

ACE

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- GAMEBOY ●
- LYNX ●
- SUPER ●
- FAMICOM ●

ENTERTAINMENT

GRAPHIC SEX!

Stunning images from the '92 Olympics



AMERICAN SHOW REPORT

Rockeater
Hare Raising Haver
LarryLand
And...The Adventures
of Willy Beamish

NEW CHUCK YEAGER ON PC

Simulator depth meets arcade action!



EXCLUSIVE!

TERMINATOR 2

- The Software!
- The Story!
- The Stunts!

5-Page Report Inside

PLUS
30 PAGES
of bargains in the Post Pages

BESTEST GAMES FOR YOUR MACHINE REVIEWED AND REVIEWED: TERMINATOR 2, FLAG, BEING, BIONIC THE HEDGEHOG, CHUCK YEAGER, MARTIAN DESIGNS, PREDATOR, GHOST BATTLE, MANHUNTER UNITED EUROPE, CASTLE OF ILLUSION, SUPER PRO BASKETBALL, PROMETHEUS, BEAST BUSTERS, F-14 TOMCAT, CHAMPION OF THE RING, AND MANY MORE!



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° panoramas, 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



The Terminator in *Terminator 2: Judgment Day* is again seen from the perspective of movie (shown above) in *Terminator 2* and appears in the new stages of software from the original movie company. (More news on page 62)

THE BIG PICTURE

There can be little doubt that *Terminator 2* will be the movie event of the year. The quality of the film almost seems to have become a side issue, since everyone seems pre-occupied with the dollars (One hundred million of them, in fact) it cost to make, the dollars it will make and the allegedly phenomenal special effects. However, we at ACE know that the movie, not the money, is most important. And we've obtained exclusive pictures of both the film and the forthcoming Ocean game, full details of the storyline and details of the incredible antics of Arnold's new adversary.

And of course, there's around 50 pages of games information, six pages of news and a report from the Chicago CES.

features

19 ACE IN THE STATES

The Summer CES was a mixed bag of software, hardware, novelties and surprises. Our 7-page report has all the highlights, including:

19 ROUNDUP

Steve Cooke's overview of the show is packed with all the news of signings, deals, new product and gossip.

22 THE ODD COUPLE

Dynamic, producers of high-end interactive fiction for the masses and Disney, producers of platform games and early learning programs, may appear to have extremely little in common, but their new product lines would suggest a similarity in thinking...

24 HIGH SIERRA

The folks behind the King's Quest games talk to Steve Cooke about their future plans.

28 GRAPHIC SEX!

In the second in an occasional series, we unashamedly print a bunch of breathtaking computer-generated graphics with no justification at all except their visual appeal.

32 TERMINATOR 2

He said he'd be back, and now he is! As Schwarzenegger reprises his role as the most evil 'and cyborg on the planet', development teams across the country are breaking their backs to finish various computer incarnations of his blood-thirsting movie conversion. What can we expect?

39 IN THE WORKS

8 Pages of analytical examinations of game premises and programming routines or an excuse to print some early information about a game before anyone else? You decide. This month:

- *Flieg*
- *Orion*
- *Outrun Europe*

REGULARS

7 ACE GAMES NEWS

11 ACE TECH NEWS

14 LETTERS

24 TRICKS 'n' TACTICS

58 NEXT MONTH



COMING ATTRACTIONS!

A new feature gets ACE this month. In *The Winks*, after a depth of game releases currently in development, this month we've got information on *Flieg*, *Orion* and *Outrun Europe*. And it begins on page 79.

→ Get ready for a summer!



COVER STORY

It's been seven years since the Terminator first appeared, establishing himself as the cinematic action bad guy of all time. The toughest, most ruthless, deadly and remorseless killing machine ever committed to celluloid (and now took a place in all-sil-fi film history). And now he's BACK!

Terminator 2 is the most expensive film ever. It's also arguably the most eagerly awaited sequel ever.

Read all about the movie and Ocean's game in our 8-page special, beginning on page 58.



AUGUST 1991

NEWS GAMES NEWS GAMES NEWS



B.O.T.S.

If you thought the color-up version of F-117 Strike Eagle was impressive, wait till you play BOTS from Microsoft. Thankfully the second arcade video game from the makers of Railroad Tycoon and Genshi has better controls to match. Players travel into surreal 3D worlds and battle mechanized robots in a futuristic futuristic desert-like top.

If you can't afford the toy to Chicago and the world famous BattleShip Center, this is the next best thing.

"Arcade gamers want challenge, a degree of realism, and state-of-the-art graphics and animation," speculates Microsoft Games in the USA. "We're geared up to deliver just that."

