human aspect of the subject matter makes it very difficult for casual viewers to be interested.

However, the sort of shrewd sampling of graphics and sound you talk about is available in 90 minutes, through in-store video presentations put together by software companies and Bulletin (200). A monthly edit of the latest releases plays in the computer area of most Oxolets stores. Although these are basically adverts and offer little objectivity, you do get to see the graphics/move and hear the sound. Most offer a running commentary on the game's features.

If not usually our style to comment on the prices of other magazines, your letter does raise some interesting points.

ACE does not carry cover mounted disks of any kind. As a multifaceted magazine, it would be impossible to properly cater for ST, Amiga, PC or Console owners. Someone would always lose out.

A more important point, however, is that we'd rather people bought ACE for what it is, not whether they look at the front cover. We know that each issue will be read, not treated as a free supplement bundled with your £2.95 set of games and demos.

Also the magazines do give disks away and it's a tricky position. A whole game is more likely to be kept than a demo, so the aim is to find the hottest affordable game for the cover each month. Free. But if you can't see, let's say, *Five Kings* or *IT* magazines for £8 and walk away with six back-to-back historical games, why possible incentive is there to buy anything other than our major game each month.

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

The age of many titles is irrelevant. Since so many new entries are joining the market, it really doesn't matter whether this new game is six weeks or three years old. And eventually, they have to ask themselves why, when they can buy a couple of full games for £27.99 they should consider paying for times that amount for one title.

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

The logical conclusion being that through their generosity the mags would prevent anyone buying new games, the authors would go broke, the mags would get no adverts and they would fold too. Grim eh?

Finally, recent C&R meetings with magazine publishers Future, Newsfield and EMAP attending resulted in the decision to halve the two games special once and for all.

And everyone had happily ever after and went back to producing decent magazines instead of diskloaders. It only.

## STARRY, STARRY FIGHT

After reading your review of *Star Control* (issue 43, April, page 67) I feel I need to set some things straight. I realize the appreciation of a game is a rather subjective matter, but in this case I can hardly agree with the review.

Firstly it should be evident, even to the most ignorant computer gamer, that any comparison with games such as *Elite* and *FTT* is totally out of order here. *Star Control* is no "spaceflight simulator", nor was it intended to be. *Elite* and *FTT* rang in the same class as games like *Alien Commander* or *Exc*. *Star Control*, however, could best be compared with *Archon* and *Lection* 8. For those who don't remember *Archon*, it's a strategy game simulating the confrontation between the forces of good and those of evil. Both sides have mixed groups of fantasy creatures, all with unique abilities at their disposal. The game takes place on a 2D board and where two opposing creatures meet, the

playing area is magnified to a full screen combat scene where battle ensues. Well, *Star Control* is a similar game, but set in an intergalactic stage where spacecraft instead of creatures meet.

Let me just say that the game is simply great fun, especially in two player mode. Science fiction fans will doubtless appreciate the refreshing and humorous descriptions of the different alien races and their spacecraft (often described by the works of popular SF writers) and as an aid to things I'll ensure you that the strategy element learning the strengths and weaknesses of each craft and using them appropriately is well implemented in the game. Graphics and sound are very good. I simply don't understand how your reviewer could make such a fuss over "no sound graphics". This is simply part of the game system: to ensure the largest possible combat, ships are displayed small (unless) and so seen as they come within close range of each other they are magnified to adequate size.

To me, this is a very well functioning system, and it should be used that even in their smallest display, all graphics are well well defined and clearly visible.

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

David Van Dijk  
Belgium.

Sorry you didn't like our review, David, and pleased you're enjoying *Star Control*. Personally, I agree fully with Lawrence's review of the game, finding it neither exciting or enjoyable. However, many others here at EMAP have been enjoying the game's action. CU Amiga for example had across the floor a little star but play *Star Control*. And goes to show that there's no accounting for taste.

## PLUMBING THE VERY DEPTHS

In issue 43 of ACE you said that *Merc* is a "pieceman". What he really is is a plumber. That's why there are pipes all over his game, and he uses a tub and brushes.

Ben Dean  
Rogers, Rego

Stop at the finger rather than a mislead conception, Ben. Dean, the writer of the piece has been chastised.









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# ACE EXCLUSIVE IN FRANCE

**S**ure, sex and surf were not on the top of my priority list as I strolled La Croisette towards Palais Des Festivals. For ten-day days in May, film stars and celebrities are uncomfortably together in an effort to promote themselves, and maybe, the movie industry. The 56th Cannes Film Festival had been well and truly rejected by Madonna and her outrageous promotion of the *Truth or Dare* in *Bed* with Madonna documentary. Not much chance of a shoot-'em-up conversation here, so my search for an ice cream and the ultimate *Onassis* continued.

I was on my way to the infamous Hotel Carlton - home of the rich, famous and their myriad of mistresses. Here, in Suite 1807161, resides the President of last year's motion



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

# IN THE CANNES

Chopper Chicks in  
Zombietown is ready to be  
licensed. Rik Haynes  
investigates...

picture Lloyd Kaufman. Have you ever seen *Surf Nazis Must Die*, *The Toxic Avenger* or *Class of Nuke 'Em High*? These, and many more like them, come from Troma, Inc., "one of the oldest and most active independent Producer/Distributors in the world". And when they say independent they mean it!

These cult movies, courtesy of Troma began back in the 1970s when the first multiple cinemas started to appear. Since those pioneering days Troma has enjoyed tremendous demand for its productions thanks to the introduction of home video, cable and satellite viewers hungry for new material - to mention how lucky those cinema may be. In fact, the wackier the better.

"Our strategy is simple," says a Troma spokesperson, "produce films on tightly controlled budgets that major Hollywood studios do not touch in the general public. These films are primarily aimed at the 14-25-year-old market, traditionally the largest segment of the movie-going audience."

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

My personal Tromaville favorite is *Chopper Chicks in Zombietown*. A leather-clad gang of macho motorcycle maniacs, known as the Cycle Sluts, stamp into a quiet desert town looking for a few good men. "It's a half-baking (lean-bodies vs. flesh-hungry zombies) in the wildest, action-oriented cinema ever submitted to exhibitors," asserts Troma. The American press have gone wild over this whip-lashing release. *Jet* Bob Briggs of the *Gallop Observer* says, "The finest features of *Re-Animator* and *Green Samurai...* Joe Bob says

steek it out!" While the *Austin Chronicle* states the movie has: "Shades of *Night of the Living Dead*...brimming with wit, ingenuity, irreverence". High praise indeed.

More motion picture mayhem can be found in *A Nightmare on Elm Street* in *DocuStar Hell*, where deadly dissection arise from a ravine hole



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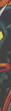






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# DAY OF THE DROIDS



QUIT COMPLAINING  
/ SWITCH TO  
TALK ABOVE!

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GUNHED  
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THE  
ELEVATOR!

## COMED

Japan's answer to The Terminator has proved to be a huge hit in the Far East with, you're probably guessed it, a wide variety of tie-in books and toy products to fuel off this intercom. Gunhed, not to be confused with the superlative PC Engine game, is similar in concept to Gundam and He-Man and includes plenty of impressive looking mechs to satisfy the robot-crazies. A big Japanese hit in 1990, the live-action movie will be released in America and possibly Europe later in the year. Gunhed: The Movie continued the talents of many famous Japanese film-folk. Special visual effects artist Shuji Kawahira studied under Big Trouble; the man who created Godzilla in his best comic Gunhed issue 3, Kawahira says his most difficult creation for Gunhed was the breathtaking fight scene between Gunhed and Aerobot - the climactic highlight of the movie.



continued

### PHIL BARRETT

John Taylor, Product Manager, Nintendo  
Nathan Aspin, Senior Manager, at the conception of the 64 launch (PHOTO: Nintendo) as the company's future has proven them to choose one as exemplar from the large list of people wanting to progress for Nintendo.

Strength: Companies like a good 'go getting' the confidence from working away also efficiently. And he's got a future.

Weakness: Sometimes he can be a little over enthusiastic when it comes to making lots of good alternatives. What the Nintendo (Nintendo) is all geared up to produce a bundle of 1995 and Super Nintendo stuff under the aegis of the.

### BOB BAY

John Taylor, Head of F&T  
Nathan Aspin's Senior Staff (PHOTO: Nintendo) have worked well in their creative life against the average of computer piracy. The last year has been F&T's night thanks to the army from the various ranges of the better computer factor to workable time and interest in computer piracy. Strength: As an ex-copier, Bob knows more than a few and those who have received early morning mails from Bob and the Copyright (Trade) will testify to his determination.

Weakness: There was that 'once to sleep your name' F&T and copyright which surprised many with its good-natured spirit. What the World Fair. Even greater success under increasing number of presentations.

### STUART DENNETT

John Taylor, Editor, Computer Trade Weekly  
Nathan Aspin, CTA's mix of authority and gusto makes it only trade paper really worth reading and giving its involvement over becoming Editor has cemented the paper's position. Strength: Sharp and brighter than most view you like their writing skills come from the intensive school of journalism after completing to reduce newspaper Weakness: Some editors tend to focus on their outgroups at the expense of the larger group - some have some criticism of word-including in their too What the World Fair. More of the same.

### ERIC BATHWELL

John Taylor, Production, The Billing Brothers  
Nathan Aspin, Producer (Specialist) for the market, then forged links with Nintendo. For together took for the new line, and is currently working on Super Machine. Strength: Not the young person's number one software man - mainly due to the various efforts of Nintendo's Paper man - more out of the magazine. But he does with the likes of the Jensen and Betty Box. Weakness: But he does with the Paper (Jensen and Betty Box). The Billing Brothers are themselves up for a central gathering, more hoping their product. Good was good, but not the developer, and if Publishers isn't any better, someone is out-of-control planned. Maybe his too someone are up. What the World Fair. Super Machine.

### ANDY SUPPA

John Taylor, Managing Director, Axis  
Nathan Aspin, Staff (Offensive) and another single problems to super-market. However, it is interesting that publishers have been long to allow their individual data. He's a solid magazine guy, but someone deals with the Japanese who will put him (John) the Super Machine, Stability and everything else! Strength: Through good business sense to make money on a string of developer time and many other games for years.

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# YO!

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

**BIGGER  
AND  
BETTER  
THAN  
EVER  
BEFORE**



## THE ULTIMATE COMPUTER GAMESHOW IS BACK!

**LATEST INFORMATION**

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**EMILY COURT'S RECEPTION**  
CREDITS

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All calls charged at 10p per minute plus VAT and 10p per minute charge.

**INFO HOT**

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# EXCLUSIVE COMPETITION!

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

Software Corner are offering ACE readers an exclusive chance to win this tremendous: Inexpensive system. You'll get an interface for your machine (PC, ST, or Amiga), interface software, a copy of Dragons Lair, AND a fabulous CLD1500 Laserdisk player - no point in able to enjoy not only the games, but also the vast numbers of premium-name titles available in our stock.

### WHAT YOU HAVE TO DO...

To put yourself at the forefront of video technology, you need face up to a series of challenges that will place everyone's demands on your physical and mental resources. These challenges are listed below, followed by THE QUESTION. Here goes...

1. Find a pen or biro.
2. Water written (English), in particular the use of BOLD CAPITALS.
3. Locate a postcard or envelope manufacturer before 1850BC. If you can't find one, any old postcard is acceptable will do.
4. Acquire a piece of intense concentration.
5. Writeable upon THE QUESTION.
6. Insulate upon the postcard (or the back of the envelope - or nested-entries, please), in block capitals, your name, your address, the machine you run, your age, and the answer to THE QUESTION. Think carefully before you complete the task.

1. Enter the ancient martial art of Bushido (this one can be omitted, but it may help with Challenge Number 7 below).
2. Find a stamp - or a person who is both wealthy and in possession of a stamp.
3. Stick the stamp upon the postcard (or envelope) and address it to: ACE Laserdisk Competition, Priority Court, 30-52 Farringdon Lane, London, EC1R 3AB.
4. Fold up the card and push the stamped entry through the slot to arrive before the closing date of July 9th.

### THE QUESTION

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

### THE RULES

1. Representatives of BHP, Images, Software Corner, or their associated companies may enter.
2. The winner of the first prize will be the first correct qualifying entry drawn at random. The next five entries drawn will receive the runners-up prizes.
3. Only one entry per household. Multiple entries will be disqualified.
4. All entries must be received by the closing date of July 9th 1990. Results will be announced in ACE issue 68.

### THE PIONEER CLD1500...

This little beauty accepts 30cm and 20cm laserdiscs (CM and CL), any CD including Bon Jangles', and any 12cm EDD (see the Diagonale's panel instructions for details of these formats).

Not only that, but you get stunning performance: 4-20/800kHz audio with 105dB signal to noise ratio, true 18 bit true D/A convertors, and 81 times deinterlacing.

And it all that's nonsense to you, it's be poetry to your eyes and ear's otherwise you use the machine, giving you crystal clear audio and video performance. Black to include - these specs are HOT!

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

- programme play of up to 24 tracks for 'chapters' on video-disks
- multipass play, including still and stop-frame on-DVD disks
- CD auto-programmable edit
- random play and/or random repeat
- no less than seven-repeat modes, including 3-point, track, memory, programme
- 10-key direct search and play of chapters on LD and tracks on CD/CDV
- frame-number search for (LD's) and time-number search for CDs
- full-remote control

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



The Pioneer CLD1500 - about the best optical disc performance and price EVER if you dare to buy in our exclusive competition!

**Example: A measured and intelligent manner**  
before the tender age of twenty-six and when it comes to dealing with the big bad Queen's men then subsequently (more)

**Weaknesses:** Lacked more

**What To Watch For:** Queen's image to ensure after a couple during their time without conflicts and issues thanks to Smith's appearance.

### IAN RICHARDSON

**Job Title:** PR Manager, Creative  
**Source Report:** My drinking habits a junior's PR man I've done was one. Richard Richardson's many years spent in good office and organized excellent features to best strengths. Always on the move. Always and always known for product analysis the magazine game well. Richardson's own through every week experience like other links through later.  
**What To Watch For:** A little up to know a couple of big business and increased power within the firm.

### BARBARA WOODWYN

**Job Title:** PR Manager, 15 Gold  
**Source Report:** Continued on through a career you. Made plenty of noise about the Staffline deal. Didn't do a bad job of her language saying other.  
**Strengths:** Excellent personality. Has a high opinion of her two press releases and would find us featuring up-close of person. Good contacts both firm and abroad.  
**Weaknesses:** Occasionally on down for the product.  
**What To Watch For:** Wishes PR my a truly excellent product.

### GARY CAMPOS

**Job Title:** Publicity Director, International  
**Source Report:** Helped pull the Energy Brothers to new heights of reputation before they went to Newgate. Puffed himself to get names into special sections of Bard to the future then great thanks to such talk with high and low innovation or Product's a through.  
**Strengths:** Cleverly made a number contacts both here and abroad. Creative enthusiasm for good product. Good for getting industry press.  
**Weaknesses:** Can I call you back?  
**What To Watch For:** None of the same.

### PAUL BRITTON

**Job Title:** Group PR Manager, Mindage International  
**Source:** Got high-profile driver PR job as per Mindage. Got the company's PR in order in a couple of short months.  
**Strengths:** Great company. Knows how to choose journalists.  
**Weaknesses:** "Like us or not, here."

**What To Watch For:** The Mindage name becoming even more prominent as Paul's capable hands.

### CLARE HADLEY

**Job Title:** Managing Director, Demand  
**Source Report:** Please consider buying Demand's product over the last year.  
**Strengths:** Devotee enthusiastic about the product's development. Love of feature. Knows a lot about game, too.  
- do you know the invented Game's Command?  
**Weaknesses:** Always pulled out her fat. More talk in the air than a very good paper. Devotee seem things simply get forgotten.  
**What To Watch For:** None of the same.

### PETE TIDDE

**Job Title:** Managing Director, Release Software  
**Source Report:** Has career that allows allow Release's primary company has interest in French law (James Redding, who now pull the strings) (see telephone Centre on 01-262-0111)

**P**erhaps there's an unlikely place to enjoy the ultimate sci-fi adventure. Have the Premier Prize regulars started a pub-crawl? Nope, there's a new game in town and its name is *Laser Quest*.

Three enterprising students from Bradford University think they've come up with the perfect solution to those tiresome puntalot areas around the countryside. By replacing the sputrage guns with techies appears, *Laser Quest* can bring the fun of the light to your high street. What you actually do in a little more low-tech: shoot everything in sight.

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

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

move up and down. There are also 'themed areas' with lots of seats and panels for players to hide behind. In conjunction with set builders, *Attack*, we've built a playing area that recreates a science-fiction film set. Using a variety of materials, the playing areas can be built around an appropriate theme and to a realistic budget," says the firm. After two visits to the *Laser Quest* site in Manchester, one puntalot named *The Labyrinth* is the set of *Lost in Space*.

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

*Laser Quest*'s founding fathers formed the company in October 1989. "We've seen the concept in other countries like the USA, Australia and New Zealand," offers Pickering. *Laser Questing* is



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

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

Pickering wryly adds: "It has to take the punishment of the general public. It's certainly not simple but we're not taking NASA standards. It checks a laser beam and returned

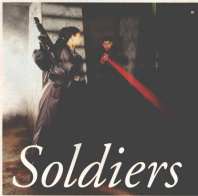
code to signal hit". The packs contain a 68000 processor to handle the hardware and keep players' scores. The guns "X" packs cost approximately £2000 per person."

At the end of each session, players are given a personalised computer detailing their microprocessor marksmanship. As the information is stored as a DOS file, the scoreboard is very detailed. Players get a list of everyone that hit them and where they were hit (head, back or on the guns). Different points are allocated to players' scores depending on the position.

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

Up to 30 people can play at a time. Each game lasts only three minutes, so there's a fast turnover of parties. Before they start, customers are briefed on how to use the equipment and the rules of the game. There are also instructions on safety regulations. There's no firing, contact or climbing the scenery.

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



# Soldiers

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Core features for Laser Quest are apparently within the 15-24 age range. "We get families coming down and loads of kids for birthday treats. We also run special rates for groups of people. Students, unemployed and off-workers a come in during the day. For the mid-20s, we have more advanced games from 1.1pm till late. Accidents do happen, so glad to say they're very rare. It normally occurs when people do something totally stupid like jumping off ramps that are 20ft high."

Laser Quest requires a covered space of just 2,500 square feet. Almost anywhere can be transformed into a palace of treated five-foot ceilings, disused sports halls and smoker halls inclusive. The Manchester site is, sadly enough, situated in a railway arch. These other industrial surroundings haven't deterred dedicated cyber players or occasional visitors like The Heavy Metalz and Inspiral Caravan. Could this explain the emergence of the Northern indie rock scene now? Probably not.

Apart from the aforementioned sites in the north and south of England, there are also two sites each in Dublin and Belfast. The attract for sites here has to be four points. "Firstly it's a much larger area than those before. It's twice the size of the Manchester site. Next is ease for the players to explore when they get inside the 8,000 square feet. This is a definite 'win' with open business coming from postboxes, coin-operated video games and a lounge bar. This is the largest European venue of its type."

How does Pickingright's Laser Quest compare to parallel games? "It has a much shorter time and much wider appeal. It's year-round and up. Age for parallel games are much more restricted. I think you get the same sort of buzz off both."

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



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

"The future for us is developing a lot of outlets for Laser Quest and establishing it as a brand leader synonymous with the concept as it stands. The doctors of Laser Quest are young and in-touch with the concept and the customers. We

developing more and more devices inside the game area for people to interact with. We'll be developing this theme a lot more over the year. The whole thing is to provide the best game available and we'll make this our central objective. We've also got a few sideways means in the pipeline as well. I really can't say much more at this stage."

A National League for Laser Quarters, quarterly newsletter and even international playoffs are currently on the cards. Will the Olympics be next? "I think there's a very good chance," declares Pickingright.

"The only real way to fully appreciate this is to experience it at first hand," contends Laser Quest. There are found to be factors already working on devices to give themselves special characterizing skills or software generated skills. Some people just don't know how to play!

Fun, frolics and a fast blast - what more could you possibly want? Urban warfare has just entered the next stage. Do you see today? Well, do you yesterday?



There's a little change of clothes during times with an established customer of the Laser Quest site and back within site of the site.

If you're ready to become a real entrepreneur the latest venue is at 200 Eye Lane, near the Portico in Manchester. To find out more about Laser Quest call 0161 425 2020 and/or visit our web site.



Laser Quest's real-time entertainment is a great idea for a public meeting.



continued

Don't release much, and what did come out seemed to come and go without much recognition - remember 'Headie Headies'?"

Steingate: Peter will never go down without a fight to banks as though the production may be pending as of late with the intervention of financial experts of Atlantic and electronic games. He now found knowledge with the French being used for the bank.

Weekenduser: Peter's product has a variety of being designed and disappearing in the development team. Weekenduser: Amongst other things, Peter's direction seems to have been out of the window, and Peter needs to do some heavy lifting to get everything back on track.

What do you think of how much Peter's day-to-day operation changes under the hand of his new French partner?

#### DAVE HAYWARD

Job Title: Managing Director, Entale Software  
Status: Begins. One mobile entertainment expanded to mobile follows over the last 10 months. He began to do this. Weekenduser: Peter's ability to judge the market was good, and the ability to build on success. Weekenduser: Peter's day-to-day operation was not good.

What do you think of how much Peter's day-to-day operation changes under the hand of his new French partner?

#### PETER GAFFIN

Job Title: Managing Director, Entale Software  
Status: Begins. One mobile entertainment expanded to mobile follows over the last 10 months. He began to do this. Weekenduser: Peter's ability to judge the market was good, and the ability to build on success. Weekenduser: Peter's day-to-day operation was not good.

Weekenduser: Peter's product has a variety of being designed and disappearing in the development team. Weekenduser: Amongst other things, Peter's direction seems to have been out of the window, and Peter needs to do some heavy lifting to get everything back on track.

#### BOBIE HENNETT

Job Title: General Secretary for ESWA  
Status: Begins. There are many companies out there that are in the ESWA area of the last but it is worth noting that the ESWA area is fairly small. The last time we saw the ESWA area was the last.

Weekenduser: The day-to-day operation was not good. Weekenduser: Peter's product has a variety of being designed and disappearing in the development team. Weekenduser: Amongst other things, Peter's direction seems to have been out of the window, and Peter needs to do some heavy lifting to get everything back on track.

#### DAVE HENNETT

Job Title: Chairman of the National Association of Computer Retailers  
Status: Begins. One mobile entertainment expanded to mobile follows over the last 10 months. He began to do this. Weekenduser: Peter's ability to judge the market was good, and the ability to build on success. Weekenduser: Peter's day-to-day operation was not good.

Weekenduser: Peter's product has a variety of being designed and disappearing in the development team. Weekenduser: Amongst other things, Peter's direction seems to have been out of the window, and Peter needs to do some heavy lifting to get everything back on track.

What do you think of how much Peter's day-to-day operation changes under the hand of his new French partner?



U ntil very lately, entering the VR market was behind the Times and, with the exception of the fairly plastic injection moulded cases from W Industries, no firm's really added anything new to the formula.

Until now, that is. By the time you read this, Dimension International, who's *Spaceport* system has already been covered in *ACE*, will have announced their VR Toolkit at the London Virtual Reality Conference — a seminar that offers major advances over similar products from Simulid and VRU. You can read more about the Toolkit elsewhere on this page, and more about the conference in the next issue.

Furthermore, a British inventor by the name of William Johnson claims to have invented one of the most serious products of VR systems — the virtual replication of the goggles.

William Johnson is linked with a major hardware company in the computer entertainment field to see the focus agreement prevented from naming names, however) and many other VR developers are showing considerable interest in the Goggles (see below), and so far Dimension International, well — what would you expect from the company who created their *Escape* VR package development system into the *3D Constructor* kit?

#### GOOGLES

In its role, one of the most featured goggles for VR developers has been the display. There, about it — if you stick your nose up against a monitor displaying a pleasing resolution of, say, 400 by 400, what do you get? A stack of ugly grey plastic, a display fragmented into red, green and blue dots, and a final note: Not a happy state of affairs.

Johnson has only an incidental interest in VR, so he's not only already won international awards for his inventions (including the *Active Microscope* for goggles and, last year, a revolutionary new pencil called *The Flying Flog*) recently became fascinated by portable colour TVs. His idea was to take the screens, stick them together in a stereoscopic pair, and build them into pairs of goggles, providing airline pilots, surgeons, divers, and coastal officials with something to do in their spare time: watch his personal TV in stereo, without disturbing their employees.

Clearly the maximum pixel resolution of portable colour LCD TV screens is around 10,000 pixels, which would approximately equate a good format to a computer display of around 400 x 300. In qualitative terms, the LCD display would appear to be in a higher resolution because of the smaller size and the unbroken colour palette of analogue video. New models planned for this summer will push that figure up to around 420 x 320 — a noticeable improvement.



# DIY VR!

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

Provided that first, small leap in quality is achieved, there is little doubt that this system will emerge as a perennial for at least one major VR format in the very near future. Perennial VR could be with us sooner than we think...

#### VR TOOLKIT

Meanwhile, with your GogglesVR strapped in place, how will you be controlling your own view of a reality in glorious stereo vision?

Quite possibly in a scaled-down version of Dimension International's VR Toolkit. This is the first VR system produced by games programmers (Dimension is part of the *Interactive Group*) and it shows. First, instead of a complex series of C routines (which is what you'd get with Sensible's *World Tour VR*), you get an easy-to-use icon-driven VR editor. The guesstimate you control over a host of interactive features, many of which — despite the professional market that the VR Toolkit is aimed at — first broadly at games applications.

*Multiple Moving Objects* with realistic physical movement model incorporating friction, gravity, collisions, and restitution... *Objects may launch projectiles which can behave independently.*

Stick that in your architectural simulation, sorry. The system is currently tailored for a 486 PC and on that it delivers, amongst other things, a variable frame rate up to 70fps (a more realistic rate for complex environments at 50fps would be around 1Mhz), a display of 640 x 480 with 256 colours, multiple mobile light sources (and powerful animation systems, and complete object interaction. You can scale your world in any unit you like, but supposing you assigned the value of 1 millimetre to the smallest element, the system could cope with — guess — an environment the size of the British Isles. VR Mega Customiser is just around the corner!

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



The interactive features of the VR Toolkit is built within most of its computers — even the biggest environments can be built in a single afternoon, within ten minutes in the most familiar editing packages. Plus the Toolkit can create sophisticated virtual worlds within half-an-hour that instantly load on every the screen.

# DOUBLE VALUE

TWO DISKS FOR THE PRICE OF ONE

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

But that's not all. Our June issue will be every game player's dream. Weighing in at a massive 180 pages, the mag will be packed with all the usual top-quality news, in-depth

previews, exclusive reviews and as many hints and tips as we can cram in.

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

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

## PARTY TIME

To help celebrate the changes happening to CU we've lined up a double-disk of the best in Amiga entertainment, utilities and programs. For starters we've got A WHOLE GAME. Not just any game, mind you. Three levels worth of Microsoft have gone to GRAVITY, a word-finding and one of the best co-tilt arcade strategy games ever. Believe us, you ain't seen nothing yet! What's more we've also lined up a playable level of Core's brand-new turn-formation-type Master Warszone - a game that'll literally blow you away. On top of all that, we've also got lots of ball utilities that'll let you get the most out of



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

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

## WHAT'S NEW?

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

**AND DON'T FORGET!**  
UNLIKE OTHER MAGAZINES WHICH PUT UP THEIR PRICES WHEN THEY INCLUDE AN EXTRA DISK, CU WILL STILL BE ONLY \$2.95.

## AMOS

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



# E FOR MONEY



## Q&A

Got a problem? Then send your queries to our new Technical Editor who's a dab hand at taking anything from printer problems and virus infections to updates on the best memory expansions or CDIP packages.

## GRAPHICS

We'll be taking a look at state-of-the-art graphics on the Amiga. We'll show you exactly what your machine is capable of and feature the work of top graphic artists in a fun section which will tell you everything you need to know.



## SOUND

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

## PD

We've already got the best PD section in any mag, but it's just got better. From our next issue we'll also be covering all the best PD utilities - some of which are better than full-price software!

## HARDWARE

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

## CDTV

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

## EDUCATION

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

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

## EXCLUSIVE - D-PAINT 4



# CU AMIGA

THE COMPLETE GUIDE TO THE AMIGA

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

WHAT MORE CAN WE SAY!  
ON SALE 26TH MAY

2345

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

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

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

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

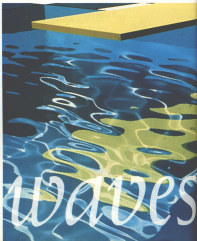


Until recently, computer-generated images would often be instantly recognizable as mechanically stark, solid cubes or pyramids, crudely stuck together and moving in rigid, 'artificial' ways. This is no longer the case.

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

them with the grace and subtlety of the most carefully choreographed dance. The phenomenal processing power available in research establishments or large corporate facilities artificially, allowing today's computer artists a freedom of expression and a range of creative possibilities that have never existed before.

# MICRO







**Pixel 2001**  
 "Pixelated" and three winners in the research and animation category of the Pixel 2001 awards.

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**MAKING A SPLASH**

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

That particular film won the research category of the prestigious Pixel 99 awards, a ceremony held at the end of the festival later. "The Good Evening Press..." read. These light-hearted trophies were awarded in ten categories according to the audience's votes, and were presented by Prince Albert of Monaco.

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

■ Matthew Tootill



**Pixel 2001**  
 "Pixelated" and three winners in the research and animation category of the Pixel 2001 awards.



**Pixel 2001**  
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## THE GOLD ENVELOPE PLEASE...

Here are the winners and runners-up in the Pixel IMA awards. One can only hope that the films will be shown on T.V. at some point and exposed to a wider audience; they have to be seen to be believed.

### EXERCISE

#### 1st Prize and Grand Prix

**Speed Driver**  
Scott Eisenberg, USA  
A running race showing the lateral movement capabilities of a pair of feet, their own rough and smooth surfaces.

#### 2nd Prize

**Shimizu Laboratory**  
Shimizu Laboratory, Ltd., Japan  
Ten hours in an all-giving world of noise by the sea, capturing the continuous bubbling of waves coming in a sea of light and colors, some intricate shots of eyes and their legs, legs in floating off a red sea, red sea and a ripper.

#### 3rd Prize

**The Forest of the Weaver**  
Shiro Takahashi, Japan  
An abstract look at the human body, particularly that of the spider, professor Mori's anatomy, the film deals with the problems associated with repetitive strain injury, independently in 2D and 3D. It captures the continuous repetitive work in a repetitive world, the viewer of the eyes of Queen's "The Weaver" album. For heads turned together and spinning.

### TELEVISION COMEDY

#### 1st Prize

**Comedy**  
BBC, The Comedy Group, Australia  
The remarkable opening sequence to this history program.

#### 2nd Prize

**ABC's Medical Discovery**  
McIntyre Studios, USA

#### 3rd Prize

**Tommy Jones**  
CBS, America

### SCHOOLS AND ENVIRONMENT

#### 1st Prize

**The Party of John and**  
How should I know?

This film was produced for an All-Ireland competition and used 3D to show that building structures aren't without reason to a dramatic feature to be highlighted. It simply shows a collection of objects and takes care to read what is being said's structure (and context). For reference, drawing a new scene.

#### 2nd Prize

**Shimizu**  
Shimizu, Japan  
A normal dinner party, which somehow retains its essential physical properties for very long. The table separates and the legs on perspective are regularly broken.

#### 3rd Prize

**Windows and Windows**  
ABC Studios, Australia  
A high level of technology, seen in a high level of technology, seen in a high level of technology, seen in a high level of technology.

# MICROWAVES



1st Prize (Microscopic World) and 2nd Prize (Microscopic World)

### ART

#### 1st Prize

**1997**  
Kosuke Kuroki, Japan  
A strange and haunting class of biological organisms as they might exist elsewhere in the universe.

#### 2nd Prize

**Microscopic World**  
Microscopic World, France  
A digital artwork, intended to inspire a digital artwork (which refuse to stop in one place).

#### 3rd Prize

**Johnny**  
Johnny, Hungary  
A minimalist piece of art, using shape and texture to good effect.

### 2D ANIMATION

#### 1st Prize

**Resurgence**  
Working Machine, USA  
A visually rich and colorful 2D animation, with a story of a young boy who is taken to a world of his own making.

#### 2nd Prize

**Johnny**  
Johnny, Hungary  
A minimalist piece of art, using shape and texture to good effect.

#### 3rd Prize

**Johnny**  
Johnny, Hungary  
A minimalist piece of art, using shape and texture to good effect.

#### 4th Prize

**The Puppet**  
The Puppet, France  
A 2D animation, with a story of a young boy who is taken to a world of his own making.

### 3D ANIMATION

#### 1st Prize

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Johnny, Hungary  
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#### 2nd Prize

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A 2D animation, with a story of a young boy who is taken to a world of his own making.

### EXERCISES

#### 1st Prize

**Speed Driver**  
Scott Eisenberg, USA  
An impressive mix of live footage of a pair of feet, and the subsequent animation of a body by various factors.

#### 2nd Prize

**Shimizu Laboratory**  
Shimizu Laboratory, Ltd., Japan  
Ten hours in an all-giving world of noise by the sea, capturing the continuous bubbling of waves coming in a sea of light and colors, some intricate shots of eyes and their legs, legs in floating off a red sea, red sea and a ripper.

#### 3rd Prize

**The Forest of the Weaver**  
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A high level of technology, seen in a high level of technology, seen in a high level of technology, seen in a high level of technology.

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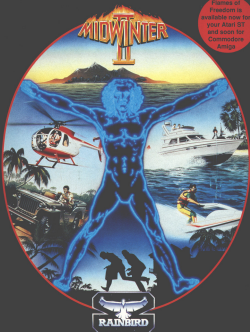
**Johnny**  
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A minimalist piece of art, using shape and texture to good effect.

#### 4th Prize

**The Puppet**  
The Puppet, France  
A 2D animation, with a story of a young boy who is taken to a world of his own making.

# FLAMES OF FREEDOM

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



## MASTERS OF STRATEGY

# EAT MY SHORTS

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

## THE SIMPSONS

If you're still using Philip Scheffeld as a role model, get off your workbench in on time and get up on Sunday mornings to watch the can-do list read on. On the other hand, if you have the propensity to read food shorts, are not on first-name terms with your hairdresser, have a bathroom like a bomb site, enjoy screaming obscenities in public places and generally are proud as cock as hell—then we can safely assume that you watch *The Simpsons*.

*The Simpsons*? Yes indeed—the Matt Groening cartoon that has captured the imagination of a whole generation of human beings across the globe—and turned them into complete lunatics! The cartoon that has had the guts to show family life and nuclear power—exactly how it is...expensive. And it's incredibly funny to boot. We'll be real: It's hilarious—full-on, of course, it was only a matter of time before a series that successfully turned into a computer game. So here it is, from Hasbro.

Plus, Hasbro has had a great deal of success with licensed character property. Well, four licensed characters is to be precise: *Four Seasons* (Bobby Turley), to be right on the money...as you can imagine. In fact, these four player games using these little spinners as the main characters had a hot money boner.

But these aren't characters that were licensed just for fun-ops. Already valued like



Cheloniates, making a game around wacky shaped Pappa characters took all of five minutes to come up with. But *The Simpsons*? A fight to the death in the sitting room perhaps, with each of you taking the part of a family member? Or you play the role of Homer in the nuclear plant, and have to juggle the different shapes of radioactive waste material that roll down a Cheloniates belt, before critical mass is achieved?

So what incredible scenario have Hasbro come up with to bring out the grosse nature of this licensed property? Well, Turley. It's with *Simpsons* sports, that's what. Yes, it's another four player team 'em up. Yawn...

I guess that Hasbro must think that after one success, they may as well stick to the same formula again. After all, how can they go wrong? To me, that's rather like saying, "I've just had two pets and feel really good—so obviously what I

need to feel even better, is another pet!"

So, given that they've used this basic formula, sporting team 'em up format, lucky for them, given the cynical nature of the gaming graphics, good sampled sound and a little bit of imagination in the use of the characters, *The Simpsons* coin-op isn't a complete disaster.

At the start of the game, you can choose what member of the family you would like to play. Of course, everyone prefers to be Bart...but only one of you can take that beloved role, if you're playing multiplayer and someone's already breaking the records with his skateboard, then you'll have to settle for either Lisa—who saves her with a skipping rope, Homer—who can deal with his frothy bowling ball or Marge—who says the vitriol around the head with a vacuum cleaner. It may not sound like mind-boggling fun, but it's actually quite funny.

The story goes that the whole family is shopping in Springfield when they witness a post-horn—brouhaha, the villain's leg over the fence when coming out of the shop, the process gets riled into the air in a foulness etc...and is mentioned by Billy Simpson.

Bad guys for family make off with bar and the family follows in pursuit. From there on in, it's waves of mean cooking goals in the mall, waves of mean landing goals in the foreground and so on which you, the family, have to tap into. In the energy, depleted by merely attacking, run for made up by eating visibly appearing Hamburgers, Pie, Hotdogs, etc. etc.

Complacitously, it's boring—although it encourage you to play it over or twice, as part of the true surreal nature of *The Simpsons* built through their love to time. Out the real reason for this is to leverage major licensed deals. The big money that the companies have to get up is under to get the rights to use names characters means that once is going to take risks making something out of the ordinary. Even if it means betraying the spirit of the original property. *The Simpsons* will not be so successful as the *Tommy*.



Character shapes (brouhaha) are used to represent the different characters in the game. The game is a four player team 'em up.





Blanka, Guile, Akuma, and Bison (left) may not look like classic fighters, but when you experience the cinematic action of Street Fighter II, you'll know you're not in a simulator.

**Street Fighter II - Capcom**

Beaten up, you are always beaten - and now Capcom has produced one with more fat gutters than a sardine tin full of slim 70 fighters. Complex, masses of animations and not a little art - probably most of it wasted - Street Fighter II almost transcends its genre.

**Strike Force - Midway**

How could they do this for me? Defender II appears almost ten years after the original release...and it's a load of old tosh. Wally-depressing for the aging gamer, tons of wily back - maybe those who never saw it may find something in this local slanging, fakish, get down version.



**Cotton - Sega**

(Below) It's nice to know that even the biggest companies can get loopy from time to time. That's Cotton at it, here, but using a cute heroine with a instead of a load of old tosh. Play it as instead of down-up. Please, the screen...



Cotton (clockwise from top left) is a fun, colorful game that's a little different from the rest.



**HOLOGRAMS IN THE ARCADES**

These few months have been good for the computer industry. Sega's R3000 was a great leap forward in technology - and then all industries that had already come along, full of great money, now Sega are fighting back again, with a game where you play with animated holograms. And the first game using this technology, Hologram Five Traveler, will be out in the arcades in, they say, July.

Located exclusively by Sega from an original Economy Five Traveler, this has lots of footage of real actors and action film in a Hollywood style and capital on Las Vegas. This is displayed on a monitor as per usual, but this presented onto the playing plate of the old, using a special lens...which means you see the game as real 3D like people running around, viewed by you.

The nature of the game is similar to that of the original. You're there you had got a lot of cartoon animation, with small pieces of interactive between the player and the game setting off another sequence, depend on the particular choice made.

The difference here is that all the action is in real life - and it's real people rather than a drawn or cartoon. You're what? With the additional use of motion CD quality sound, it's no wonder that Sega's new look for Las Vegas is excited by the imminent launch.

New good news - while the report technological wonders in the arcades have been very noisy for the open eye to big...almost CD-ROM for the home. The hologram unit is so good enough that even the smallest arcade can afford it - and not charge the earth to you. Be happy!

Although the interactive nature of the game will not the type of game available on the home end - there's no doubt that we'll be seeing a lot of these in the arcade later this summer. For more information, investigate the time again this month.

# SARAKON



## SIMPLY ADDICTIVE



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

*SARAKON*



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# SCREEN TEST



**North of Nowhere**, produced by Spike for the small-screen game on NBC's *24* this year. Page 28



**Mission: San Francisco** reimagines the most iconic video-theatrical shoot-out.

## IT TAKES ALL SORTS

And that fact is rarely more evident than when discussing games. One man's meat is more often than not another's poison. And when hyperbole and superlatives fill the air like so many noxious fumes, it's easy to become desensitized to the real feel of the reviews. Here at ACE, we try to be a little more conservative in our approach. You won't find treated words like "best" and "worst" scattered all over the place. ACE reviews aim to be level-headed and analytical. But that doesn't mean we don't get excited about the games we see. We simply make sure we get excited about the right ones.