Among the other Microsoft arcade games in development are a "sophisticated racing game with the most imaginative terrain ever designed" and the sequel to F-117 Strike Eagle featuring the famous A-10 tank-buster control jet allowing you to take on heavily armed ground forces around the world.

It seems close to the company said Microsoft is considering converting BOTS to home format sometime next year. Keep yer fingers crossed...

Super Mario Goes CD-I

There's no stopping the Nintendo and Philips collaboration at the moment. After the shock announcement that Philips and Nintendo are getting together to produce CD-ROM/32X hardware and software for the Super MD arcade (see Tech News), comes yet another startling deal whereby famous Nintendo characters are being licensed to American Interactive Media, the software publishing subsidiary of Philips and Polygram.

Super Mario, Princess Zelda, Link and Donkey Kong - some of America's most recognized video game characters - will soon be appearing on the Compact Disc Interactive format due for a European launch this year next year.

NIM will be developing and marketing an unspecified number of CD-I titles featuring these popular Nintendo characters.

"CD-I technology will bring a level of interaction and realism gameplay with titles featuring the Nintendo characters, never previously experienced by Nintendo fans."

predicts Bruce Larkin, president of NIM. "They will further increase the appeal of our product line."

Advertisement and marketing will soon have the chance to take over their partners when CD-ROM features the digitized voices of Indiana Jones and the Last Crusade. Additionally, CD-ROM developers, publisher and publisher on board is now popular 16-bit arcade games 4-in-1 and 16-bit video titles with Indiana Jones and the Temple of Doom about to hit 4-in-1 CD-ROM.

Rik Haynes asks 'Stormin' Norman for his tips to Super Mario Bros...

Strike Commander

Will combat flight simulators ever be the same again? The stakes are high for the next release from the creators of Wing Commander. Strike Commander incorporates the most powerful 3D graphics system ever written for a PC creating a fully realized cinematic world. There's no doubting the block-crunching through the PC

games industry when they saw the early demo of Strike Commander at the Consumer Electronics Show in Chicago last month.

"Strike Commander is an entirely new form of flight simulator," says the Florida-based company. "You're thrust into an alternate reality of brutal battle and atmospheric lighting, 3D real-time 3D-mapped images, textures mapped and General-shaped polygonal objects." The question is, will the graphics shape up as well?

Microsoft is releasing Strike Commander on the PC in the autumn. Don't hold your breath for the GameBoy conversion!



Runes of Virtue

It sounds incredible but it's true, the fantasy role-playing hit from Bright, has come to the GameBoy courtesy of PCL. How could they come so much depth into a machine better known for puzzle games? Well players trained on Tetris and Teenage Mutant Ninja Turtles must fervently to the more sophisticated style of play?

Strike - Runes of Virtue, a one megabit cartridge with battery back-up allowing you to save play positions, has been programmed by the designers of the original series of computer games.

The mission is to seek the eight runes which are hidden around the dungeons in

either Maze, Ward, Fighter or Knight, you can talk to friends to gain hints and tips to further your quest and possibly discover magic scrolls, potions and teleporters.

Runes of Virtue is filled with a variety of foes, too, including skeletons, bats, ghosts, dragons and the mysterious Black Knight. Will you use your masterful sword skills, throw the magic orb or employ more devious plays to

defeat these creatures?

One unique feature of Runes of Virtue is the use of the two player sub-option. One player mode has more than 150 levels of play, while two people can explore over 80 levels which features two types of dragons. The players either compete against each other or work together to defeat the game.





The Resurrected

Following the success of our *Games* article in the last issue, AOL hopes to bring you regular news of movies which could be licensed into computer and console games. And why not instead? This month we uncover the latest movie to be based on an H. P. Lovecraft novel.

The Resurrected is an attempt to produce a more complex thriller than your average slasher flick promises (Score!) **Evil** Plurimus. It's a genre jammed with chain-saw legging sets, pin-cushioned demons

These detachable figures resemble one block. Only this time they're made from sturdy modeling clay to feature a new special interior. Approximately 1 inch from your location, then 100.

Just maximize multimedia excitement! And use the Lovecraftian Director's amazing features about special effects that bring 370 of digital video information technology.

Based on an '80s horror bestseller, one of the most famous stories to emerge from the state of Massachusetts is the strange tale of the Necronomicon.



about the story and find yourself of course. You're not the only in the world.

Each of the titles of an individual artist.

The only movie to be based on the novel is the one that is the most famous. It's a genre jammed with chain-saw legging sets, pin-cushioned demons



The story here is about the only in the world. You're not the only in the world.

and mental deficiencies in hockey making, the classic horror film has been all but lost in a mist of smoke and bling."

Based on the Lovecraft story, *The Case of Charles Dexter Ward*, *The Resurrected* deals with his 80-year quest - the desire for immortality. A scientist becomes obsessed with the ancient 1800 century experiment to reanimate the dead. Sounds familiar, doesn't it? You don't need to say, this fascination triggers a terrifying and gruesome chain of events.

The Resurrected has been directed by Dan O'Bannon, one of Hollywood's most respected screenwriters who created *Alien* and *Tarantula*. He also wrote and directed the cult horror hit, *Reanimator*, a sci-fi horror film. The special effects and make-up were in the capable hands of Todd Manlove who worked on *Predator*, *RoboCop II*, *The Return of the Swamp Thing* and *Look Who's Talking*.

"I think it's been an awfully long time since there's been a horror movie that's a good solid year for adults to enjoy," says director O'Bannon. Will audiences agree or is *The Resurrected* destined for a late night showing on satellite TV?



Image courtesy of the movie. The only in the world. You're not the only in the world.

Cinematractions

Sporadic, the timeless gladiator movie starring Kirk Douglas and Tony Curtis, has been fully revived and shown in multiple cinema across North America. Anthony Hopkins, enjoying former success with his role in the chilling *Silence of the Lambs*, dubbed the voice of the late Laurence Olivier • Television are in for a treat this summer when *Star Trek: VI: The Undiscovered Country* hits the screens. The movie coincides nicely with the 20th anniversary of the original television show. • Biography, creator of the *Band's* hit and *Barbie* have complete games. In putting the finishing touches to special *Star Trek* games for the PC, NES and Gameboy • Also on the list: a multi-screen *Project* starring Emilio Lavezzi, Anthony Hopkins and Mike Jagger • Will Owen playing the *Agile* in *Summer of '82* The original starts shooting in September and again stars Michael Rooker in the *Captain Crusader* with Danny Defina playing the villainous Penguin. The character Nicki Vito, originally starring Kim Cattrall, has been left out along with Jack Nicholson's John. There could be a surprising choice of actor to play John...

Fantasia

Week 1000 his impressive performance in *Castle of Illusion*, Mickey Mouse is plunging into another huge Megaverse arcade adventure. This time our favorite rodent is reuniting his starting role as the Sorcerer's Apprentice from the animated Disney classic, *Fantasia*.



The game features the sound-and-character from the original movie including the clanking workbenches, magic plum baubles and wrywood forests.

"*Fantasia* fits your screen with rich color and animation," the company continues. "The background art is layered with detailed rock and backgrounds for a lush, spellbinding 3D effect that is fascinating to watch. Don't miss this video game landmark."



Eye Of The Storm

Has every games programmer given *Quake* and *Duress* their usual morning, gameplays will enjoy this refined 3D graphics technique in *Strike Commander* (Brigade/Midway), *Cyber Flight* (Electronic Arts) and *Eye of the Storm* (Empire).

All this light source illumination and depth coding is very convincing. Even in the best mode at Empire for an explanation:

"Quake shading increases the realism of a scene using a linear interpolation technique which averages colours upon the faces of a shape. This lays the foundation between polygons and gives the shape a smoother appearance. The technique was described to us, sourced in 'Computer Display of Curved Surfaces' published twenty years ago by the University of Utah, USA."

What about the game, itself? *Eye of the Storm* is a strategy game set many years from now in the hostile gaseous atmosphere of Iphig. You're sent out on a kill or be killed mission to fire the activity of the free zone for the network back on Earth. Sort of like an interstellar upgrade of *FFX*.

Super R-Type

Prepare yourself for a turbocharged version of the popular shoot-'em-up *R-Type*, when Iron delivers Super *R-Type* on the Nintendo 64-bit entertainment system in Japan next month.

"It comes loaded with action, eye-popping graphics, brilliant colours and even dynamic stereo sound," announces Iron of America. In Super *R-Type*, star fighter R-9 is engaged in a deadly space battle against a load of mutant creatures hailing from the Blue Empire. These giant machines are bred on the destruction of the cosmos and only Super *R-Type* can intervene.

Super *R-Type* wowed the CES crowds and quite a few critics over on the Sega stand!

Phalanx

One of the best presented games in Japan at the moment is *Phalanx* for the Sharp 98000 personal computer.

Like many other Japanese shoot-'em-ups, *Phalanx* has an impressive intro sequence to get you in the mood for the impending swirling destruction and sprite death. Here the storyline, characters and details of your Enhancement Fighter unfold in a series of imaginative animated screens.

Then you're ready to kick some alien butt.

Escape From Cyber City

The first generation of CD-I games have started to appear, and, apart from The Palm Springs Open free-action golf simulation, *Escape From Cyber City* is the most striking example of this new genre.