The **P/C**—Predicted Interest Curve—is the most sophisticated reviewing tool around.

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

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you're getting a game that may take a bit of getting into. Alternatively, the graphics may get you off to a white-hot gaming start to grip. Check out the **P/C** 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 Prepping award, a seal 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.



A lot of loving attention to everything we review.



A review that is mostly about the game's design or the graphics or controls.

## ACE AWARDS

ACE always awards each of approval for outstanding work, and performance. It is generally based on the foundation of sound, graphics, or originality you'll see the appropriate ACE Award that is the same. There are three ACE Awards you'll get the ACE Award award. Software Award, which has been awarded.



ACE only awards this one to games of outstanding quality. A 100% game is a classic ACE, recommended without hesitation.



Originality counts for a lot these days, and one game that does it deserves a special mention. This ACE award is reserved specifically for these rare games.



One of the best things to look for in a game is its graphics. Games that redefine the state-of-the-art get this sort of approval from ACE.



Sound is the "finger" point of games—but one made of flesh. This ACE only awards this one to full-time use of audio in a game.

## THE LINE UP

### Computer and Console pages 20-23

- 10 **HEART OF DARKNESS** (PC)
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- 31 **DRAC** (Gala)
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Plus many more that won't make it on the list.

# HEART OF C H I N N A



Computerised movies  
come a step closer thanks  
to DYNAMIX

**D**oubts what you might think, there is currently only one software company making the so-called 'interactive movies'. When you think about it, King's Quest V and Space Quest V are all very nice advanced adventure games with fancy graphics and flash sound.

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

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



Start of work (and money) you accept the task of finding society gal Kate Lomas, the kidnapped daughter of a wealthy American businessman. Unfortunately, the last time anyone saw her, she was being carried off in the direction of revolutionary China. Nothing for it then to fire up your engine and get your plane in the air.

Anyone who has seen Tom Selleck's fan film *Top Gun* is by now shouting 'base it believe!'. Well, yes the plot, settings and characters are all very similar, but guess what this is more like an early Indiana Jones adventure than anything else. Anyways, when was the last time you saw a truly original plot in a computer game?

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

The various arcade sections include the aforementioned Tank Battle using Dynamix's innovative 3Space, team in Red Baron and A10 Tank Killer, a camel chase and a fight on top of a moving train (yes, I know it's silly but somebody else does it). They're all a little tricky to control but thankfully you get the option to skip past them if you feel too often. Of course, whether you want to take the easy way out is your choice.

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

Of course, with CD-ROM starting to make genuine inroads in the computer industry, Sierra are taking the idea very seriously and it won't be long before Jane Masters is adventuring with real speech to go with the graphics. When that happens, the interactive mouse will have truly arrived and interest should soar. As it stands, we are currently in the start stage era, but growing fast.

● Paul Peedy

# HEART OF CHINA



Ready for the action and looking for a challenge, Jane Masters is coming along in traditional Chinese costume. You'll see her, right above the main title screen.



Heart of China is a special achievement in the interactive entertainment game. It's one of those games that's all about the graphics and action. It's not a game that's about the story or the characters. It's a game that's about the graphics and the action. It's a game that's about the graphics and the action. It's a game that's about the graphics and the action.



Sid Meier's

# RAILROAD TYCOON



**MICRO PROSE™**  
SIMULATION - SOFTWARE

**WINNER OF  
BEST PC GAME**

'Golden Joystick Awards'

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

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

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

Full-scale retaliation and the use of nuclear weapons is clearly impossible. Civilian casualties would be unacceptably high. Thus the war has become one of attrition, each side constantly grinding at each other's resources. As pilot of the US's most advanced fighter, the F-230 "Black Panther", it's up to you to make America a Land of the Free once more.

**THE SAME OLD SONG?**

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

The game comes packaged in unique packaging that I suppose is meant to resemble a jet's cockpit. It's very clever and catches the eye (if you're not careful - the only trouble is that once opened the box is near impossible to close again) and the discs are 5.25" and 3.5" floppy and a well-produced manual.

Don't bother with the manual's short-story intro - it's the biggest load of rambo gangsta guff I've ever read. But the rest is great, with a well thought-out tutorial that guides you patiently through how flight to take off, and landings (both visual and instrument guided) to separate and an in-flight combat.

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

**AND, MIGHTY MEN GET OFF!**

for maximum enjoyment, viewing environmental detail resolution if it runs on 68000 PC running at 13 MHz or higher. However, there are restrictions on all some of the more processed cinematic effects to speed things up. I found that even at a pretty slow rate of the built and whereas the game still ran at an acceptably high speed.

got to be. What really impresses are the voice touches: the realistic object shading which, according to the direction of the sunlight, the subtle lighting effects on distant objects, the beautifully-rendered clouds and sunsets; the windows on the buildings at night. The jet goes in and on. Also needs really with graphics as good as these?

The sound on a basic PC is surprisingly good, as good as it could ever be, with a suit toned the effects are better, but not outstanding in fact, in comparison to the high quality of the visuals the sound is fairly a little disappointing. All the booms and bangs you'd expect are there, they just seem to lack "heat".

In flight to relative without it. It's completely accurate than a top teacher. The course of the world. The world is looking to clear the Desktop.

# J E T F I G H T

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

Help liberate America with VELOCITYUS GOLD's flight sim

The only flight sim to be featured in the top 100 computer games of the year. The only flight sim to be featured in the top 100 computer games of the year.







The Stone Guard is a new enemy from Myth. He's a creature who can't attack but can be used as a shield for the player.

# MYTH



Myth's "Average" is a character who is a combination of a warrior and a mage.



Myth's "Average" is a character who is a combination of a warrior and a mage.



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

The original premise for Myth—a contemporary hero placed into an extraordinary fantasy world, pitted against a manner of incredible beings—was, perhaps, along with the excellent graphics, the game's main appeal. It made a nice change to control a believable and vulnerable character as opposed to yet another muscle-bound oaf who looks tougher than anyone else in the game. So, it's perhaps a surprise that System 3 has opted for exactly that approach, doing away with its Average and instead featuring, a feisty wizard and amazing moustache upon the player. The

decision to opt for a more stylized and laconic angle, those at the System 3 team, will credit the game's appeal for the 16-bit and console market.

Myth is now a 50/50 mix of hack'n slash damage and object-oriented puzzle solving. The player must perform a series of tactical tasks through a suite of historic settings, delving himself from attack from all manner of vicious creatures.

Another distinction from the 8-Bit game is that the action takes place on a much larger scale. Doing so scrolling limitations on the lower machines, most of the action for a level would be laid on a set of around five screens. The benefit of this is that the player can plan their route through a stage more effectively, since they are afforded a better overview of the level. The 16-Bit version, while offering much more attractive larger graphics which scroll continually, keeping the hero in the center of the screen at all times, don't allow such forward planning.

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

**ACE PREVIEW**



- ▶ Excellent graphics
- ▶ Great sound
- ▶ Very "Myth" feel



- ▶ More in the direction of 16-bit
- ▶ Great sound on the 16-bit version

**Release Details**

LORDS	03.99	Myth
ET	03.99	Myth



THE  
**One**  
*for*

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

ISSUE 33 • JUNE 1991 THE £3.00  
USA \$5.00 **£2.50**

# ST GAMES

## BUCKLE YOUR SWASH!

Lucasfilm Lets Rip With  
The Secret Of **Monkey Island**



**GET ON 'BOARD'**  
With Gremlin's Hero Quest



**A NEW DIMENSION!**  
Build A World Of Your Own -  
Lerner's 3D Construction Kit



## LEARN TO DRIVE!

500cc of Raw Power from Gremlin  
A Complete "Trainer" Level for Team Suzuki

**Plus!**  
The Brain-Busting Challenge of Rainbow Arts' Logical  
And... By Popular Demand  
For the first time only!  
Watch the Snake Off II - Soulless Golf  
in the Comfort of Your Own Home!

If Your Disk is Missing  
• Consult Your Newsagent





Using their Gremlin identity, the heroes can overcome a combination of Mordor's dangers. This little book has the secrets to getting in the war with Sauron. Not to worry, you're a genius!

**B**oard games. Don't you just hate 'em? They conjure up fond memories of wet summer holiday afternoons, trapped in the house with a little brother who torments you, much against your better judgment, to play yet another game of Monopoly. Then, as soon as you start winning, he throws tantrums, claims hidden slots for properties and tries to cheat money from the bank when your back's turned. Fortunately, the computer version of the top-selling RPG allows you to eliminate any annoying siblings altogether.

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



The three adventures that comprise HeroQuest's quests, each set in a large dungeon populated by the forces of Sauron, and culminating in a big showdown with the evil magician Mordor. The board game requires one person to play the role of Mordor but has the computer controls of the actions and movements.

The game begins with an excellent intro and a catchy atmospheric soundtrack. Before each quest there's a basic overview of the dungeon task awaiting the brave explorers. The player is then asked to select and customize a character. If playing it your own you can control all the



The game manual includes everything you need to know. The manual is full of tips, hints and advice for the players and the referee.



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

**HEROQUEST**

**RELEASE DETAILS**

AMIGA	£19.99	OUT NOW!
ATARI ST	£19.99	AVAILABLE
IBM PC	£20.99	AVAILABLE

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

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

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

HeroQuest is one of a few boardgame conversions that give you much more than the original, particularly the advantages (such as protocol) that the game can be played by a single player.

Excellent isometric 3D graphics, brilliant sound tracks, enigmatic atmospheres and expert attention to detail make HeroQuest an absolute must for the boardgame veterans, and all RPG enthusiasts.

© Tom Tomlinson/Cent





In the Old World there were no wars, plagues or disasters. The benevolent ruling, both Nages and powerful spirits, held the forces of Chaos at bay. But at a point, the spirits produced harmful side effects - fires and fauna banded into strange forms and the dead rose from their graves to fester the living. The zombies grew angry and a great Civil War broke out, splitting the once-peacelove society into warring factions.

The only survivors were the Nages. They took sanctuary in Limbo and watched as Chaos took reign. Eventually these great wondrous gems melted, and each contained out to conquer the New Worlds - to become Lords of Chaos.

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



Is BLADE SOFTWARE at the cutting edge of RPGs?

The battle. The combat shows the player to walk around the game world. (Bottom: See left) The surrounding level screen. Displayed on the monitor you look to see.

The game is played using a mouse and incorporates a multi-designed keyboard control system. As you move the cursor over the icons, an on-screen objects a brief descriptive message appears, which really saves you the hassle of constantly referring to the manual.

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

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

A wizard wouldn't be a wizard without his magical powers. At your disposal are 45 spells which vary from useful to wondrous and include Magic Bolt, Lightning, Magic Fire, Enchant, Food and Tangle (the wrong many others). You can even summon creatures to do some of your dirty work. All creatures have different characteristics and depending on their future fate can be slain, released to open doors or recover treasures from dangerous locations.

Whichever creature you're controlling every action it performs uses up a certain number of its own 'Action' and 'Stamina' points. You are

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

Although the basic idea of the game is brilliant, there are some serious presentation drawbacks and the game has the look of a classic 8-bit game. For instance, it would have been nice if combat was accompanied by some fancy animation - it is Battle Chess. The use of sound is either less than perfect - apart from some digitized speech in the intro and a few game effects there is nothing but constant silence.

On the whole, LoC is an enjoyable RPG which will provide hours of real weeks of mind-boggling challenge for dedicated RPG fans and the more casual player seeking a mysterious journey into the world of magic.

By Tom Tomlinson-Cornell

This is the player's top-down view of the world. The top-down graphics may look like 8-bit, but it's actually 3D.



# THE NEW MILLENNIUM

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

## ROBIN HOOD

Longtime readers may remember that some time ago AOL reported that Millennium was written as a novel adventure game with a PlayStation-like viewpoint set in the rustic (and Wild West) West. Well, that idea has undergone a few changes in the last few months, and the old October-1998 plans of Texas have washed into the verdant greenery of Nottingham Forest and environs, where Robin and his Merry Band do battle against the nefarious Sheriff and his Norman allies.

The player, as you'd expect, takes control of the legendary great and takes from the rich, your first task as this famed playboy being is to seek out Little John, Will Scarlet, Friar Tuck and all and form your band of thieves. Since this has been accomplished, you can concentrate on the main job of leading the fool Sheriff from Nottingham Castle.

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



Robbie's right: When you see the city pulled together then other things will be done, with the various situations that can be done. It's a bit of a challenge, but the town from that time is about to be built.

Millennium's Robin is a fairly sophisticated entity in terms of an other-worldly character, with the various situations that can be done. It's a bit of a challenge, but the town from that time is about to be built.



Robbie's right: When you see the city pulled together then other things will be done, with the various situations that can be done. It's a bit of a challenge, but the town from that time is about to be built.

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Robbie's right: When you see the city pulled together then other things will be done, with the various situations that can be done. It's a bit of a challenge, but the town from that time is about to be built.

the game progresses you'll find extra equipment and acquire magic powers from the pages and items that'll increase the number of control icons and allow you to summon your men with a tool on your foot and even fire a fire with a magic lightning bolt!

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

Robin Hood is scheduled for release this October on Amiga, ST and PC, and it has to be said that Millennium's timing really couldn't be better. Out for a summer release it, as they say, is a cinema near you is Robin Hood! Piece of Theives. Starting "flavor of the month" from "Dances with Wolves" Costner, the pundits reckon the it could be one of this year's big hits. However, if Hood never hits Britain, you know what may happen... [Editor's note: Robin Hood is sure to become another string to Millennium's bow.]

• David Spill

## ROBOCOD

Following his agonizing defeat at the hands of Agent Pond, the daftly dumber Doctor Mayke retreated to a secret hideout to sulk. While he sat alone in his darkened refuge, brooding over his shame, a new and even more devious plan formed in the Doctor's cunning brain—a scheme so diabolical it would bring the whole World to its metaphorical knees.



Far away at a North Pole Toy Factory, Santa Claus read hard at work making toys. It being happy times in the houses of the little kiddies came Christmas Day. But Santa's tasks were suddenly halted by the surprise invasion of Doctor Mayke and his gang. The bumbling ruffly-to-gooder stole no choice, and was soon tropped up like the proverbial Christmas Turkey.

Enter RoboCod, that fish, that machine. At once, the titanium tent must enter Santa's workshops, see gone haywire due to the maric machinations of Mayke, and rescue everyone's favorite bear.

I guess you could call RoboCod a sequel to James Pond. The new game features ten levels, each split into eight sections. Each section all consist of fifty screens of platform-oriented

bits—that makes the whole game an incredible 1800 screens long!

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

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

■ David Spinks



The left hand: This shows some examples of items that can be collected while using a platform without using their obvious mode to be a source of information about items.

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## CHINTO'S REVENGE

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

Lift as vengeance, Chinto swore revenge against the Overlord and his cronies. While other children played in the streets, the stout Chinto devoted his adolescence to learning the various arts of combat, in order to prepare himself for the day when he would confront the murderers and bring justice down on their heads.

Chinto's Revenge is an arcade adventure with a polished scrolling, Gauntlet-like view of the action. Interestingly, the game is based around just one big level made up of 4000 screens of walls, beams and scrolls. Mission time for Sorell claims it takes three minutes to scroll uninterrupted from one side of the map to the other. In addition there are several small sub-levels, like caves and dungeons, to discover. Programmer Wang Lu, who previously wrote

Monopson Server and Mission's Cloud Kingdom on the Amiga and ST, is programming the game on a beefed-up 386/50. His biggest headache so far has been maintaining a screen update of 25 frames per second while software scrolls the screen and moves the sprites for

characters and four 32x32 pixel missiles on screen at any one time. On the hardware side Amiga this should be less of a problem, resulting in larger scroll area and animated backgrounds.

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

■ David Spinks



Chinto: All the action is viewed in an interesting and different top-down perspective. Since the viewpoint isn't fixed, you can see the "backscreen" and the large background flow characters.

Chinto: The characters and graphics scroll into response within the scope of single Chinto's speed the average.



The screen backgrounds are built up from a collage of 16 to 32 color screens. This, along with the "backscreen" is a variety of picture tiles, but the program has been designed by Paul Sorell and Chris Sorell.



# L + O - G ÷ I × C √ A = L

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

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

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

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

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

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

There are some odd, too; teleports which allow you to jump marbles vertically or horizontally, and a preview display which tells you the colour of the next marble coming. Scores depend on the speed with which you fill all the levels, and any colour handicap bonuses you've racked up at each level; you are given a password which

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

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

■ Chris Jenkins



Between each level you're given a preview of the challenge ahead and a message for advice on the disk and the status of your marbles.



Logical: Everything you need to know is presented graphically. These colour-codes, for example, tell you the colour of the marble about to enter this slot.

Right: Launching. Impaling. Launching is rapid.



One of the early levels and already you're being challenged. The screen editor is really good, even the way you can save your progress.



The progression graph shows the time taken to complete the game. The line starts high and gradually decreases, with a small peak near the end.

**895** **AMIGA**

A great puzzle game with a fast response to the mouse and a variety of levels. Recommended for those who like a good challenge and a fast-paced game.

**895** **ATARI ST**

A great puzzle game with a fast response to the mouse and a variety of levels. Recommended for those who like a good challenge and a fast-paced game.

**880** **IBM PC**

A great puzzle game with a fast response to the mouse and a variety of levels. Recommended for those who like a good challenge and a fast-paced game.

#### RELEASE DETAILS

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ATARI ST	EVON	BARBET
IBM PC	EVON	BARBET

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# One for AMIGA GAMES

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## THE SECRET'S OUT

Przy Przeko on LucasArts' *Monkey Island™*



## HERO QUEST

Przy Przeko on the Board...



## ROD-LAND

White Storm Brings Up a Curb



Just When  
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It Was Safe  
To Go Back  
To The  
Bottom of  
Your  
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# FLYING



The planet itself is still a mystery. It orbits, complete with day and night cycles, the entire geography is accurate and the major constellations appear in the heavens. Can the real world fly? It may be a stretch, but it's a challenge to program the entire geography in real-time. It's a program that'll run on the surface of a sphere.

Was your control? The game uses a joystick and a mouse. A lot of the time you'll find that the joystick is used to move the ship, while the mouse is used to control the flight controls.

Setting the scene is the key to controlling the ship. The ship is in the foreground, and the background is set to a distance that you can see. This is a real programming technique for video games.



Your job here, boss, is to fly the ship. The ship is in the foreground, and the background is set to a distance that you can see. This is a real programming technique for video games.

# SHUT

Andy Crowe, boss of Vector Graphics, is a surprisingly candid about why his company are producing a game based around the Space Shuttle. "We've asked us to," what they've come up with is a complete and highly original flight sim that models all the operations of NASA's revolutionary spacecraft - the first designed to be reusable.

It's been a huge task, but the finished product is a fine testament to Vector's programming skills. Andy is especially proud of the game's accuracy. "So much so, that he frankly states, 'I feel confident I could get in NASA's pre-flight shuttle simulator in the States and land it.'"

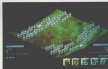
And it's not difficult to follow him. Inside the cockpit the player is presented with the familiar sight of bank after bank of dials, buttons and levers, nearly all of which can be interacted with. Everything is realistically modelled, right down to the time it takes for the instrument screens to warm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

The incredible level of accuracy has only been possible due to NASA's cooperation with the project. "They've been aw," enthuses Andy. As proof he points to the four lean-into files helping with documentation on every aspect of the Shuttle's operations, some of which has only been seen by less than 200 people around the world. "And the fact to read it off," he laughs.

In the final game the player will be presented with a series of missions based on real life scenarios, ranging from landing a powerless Shuttle launched from the back of a T-47 to

VIRGIN don sword and shield and prepare for re-entry

# HIGH



# REALMS

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

only be raised by taxation - but be too harsh and you may have a civil war on your hands. So, you need to juggle several balls and keep them all in the air before the basis of Realms' gameplay. Realms is being written by software developers Goldberg, Steve Farmer, leader designer, admits that the game's resemblance to a certain Staffing product gave him concern

# TITLE

proceeding satellites into orbit with the aid of the 1000 tons of docking space suit and going on later 1 1/2 to repair a space telescope. Each mission starts, rather unsurprisingly, with launch. Mission control will talk you through the launch

sequence, reminding that certain buttons be pressed at certain times. If this sounds a little daunting, you'd be right. But fortunately for the beleaguered novice, Mission have designed a brilliant guided help facility.

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

Shuttle looks set to be landmark sim. What could possibly follow if Andy Jenning's team to do a similar game based on the Apollo missions that put 12 astronauts on the Moon? "That would be great - I can remember watching the landings on TV when I was a kid," he recalls. But whether that's materials or not is still up in the balance.

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

■ **David Bishop**



That's the Shuttle ready to launch. Once that's done the Shuttle will be launched to the launch pad and will be launched to the launch pad. The Shuttle then has a solid rocket motor that will launch it to the launch pad.

When the Shuttle is launched to the launch pad, the Shuttle will be launched to the launch pad and will be launched to the launch pad.



Shuttle is prepared for launch. Once the Shuttle is launched to the launch pad, the Shuttle will be launched to the launch pad.

Shuttle will be launched to the launch pad. Once the Shuttle is launched to the launch pad, the Shuttle will be launched to the launch pad.



Shuttle will be launched to the launch pad. Once the Shuttle is launched to the launch pad, the Shuttle will be launched to the launch pad.



City simulation game showing a city map and interface.



City simulation game showing a city map and interface.



City simulation game showing a city map and interface.



City simulation game showing a city map and interface.

"What I use the first preview of Powermonger I did expect. Although working totally independently, it looked like both Craftgold and falling were going up the same path.

"When Powermonger came out, we were relieved to find that the two are very different. Powermonger deals with a few individuals and deals them right down to their name, job and even I think that sort of detail is irrelevant to a game. Realms is more about simulating a complete world of huge cities and populations. It's basically a question of scale."

It's also a question of speed. Steve notes, "I expect to possess a strategy game with a realistic feel." While Powermonger's polygon

based world could tilt, rotate and zoom, this need for the landscaping routine to be jacks-of-all-trades meant that the game occasionally became very sluggish. Realms is less flexible, but the payoff is speed. The fast view means that the polygon-pusher can be optimised, so the game updates at ten frames per second.

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

required to do this.

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

Craftgold seems to have an unending ability to write superb software. Remember Kingdom Islander Or Super Off Road? At classic, Realms looks set to continue the legend when it's released this September on Amiga, ST and PC.

■ **David Bishop**

ONE DAY AT A FRIEND'S HOUSE...



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I'VE GOT AN  
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LEADING TO A  
PROSECUTION  
& CONVICTION



ANY INFORMATION ON PIRACY SHOULD  
BE PASSED TO F.A.S.T. (THE FEDERATION  
AGAINST SOFTWARE THEFT)

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# STORMBALL

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

A novel twist on the future-sports theme, Stormball combines the super-slick skater physics of *SoRealball* with some basic-yet-riveting origin stories to produce a fast-action novelty with some reasonable staying power.

The premise is awfully simple. Two players are controlled by computer if you wish, skate around a set of increasingly complex, checkered arenas, throwing a steel ball into scoring areas. Each player has an "in" label with squares of a different hue in the bulk of the skin. When thrown by the opposing player, a ball leaving our side of these hot squares will cause scoring action.

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

To players get around the course using an in-flower-pot. Heck, it has to be said, are pretty subtle, although they need some getting used to.

Depending on the quality of your opponent, either to be a ranked computer-controlled diva or human, will determine the nature of the little bit of badminton or tennis. The key is to constantly keep the opponent running from one side of the pitch to the other, never giving them time to compose themselves.

Field-size limits can be set on the length of set points, and aside from simply making ball game more or less of an endurance test, doing the time limits will completely turn around the strategy of play.

In short games, by far the best policy is to shoot the ball almost the second you are in control of it, since you have a reasonable chance of scoring and, while the ball is heading away from you, there's no danger of an opponent scoring. Longer matches require more cunning,



In some places, you can see the arena walls. Unfortunately, that's the only way to see the walls. The arena floor is black, but invisible, although it looks like this.

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

If the ball lingers in one ball for too long, the referee will call a timeout, and the game will resume from a ball launch in the center of the arena.

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

## HITTING THE HOT SPOT

There's a whole bunch of different ways which can be used to the benefit of your ball Stormball players. Here's a rundown:

- **SHOOTERS** - Cross the ball to become back. Occasionally used to force walls and gates.
- **RELEASES** - Other scoring areas ranging from three to six points.
- **SCORERS** - Multiply your current score. Total score by two. A bit like a double word square in Scrabble.

• **WALLS** - If the ball is in, you can over these squares, your score will be multiplied by two.

• **SHOOTING THROUGH GATES** - Some areas on the course are only with three points which can only be accessed by shooting through.

• **SCORERS** - A floating hit sends up the ball, occasionally causing the ball to rebound at a particular angle.

Aside from all this, however, Stormball is a pretty solid game. The mixing of spins and player backgrounds adds a whole lot better than you would expect. Flaring around after the ball, while occasionally frustrating, is actually quite exciting, and the spot effects (knock-outs, spins & bings) as scores are thrown up, and are excellent.

If far from an essential purchase, but a good trackball or ball mouseless, and an ideal testing ground for programming techniques. Roll on the sequel.

By Ian Douglas

# WARZONE

CORE DESIGN re-invent the *Rain Warriors* wheel



In 1996, mysterious and powerful enemy forces have invaded countries around the world. You have been chosen, as the world's best soldier, to lead an elite Counter Assault Unit through cities, and at last you and an equal by tough friend are killed in a freak accident. The fate of the world lies in balance so, with the joystick firmly set to auto fire, it's up to you two to kick the invaders' ugly butts back to oblivion.

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



of trophies to kill, hardware to pick up, weapons and power-ups to collect, and hostages to rescue for a hefty bonus (although the anomaly cadotic will get more pleasure from 'accidentally' shooting them).

The main aim ranges from weapons and angles to towers and enemies and plays a key part in the game, as in some areas you can fire from behind cover without getting hit yourself. It's worth remembering that instead of dying each time you get hit and losing any weapons you may have collected (excepting in any games), a little energy bar begins to fade. Having taken these tips, you know the ropes on a power-up. Fortunately you can replenish your energy before this happens by collecting various medicines scattered about in the underground.

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

The obligatory end-of-level enemies include tanks, submarines, helicopters and others from the pages of Ray's Own (Bumper Book of Armoured Vehicles). Although they all look suitably hard, some are far too easy to kill and won't satisfy your masochist need for needless destruction at all.

The more ardent reader will have already realised that *Warzone* bears more than a passing similarity to the aging classic *Rain Warriors*, albeit with updated visuals and a host of new features, such as lockers who clearly forms in on you and rolling logs that have to be dodged. The



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

*Warzone*'s main strength is the ability to hit another player just as which makes for the development of new tactics as one player 'cover's the other's back'. Mind you, as any two-player game relies on well timed teamwork goes out of the window when it comes to collecting weapons and power-ups.

The game was no plans for originality, but as a straightforward blast-em game for the summer-time blues it's excellent.

■ **Stuart Bealton**



Warzone's complex terrain is as good as any other. At all times a clear strategy will be available to you. (Very tough, that, too.)

Behind the anti-aircraft turrets are not easily spotted. One of the many interesting in this very tough shoot-em-up.

Warzone's main aim is to kill the enemy, but it's not just about that. (Including the fact that it's not.)

**■** **STATUS**

P.T.C. (PERFORMANCE TEST) IS A MEASURE OF THE GAME'S PERFORMANCE. THE HIGHER THE VALUE, THE BETTER THE PERFORMANCE. THE GRAPH SHOWS THE PERFORMANCE OF THE GAME OVER THE COURSE OF THE TEST. THE HIGHER THE VALUE, THE BETTER THE PERFORMANCE.

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**RELEASE DETAILS**

NAME	12/99	OUT NOW
AGE	12	OUT NOW





# PC

ISSUE 7 MAY/JUNE 1991 £1.95

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## F29

### RETALIATOR INSIDE

EXCLUSIVE REVIEW

### OUTSIDE

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# BONANZA

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

The Bonanza Bros have been doing no small trade in the arcades around the country, and while it boasts some of the technical gimmicks of recent coin-swallowers like *3D60* or *Mad Dog McCree*, its peculiar graphics, style and innovative angle on the team-up theme have made a big hit with Joe Fiallo.

So it's a far from surprising discovery that Bonanza Bros is already available in import for the Megadrive.

The Bonanza Bros are two slapstick crooks who spend their lives comically burgling

increasingly complex and heavily guarded buildings throughout Anytown, USA. With a reward already on the brothers' heads, the police and guards throughout the game adopt a steadfast policy, making every turn, every doorway and every staircase a potential location for trouble.

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

Playing with a friend if you so desire, you enter the building and plan your route to the goodies. All talent features - your whereabouts, the loot and the valuables - are marked on a schematic of the building situated in the centre of the screen, instead a cheat, it's more fun with two, since each player can head off into different areas of the game (all keeping an-eye on the other's progress thanks to the split screens and coming to them as if necessary) to collect the goods before meeting up at the exit point.



Access the full range from a first-hand view through a virtual picture screen, giving an indication of what they actually look like and the nature of the hardware that the last game they hit the



Follow right to second screen, not that that's the time, simply by hitting what on their controller. However, there's nothing more knowing than your "partner" (comprised of your wits) is able to continue their game.



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# LA BROS



Movement through the levels is restricted on a number of counts. Obstacles force the players to move through sections in a particular way, thus bottlenecking unwary villains into prime ambush territory. Police, guards and wild robotic dogs all attack the villains, forcing some entertaining shoot-out scenarios.

The speed of the bullets fired by both player and computer opponent is such that either combat can drag or jump over at least one morning shot. Skilled players will learn to lure their victims out from behind the packing cases,

bring cubicles, built machines and parked cars which can be used as cover, and into an adjoining toilet.

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

Despite some serious action, downing a bunch of thugs in the police station is a fairly simple task. The game is a bit of a slog, I fear



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

The levels don't really pose much of a challenge to you, reaching the figures that the longevity of the title's popularity is question. However, on an average Mac, it's well worth a try.

By Douglas

**WANTED DEAD OR ALIVE**



A strong character can be all that it takes to make a game work. In this case, the special effects and sound effects are all that make the game work.

The player can use the special character of the game to make the game work.

If special character is used, the player can use the special character of the game to make the game work.

The player can use the special character of the game to make the game work.



Although it is a simple task, this game contains a lot of fun. The game is a bit of a slog, I fear.



Others might say the graphics style is too simple. But in a game of this kind, it's the fun that counts.

Others might say the graphics style is too simple. But in a game of this kind, it's the fun that counts.

Others might say the graphics style is too simple. But in a game of this kind, it's the fun that counts.

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ISSUE 119



ISSUE 2



ISSUE 118

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Interest in movies, aren't they just sick of 'em? They don't move, they hardly even interact, and they're for those people who used to type GO NORTH, HIT THROAT, and that sort of thing, Yuck.

In the face of this sort of irrational bias, most software companies have stuck to the straight and narrow path of arcade, RPG, and simulation software. It's food for thought, however, when America's largest software house (Sierra) subverts almost entirely on animated graphic adventures (AGAs) for short, OGS, a fact that Lucasfilm must have observed over a few years back before spilling out their own string of AGAs, beginning with *Maniac Mansion* and *Zak McKracken*. These games, and in case you've never heard of them, add to the alphabet.

The latest in the Lucasfilm series, *The Secret of Monkey Island*, can't be doing too badly either. Recently released for ST and Amiga, as well as in a new 256-color VGA PC version, the game's a powerful pointer to the education made in AGAs, both since Sierra's *Kings Quest* first perked across a CGA screen. If you're already a fan of this genre, you won't need an introduction, but if you're a stranger to the world of AGAs, what's going on?

First, these games are getting much, much bigger. In the old days, you'd struggle around maybe twenty or thirty screens, collecting objects using a very tedious "open-jar" and use the objects in the appropriate location and the required manner. Nowadays, as 16-bit owners have been painfully forced to pay more for our software, while at the same time the higher-capacity disk formats now available mean that between £25 and £30 can



The amount of dialogue the characters offer may be limited, but the quality is far superior.

buy us a whole heap of graphics and sound data. *The Secret of Monkey Island* is NOT the stuff of a morning's entertainment. Even a dedicated gamer is going to take more than a weekend's pain in the ass off, and most average players will be at it for many, many sessions (average playing time, says the stats, of '30 hours').

# M I THE SECRET OF MONKEY ISLAND

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



Down East...  
 Mark...  
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**A**ny game which is supplied on eight disks should be pretty special, unfortunately with *Quest for Glory II: Trial by Fire*, the intended fan base (roleplaying gamers) you get the feeling that the whole thing could have been squeezed onto two disks without much loss.

For a start, the graphics and over 700 impressive, laser-aided colours with the subtlety of a four-year-old's finger-painting, they don't do much to draw you into the exotic world of the mysterious East. The music, too, grates, but possibly the worst aspect of the game is its sense of humour. Arabian market stallholders given grotesque Marx dialogues? A character called Stefan von Spelwell? Only the Americans could find it funny.



# TRIAL by Fire

If, though, you enjoyed the prequel, *So You Want to Be a Hero*, presumably you'll be ready for all this, and will be eager to continue the adventures of the hero you originally created. The intro screens for *Trial by Fire* allow you to select a class, fighter or wizard as your hero, allocate skill points for characteristics such as strength, intelligence, luck, honour and vitality, and enter the game, or you can load character data from the previous game.

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

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

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

After getting stuck in the obligatory boring maze I lost interest, if you enjoy this sort of thing you may want to look out for *Quest for Glory II: Trial by Fire*, but also old man he says, other line of adventures games written by Howard and wife teams called Lodi and Clary.

■ Eric Jackson



**600**

**AMIGA**

... (text partially obscured) ...

**RELEASE DETAILS**

VERSION	PRICE	DATE
AMIGA 1.0	£34.95	MAY 1987
AMIGA 2.0	£34.95	MAY 1987

... (text partially obscured) ...

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

Quest for Glory II: Trial by Fire. © 1987 Electronic Arts Inc. All rights reserved. No part of this publication may be reproduced without the prior written permission of Electronic Arts Inc.

**Player Party Character List**

Name	Class	Level	Experience
Archie	Wizard	10	1000
Bob	Wizard	10	1000
Charlie	Wizard	10	1000
Dave	Wizard	10	1000
Eve	Wizard	10	1000
Frank	Wizard	10	1000
Grace	Wizard	10	1000
Henry	Wizard	10	1000
Ivan	Wizard	10	1000
Jane	Wizard	10	1000
John	Wizard	10	1000
Kate	Wizard	10	1000
Leo	Wizard	10	1000
Mary	Wizard	10	1000
Nick	Wizard	10	1000
Paul	Wizard	10	1000
Rachel	Wizard	10	1000
Sam	Wizard	10	1000
Tina	Wizard	10	1000
Tom	Wizard	10	1000
Uma	Wizard	10	1000
Victor	Wizard	10	1000
Wendy	Wizard	10	1000
Xavier	Wizard	10	1000
Yvonne	Wizard	10	1000
Zoe	Wizard	10	1000



Right: The Starling System's impressive graphics are seen from the flight control room (shown)

Dynemore's *Stellar 7* is an arcade epic which makes you feel like the stars of a great arcade action film. It truly gives you that "I made it, you haven't seen *Starflight*, or *Comet Command*, or any of the several excellent old-*82* arcade games already in the arena."

But if you take the overblown claims on the packaging with a pinch of salt, you'll find that *Stellar 7* is pretty impressive on sheer scale alone; supplied on three disks, it requires 1 megabyte of RAM. To avoid a lot of disk-swapping, it is worth transferring the game to hard disk if possible.

The intro screens feature suitable reform music and some excellent graphics of iron-fisted intergalactic space dictator Gir Draxon launching his spacefighters. As usual, the alien fiend has his lovely eyes set on Earth, and only you, armed with the powerful laser assault craft, can hope to penetrate his defenses and destroy him and his henchies. Pretty familiar stuff.

The range of enemy craft you have to face is wide, to say the least. Enemies such as the Landoid, Laser Tank, Hovercraft, Prober, Assault Tank, the Invisible Stealer, Laser Battery, Atomic Passer, winged Scimitar, all line up to do battle. Also identified are the Whopnik which you're often to find in order to transport to the next level, the Fuzzlog you have to find to replenish your shields, and the giant humanoid Gumbler which is the last barrier between you and the Whopnik. You can rotate and zoom the screen to get a better view, before moving to the preferences menu.

When you choose mouse or joystick control, keyboard control is always active, which is one of the controlling panels, and set and mouse or sound effects. The music is fine, but too repetitive, and you'll want to switch it off to concentrate on the heat of battle. You can also adjust a graphics detail slider; set it at maximum and the vehicles and backgrounds will be highly detailed, but there will be a significant reduction in animation speed.



Right: You'll quickly see a complete picture from the Station in the world, but they're not necessarily.



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

The main game display shows an out-of-cockpit view with some beautifully detailed planetary backgrounds, and screens of enemy ships surrounding you in your radar display. Your task is simply to destroy everything that moves, until the Guardian appears from a giant mothership, dispatch him, find the Whopnik and move to the next of the seven systems.

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

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

*Stellar 7* may be little more than a Slaughter derivative, but it's well put together and warrants your own inspection.

© Chris Smith

# STELLAR 7

**PIC**

5

0

1000000

780

**AMIBA**

RELEASE DETAILS

ARCADIA £24.99 ONLY 1989

MS-DOS £24.99 ONLY 1989

No other versions planned

Quaid: "Get off! The robots are invading!"

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

—TERRY O'NEILL/AMIGA

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

Far in the future, scientists have developed the ultimate metamorphosis disks. So, leaving the robots to do all their boring jobs (putting up notices, reading The Daily Telegraph, watching The Late Show - that sort of thing), hunkered settled down to a non-stop party of sex, sea, beer and sex.

Naturally the put-upon colours begin to get a bit fed-up (or Michael Gifford's particularly). Led by the mighty Lord 7, the metallic monoids rise against the entitled hedonistic humans who were finally caught with their trousers down.

**AMIGA**

**699**

**Hold**

**MESSAGE DETAILS**

AMIGA	£25.99	OUT NOW
ATARI ST	£25.99	OUT NOW
MS-DOS	£25.99	OUT NOW



**1015**

**Speed:** Medium.  
**Strategy:** Powerful blue 'Flamethrower' in front and left, 'Agony' beam from eyes.  
**Special:** Multiple golden 'Monomorph' 'Vespene' can help enemies.

**7000**

**Speed:** Slow.  
**Strategy:** Multi-directional rapid firing gun. Head-mounted high-impact missiles.  
**Special:** None.

# METAL MUTANTS

Luckily, one small band of scientists had resisted the decisions of their fellows. They created the Metal Mutant, a shape-shifting machine capable of metamorphosing into three 'forms', each with distinct combat capabilities. You must take control of this ultimate battle 'beast' as it finds its way through the swamps and cities of Kowloon in a quest to find Lord 7 and destroy it.

Metal Mutant has the unfortunate look of a 30-year game-released about three years ago. The dull, flickering backgrounds are distinctly reminiscent of regions void of colour, while the Metal Mutant, although boasting an impressive range of de-emphasized moves, seems to be constantly battling his way through viscous seas. Thank goodness for the good use of sampled sounds, which add much-needed punch to the proceedings.

Gameplay has a similarly dated feel, and bears strong similarities to Newsoft's *S&B* series. Certain 'dash' screens contain some strategy,

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

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

The basic concept of Metal Mutant is appealing: having to switch between the three 'forms' depending on the task in hand provides a neat twist on a rather hackneyed theme. But overall the post-it-yellow-date gameplay, dull graphics and frustrating control conspire to deny the player much fun as either the shock or long term.

—David Spilner

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



**CYBER**

**Speed:** Fast.  
**Strategy:** Able to shift your strings. Able to generate energy draining force-field.  
**Special:** Magnetic grappling hook. Able to store. Can exchange body energy from local power points.