Similar to the *Duress*'s Lair and *Spain* due style of isometric gaming, you control a cyberspace lad through the streets of some evil city filled with crooks and thugs. Make the right moves and you could earn yourself a ride on a jet-powered skateboard. Buckle up, simply not *Jet* in the gutter. The gameplay may be simple but the animation, soundtrack and speech are of outstanding. With more software of this audio-visual quality, CD-I will have the first CDTV system standing.



What game collection could be complete without the *Spain* (Empire) Lair. The new *Spain* (Empire) version will be able to run on the CD-I and use *Enhancement* from your platform, multi-layered sprites and fancy stuff.

Their Finest Missions

Since the release of *Their Finest Hour: The Battle of Britain* historic air-combat simulation, dedicated players have been forced to create their own custom missions using the built-in Mission Builder. Now Laserline Games and US Gold have brought out a unique selection of their favourite missions in an add-on discoid, aptly named, *Their Finest Missions*.

"*Their Finest Missions* challenges even the most skilled computer pilots," exclaims Laserline Games, "and for the truly daring we've also included game designer Larry Holland's own mission, *Suicide*."

Suicide please you in immediate peril as your B-11B, ordered to bomb and strafe the Denver CD-I radar station, is surrounded by six top-of-the-Spitfire MK2s. How would you get out of this little situation?



Super Schwarzkopf

Smart weapons may have stopped Iraq's aggression in the Gulf, but video games helped the armed services fill the hours of boredom before the conflict actually commenced. And if it's good enough for his troops, General Herman Schwarzkopf apparently plays *Schwarzkopf*.

ACE called and found the Pentagon for some secrets. Which games does Stormin' Schwarzkopf play? Does he consider himself a good gamer/player? What's his all-time on Super Mario Bros? Was he got any game-playing tips for us? Is he thinking of upgrading to a Super NES?

Just like during the war, the top brass weren't giving the game away. A fax from United States Central Command MacCill Air Force Base in Florida, said: "General Schwarzkopf extends his regrets. He does not choose to answer your questions."

Meanwhile, Time-Warner has released an interactive multimedia magazine covering the Gulf War for the Apple Macintosh.

Smart Storm: The First Draft of History includes correspondents' reports, eyewitness accounts, photos, audio recordings, maps, charts, research and key documents gathered by Time magazine journalists during the conflict in the Persian Gulf. The software includes a lot of previously unpublished material. A PC version is planned.



As Sony demonstrates a portable CD-I player, Rik Haynes goes dream walking with the world's first sleep sensor...

For all you sleep/paranoid dreamers, after weeks in Edinburgh, we've published a series of video files to planning to launch Britain's first self-gone satellite TV channel. In response, numerous papers have mentioned it almost obsessively a three day period.

Super NES Arrives



The UK launch of Super Mario World gets closer as Nintendo unveils the Nintendo console (the Super Nintendo video game console) in the UK. Named the Super NES, it will be available from late summer for £199.95 which includes the control deck, two con-

sulters and a copy of Mario.

Many believe the European version of the Super NES will arrive sometime in 1993. Nintendo is projecting sales of two million Super NES console systems and six million software units during 1993 in the USA.

Nintendo of America, Inc.

Super NES boasts some impressive technical specifications including digital stereo sound from eight sound channels, four layers of scrolling and a 50,768 colour palette.

Nintendo expects 88 games to be available for the Super NES by the year end, including StarCity, F-Zero, Pinballz, Delta III and Super Play Action Football. It's doubtful whether Japanese carts will be compatible.

The first game in the great Nintendo Super NES versus Sega Genesis (Megadrive) console battle have already been fired in the USA. Both companies used the CES trade event in Chicago to showcase their latest wares on the two systems. Sega even went so far to display (beside the Hedgehog game) just regarded as the best Megadrive game to date, next to Super Mario World and several games which one they thought was the best! This is only the start...



Philips unveiling its 'Magical' Video Reality

CD Confusion

Despite talks of a different deal, Philips and Nintendo are getting together to develop and market CD-ROM hardware and software for the Super Nintendo (Super NES) console.

According to Nintendo, the new CD video game will be played on a new cost CD-ROM/CD Compact Disc player (following the CD/CD-i bridge concept). Hiroshi Yamawaki, President of Nintendo, has stated that his company will work closely with Philips in developing Nintendo CD-based games.

"The chosen application format ensures the compatibility with CD-I players as well," Philips reveals. Nintendo adds, "We have been discussing the development of CD-I software titles for some time. Recently, we began discussing the development of a unique application format for play of compact discs on our 16-bit hardware system."