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# TNN

## Tricks 'n' Tactics

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

## Supercars 2

**N**o wonder is the game on the shelves that it's a hit! For us quick or what? Hoards of available buy items have left the road for speed, so it's with great pleasure that we present these playing tips, brought from the home's - or should that be Gamer's - realm...

### COURSE FEATURES

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

### CROSS OVERS

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

### OPENING GATES

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

### TUNNELS

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



### IN THE SHOP

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

### IN THE GARAGE

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

### WEAPON/POWER-UP

Front missile

### BUY

400 - 400

### SELL

75 - 300

### NOTES

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

Rear missile  
Homing missile

150 - 600  
375 - 1500

110 - 400  
280 - 1125

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

Super missile

250 - 1000

145 - 750

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

Mine

300 - 800

150 - 600

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

Turbo jump

125 - 500

90 - 175

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

Ram

250 - 1000

140 - 750

Okay, but you'll incur a lot of damage if you use this instead to get past opposing cars!

Engine

1250 - 3000

625 - 3750

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

## REPAIR

## MAX. COST

Spark plugs	1400
Exhaust	1800
Clair fins	1600
Brakes	1400
Paint/body	11000
Tires	4000
Steering	4800
Suspension	11000

Just buying Spark Plug repairs at 1390 will do much more good than Bodywork at 1500.

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

## COMMUNICATIONS SCREENS

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

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

There are exceptions, however. Basically the formula goes like this:

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

## GENERAL POINTS

## HANDSLIKE TURNS

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

## OVERTAKING

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

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

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

## THE BABY TRACKS

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

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

3. Again, avoid collisions and try to nudge cars



not on corners to get past. Hitting obstacles are useful here.

4. This track features lots of tunnels. Remember the earlier tip - if you get stuck in one rotate the car and the scroll kicks in. Super missiles are very handy. Beware, some of the enemy cars are armed with mines!

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

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

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

Just month-long, set for maps and guides to the Medium and Hard track!



## Chuck Rock

Much like policemen seem to be getting younger and younger, the badkers seem to be getting younger and quicker. Max 'Les' Barker and William 'Sledge' Miller provide those badkers which, once typed in on the title screen, give of 'Chuck a whole range of super-awesomeness power!...

EXTENDED  
MEMBER  
TUBB FRANK  
FAST AND 'THE WORD  
ENJOI (GAM)  
LIFE IS MY DREAM  
SHE LOVES CLEARING WINDOWS  
ITS FAIRY BOWWLE

-Pressing left: SHFT makes Chuck fly  
-Press F1 to F5 to select zone.  
-Press number keys to select level.  
-white energy  
-white energy  
-white energy  
-white energy  
-white energy



## Turrican II

It is a pleasant surprise when a sequel turns out to be even better than the original, and this superb shoot-'em-up is one of those wonderful treats. For infinite lives on the Amiga installation simply enter the magic menu and select the first option. Select it again and then press numbers 4 and 1. Tap the ESCAPE key twice to get into game and off you go...

# Console Corner

MEGA DRIVE

## Cyberball

The conversion of the Tengen release isn't half bad, but it's not a patch on John Madden's Football '88, here's a tip to get you straight into the Superball game which, if you win, will let you watch the whole game happen. Simply enter the code: 0208 008 0000. Play ball!



## Populous

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



## Strider

Not only is this one of the best video game versions we've ever seen, it is also very, very, very tough! If you fancy the ability of being able to continuously restart the game with full energy at the point you died, follow these guidelines: at the start of the game when the Master is laughing, push Down on the joystick and then tap buttons A, C, B, C, A, Start or...

## Ghouls 'N' Ghosts

Can Ghouls do no wrong with their coin-up conversions? Like Strider, this is right on track... except for its difficulty setting. Hence read, here's a cheat to let you jump levels. On the title screen, push the joystick Up, Down, Left and Right - you should hear a bell to check you're done if correctly. Now hold down the joystick as follows and press START:

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



CANBOY

## Burai Fighter

This great midrange fighting shoot-'em-up was released last issue. Fancy the scores? Codes to all five ACE levels? Of course you do. Here goes...

- 1. Just tap 'end'
- 2. CABC
- 3. MHCB
- 4. COMB
- 5. KOPB

Feeling the 10th level reveals a totally new difficulty setting, ULTIMATE. But we'll leave you to battle your way through these strange new worlds...

## Nemesis

Surprisingly enough, this is arguably the best conversion of this ageing comic booker. If you want all the mega-weapons tossed or right from the word go, simply push Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and then you have it!



wailing sirens, blue  
 gum, baseball, firearms,  
 "sir" stormin' non-

# NEXT TIME ROUND...

clubs, yellow

a nice day, rollers

cheques, train

tongues, nix

man's salad d

sinatra's sp

robert de niro

the land of the free, the

It's not usual for us to devote hard-fought-for magazine space to a preview of our own next issue, but we felt obliged to let you in on our plans.

In case you hadn't guessed, certain members of the Editorial team are heading off to the States next month to report from the 1991 Summer Consumer Electronics Show in Chicago. Quite apart from the work, work, work, ethos of the event, we'll be having a ball talking to people like Dynamic, Sans, Minicomp, EA, Nintendo, Sega, NEC, Atari, Origin, Commodore and Lucasfilm Games and we've devoted 58 pages of the August issue to give you all the information we can get.

The information we'll bring you covers all aspects of gaming, from the hot new title of next week, to the new coin-up and multi-player network systems of the future.

And, of course, an Exclusive round-up of all the News of the show before any other mag gets near it.

But our Stateside frenzy doesn't mean we'll be taking our eye off the ball here in Britain. No way. There will be a new and improved Tricks'n'Tactics department, a revamped preview section, a brand new section covering hot games' development and, of course, all the major software releases of the month reviewed in detail by our expert team of software examiners.

So, if you're unkeen on the idea of missing out on a detailed breakdown of every single important event to occur at the US show, or the idea of missing out on the finest software reviews, you'll be wise to assure your own copy of the issue. And try, what a coincidence...

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- **EXCLUSIVE** reviews of the latest American software for your machine.
- **EXCLUSIVE** information on the future of computer games - you will be amazed!

Oh, Mr. Messager,

I long to possess the August issue of ACE magazine, on sale July 1988. I know it will be stuffed with features, reviews and news, and realize I would be foolish to miss out. So, please

- Deliver a copy to me
- Reserve a copy for me

(Please cut where appropriate)

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Address: \_\_\_\_\_

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JULY '91 ISSUE 116

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CHECK OUT CHUCK!  
ULTIMATE AIR COMBAT THRILLER?



## ALLENSTOR

EXCLUSIVE

92

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Can't decide which one to pick up at the shop? The original fanzine has an issue on all the Amiga, Atari, and IBM PC hardware, plus the old-fashioned paper on paper fan art.

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## 92 ACE Charts

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

## 96 Hardware Buyer's Guide

Our definitive tech ratings and buyer's guide. This month: 16-bit computers... Check out the power, the programs, and the potential of each machine.

## 117 The ACE Prize Crossword

Can you read/haave! (A) And will you win a prize by cracking this tough computer game wordplay puzzle?

## 101 Bookwatch

Fancy a quiet corner, a comfy chair, and a good book? Sandra Vogel highlights a batch of titles that might appeal to the savvy gamer...

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## 111 Hot off the Shelf

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The world's most expensive phonebook? And how to use it, please.

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ACE has brought you over 100 issues. All packed with info on games, tech, software... and on the new, official game and software coverage of all the PC magazines and systems... wherever you want it. Write for advertising and other details.

# ACE CHARTS

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

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

## IBM PC

Sea Earth	Ocean	95.5
Space Quest IV	Sierra	91
Top of the Tower	ESRB Gold	91.5
King's Quest II	Sierra	91.5
Off and South!	Midway	79.99

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



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

## AMIGA

Solo	Sierra	93.75
F-10 Strike Eagle II	Mindscape	93.67
Gold	Strong Brothers	93.33
Armour-Geddon	Pygmalion	93.33
PGA Tour Golf	Electronic Arts	93.14

Only two scores over 90%. As you can see from the Gallup charts below, both Armour-Geddon and PGA are selling well.

## ATARI ST

Lemmings	Pygmalion	93.34
Secret of Monkey Island	ESR Gold	93
Gold	Strong Brothers	91.76
1011 Kastle Plus	ESR Speed	90.5
Merid Madcat	Falco	89

Gold is awarded by Lemmings and Monkey Island. Neither Monkey Island nor Gold are in the sales charts yet, however.

# GALLUP CHARTS

...and here's how they sold! ACE will be publishing sales charts AND reviews charts every month from now on...

The Gallup charts are new to ACE, but we'll be featuring them every month from now on. Unlike our own ACE charts, they're based exclusively on SALES. So if a game hits the high spots here, it's because numerous punters are beating a path to the shops to get hold of it.

What's interesting is that now you can compare the sales of a top game with the review mark it's been getting. However, you should remember that reviews often come out before a game is actually in the shops, so you may have to wait a while until you see the title appearing in the sales charts. You'll notice some pretty wild prices in the charts at the moment, thanks to so-thanked-to-be 17.5% VAT rate.



## IBM PC

Colossus Chess II	ESR	£34.99
Sea Earth	Ocean	£34.99
ElectroCop	US Gold	£29.97
Kick Off 2	AMG	£29.99
Battle of Britain	US Gold	£29.99

## AMIGA

Armour-Geddon	Psygnosis	£25.99
Gold	Renaissance	£25.50
Chuck Rock	Core Design	£25.50
PGA TOUR GOLF	Electronic Arts	£25.99
Lemmings	Psygnosis	£24.97

## ATARI ST

Lemmings	Psygnosis	£25.99
Final Whistle	AMG	£12.99
Killing Cloud	Mindscape	£29.97
Hard Quest	Gremlin	£29.99
Chuck Rock	Core Design	£25.50

## THE STOCKMARKET

In addition to our games charts, we also have a bit of fun with the figures each month when we produce the **MSX Stockmarket**: this is the list of the companies whose games we getting the highest review marks at this moment. Any software houses that get to the top of this list will however be a right to work upon a bottle of champagne.

Each month, we calculate the average mark that each publisher received for every one of its games on each format. This is the rating that you see in the **MSX column**. This month, the figure includes 644 games, but from last month it will be 7644! (MSX2 is present, however 6400 games are taken into account), so, for example, if the company is proud of receiving 87.000 MSX2 games but publishes up to 5000 computers, that will pull down the average mark, even if you can see one of the titles leading on the  **ratings**, **ST** or **PC** charts columns. If all the games are excellent, or if the company has just one first-class program doing the rounds at the moment, it will consequently have a high rating.

Although we give only the top 20 our games each month, we keep tabs on all of those occasionally a new company will enter the ratings, or which ones we want to be highlighted with an asterisk.

Finally, we don't count companies which have only received a single solitary review or that all the figures below are the result of several reviews by several magazines, each with different opinions.

### From 1987 every last month's games!

You can find out how your favourite game rates by checking the figure below. Rated the following table, it simply lists the average mark that MSX games get throughout the month. Last month's game review's rate is put in angle.

Software Index: 74.95

PROBLEMS	SCORE	Games	MSX
Digital Arts	93.17	Puzzle	80.4
System 3	92.8	Stein	82.42
Storm	91.8	Shuffle	82.29
Mindwarp	89.99	24 Bits	82.21
Strategic Brothers	89.21	Mirror Image	78.84
Acadepic	87.75	Code Masters	78.84
Infocom/Mastertronic	87.5	Hexxon	78.5
Pygopus	84.86	Electronic Arts	77.89
Ocean	84.44	Kidzsis	77.87
Hi-Tec	84	Playpen Premier	77.25
Core Design	83.86	MSX US Gold	77.96
Mastertronic	81	US Gold	76.87

## WIN A PRIZE!

If you can predict the winner in our month's MSX charts (MSX is the **Rating** column), you can win a free game for your computer. Here's how:

### STEP ONE

Put a postcard in your post box on the basis of the month's MSX chart. Enter your name and address in a legible cursive hand on the back of the postcard. Write the number of the game you think will win, and the issue number of the last issue.

### STEP TWO

Complete the month's charts. Then, using your knowledge of the game charts, try to predict which games will come top of the MSX charts next month. Finally, enter on your post card:

- The top game for the MSX MSX
- The top game for the long
- The top game for the ST

YOU DON'T WANT TO ENTER A SPOOKY TIME FOR US? NO PROBLEM! We guarantee that your chances of winning are constant 100%.

### STEP THREE

We calculate the predicted value company will be at the top of our month's Stockmarket listing for the next month on the card. The top winner will be chosen at random.

### STEP FOUR

That's the end! MSX is a month to win!

To enter, cut this page, fill in the details for the name below, send to: **MSX Stockmarket**, 20/20 Farnborough Lane, London

### MSX MSX

We will contact you once we have your card cut out of the last issue a prize. Please fill in your name and address, you'll be entered in a letter drawn for each category, this winning one (checked off winning a prize) will then be signed under the name number.

### THE RULES

- All prizes are subject to availability and may vary.
- No responsibility is taken for the company's liability in the prize draw. Participants or winners of MSX Stockmarket are liable for any entry.
- Only one entry per household. Proof of postage will be held on file for 12 months.
- No cash alternative is offered. Specific software titles are prizes. We will not accept that we will make any other use of money that we receive for the drawings.

### THIS IS ROUND 20

We draw a name randomly each month's winners will be announced in the next issue.

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# HARD SELL

and sell it through either a telemarketing firm or the aid of the growing number of working into-a-lagger, more-comprehensive guide to both computer and console specifications. (During this, if you will, subtly acknowledge the less-popular machines have had to be left out for the moment; in compensation, the Gamagag makes it debut, a big round of applause, please....)

## COMPUTERS

### ATARI STE

**Models:** Atari 1300TE, 1300TE, Mega CD.

**Package:** 130 and 130E have top board with built-in disk drive; Mega versions have separate keyboard. Keep eyes peeled for current software bundles.

**Memory:** 128KB (130E, 1300TE only); Mega 512 K, 2 or 4MB; all machines can be expanded internally to 4MB.

**Expansion:** 8 bits; Motorola 68000.

**Recommended Retail Price:** 130/130E \$299; Mega \$399.

**Contact:** Atari PR 62733 33340

#### IN BRIEF

Hard days for the machine that arguably started the craze for 16-bit computers. The STE boasts capabilities almost on par with its arch-rival the Amiga, but the Commodore machine seems to be the one most people want these days. Its share because this is still a great general purpose home machine for games, small business and productivity, and thanks to its wide port is still the number one choice for MIDI machines.

#### GRAPHICS

**Resolution:** Low-res 320 x 200; medium-res (40 x 200); high-res (640 x 400).

**Palette:** 4-bit.

**Colors:** Black and white in high-res; 4 colors in medium-res; 16 in low-res.

**TV:** Yes.

**Monitor Output:** RGB.

**Monitor Supported:** No.

**Monitor Options:** Atari monitors (16-bit high-res); many GC 14-bit and no color.

**Software:** No.

**Special:** Yes.

**HD High-resolution display is only available on monochrome monitors; medium- and low-res display only available on color monitors or Plus.**

#### SOUND

**Speaker Quality:** Depends on monitor.

**MIDI:** Yes.

**Music Output:** Yes.

**Performance:** Three 8-bit PCM stereo sound channels.

#### HARDWARE

**Disk Support:** 2.5-inch, 5 1/4-inch.

**Disk Price:** Annual \$1.50.

**Disk Performance:** Fast, reliable.

**Keyboard:** 94 keys included; 18 function keys. Has a cheap feel which can be improved with third party spring kits.

**Mouse/Mouse:** Two joystick ports are standard; two-button mouse is supplied with machine.

#### SOFTWARE

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

**Current Releases:** None of the major software houses ignore the STE so it is well-served with plenty of good software.

**Games:** Among the best.

**Graphics:** Good with some external hardware manipulated from software. Excellent. Plenty of sound samples; Atari's audio/MIDI software makes this the monitor's choice.

**Prospects:** Very good, but the Amiga is currently the favorite with software houses in the UK and the chance of a software boom of interest in the US (Burrhead look very odd).

**Software Loading:** No problems at all. The STE's loader is fast and handy to be to the user. Be warned that some companies still release games on two or more single sided discs (a hang over from the old days when the ST had single sided discs) which can mean unnecessary and annoying loads of tape swapping.

#### BUYLINES

**Best Buy Price:** At \$399.

**General Best Availability:** Very common and quite cheap. Be sure very old single sided ST machines.

**Maintenance:** One year's guarantee. Return to dealer if faulty.

## COMMODORE AMIGA

**Models:** Amiga 4000, 41500.

**At 2000, 4000.**

**Package:** 4000 has keyboard and

built-in drive with separate PGU. 41500 and 4000 have separate key board with built-in (see optional Plus). 4000 is a very powerful machine indeed.

**Memory:** 4000 512K, 41500 8

**4000 1Mb, 4000 2Mb.**

**Processor:** 500T 500T000.

**Memory: 5000 4000 4000, 15**

**or 20MHz.**

**Recommended Retail Price:** 4000 (200) \$299; 41500 (Flight of Fantasy Pack) \$399; 500 (20) \$79.

**Of the 500 pack \$299; 400 pack \$199; 41500 pack \$199; 4000 500**

**41500/4000 20MHz hard disk; 4000 500 111000/4000 4000**

**hard disk) (all prices in UK).**

**Contact:** Commodore (UK) 15000

#### IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most elegant of games players and video professionals, after an initially shaky start the machine continues to win extremely well and has established the ST in the UK, though the other machines did not a slightly larger installed base. The 41500 is near identical key rate to the 4000, but cheaper. The 4000 is a top end workstation substitute.

includes disk/disk II, featuring enhanced icons, file handling, and security features plus Amiga Vision, a multimedia programming tool.

4000 also comes in three configurations, ranging from a 1000MHz/4000 hard disk to a 25MHz/10000 disk.

#### GRAPHICS

**Resolution:** From 320 x 200 to 640 x 400 (evenly possible in software).

**Palette:** 4096.

**Colors:** 2, 4, 8, 16, 32, 64 or 4096 (the video-modulator).

**Monitor Output:** RGB (a complete video in mono/colour).

**Monitor Supported:** Yes.

**Monitor Options:** £1000 (200) \$199 (15) in hardware + unlimited ROM from software houses.

**Speed:** Very fast with good software.

#### SOUND

**Speaker Quality:** Depends on monitor.

**MIDI:** No, third party interface available.

**Music Output:** 3 phone connectors.

**Performance:** Among the best around. Custom hardware supports 8 channels of 8-bit digital sound into the four channels.

#### HARDWARE

**Disk Format:** 5.25-inch - 5 1/4-inch, 4000 and 41500 have hard disk formatted.

**Disk Price:** Annual £1.50.

**Disk Performance:** Very and lightning. Third party software is available to improve matters.

**Keyboard:** 94 keys; 18 function keys and operator-control (code) keys/disk/mouse. Two-button mouse supplied as standard.

**Interfaces:** Two logical/physical stereo audio, external disk (drive), MIDI (serial), external serial printer, SCART RGB/RGB, composite monochrome video expansion box (internal on 41500 & 4000, 10-bit on 4000), stock/memory expansion on 4000-only internal PC expansion on 41500, 4000 and 4000.

#### SOFTWARE

**Existing Software Base:** Unable to list.

**Current Releases:** Everyone's doing them.

**Games:** Something for everyone.

**Graphics:** Quality and range is unsurpassed.

**Music:** Needs better support for MIDI; internal sound software is well supported thanks to ST standards.

**Prospects:** Excellent.

**Software Loading:** Very but not user ally reliable. Paged by video.

#### BUYLINES

**Best Buy Price:** 4000 Amiga 1000 can be picked up cheaply around but these lack the extra graphics modes of later models. Try to find a good value pack.

**General Best Availability:** Increasing common. Best buys are 500 (high 200) with Kickstart 1.2.

**Maintenance:** One year guarantee. Return faulty machines to dealer.

## IBM PC

**Model:** IBM's PC was the first PC to be accepted in large quantities from the first PC and remains the standard by which all others are judged. There are hundreds of clones and variants including offerings from Amstrad, Atari and Commodore. In general, with PC you pay for speed and better graphics standards. The extra money is worth it if you can afford it.

**Package:** Depends on the manufacturer although most are supplied with monitors. They can even be bought in kit form as an extra saving.

**Memory:** Usually 640K or 1MB. Can be anything from 64K to 8MB.

Always go for a 486 model.

**Processor:** Intel 80386 or later machine is sometimes replaced with the faster NEC V4850. More expensive machines are based on Intel's multi-processor 386, 386SX, 386 and over the latest 486.

**Recommended Retail Price:** Can be picked up for as little as £299 for a 'no frills' machine. With top-of-the-range 486 based clones - and the official IBM versions - the sky's the limit. Look for a good ISA or VESA model for between £1000 and £1500.

#### IN BRIEF

Superb value if you want the ultimate all rounder, the PC will keep its business image almost every major software house now put their eggs in the PC but these remain limited by the constraints of the basic

good common machines - which means they tend to be limited in sound and graphics. Definitely NOT fast (does it entertain? Is your preferred use for computers, or is it your second effort, the better VGA or VGA models (which are really meant for good games playing).

#### GRAPHICS

The first PCs weren't fitted with graphics as standard but most chose to incorporate the necessary hardware and came with a monitor. There are three main standards: CGA - a nasty but all in common colour display, EGA above the lowest colour display worth considering, VGA - an amazing (seeing display) and survives mostly today. EGA or VGA which are usually only fitted as standard to more expensive machines. (Amstrad's PC2088 is one exception).  
**Resolution:** CGA 320 x 200, EGA 640 x 480, VGA 640 x 480, Hercules 720 x 384, VGA 800 x 600.  
**Palette:** CGA 4 (or less) fixed colours, 64K 64, VGA 256.  
**Colours:** CGA 4, EGA 16, VGA 64, Hercules 2.

**Monitor Output:** TV, RGB/CGA

**CGA analogue RGB/RGB/4**

**Monitor Options:** Yes. Many monitors are dedicated to just one or two modes - some have analog, some or white phosphorescence display - check before buying.

**Screen Size:**

**Speed:** From very slow - 8000 - to very fast - 60000.

#### SOUND

**Speaker Quality:** Built-in sound is very poor. Third party add on sound boards such as Sound 2088 and AdLib (128) - which is fast becoming a standard - provide excellent quality sound through an amplifier.  
**MIDI:** Third party interfaces available.

**Screen Output:** With board, yes.

**Performance:** Not the ideal machine for the musically bent - an Atari 385 offers more for MIDI, the Amiga has the software sound ports.

#### HARDWARE

**Disk Format:** 5.25" - 800K/1000K

1.2MB, 1.44, 1.2MB/1.44MB

**Disk Price:** 60p - 13.00

#### Disk Performance:

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

**Keyboards:** Almost as many variations as there are clones. 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 clones include a mouse or at least a mouse port, especially since Atari's SMP system (MouseMan) has become more popular.

#### SOFTWARE

**Existing Software Base:** None. **Current Releases:** All major software houses now produce something for the PC, with many now supporting the superior DOS3.31 model.

**Games:** Most of the best Amiga AT titles appear on the PC, especially graphics. Given the right graphics adapter the PC has nice graphics and the software is usually excellent. On a standard CGA PC the graphics tend to suffer how good the software is.

**Music:** Independent of synthetic, however, add on boards offer some of the best sound you'll hear on a home computer.

**Prospect:** The PC is the central computer - as often fall by the wayside if it's not as getting faster and better all the time. This is aided by Intel constantly improving the machine's processor and the rest you like demanding better equipment.

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

#### BUYLINES

**Best Buy Price:** Watch out for package deals from large chains and mail order companies. If you don't know as much about PCs as for a second hand one.

**Second Hand Availability:** Common but be careful you do not get a flopped out monitor/key-board.

**Maintenance:** Usually, only one's guarantee - but competition has forced the price of maintenance contracts down to an affordable level. This often means they're only free.

#### Monitor Output: Via

**Monitor Supplied:** Yes - 3.5" built-in colour CG

**Monitor Options:** None

**Graphics:** Special graphics hardware effectively treats ALL screen objects as sprites.

**Speed:** Fast

#### SOUND

**Speaker Quality:** Very good

**MIDI:** No

**Screen Output:** Via

**Performance:** Four channel, full stereo (stereo sound has to be heard to be believed).

#### HARDWARE

**Graphics:** Eight entry (digital). **Ports:** Composite port, multi-player port, stereo stereo headphone jack.

#### SOFTWARE

**Price:** 120-15

**Graphics Memory:** 64K

**Existing Software Base:** Very small.

**Current Releases:** California Games is a great 'hooker'.

**Prospect:** Uncertain but several new titles in the pipeline.

#### BUYLINES

**Best Buy Price:** As 16P

**Second Hand Availability:** Very few

**Maintenance:** One year's guarantee.

#### YEAR RANKING

**Graphics:** + + + + +

**Price:** + + + + +

**Expansion:** +

**Overall:** + + + + +

#### SOUND

**Speaker Quality:** Depends on headphones.

**Screen Output:** Via

**Performance:** Plays a lot better than 8 bits.

#### HARDWARE

**Graphics:** Built-in 8-way (digital). **Ports:** Headphone, colour/analogue, machine interface.

#### SOFTWARE

**Price:** 120-15

**Graphics Memory:** 64K

**Existing Software Base:** The best for any handheld.

**Current Releases:** Increasingly impressive. Excellent.

#### BUYLINES

**Best Buy Price:** As 16P

**Second Hand Avail:** Some companies (e.g. Canada Game) do it well.

**Maintenance:** One year's warranty.

#### YEAR RANKING

**Graphics:** + + + +

**Price:** + + + + +

**Expansion:** + + + + +

**Overall:** + + + + +

## NINTENDO SUPER FAMICOM!

**Package:** Console unit, controller unit and Super Mario (digital) **Price:** £88 (plus £20 V.A.)  
**Current Releases:** Full screen  
**Recommended Retail Price:** V.A. Upper price = £100  
**Current Local Stock:**

#### IN BRIEF

With the weight of all powerful elements behind it, the Famicom can hardly fail. Although not hugely superior to the Sega Megadrive (especially in the games that progress - notably the bundled Mario) which will no doubt help sales to sell and F4200. That said, there are some real snafus among the game (big fan, anyone), but it's still early days for The Super Famicom's enormous game potential has barely been scratched.

#### GRAPHICS

**Resolution:** 512 x 512.

**Palette:** 32,768

**Colours:** 254

**TV:** Yes

**Monitor Output:** Via

**Monitor Supplied:** No

**Monitor Options:** RGB, SCART

**Graphics:** 128

**Speed:** Remarkable

#### SOUND

**Speaker Quality:** Depends on TV/monitor.

**MIDI:** No

**Screen Output:** Via

**Performance:** 8 Channel system 16 bit PCM/Digital.

#### HARDWARE

**Graphics:** Excellent.

## CONSOLES

### ATARI LYNX

**Package:** Lynx. Play cable for peripheral and include California Games.  
**Resolution:** 16 bits 6500  
**Current Releases:** 100

**Recommended Retail Price:**

£70.00 (270-29 with peripheral)

£120.00 (with peripheral and game).

**Contact:** Atari PR 021-1880 1871

#### IN BRIEF

Designed by the man behind the

Amiga, the Lynx is an amazing hand held. After a shaky start, the Lynx is doing fine and - if the rumours are to be believed - is starting to take off in the States. Its most obvious competitor the Gamegear, takes the Lynx's title, but makes-up for it with smaller unit size and TV adaptor.

#### GRAPHICS

**Resolution:** 160 x 160

**Palette:** 4096

**Colours:** 11

**TV:** No

parts. One big expansion port.

#### SOFTWARE

Price: £10-10.

**Cartridge Memory: 16 Kb.**  
**Existing Software Base:** Small cartridge releases only, and plenty more planned.  
**Prospects:** How can it fail? Back order lists in the millions (before it was launched).

#### BUYING

**Best Buy Price:** Only import.  
**Second Hand Availability:** None in UK.  
**Maintenance:** Take care—only imports are rarely under warranty.

#### STAR RATINGS

Graphics: \*\*\*\*\*  
 Sound: \*\*\*\*\*  
 Expansion: \*\*\*\*\*  
 Overall: \*\*\*\*\*

### SEGA GAMEGEAR

**Package:** Cartridge unit.  
**Processor:** 2.56-MHz 6800A.  
**Cartridge Memory:** 32-320K/128.  
**Video:** 500.  
**Recommended Retail Price:** £29.99.  
**Connect:** Sega (071-720) 8000.

#### IN BRIEF

Optimised to be that the Gamegear was going to be the handheld answer in the family of

the colour handhelds. But then—and more importantly price—have changed. The Lynx, a technically superior machine with some first games available for it, has had its price slashed and it is now more correct—in enjoying a sudden upswing in support from American consumers. In the Gamegear's favour are the class of mighty legs and the potential to run the 200,000+ portable PC via a cheap adaptor (around £20 is current estimate). But at the moment, it's anybody's game.

#### GRAPHICS

**Resolution:** 160 x 144.  
**Palette:** 4096.  
**Colours:** 70.  
**TV:** No.  
**Monitor Output:** No.  
**Monitor Support:** Yes—3.2" back-to-colour LCD.

**Monitor Options:** None.  
**Expans. Port:** None.  
**Sound:** 5000.  
**SOUND**  
**Speaker Quality:** Good.  
**MIDI:** No.  
 **stereo Output:** Yes.  
**Performance:** Three-channel FM sound channels + noise channel.

#### HARDWARE

**Available:** Eight-way joystick.  
**Ports:** Cartridge port, multi-player port, miniature stereo headphone jack, TV tuner port.

#### SOFTWARE

**Price:** Around £8-25.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Small.  
**Current Releases:** None in UK, but lots in the pipeline.  
**Prospects:** Very good.

#### BUYING

**Best Buy Price:** No MP.  
**Second Hand Availability:** None in UK.  
**Maintenance:** One year's guarantee.

#### STAR RATINGS

Graphics: \*\*\*\*\*  
 Sound: \*\*\*\*\*  
 Expansion: \*\*\*\*\*  
 Overall: \*\*\*\*\*

### SEGA MEGADRIVE

**Package:** Console unit, controller, and Memory Module or Memoryless game.  
**Processor:** 6-MHz 68000 + 2806.  
**Cartridge Memory:** 128 bits, 64K video.  
**Recommended Retail Price:** £149.99.  
**Contact:** High Masterline (071) 770 8000.

#### IN BRIEF

Excellent example of the new 16-bit, single technology. The first device to use 68000s to receive with no support in the UK.

#### GRAPHICS

**Resolution:** 320 x 224.  
**Palette:** 713.  
**Colours:** 64.  
**TV:** Yes.  
**Monitor:** No.  
**Monitor Output:** No.  
**Monitor Support:** No.  
**Speaker Quality:** No.  
**MIDI:** No.  
 **stereo Output:** No.  
**Performance:** 11 channel FM sound is produced by a custom FM chip and sounds fantastic.

#### HARDWARE

**Available:** Dedicated controller supplied.

#### SOFTWARE

**Price:** £20-25 typically £20.  
**Cartridge Memory:** Not known.  
**Existing Software Base:** Good.  
**Current Releases:** Lots.  
**Prospects:** Very good.

#### BUYING

**Best Buy Price:** No MP.  
**Second Hand Availability:** 100K-200K+ (e.g. Console (used) £60).  
**Maintenance:** One year or 10K machines.

#### STAR RATINGS

Graphics: \*\*\*\*\*  
 Sound: \*\*\*\*\*  
 Expansion: \*\*\*  
 Overall: \*\*\*\*\*

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# BOOK SHOP

Sim City fans, King's Quest freaks, technical ignorami (yes, that IS the plural of ignoramus), deep space tourists, and fantasy artists, there's a book here for YOU. Sandra Vogel checks out some of the latest releases to hit the shelves...

## THE GUIDE TO FANTASY ART TECHNIQUES

Marilyn Dean  
Marty Tager (ILW)  
Art and graphics

If you have an inkling to scribble down with pen and paper and produce a picture that is stunning, attention grabbing, and unique, chances are that you will have gone up. Fantasy art is one of the most challenging categories as you need to avoid all the old clichés and yet remain true to the genre. This new book gives an insight into how some of the greats of fantasy art go about their work: Jim Barnes, Ian Miller, Patrick Woodroffe, Philip Collins, Ted Neead, Chris Foss, Martin Bonas, and Boris Vallejo all give away some of their secrets. The book is illustrated with examples of the work of each of the artists included, in many cases temporary sketches are placed alongside the finished piece.

**GENERAL COMMENT**  
Whatever your artistic competence, you'll learn something from this one.

**IG FACTOR** 5  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 7  
**OVERALL** 7

## YOUR SPACE FLIGHT MANUAL

Daniel Ashford and Patrick Collins  
Headline Books £10.95  
Technical

According to Ashford and Collins, you could be a tourist in space within the next twenty years, and their lavishly illustrated book takes you through the logical steps which

need to be taken before space tourism becomes a reality. Development of the market, the design of the spacecraft and spacecraft, and the testing and maintenance of safety standards are all covered.

The authors also take note of the military impetus that has directed much of the development of space technology this far. As long ago as the 1950s, training boards were briefing plans for non-military space vehicles, but were deflated, however, in favour of military developments and this appears to have set the pattern ever since.

**GENERAL COMMENT**  
I'm really impressed with a mixture of photographs and drawings, and full of information about the current situation and projected future developments.

**IG FACTOR** 7  
**DRIFT LIFE** 5  
**VALUE FOR MONEY** 5  
**OVERALL** 7

## THE SIM CITY PLANNING COMMISSION HANDBOOK

John L. Wilson  
McGraw Hill \$14.95  
Gaming help

They reckon that something like 400,000 copies of Sim City have been sold worldwide and while author Wilson (they're all named as to Sim City), there are still many computer novices spending countless happy hours trying to decipher the obscure messages. This book is intended as a companion for those who might developers and should appeal to Sim City experts and novices alike. It includes a lot of

strategic information for playing the game and clearly integrates this with information about real city planning both contemporary and historical. Topics covered include town planning, transport and population bases, ecological and environmental considerations, fiscal (ie, economical and financial) matters, and much more.

The book offers many examples of various famous attempts at structured city planning and, to the credit of the author, these examples are discussed in such a way as to be of genuine help to using Sim City rather than simply taking a dry, academic approach. Most of the chapters in the book integrate factual information and examples from the game in an imaginative manner. This helps to regain the realistic feel of Sim City itself and illustrates the power of the simulation as it is very comfortably near to real life examples.

**GENERAL COMMENT**  
Every user of Sim City should get something out of this well produced book.

**IG FACTOR** 6  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 5  
**OVERALL** 7

## THE KING'S QUEST COMPANION

Peter Speer  
McGraw Hill \$14.95  
Gaming help

Chances are, most of us have spent some time over at least one of the King's Quest games, now in its fifth incarnation following its conception way back in 1984 as Quest for the Crown, when the former looked very ground with its animated-control character.

This book takes you through the first four KQ adventures through KQ4, KQ3, KQ2 and KQ1 giving you vital information to help you complete each one. Note that this is not a hint book, however - we're talking total solutions here, but solutions with a difference. The info is presented in the form of a story and you can read as much or as little as

you like before returning to the game.

In addition to these 'reference' books, you'll find a chapter called The Easy Way Out, which takes a more step-by-step approach to some of the tougher problems. There's also a section entitled The Final Score which lets every player in each of the four games for which points are awarded. Alongside the Encyclopedia of Cowsing, this little number will tell you all you need to know to crack Simon's CORN.

**GENERAL COMMENT**  
If you feel the need for a helping hand in KQ 1 to 4, reach out for this one.

**IG FACTOR** 5  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 7  
**OVERALL** 7

## THE OXFORD REFERENCE DICTIONARY OF COMPUTING

Oxford University Press £9.99  
Technical

If you don't know your VGA from our ISA, VGA, or SVGA and have never cared about any of them, stop here. On the other hand, if you have a functioning-to-comprehend obscure acronym and obscure technology, you could do a lot more than this little book, now in its third edition and recently published in paperback. Not only that, you get 600 pages of definitions relating to 4000 technical terms plus a reasonable sprinkling of illustrative items.

The range of entries is wide, from AIWIT to DMA, from FREEST to Monte Carlo Methods (apparently not a method of item control).

**GENERAL COMMENT**  
Everyone needs some sort of technical dictionary on their shelf, and this fits the bill nicely.

**IG FACTOR** 5  
**DRIFT LIFE** 5  
**SALES FOR MONEY** 5  
**OVERALL** 5



## MEGADRIVE



**H**as we laughed? Here at ACE, we don't try to look at games from a machine-owner's point-of-view, rather than adopting that jaded-back approach favoured by some of our latter publications.

So we were not a little excited when a new batch of official Megadrive releases rolled into the office from Sega. It was like to much more from Megadrive heaven.

Oh! *Travis*, *Shadow Blaster*, *Crackdown* and *Gain Ground* all lay next to our *Dive* for a brief time, looking so good. Its unlikely, so ready-to-go, how wrong we were.

Although we'd waded in and on about the perils of purchasing imported Megadrives, warning users about the incompatibility problems which may emerge once a batch of home duplicated games were on the market, we'd never actually encountered the problems ourselves. Until now. Imagine our surprise to discover that our imported Megadrives couldn't even turn on with the British cartridges plugged in.

## IBM PC



**I**f I asked you that we hadn't made too much of PC tips recently. Hugs and cheers for PC games usually aren't the stuff visually ethereal pages are made of. Lots of adventure and strategy information, useful as it may be, does little to let us up the pages. So, having talked to the owners that be at ACE Towers, we had the go-ahead for a serious batch of tips this month. And so, without further ado...

## ROCK DANGEROUS

More people than usual have contacted us requesting help with the exploits of the pitiful metal adventure. To be honest, we can't keep any from Rock survivors, always involving a couple of really good whenever we get the chance. If you're having difficulties in the early stages, you may find some help in the following. Level One

Copy on turning away from the ladder which follows you. Fall to the right on the final fall to miss the ladder and the combie little Socks. Hit

Now, our gripe is not really with this system. Sega have always maintained that people should wait for the official machines, and now their warnings have been true!

However, there are a number of points which make the situation far from satisfactory.

For a start, the computer market thrives on innovation, technological breakthroughs—in short, the next Big Thing. With a machine as exciting as the Megadrive, trying to force the publisher's excitement is a hopeless task. It is inevitable that whenever you supply the reward products someone will get the L.A.M.S.

With only minor screwdriver activity, uncomprehending owners can adapt their imported consoles to run official software anyway. The result? Owners who were loyal to the Megadrive brand find themselves by Sega for trying to boost the Megadrive bandwidth early, and irritated by having to cut corners and perform experiments on their machines in order to run official software.

So, how do things lie now? Iritated import owners, Sega losing software sales to a previous age of those owners who don't fancy the same driver model. And those people who waited for the official UK Megadrive to appear still not able to play the several releases. A far from happy situation.

The only way to beat the grey importers at their own game, if that is indeed what Sega wish to do, is to officially release all the new titles now, ensuring any possible incentive for people to buy unofficial Megadrives or games.

—Mick Hudson

the next book by sliding him and then collect the mask from the first also.

Round the third book by leaving the ladder when he moves past you on the left. Run away from him and climb down the ladder.

When you enter the screen with the moving rock, let yourself fall down and hit the wooden pole at the bottom of the screen. You'll then have to dodge left to avoid the rock.

The rock will stop in the middle of the screen. Jump on top of it and then jump again to reach the wooden platform. Jump up again to the left and touch the pole. Now jump up onto the stone platform on the right hand side and fall onto the moving rock to leave the room.

Still having problems? Why not use the cheat which the guys at Microzone so kindly supplied. Once you've got to the second level, enter 000000 into the high-score and you will continue the game from the level you last reached.

## KINGS QUEST 4

The legend is a long line of Epic games from Sierra; King's Quest 4 is far from an easy title to get to grips with.

## The Haunted House

Enter the parlor on the left of the house, examine the books on the shelf and take the Shakespeare volume. Look at the picture and then examine the wall, revealing the secret door. Open the door by flipping the latch and take the sword.

The Monster

## DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the six most popular machines, written from a personal viewpoint by other users...

Give the monster the book. He will repay the compliment by giving you his life. When you reach Fan, you must first play the lute and then make a present of it to him.