Nintendo plans to introduce this CD hardware and software in Japan and North America in the fourth quarter of 1993. The firm has not yet established a price for the player or games.

All the same time, Sega has unveiled an add-on CD-ROM drive for the Megadrive console at a recent Toy Fair in Tokyo. The Mega-CD will soon be available in Japan for an expected price of 120,000 (around \$175). In early 1993, another has been set for the North American launch. He understood over 20 software companies are developing specific Mega-CD titles, though information concerning the technical specifications of the pad get isn't publicly known.

European launch and price details for the Sega and Nintendo CD-ROM drive and games have yet to be announced.

The Philips/Nintendo deal has been doubted by Sony's conflicting plans to sell a system called the Play Station which can use both Super Nintendo cartridges and CD format games. Nintendo has stated that it will not be supporting Play Station, which is unlikely to be compatible with CD-ROM/CD-i discs.

Sega has been getting serious about compact disc and multimedia technology recently. Apart from the Data Discman portable-CD-ROM player, Sega has various CD-I models in development and the 32X (later Liberty), a complete CD-ROM pack up the PC, computers supplied with six software titles and a pair of headphones. Other products are expected to be revealed later in the year.

Nobody that the companies involved in these current negotiations were willing to comment any further as we went to press. Industry pundits have suggested the Nintendo/Philips agreement was the result of Sony's plans to launch its own console early next year. Another theory is that Sega has far more open views on publishing than Nintendo could handle. Only the top executives from Nintendo, Sega and Philips know the real reason.

Are we seeing the beginning of a video game and multimedia merger? AOL has no doubts that we will be hearing more of these console CD machines in the coming months.

CONSOLE COMPARISON CHART *

	SEGA	PC (GAME)	MEGADRIVE	SUPER NES
CPU	8-bit	8-bit	32-bit	32-bit
RAM	2K	64K	512K	32768
VIDEO RAM	2K	512K	64K	64K
PPU	8-bit	18-bit	32-bit	32-bit
COLOURS DISPLAYED	16	256	256	32K
COLOURS AVAILABLE	32	3072	312	32,768
RESOLUTION	256x240	256x216	320x224	512x448
MAX. SPRITES #	64	64	80	128
MAX. SPRITES/LINE	8	20	N/A	128
MAX. SPRITE SIZE	8x8	32x32	N/A	320x224
MIN. SPRITE SIZE	8x8	16x16	N/A	8x8
SCROLLING	24x, V1	N/A	N/A	48x, V1, H10g
HARDWARE SOUND	Yes	N/A	N/A	Yes
SOFTWARE MODES	No	N/A	N/A	Rotation, Scaling, Colour layering #10

*Source: Nintendo

Neo-Geo Launched In USA

With all the talk of 32-bit video games being sold only from Nintendo and Sega, console games by SNK reminded visitors to the summer CES of its 16-bit machines. The high price of Neo-Geo hardware and software wasn't made quite so clear and neither were facts concerning the worldwide sales of the system.

"The Neo-Geo targets the upscale adult market (20 to 35 year-olds) that Nintendo, Sega and NEC have overlooked," reveals SNK.

Despite incorporating the capability to produce sophisticated graphics and sound, Neo-Geo is fully compatible with its sister arcade system, the range and quality of games leave

many gamers feeling cold. New titles like *King of the Monsters*, a wrestling game inspired by monster B-movies of bygone years, do little to change this opinion.

In North America, Neo-Geo is now available for rent in outlets like Blockbuster Video. Hardly surprising when you consider the hardware systems cost \$649 with the game cartridges coming in at \$129 a piece. No wonder SNK has experienced lackluster sales since the British introduction of Neo-Geo last September.



SNK has apparently incorporated a feature that the Neo-Geo video games console can't emulate on anything better. Instead, SNK offers the Neo-Geo 32-bit machine, codenamed Japan and European proprietary names for you during this special gift. It's not stated, however, what about the software though?

Druman

Ever wish your wishbone had landed on TV lately? With Design in Mind, a California developer of high-tech toys and gadgets, could have the perfect gift for would-be drummers.

Drum Man is a portable electronic drum kit. It comes with headphones and a special pair of drumsticks. Each time they're struck, built-in LEDs flash to acknowledge contact with the invisible drums. The result? Fully digitized sound effects for snare, bass, tom tom or cymbals.

Drum Man is feature-packed and has its own belt clip for easy carrying. For further details contact Design in Mind at (818) 434-487-1266.



No Rest For The Widget

Not even sleep is a safe haven from the terror of technology. Matsushita Electric Industrial, or its trademarked terms Technics and Panasonic, has designed a Sleep Sensor that can be built into a mattress to monitor your every movement in slumberland.

One application of the gadget might turn your bedroom into an automated nightmare. For example, as soon as you stop snoring sleep and start drifting into sleep, the parental device could turn the TV off, dim the lights and lower the temperature of your surroundings. Like the Japanese proverb goes, Beware of Concealed Circuits in Your Bedding.

ACE decides to think of any other bed-based body movements the Sleep Sensor could be programmed to look out for...

A New Era In Interactive Entertainment ?

CD-I has finally arrived... well, almost. Philips, or rather its American front Magnavox, used a quiet afternoon at the Consumer Electronics Show in Chicago to unveil the first Compact Disc Interactive player for consumers.

For those not in the know, CD-I is an exciting multimedia home entertainment system that combines compact disc-quality audio with video, text, graphics, animation and interactive capabilities.

The idea is to turn passive television viewing into an 'active and participatory experience'.

CD-I players connect to any television and stereo system, and is similar in look, design and operation to normal Audio CD players. In fact, they use special five-track silver compact discs identical in appearance to their audio counterparts. As a bonus feature, the discs can play all CD-I, CD Digital Audio, Photo CD and CD-Graphic discs.

All major consumer electronics firms, including Sony and Matsushita (parent company of JVC, Technics and Panasonic), are also developing CD-I players.

The Magnavox CDRI-6 will be released in the USA and Japan later in the year. Europeans will have to wait another year to enjoy the CD-I version of Big Bird from Sesame Street. On the plus side, all the initial bugs should have been sorted before CD-I hits the sunny streets of Westborough, Mass. Admittedly, European CD-I units will include built-in full motion full screen animation capabilities based on MPEG (Motion Picture Engineering Group) specifications. Thus, CD-I discs will have the ability to mimic the TV-quality images and sounds that you're accustomed to.

American Interactive Media (AIM), the software development partners of Philips and Polygram, will launch over 50 CD-I titles in North

America this year to support the introduction of the hardware. These have been divided into four categories: Children's, Music, Special Interest and Games. AIM has worked with leading software developers and top boxers, including such names as Time-Life and ABC Sports, to provide a variety of titles.

Magnavox announced a launch price of \$1,499 for the CDRI-6 which includes a thumbstick remote control and two software titles.

Magnavox also revealed that initial software discs will range in price from \$29.95 to \$59.95.

As with the CD-I, a less sophisticated device with a similar concept, the quality of the software will be a major deciding factor in the success, or failure, of the next phase in interactive entertainment.

CD-I has the advantage of being available right now, plus it's supposedly easier to develop product on this Amiga-based machine, whereas the pioneering CD-I titles look and sound far worse. But as this early stage, there are no clear winners.





Sony Probes The Future

Lookout Nintendo and Sega, there's a new handheld machine on the horizon which puts the Gameboy and Gamegear firmly in the shade. Sony has unveiled a prototype of the world's first portable CD-i player at the 2nd Multimedia Conference on Interactive CD-i in London last month.

The conference, which targeted the consumer launch of CD-i in the USA and Japan this year and Europe in 1993, focused on the interests of publishing, programming and design for the new medium. Key speakers included Jim Fritcher, President of Philips, and publishing mogul Robert Maxwell on (theoretical) lines. At least Sony had some working software this year.

"Once again, Sony has taken a dream and turned it into practical reality," says the video literature. Nevertheless, the baby looks hot.

Sony's CD-i "Milestones" is a compact little unit combining a full-featured Compact Disc interactive player, which is able to play CD-audio discs just like its standard cousin, and a colour four-line display. There's simple controls, a rotated joystick and two fire buttons, plus you have control over the software. There is also a "hyperbrowser" model under development, which will be soon!

The data stored on a CD-i disc is compatible with all current TV standards so you can also hook the multi-disc up to your television monitor and built speakers for full effect - even if you're in Europe, Japan or the USA.

The consumer portable CD-i player, which remains a technology demonstration at present, contains a 32-bit Motorola microprocessor and one megabyte of memory. CD-i's digital video and audio processing specifications allow for over 16 million colours and a maximum audio capacity of 19 tracks.

A single CD-i disc can store over 100 million words of more than an entire 20-minute encyclopedia.

"The real significance of CD-i applications haven't been revealed yet," notes Sony. "But interactive music will soon give a kind of CD-i environment potential. Imagine being able to instantly interact with your favourite synthesizer in a multimedia environment. High quality sound, video clips, text sheets, laser letters, discography - everything is on the disc - and the audio-video playback arrangement is up to you. CD-i titles can be designed for all ages, from toddlers to adult, and old masters."