## The Dean's House

Enter the house of the seven deacons and clean up their room. When they appear, they will be pleased with your cleanliness and will invite you for a meal.

Take the pouch when they leave and give it back to the head dwarf whom you discover in the mine. In return, he gives you a lantern and allows you to keep the pouch.

## The Pier

Go to the edge of the pier and wait till the lobster man enters his house. Follow him and offer him the pouch and, again, in return he will give you the pole.

Feed the worm and catch it. Once you have got it, use it on the end of the pole as bait.

## The Frog on the Pond

Take the Golden Staff from under the bridge and drop it in the pond. You'll get it back from the frog. Catch the frog and dump him in it.

Since the frog has turned into a handsome prince, you'll be given his crown.

## The Waterfall

Walk to the waterfall and put the crown on your head. You'll turn into a small frog who can hop into the waterfall. Take the sword, enter the cave and then take the bone. It's important that you don't dither around. Happy Gaming!

—Mickey Taylor





## AMIGA



**A**lthough there are plenty of digital sound sampling packages for the Amiga, this doesn't mean it stays nice computers trying for a slice of the market. Whether you are interested in adding sound effects to games you write yourself, producing music and graphics demos or composing using the Amiga and/or MIDI gear, the right sound sampling system can make all the difference.

But new products have to offer something really new (not to compete with established packages like the venerable Omega Project's Sound Trap II, SCS 100, sophisticated packages like the new Atari's MIDI sampling system at £295.00, or even the state-of-the-art Audio Engineer package, consisting of AudioMaster II software and Digilab's Audio Image hardware, at £230).

Two new products which seem to have something really new offer SuperDisk's InterSound, which costs £70, and new Dimensional Technosound, which is £24.99 for the software or £24.99 including the hardware analog-to-digital converter

### cartridges.

InterSound is a software-only package; theoretically it will work with any of the established hardware sampling units, but you may be advised to check with yours before you buy.

The software has the main window which is always open, and which shows you to display notes, edit, split or remove sample waveforms. Control movement, sample selectors and editing tools appear below the window.

With a sampling rate of up to 14,000, you get eight samples with around 20 bits/line on a 1 meg Amiga. You have a good range of recording, editing, mixing, reverbising, looping, insert, balance and output functions; you can also add effects such as echo, reverb, flanging, vibrato and compression.

The eight samples can be selected using the 8000-0 pointers, and played at a chosen pitch, or you can also take them from the Amiga's QWERTY keyboard. There are, though, no MIDI facilities.

InterSound's most unusual functions are the FM and AM modulation routines. These allow you define one sample to a modulator which changes the pitch or volume of the other. This is the technique used by Yamaha's DX7 series synthesizers, and can create very complex sounds. But it's a very tricky business, and it's unlikely to be enough incentive for you to choose InterSound if that.

Samples can be saved in 8F or raw data format, so this could be used with practically any other sampling

system software which sets up its memory size of 32. The software uses so little memory that you cannot a sequence (such as Notator, Cubase or Virtual in) at the same time, running your MIDI sequencer while simultaneously recording audio tracks such as vocals or guitar parts to the hard disc in stereo at 44.1 or 48KHz. Recording time of course depends on the capacity of your hard disk.

The MIDI software includes editing, copying and paste, port functions, and an optional SPSP card allows the system to be used as a Digital Audio Tape (DAT) editing setup. At only £600, ADAS is the first truly affordable digital-to-analog recording system.

Another affordable 32-bit system is MIDIStation, a MIDI-based non-sampling system. This takes the hard work out of producing a final mix from a multitrack recording, using information stored in a popular sequencer package like Cubase or Notator. The MIDIStation hardware controls mixer channel levels in real-time. The system, distributed by 2000, costs just at around £450 per mixer channel. The ADAS, it's not exactly cheap, but it is a fraction of the price of previous systems, and multiple hardware units can be connected to control larger mixes.

Another new 32-bit product, this time from InterSound & Soft of this, was Sample Tools. This program is essentially a software editor for owners of 16-bit digital sound samplers like the SCS. Because it allows the 32-bit to track-based sample data directly, Sample Tools doesn't require you to do a time-consuming 48K sample dump into the 32-bit before editing and saving samples. There's also a real-time sample editing routine with an extensive range of graphic editing functions.

InterSound are hoping to do a 32-bit distribution, then produce a Sample Tools package for that sampler.

### system.

You will have to come to terms with the fact Sound Trap will take a pretty long time, but this is apparently being rewritten for the US market.

Apert 1000 (going to hardware provided), InterSound offers almost all the facilities you need for recording and editing samples.

Technosound, though, is a much better option; not only is it cheaper, it seems complete with hardware, and incorporates a few novel features which make it more than just a sampler.

Operating in true stereo, the Technosound cartridge plugs into the printer port and has two phone socket inputs. The software is provided with a library of fifty sample sounds including speech, synthesizer tones and game sound-effects, and though it can be loaded in very colourful and detailed, a sliding scale system makes it easy to find your way around.

Apert from all the usual record, trim, cut/paste, paste, merge and loop functions, Technosound allows you to add to your samples a wide range of effects such as echo, reverb, phasing and vibrato.

These effects can also be added to incoming sounds in real-time. In other words, Technosound can turn your Amiga into a digital effects unit with endless uses in home recording.

Apert, these effects let you distort your voice until you sound like anything from a shark to a Golem - or even a Grand Duke. You can use preset effects or define your own, although whether the digital features are all they were are than entertaining yourself at parties is open to debate.

### Which system

MIDI Music showed the latest version of PG Music's Band-in-a-Box V2.0, the impressive auto-sequencer (not designed for the ST, PC and Mac, which now includes more music styles as well as custom programmable styles. Celebrity guest Keith Emerson, former keyboard virtuoso of Emerson Lake & Palmer, teamed up to record.

Recently opened from the Show were two major additions, MIDIStation and Sona. However, both had major new 32-bit updates in the pipeline. Most has Omega, an integrated 32-bit MIDI system from 20.71. The package contains MIDI 4-Channel Computer Connected dependent, a MIDIseq program with 128 sequences, and up to 64.

MIDI elements and SMPTE sync using extra hardware and Phusion software, MIDI V1.2, a graphic note and song editor, and Quintessa, a music transcription and printing program compatible with dot matrix and laser printers. Individual programs require 1 meg memory, and using MP3 (Multi-Program Environment), the whole system can be integrated, though this requires 2 meg memory. The package comes with extensive manuals and a keyboard control template.

Zone Distribution has announced a large selection of new products. Band-in-a-Box V1.2, an enhanced editor; Prostyle, a more sophisticated ST notation editor with full-line drums, bass, piano, brass and guitar; 32-bit grand staff plus customizable styles; Intelligent chord recognition by MIDI; standard MIDI file format compatibility; and a MIDI Wave Utility.

Cost is £149, and there's an upgrade offer to £44.9 when you buy.

### BOOKS

## ATARI ST



**T**he Commodore Show at Harrogate on 15th November at the end of April confirmed that the ST is still the computer of choice for serious musicians. Around 8000 visitors attended the Show over the three days, to see over 60 exhibitors - showing the latest MIDI instruments, music software, sound patches, recording systems, and accessories.

The surprise feature of the show (ST's) emphasized the importance of the music market as you will probably have read elsewhere; there are three new machines - the Mega ST1, with no hardware at £299+vat, ST2 with 40MB hard disk drive and 1Mb RAM at £399+vat, and Mega ST4, with 4 Mb RAM and hard-disk at £599+vat.

New markets for the ST are music automation and disk-based data recording, increasingly dominated by the Apple Macintosh, even into hot areas; Phusion's MIDI system was launched at the Harrogate Show. For, but the MIDIStation. This says its first 16-bit sequencer. The system includes a hardware unit which connects between the ST and a hard-disk drive, and











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# HOT OFF THE SHELF

The worst thing about June is that it's just starting to get sunny and warm when - **Dal Dal Dal** - the dreaded exams pounce! No time to get a fan. Got to revise.

Now I know the last thing you need is to be reminded of Exam Hell. The only reason I bring it up is because the perfect break from revision is a quick half-hour with a top new game. And how do you find out what's hot and what's not? Need I go on...?

#### BATTLE CHIEF 2

Electronic Arts ■ Amiga £24.95 ■ Atari ST £24.95 ■ IBM PC £29.95  
 Sequel-to spreads from Hollywood to the computer industry! This time round the

rules are based on the Chinese variant of Chess, which introduces some new moves, has a timer blocking the board (which some pieces can't cross) and limits the King's movement to an 'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-animated ways. While a bit slow and starting running from floppy due to all the disc swapping, it handles chess like a game to be far faster and more tactical than normal Chess. A game that should keep even the most jaded Chess fan happy, and provide a pleasant change for the more casual Chess player.

■ AGE RATING: E10-ON IBM PC

#### BOULDERBASH

Vector Musical Industries ■ Gamelley 77400 (import)  
 Yet another steal from the aging CD-i catalogue of great games. Hey kids, remember this? Guide cute and snubly Boulderford around (unless that's jargon-speak for more than can be counted on one hand) masses of boulders and marbles in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An amiable puns game of the most addictive kind and yet another game ideally suited to Nintendo's (IBM hardware) wonder.

■ AGE RATING: E10-ON GAMBRY

#### BRAT

Mageworks ■ Amiga £24.95 ■ Atari ST £24.95 ■ IBM PC £24.95  
 Where Lemmings lead the way, others now follow - and why not as long as the games are as good as **Brat**? Little Nathan, the World's mightiest nappy-wearing nipper, wanders around various vertically-scrolling levels. Unfortunately he's a little stupid, and will happily walk off the edge of cliffs and into traps and monsters - unless you guide him otherwise by placing direction-changing items in his path. These who are dull with the mouse can guide Nathan into the rains and traps listening the landscape for bonus points. A magic mix of cuteness and challenge. **Brat** will have you playing into the small hours.

■ AGE RATING: E10-ON AMIGA

#### CHUCK ROCK

Core Design ■ Atari ST £24.95 ■ Amiga £24.95  
 Unplugged! Poor Chuck Rock's groove has been kidnapped by the Spanish-Gary Brits and is now held prisoner at the end of five massive levels of platform-pouncing, rock-throwing, belly-buttling gonzoism. Graphically, Chuck is a real treat, with some hilariously animated dinosaurs and very slick 3D colour animation quality gal-axes swirling. Although, when all is said and done, a fairly basic platform game, the varied backdrops, rapid pace, novel attack

modes and humorous setting ensures that boredom won't set in.

■ AGE RATING: E10-ON AMIGA

#### CONQUEST

Impressions ■ Amiga £29.95 ■ Atari ST £24.95 ■ PC £29.95  
 Warriors tend to fall between two stools, being too simple to satisfy the ardent fan and too tough to attract the uninitiated. Conquest, happily, manages to be all things to all people. The strategic and tactical sides of the game are rigorously realistic, yet the brain-driven mode of interaction makes it instantly accessible. Add some superb visuals and atmospheric sound FX (thundering hooves, clashing swords, screams of the dying, etc) and you have a fine game that will keep any would-be Caesar happy for months.

■ AGE RATING: E10-ON AMIGA

#### FLAMES OF FREEDOM

MONSTER 2  
 Microprose ■ Atari ST £24.95 ■ Amiga £24.95 ■ IBM PC £24.95  
 Now this is a challenge: how do you turn up a huge game like **Flame**? The big theme has set in, and **Monster 2** now Aggro, the island HQ of the Atlantic Federation. You play one of their crack agents with the task of stopping an impending attack by the evil Saharan Empire. The majority of the game takes place in a massive world-wide world, with your spy able to use any mode of transport he/she may come across, everything from on-foot to helicopter (but this is no shoot-'em-up). There's more than enough strategy and subtlety for to keep any non-arcade fan happy. A major contender for game of the year - already!

■ AGE RATING: E10-ON AMIGA ST

#### JO SPORTS BOXING

Microprose ■ Amiga £24.95 ■ Atari ST £24.95 ■ PC £24.95  
 This violent clash between two solid polygons generated pugilists is the best realisation of the 'mobile art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that decisive upper-cut again and again. Highly realistic, with a huge range of moves and a lot

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of work to be put in if you're to become World Champ!

• **AGE RATING 000 ON IBM PC**

### QUEST

Renegade • Amiga £29.95 •

Atari ST £29.95 • PC/TBA

Renegade crash onto the game's scene with this, their first release - and what a cooker it is! Set in Ancient Greece, the player controls a hunky warrior who must be guided through four levels of platforms, monsters and puzzles to a face-off with something Very Ready in the Underworld. Okay, so Renegade ain't no prize for the writers by computer plot but the implementation is something else - superb graphics, intelligent aliens (and they are smart, too!) and bags of clever surprises and secret bonuses to discover. It seems that the Bronzags can do no wrong. Roll on Magic Pockets.  
• **AGE RATING 000 ON AMIGA**

### JOHN MADDEN'S FOOTBALL

Electronic Arts • Magazines

£39.99

What a game! The definitive US football game yet available on any home system. The graphics are superbly realistic - as is the gameplay - and the excitement is non-stop. The sampled grunts and groans add to the action. If you're a Magaddic fan, then you'll be a mag to miss this. Get out for your software shop-right now!  
• **AGE RATING 000 ON IBM PC**

### KILLING CLOUD

Big Horn • Atari ST £24.95 •

Amiga £24.95 • PC £24.95

San Francisco, 1991. By the way, have you noticed how many games are set in 1991? Why the hell reputation? The city has been enveloped by a thick poisonous smog, causing untold chaos and leaving the populace at the mercy of psychotic criminal cats. As one of the last surviving officers in the SFPD, it's your job to try and restore law and order. The game takes the form of missions, where you must try and fly your hover-bike into the city brutally protected, of course! and try to arrest criminals and so forth. Baiting street-level action depicted in smooth 3D and a highly atmospheric plot combine in a superb game that should please any would-be

gang buster.

• **AGE RATING 010 ON AMIGA**

### LEMMINGS

Progenix • Atari ST £24.95 •

Amiga £24.95 • PC £24.95

In an age of ever-fatter vector graphics and smoother parallax scrolls, Progenix was the last company expected to release a simple-looking game based on the suicidal tendencies of some crotch little rodents. The object of the game is beautifully straightforward - you must guide a certain number of randomly-managing lemmings to safety from one end of a per-stream level to the other. You can indeed choose lemmings with a range of special abilities, such as climb or dig, with which you can get them past traps and obstacles. Incredibly playable and addictive, it's a game that will hopefully encourage programmers to spend as much time on a game's gameplay as its graphics.  
• **AGE RATING 010 ON AMIGA**

### PIPE DREAM

Blueactium • Gameboy £21

(Import)

Most readers will probably be more familiar with the game under its original title of Pipemania. All the action takes place on a 10 x 7 grid. You use a cursor you have to drop varying sections of piping onto the grid, with the aim of making a pipeline for 'flow' to flow down. Should the flow leak before it has passed through a set number of pipe sections then it's game over. Later levels introduce directional pipes: the flow MUST flow a certain way and obstacles. Infuriatingly addictive - it's the sort of game the Gameboy was designed for.  
• **AGE RATING 010 ON GAMEBOY**

### POWERMONGER

Electronic Arts • Amiga £24.95

• Atari ST £29.95

A new computer classic, with the highest AGE rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen as you enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is here

polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

• **AGE RATING: 9/10 ON AMIGA**

**PRICE OF PERISA**  
Broderbund/Comark • Amiga  
£34.95 • Atari ST £24.95 • IBM  
PC £24.95

A game that could so easily go unnoticed and enjoyed by the shell-scouring horde looking for the latest horren. The graphics, when basic, are fairly unimpressive (although they do get better as the later levels), but when they move... The attraction as you guide a young Prince through complex levels of platform, pits, spikes and treachery is quite excellent and life-like. And the gameplay, although it may seem unimpressive, is as good as the graphics. Some of the action has a real Indy-style cliff-hanger aspect to it. Miss this and you'll be crying into your beer for weeks!

• **AGE RATING: 9/10 ON AMIGA**

**W-FIVE**  
RUSH • Gameboy £24.99 (import)

In one fell swoop, this combination of the classic coin-up machines, the crown of Top Gameboy Moon-til-Up from Nintendo. All your old favourites are here: The Punks, beam weapon power-up, Giger-esque end-of-level aliens, frantic actions, swasty palm excitement. How do the programmers manage to pack so much into such a small package? Only IBM have the answer! If there's one niggling fault it's the wailing soundtrack, which cuts out annoyingly everytime a sound effect is played.

• **AGE RATING: 9/10 ON GAMEBOY**

**SAVAGE EMPIRE**  
Origin/Mindscape • PC £34.95  
• Amiga £TBA

Using the Ultima interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dinosaur-infested Lost World. A good yarn well told and - hard to

believe I know - actually better than Ultima II!

• **AGE RATING: 9/10 ON IBM PC**

**SPEEDBALL 2**  
MicroSoft • Amiga £24.95 • Atari ST £24.95 • PC £TBA

The sequel to the 800000 first volume '88 hit. Basically more of the same but with improved graphics, a bigger multi-directional scrolling pitch (dedicated with bumpers and ball emergence), extra power-ups and armour to pick up or buy between games, smoother control and a depth-enhancing player-manager element. Highly playable, and the power-ups do have a noticeable effect on the game. The Amiga version, in particular, is superbly atmospheric, mainly thanks to the temple-bell sound effects. More fun than leaving up your old brother. Better, play this with your brother then beat him up!

• **AGE RATING: 9/10 ON AMIGA**

**STRIDER**  
Taga/Origin • Megadrive £29.95

This coin-up conversion was reviewed some time ago on some computer. Thankfully, the Megadrive incarnation is

apparently superior - if you didn't know better you'd swear you were playing the arcade machine. Strider stays true to jump and bumble through levels of awe-inspiring action. Bounding for its graphics, sound and gameplay, Strider is a must-buy for any Megadrive owner.

• **AGE RATING: 9/10 ON SEGA MD**

**SUPER MARIO BROS**  
Nintendo • Super Famicom (no. with grey-import console)

Could this be the best platform game available? The game follows the seemingly never-ending adventures of Mario, as he jumps and jay-walks his way through 30 main levels of platform action. What makes the game so special - apart from its superlative graphics, stunning sound FX (the echo in the caves has to be heard to be believed) and super-enjoying control - is the never-ending variety in the gameplay; it's not all just running and jumping. Complete this and you can consider yourself a real games expert. The best level, so far, only I reason for splashing out on the Super Famicom is here.

• **AGE RATING: 9/10 ON FAMICOM**

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WIN! WIN! WIN! WIN! WIN! WIN! WIN!

**SUPER MONACO GP**

US Gold ■ Atari ST £24.99 ■

Amiga £24.99 ■ PC £24.99

A superb conversion of the coin-op - what else could you expect from the original but oh-so-talented CDK. The main behind such technically-drumming games is Super Hang-On and Roadblock. Everything you want from a racing game is there: a sense of speed (with some huge roadable features whipping by), a throaty roar from the engine, good control response, tricky courses and intelligently-driving opponents. The only place it falls down is in comparison to its Atari ST version. It's in the lack of courses, but as the review said, SAGP is well up with the leaders.

► ACE RATING: 87% ON AMIGA

**SPACE QUEST IV**

Gems On-Line ■ Atari ST £24.99

Amiga £24.99 ■ IBM PC £24.99

Top-Quality point&click space adventure with lots of humour and minimal dithering around. Gems have managed to combine excellent graphics and a hilarious-yet-comprehensible time-travelling story line. Guide

Roger Wilco through a roller-coaster adventure involving absolutely no typing and some excellent puzzle design. Every location contains a surprise! Not too good if you own a slow PC, and is obviously unsuitable from floppy. Otherwise, a pretty essential purchase if you can put up with the constant crashes.

► ACE RATING: 88% ON IBM PC

**SWITCHBLADE 2**

Gems On-Line ■ Atari ST £24.99 ■

Amiga £24.99

All last, a game to make the 16-bit console owners realise that they haven't got the monopoly on slick graphics and superb gameplay. Although a sequel, the game bears few similarities to its predecessor. The inspirations from the earlier coin-op are obvious, guide Hero through level after level of subtly-fine puzzles, collect key and land wonderfully-depicted power-ups to help in the quest. Admittedly, there's very little here that you haven't seen before, but simply has it been done so slickly.