What's the deal in the light entertainment? These America, what else? And to you quality interactive light to really complete the picture. When into the real world showing new reality through images. These things, waiting for their partners for and hand don't being necessary. Are you thinking? It has the children screen to learn system? Looking prepare you for what four-year olds. Are there American programs and is and coming when the entertainment industry isn't? I don't know about you but I'm travelling on the CD-i from now on.



Metropolis Of Multimedia

Determined Tokyo, if the pace continues will, doesn't kill you, the pace of progress will. That's probably why the world's biggest software company is building a \$18 million research and development facility in the capital of Japan.

Microsoft taps the centre will expand the electronic horizons of multimedia, HDTV high definition television and satellite communications. Another booming market is the introduction of more Asian language software applications.

Japanese punters are already enjoying the benefits of hypermedia thanks to machines like the PM Series, a 32-bit personal computer with built-in CD-ROM drive from Fujitsu. According to Raj Yoda and Kazu Ohta of Japan's CDA Research Institute and Kyper Media Corporation, players can start taking their life in anticipation of life-like games with elements of simulation and role-playing.

The opportunities will start lining in the late 1990s, but will Microsoft have any space cash to spend on the ever-broadening side of things?

Video Vigilante

Based on adult portions will soon have a weapon to counter-attack the formal TV programmes invading their homes. Would you like to blow away the smug Barry Norman of 'Terry Noonan'?

The Video Vigilante is a new accessory that allows viewers to shoot the television by superimposing a shattering glass, bullet hole graphic, over (breaking) images - or printers - to the accompaniment of a gun shot, or any of a whole selection of other graphics and sound effects. You simply choose various effects, which range from a pin in the face to a brick thrown through the screen, by plugging in different cartridges.

"It's never already about and these things of the TV screen," argues co-inventor John Pella. "The Vigilante gives them a way to shoot those annoying images with a great effect and good sound." The system works with broadcast, cable, closed circuit, satellite and video tapes. Operating just like a video game, Video Vigilante is controlled by joystick. Click fire and a post-of-potential criminal appears. A second click shoots the selected image.

Video Vigilante will be at North American stores by Christmas. A price is yet to be announced.



F-14 TOMCAT

The First Simulation
Of The Most Famous
Jet Fighter In The World

Join the elite fighter pilots in their battle for control over the skies. Fly the F-14 into life-or-death combat action, from the Persian Gulf to Libya and Korea. Battle it out in "Top Gun" school one-on-one challenges. Outgun Migs and SU 22's on carrier-based assignments. Variable skill levels make F-14 accurate enough for the expert, simple enough for the novice, and with a full real-time highlight film, you'll learn as you fly. Vivid 256-colour 3-D, digitised sound effects, bit-mapped explosions, a whole host of different viewing angles and an armory hot enough to rule the skies make F-14 Tomcat a flight sim as deadly as the plane itself.

F-14
★
TOMCAT
digitised simulation

ACTIVISION

Available
in August
on PC &
Compatible
format.



ACTIVISION

Letters

HAPPY FAMILCOMS

I don't know why people get so excited about the Super Famicom. Is it offers nothing new that the Megadrive can't handle.

It's pricing is ridiculously high at the moment. It it's just playing old games that have got a lot better (D&D, Ghouls, 8' Type, Playhouse, Sim City etc)

I'm not going to buy it for these reasons, and also because of the fact they've been trying to build a monopoly in the world of videogames.

If you don't believe me ask Tengen! There must be about 500 games available for the MSX in the US and Japan. In Europe that are about 30 (many import not installed). There isn't a portable MSX but it isn't licensed by Nintendo, so the consumer has to pay twice the money in order to play the same game at home and elsewhere.

Sega does the too Master System, Megadrive and Game Gear. I'm 17 years old and I've seen the rise and fall of systems like the VCS and the CBS ColecoVision and in 11 their days they just went for a (200) new main game for the VCS! Nowadays if you're going to a system you'll have to face the fact that you're going to miss a few titles.

In Europe almost every game that's released for the Amiga is also released for the Atari ST. The situation's totally different for consoles, leaving us consumers standing in the cold.

The most innovative products I've seen the last couple of years have gone down the drain or are still struggling to survive. The Amiga system, the Commodore ProMax, the PC Engine ST (the first hard disk system that also first rate cartridges both at home and everywhere else) but you guys decided to give the PC Engine no more attention, why?

And the Software-Corner Laserdisk, instead of course, I hope that the truly innovative and consumer friendly products get what they deserve in the near future; success that is.

By the way, I have a Sametime, an Amiga ST and a Megadrive and I'm going to buy a PC Engine in the near future.

Nicky Marlo
Belgium

2/ Yes it does.

2/ It's priced because it isn't officially available in Europe and since people are perfectly happy to pay over the odds to get one, this

keeping the price high.