► ACE RATING: 88% ON AMIGA

**TURNICAN 2**

Ballroom Am ■ Atari ST £24.99

Amiga £24.99

There are some games that you're got to have, the original Turnican was one of them. It proved that, given the right programmers, the Amiga could do anything an arcade machine could do and better. The sequel, though still an excellent game, is perhaps a little too similar - it's almost everything - to its predecessor to become a classic in its own right. However, anyone looking to relive that old magic or has yet to discover it themselves can do no wrong forking out £25 for this. The Atari ST version (rated at 88%) is especially worthy of mention for its superb graphics, which are nearly on par with the Amiga's.

► ACE RATING: 88% ON AMIGA

**VIDEO COMMANDEE**

Circles/Motocorp ■ Amiga

£24.99 ■ PC £24.99

Another 3D space combat game, but tactically uses of stunning keyboard and digitised graphics for the spaceings. They relate, shrink and grow with amazing speed and fluid-

ly. Animated scenes purchase the action and present the first true cinematic experience on a home computer. The multitude of missions mean this isn't a game of surface gloss. Sadly only on PC at the moment, and then (and appreciated on the high speed models).

► ACE RATING: 89% ON IBM PC

**WONDERLAND**

Magnetic Scrolls ■ Amiga

£29.99 ■ Atari ST £29.99 ■ PC

£24.99

The Scrollz, having stunned the world with The Moon may beak in 1982, return with a new classic. An adventure game based on the famous novel Alice in Wonderland, the plot follows the book enough to retain its weird flavour but not so slavishly as to make it solvable by simply knowing the story. The rich text, teeming with hundreds of rough (but logical) puzzles, is accompanied by a number of stunning animated graphics scenes. All adventure fans get down on your knees and pray - the future of adventure games is here. An essential buy.

► ACE RATING: 91% ON IBM PC

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# ACE + WORD

Our monthly  
prize word  
puzzler, set by  
the inimitable  
MIPS

## PUZZLE PRIZES

If you're the holder of the first correct answered edition out of the field, you'll get a free game for your machine. We expect that we cannot possibly award prizes, but we'll do our utmost to ensure that the prizes get your attention promptly. Don't forget to specify your machine format!

## CLUES ACROSS

- 4 Rule 'em game in game by Glyn Williams (3,4)
- 6 Short cars in US Gold game (5)
- 8 Dave is trapped in car game from Imageworks (7)
- 9 Before the heartless animal doctor gets the game (5)
- 11 First game sent allowed from US Gold (8)
- 13 Terrible risk Lisa takes forming software house (8)
- 15 No ACE review of software house (5)
- 16 Neil takes an age about Elite game (7)
- 18 Labor becomes wide awake (3)
- 19 Cooking Goose in Spielberg production (7)



## HOW TO ENTER

Every month we offer a free game machine to the holder of the first correct answered edition out of the field. The address to send your solution to is: ACE July 91 Crossword, MIPS Dept, PO Box 144, Hammersley Lane, London, E16 1AD.

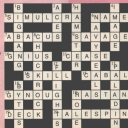
NOTE that the closing date for each month's crossword is the 15th day of the month following on the word - in this case July 1st 1991.

## CLUES DOWN

- 1 Article bird's written on first computer game (5)
- 2 Brother excited about present (4)
- 3 Spread out, rest act strangely (7)
- 5 Adoring Lars' new game from Empire (3,4)
- 7 Cor! Election rigged by games producer! (11)
- 10 For starters Mum's unhappy - Dad's stolen Rainbow Arts game (4)
- 11 Club game (4)
- 12 Count figures in game from Ubi Soft (7)
- 14 Fashion maker's first modulator-demodulator (5)
- 17 Screen symbol of flipping coin (4)

## JUNE 91 RESULT

The holder of the June 1991 ACE will be announced next month. The solution is below.





# FREEBIES

**Enter Pat Winstanley with her first Public Domain column and some words of advice for anyone who wants to become a millionaire by selling PD software...**

**I**n the past few months Mark Smith has been doing sterling service on this page bringing news of the best PD around - now it's my turn to lose my footing on a mountain of disks.

First a quick update from last month - the Official STOS PD collection is now being handled by Goodman PD, address below. NOT Samsa's Store in Wigan. If you don't want to wait ages while your order is 'typed' round the country a couple of times, send it direct to Mike at Goodman. Apparently Samsa is still receiving quite a few orders which makes for difficulties all round.

## READ AND BURN

New to the PD scene, but well known for their educational software such as Puzzle Book (under the name Soft Stuff), is Fine Time, which takes its name from the firm's shop in Tonbridge. Fine Time is an instance of practicing the spirit of PD: all disks are sold for just 75p over the cost which merely covers the cost of disk, label and duplication. Well done! Fine Time are currently setting up for mail order and have hundreds of disks available in various categories.

## DRAGONS POWER

**ST £2.95  
Goodmans PD.**

A few months ago I think looked at this platform game and concluded it was just too hard. Fear not, I have a cheat for you!

If you missed the original review, you may

also enjoy collecting keys from inaccessible places. (Are you a little more than a little purple guard who don't exactly chase you, but simply get in the way, fighting is out, just taunting against one of these guards will their caution and they drain your energy.

Graphics are superb and music control fairly precise. In fact the only thing that lets it down is the slow speed and quantity of the battles.

However try this for a cheat and you'll be well on your way to a hysterical romp - Press F to pause. Then (HELP), then type in LE DAW DO - hey presto, all your energy back. Mind you, you have to be pretty quick to press F sometimes.

## PLAY IT SAFE

**Amiga (3 Meg) £3.50  
AMIGOS PD.**

This Lycenware title is really for the kids but parents might feel their consciences pricked while watching.

Taking in around half a dozen rooms in a house (open park and garden each screen shows an area with hazards such as axons, training boxes, polythene bags etc.). These have been left behind by a troop of soldiers who have visited the house.

The child's task for the adult's for that matter is to identify each hazard in the room by clicking on it with the mouse. Find of the hazards and the nasty who vandalised that room is departed.

Each time the game is run, different hazards appear due to a random factor, and each hazard found either gives a comment or query as to why it is dangerous. Highly recommended.

## STARTING YOUR OWN LIBRARY

How do you go about setting up your own PD operation? What should you bear in mind to keep within both the letter and the spirit of the law, and hopefully cover the cost of your time?

Before doing anything else you must realise that running a library takes a tremendous amount of time, energy and commitment - demands total honesty in your dealings with both programmers and customers. Don't begin that starting any business - PD distribution included - involves certain legal obligations, not just in the way you carry on your business, but also in the way you prepare for it (eg. registration with the Inland Revenue, liability and so forth). For this rea-

## EXAMPLES PLEASE!

Customers supplied by the following:

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Oxley, Leighton, Sharnbrook, Tost, ST1 1SW  
15, Middle Sea View, 23 Quarry Hill Road,  
Tonbridge, Kent  
Address: 2424 PD, 23 Park Road, Wigan

son, I should at this point remind readers that this article - as with any piece about starting up a business - is no substitute for your seeking expert professional advice before setting out.

Back to PD, there are three methods of distribution in the PD and shareware scene and you should be aware of the differences.

PD consists of programs on which the author has retained copyright but gives permission for free distribution in full as the material is not altered in any way. Distributors are not allowed to sell the software of all but they may cover their costs (such as disks, advertising, and so on) by asking a fee.

Shareware PD may be used freely by the recipient for as long as wished, shareware is distributed (sometimes in a cut down form) as an incentive to become a paid-up 'registered' user. If you like and use the program's you are expected to send the author a donation. This method falls down where the user is very honest, since most shareware versions are either complete or near-complete. The donated user is the loser in this situation as sending the required donation often brings a software upgrade, a printed manual and plenty of help.

Lycenware is similar to shareware in that the author wants some money but is willing for a slightly higher price than PD with the distributor paying the extra income directly to the author by way of regular royalties. Lycenware is closer to commercial software than PD and is not freely available. In fact, passing a copy of Lycenware to a friend is PROCB just as much as passing a copy of the latest chartbook.

If the very necessary, very hard work doesn't get you off, think also of how you can sell your service in an overcrowded market. Some libraries use PD as a loss leader with which to build up a customer base for the sale of other products, perhaps even commercial software. Others concentrate on a single topic such as AMIGOS, adventures, or education. Work hard, deal honestly, and be different - and keep your fingers crossed!

## ACQ PRESSIES WORK!

ACQ (Amiga) this column actually results in more sales for participating libraries - as I have seen how fast it is received from under the disguise of extra mail. So why are readers, do we have to put so much effort into locating suitable software if you're running a library and want to boost your business, please Steve Coombe on 011 271 4432 for information about editorial coverage in this section.

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# ACE DIARY

## APRIL 1991

### 1-10 APRIL SOFTWARE RELEASES

**Virgin's** *The Simpsons*, £14.99 tape, £19.99 disk. Race game played for laughs between characters from cartoon comic. **Image Works** *TOP*, Spectrum £14.99 tape, £14.99 disk. Low performance in *Mad City* line.

**Spectrum's** *Helicopter: Flight of the Intruder* (SI, Amiga, £24.99).

**Image Works' Champion of the Day** (SI, Amiga, PC £24.99). This one *Image* clipping; follow the course of the British Jay in India.

**Millennium Server** *Jambon Rose* (the *Digit* (PC, £29.99). *Sammy* going on in *Samurai* world.

**US Gold**, Links - additional courses (PC £19.95). More courses in 328-color VGA; three the same ones which brought you *Goldenrod*.

**Monday 7**  
**Monday 8**

Get *Confused* become major of Central California, or *Big City* in 1988.

**Tuesday 9**  
**Wednesday 10**

**Thursday 11**  
1000 Cars were named in *Google* game for being "too dangerous".

**Friday 12**

*War-Copiers* became the first man to fly in space on 20th day of 1991.  
**Saturday 13**

### 14-20 APRIL SOFTWARE RELEASES

**Virgin's** *Spirit of Excellence* (SI, Amiga £29.99, PC £24.99). Service against the *Samurai* in medieval take set in Post-*Arthurian* Britain. **Influencer's** *Dark 2* (SI, Amiga, PC £2.99). Complete *Influencer's* classic trilogy.

**Empire: Mega Traveller 1** (SI,

Amiga £29.99, PC £24.99). Strategy and trading game based on *Games Designer Workshop's* *Mega Traveller*.

**US Gold's** *Dark TOP* disk £24.99, PC £29.99. Trading, arcade, exploration. **Pro** *Stands Near 2* (SI £24.99, PC £29.99). Request to last year's enjoyable tennis sim.

**Monday 14**

*Dr Cop* (Amiga); *Armed vs. Television Network* (Amiga); *23,000psi*, *Watts Forest vs. Mad Man* £3.000. *Compass Computer Trade Show* opens at Brighton Business Design Centre. While this event is not open to the general public, and assumed you'll have plenty about it. This is where many summer titles are presented, but get release date over it, and game genre awarded.

**Monday 15**

Anniversary of the worldwide disaster of the sinking of the *Titanic* in 1912.

**Tuesday 16**

**Wednesday 17**

**Thursday 18**

**Friday 19**

**Saturday 20**

*Compton's* *Embassy World Professional* (Compton) opens at the *Crucible Theatre*, Sheffield.

### 21-27 APRIL SOFTWARE RELEASES

**Virgin's** *Saracen* (SI, £14.99, SI, Amiga, PC £29.99). *Prince* game.

**Microsoft's** *Ballistic System* (SI, Amiga £24.99). Build up your empire and get rich quick in the days of the great railway boom.

**Electronic Arts' World of Warcraft** (SI, £29.99). First time on PC for this intense sports graphic adventures.

**US Gold's** *Brainbenders* (SI £24.99, Amiga, PC £24.99). Trading puzzle game.

**Monday 21**

*All Forces* (Computer Fix, National Maritime Museum, Birmingham). At 10, a show for 1000 outside London. Lots of software bargains, lots of our great and SO *Macros*.

Displaying their wares (contact number 0201 868 000).

**Monday 22**

SI/CS/Comdex exhibition opens in Paris. Big Cars event for everything from games to business.

**Monday 23**

It's *Sammy's* Day. Lots of disappointing fare. *Patrol* still not out of England, but also of soldiers and law courts.

**Wednesday 24**

**Thursday 25**  
SI/AC City in Australia and New Zealand.

**Friday 26**

SI/MSI Music Show opens at the Festival, Harrogate, Leeds. *Pro*, *Products*, *Archie* and *Archie* for computer music clubs (contact number for organisers: 081 501 3344).

**Saturday 27**

National Day. *Sam* *Loose*

*Independence Day*, *Top*, *MSI Music*.

Show time about.

### 28 APRIL - 6 MAY SOFTWARE RELEASES

**Virgin's** *Magnus* *Scopis* *Collection* Vol 1 (SI, Amiga, PC, Archimedes) £24.99.

Revised release date for classic *Archie* white *Yak*, *Excursions* and *Gold of Elmore*. *Sam* game, new user interface.

**Electronic Arts' Photofocus** (Amiga) on *Spying* (PC £24.99). Not a game but a typing tutor which asks to have you touch typing on *Overly*, *Archie* or *French* keyboard.

**US Gold's** *Battle* (SI, PC, Amiga, PC £24.99). Arcade style game much typed in French press.

**Image Works' Star** (SI, Amiga £24.99). *Cats* hit *Samurai* competing monster at night in arcade style *Realization*.

**Frederic J** *Epiphany*, *MSI*, *PC* £14.99 tape, £14.99 disk. **SI**, *Amiga*, *PC* £24.99. *Samurai* the carriage of 100 drug wars from the mouth of the same name.

**Monday 28**

MSI Music Show time about.

**Monday 29**

National Day. *Sam* *Empire's* 10th day.

**Tuesday 30**

National Day. Netherlands Official Birthday of Queen Beatrix. Reports of a fire at a reactor in the nuclear power station at *Chemnitz* were broadcast on the day in 1986.

## MAY

**Wednesday 1**

European Football Championship. Turkey vs England in Turkey; *Sam* *Archie* vs Scotland, Ireland vs Poland in Dublin; *SI* Ireland vs France (Ireland in Belfast).

**Thursday 2**

**Friday 3**

**Saturday 4**

### 5 - 10 MAY SOFTWARE RELEASES

**Empire's** *Archie* of the *Samurai* (SI/TV £24.99). *Empire's* 10th day the first with *Realistic* (SI/TV) product, graphically rich quest and exploration game.

**Microsoft's** *Samurai* (SI/PC £24.99). *Samurai* and update to the highly regarded *Samurai*.

**US Gold's** *Music* *Archie* (SI, Amiga, PC £19.95). Music composition package (SI and PC versions come complete with the MIDI sound cartridge, as used in *US Gold's* *MSI* (see above).

**Monday 5**

**Monday 6**

*Dark* *Friday* (SI, 1986) the first sub-100-minute title was set by *Night* *Samurai* at the *May* *Samurai* in *Osaka*.

**Tuesday 7**

**Wednesday 8**

*Football* (SI) *Exp* *Sam*, *Exp* *Exp*.

**Thursday 9**

National Day. *Crucible* *Archie*.

**Friday 10**

Spring Computer Show (Show opens at Alexandra Palace, London N22). New products, 60 cent of bargain prices and 60 of discounted computer accessories (contact number 021 868 4466).

**Saturday 11**

National Day. Last Spring Computer Show (Show time about).

# THE W R I E R E N D

## TETRIS TOOBIN'

**P**laying Tetris on the Game Boy can be bad for your image. I discovered the other day. Having developed a habit of checking off a few games on the tube journey into work, I found myself recently on a crowded tube and, to my horror, approaching my at-time-high score as the train approached my destination.

As anyone who's played Tetris will know, a number of biological changes begin to take effect when the high score threshold is reached. The neck muscles begin to bulge over so slightly, the veins on the forehead begin to pulsate, sweat runs down the forehead (there are acceleration-receptor sensors as you attempt to slip the little studs into the appropriate positions, every two and three, when you make a particularly stupid move), the forehead sub-conscious forces a loud groan of despair through the packed, sweating lips.

On this particular occasion, these changes were manifesting themselves on a train truly to a quite unprecedented degree. This was no mean high score threshold - this was the two hundred thousand mark I'd been struggling for days to pass. And, on this occasion, I knew it completely at around 10:50.

At this point I inadvertently let out a yelp of anguish and, simultaneously, became aware of two things. First, my fellow passengers had all taken back about three feet and were looking at me with - well, frankly, terror is the only word I can think of. Terror blended with total contempt and revulsion. If ever a tactic had proved beyond doubt that games were evil and that gamblers were only one degree removed from violent, brainless combat, it - this was written clearly on their faces - was that tactic.

At the same time I noticed that the train was not only in my station, but that the doors were about to close. Yes, there was only one thing to do. Having committed the unpardonable sin of letting myself go completely to pieces in public, I was now going to have to commit an even worse sin - I was going to have to Leave The Tube In An Uncontrolled And Impassive Manner, which I did - including, people out of the way as I charged violent by through the platform. If you, I fancy, an old lady that I noticed out of the corner of my eye, shoving backwards into the carriage, her head coming into sharp contact with one of the upright poles. Ah well...

I now travel to work by bus. And I only play Tetris in private. Let this be a lesson to all of you.

used by normal, sensible people.

Now, however, my modern SMV has me around £150 a year and impresses the quality of my life. In the spirit of yore, to BT's scandalous practice of charging people 40p for the privilege of telling them how to spend more money with BT - the Directory Enquiries service, in other words.

However, with my modern and my new (available without charge from BT) I can now get an early number on 1 week, whereas I used, for around 13p per number at peak rates and only 6p per number at cheap rate. Compare that with 22.5p - the maximum charge per number using DL, which assumes that you get two numbers every time you phone, whereas you'll be paying 40p per number.

Phone users can splash out £2000 for a CD-ROM, which includes every number in the country EXCEPT those in Hull. Which is a pity, because there are a lot of nice people in Hull - and they must be pretty intelligent too, because they've had an independent phone network there since the year dot.

Unfortunately I can't tell you how to get either of these services because I've lost the bit of paper on which I jotted down the contact details of the relevant most responsible. I look me a day to find those out and I simply can't face the anguish of doing it all over again. And it doesn't appear to be on the database. **END**

### IN NEXT MONTH'S ISSUE

The next issue of ACE hits the streets on July 8th - and just look at what you'll get!

- A report from the latest ACE Conference at Wigan, and a chance to join us on the next one...
- Exhilarating reports from Chicago CES, featuring the latest, hottest games technology
- Coverage of Britain's first ever Virtual Reality conference in London
- All the latest games titles tested, ranked, and reviewed!
- A list of competition winners - find out if you've struck lucky with ACE...
- An all-new Tetris and Tetris sections, bringing you closer than ever to mastering the world's toughest games...and much more

#### Dear Viewpoint,

Allow me to introduce myself as a potential customer of your fine publications. I am a sophisticated connoisseur of digital entertainment - a medium that will change all our lives. Please include me in every ACE magazine - the most authoritative coverage of the future of games technology. PS ACE is out on the 8th of every month.

Name \_\_\_\_\_  
Address \_\_\_\_\_

#### NO CHECK, MATE

If you have outside interests with the Game Boy version of The Chessmaster, this why title has insisted some rules of its own, meaning that even the staunchest grand-master is made of its hairs. Judging by the occasional hints of our copy, these include:

- When in danger of checkmate, issue the game
- Do not allow your opponent to castle if he needs to
- Invent illegal moves when necessary. Let us know if you've had similar problems...

I am delighted to announce that I have found a use for my modern. You know - those things that every computer enthusiast buys of some time or another, tempted by the prospect of exciting multi-user games and enlightening on-line communications with young female gamblers in the Philippines.

Indeed, what you get is a state-of-the-art phone call and the privilege of rewording an initial computer break. Sit back, the advantages of UNO over anything



# BILLY

# The KID

"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF, OR HIS BEST FRIEND, BRANN SHOOTING, LAW AND ORDER PILLAR OF THE COMMUNITY, SHERIFF FRED GARNETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY IN A NAIL BITING CLIMATIC FIGHT, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS

SHOWDOWN - BUT THAT'S JUST THE

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EVERYTHING THAT HE WAS

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