3/ What's wrong with offering Famicom owners the chance to play classic games like Playhouse and Sim City? Should they have to buy an ST to enjoy those games?

4/ You have to buy different versions of different games because (a) Famicom and Sega don't wish to force people to choose between a home based system or a handheld and (b) the machines have different capabilities which have to be catered for. 5/ MSX cover the PC Engine should its user base become large enough.

SING SAMTHING SIMPLE

I read with some interest in your last issue that you will no longer support the 8-bit machine. My opinion is, they do include the Sam Coupe computer? There are now thousands of owners of the 8-bit computer, which possesses many characteristics of more expensive 16-bits, and after all, it is a new machine.

This computer has a steadily growing user base, and new games are now beginning to appear. I wonder whether ACE will cover these games as they appear?

You also mention that you hope users of 8-bits will turn to ACE when they upgrade. The fact is, many Spectrum owners have upgraded to the Coupe to use their existing software base as well as using specific Sam software with greatly enhanced sound and graphics. I understand negotiations are taking place with a number of companies for specific Sam releases, including Many Seeds from Ocean and Prince of Persia from Coreark. The latter is supposedly the best version of all. I eagerly await comments on such games.

Nick Everett
Buxhey

Correct Coreark are producing a copy of Prince of Persia. Well, sort of. A third party approached them with a completed game which, according to Coreark was so fantastic they couldn't buy it down, even in the light of

the Coupe's less than awesome sales. However, the game will appear under the SAM rather than the Coreark label, and more really seems to know quite when it will be released. Many Seeds, however, would seem more unlikely proposition.

As for our coverage of the Coupe, we can't make any promises.

TELEVISION MAN

With regards to the television idea of a computer/teletext programme, I think this would be an excellent idea and could take the same line as your Direct Lines do in the print pages. Do you would have an expert for each of the poorer machines, give ten minutes in the programme to give a run down on the latest releases, voice his opinion on some, and tell of future games. The program would last around an hour and could be shown early on Saturday morning, like the Chart Show.

This sort of programme wouldn't affect mag sales sales, merely acting as a supplement to them.

Also if it was to be, say, once a month or once a fortnight it wouldn't be that expensive for a TV company to produce.

Steven Lunt
Wigan

WHEN I'M 65xe

Before I go on I would like to say your magazine is the best I get it every month and have done since 88. I have three complaints (not about your magazine). 1/ I can't get Atari 65xe, the new one, and not in over ten years have I seen a magazine for my computer.

2/ The 65xe is becoming more popular so how come I have to get my games from a shop &

FAST AND SMOOTH!

It may be that I am underestimating the power of such an organisation. Or, perhaps not being a photo, these few words do not strike the terror into my heart that I might.

The words, of course, are Federation of Free Traders Anti-Pol Do you think the threat of reporting photos to FOFT has you have worried at the end of the Readers' Paged is going to finally stamp out the nasty breed of computer enthusiasts for good, or I suppose, it could be that you just made an error. Still, reporting photos to FOFT would probably have just the same effect as reporting them to FOFT.

In any case, before the Federation Against Software Theft was set up, wasn't there a computer users club for users of Free Basic on the ST called FAST? Its name has caused some confusion of course.

Oops! And you, the Federation of Free Traders certainly put the fear of God into us when we saw it. Still, our personal files these pages (ie, not me) has been reprinted and made to play Champion of the Bay for a fortnight as a penalty.



into from where I live because no other shops sell them.

Is the only games I can get are £1.99 things not saying that some of them are load-lad how come I can't get games like *Out Run*, *Double Dragon*, *Silverwolf*?

My personal computer was out before the ST and the ST already has a mag. ACE.

David Bubb
Edman

As we know of no magazines covering the Blue. Possibly your best bet for new games info would be to join a users group. And if any readers know of such a thing, we'd be only too pleased to pass on the information.

MAKING THE UPGRADE

At the moment I am the proud owner of a CGA, and thinking of upgrading to a better machine. However, my parents say that I will use it as a playfield games console. Also they argue that what can, say an Amiga do that a C64 can't? Do you think it is worth shelling out £200 to £400 to own £1000 to a better computer. Please could you give me some advice as I don't know what to do.

Also, if my parents do finally decide to let me buy my hands on a 16bit machine, I don't know what to get. For a decent PC it would cost £1,000 so that is definitely out of the question. So what am I left with? Most of my friends own Amigas and a few own STs and after playing on both of them I would say that

the Amiga is best by far. But is it £100 better than the ST?

C I Stevenson
Lancashire

It sounds as if you've pretty much made up your own mind. So what are we left to answer? Is the Amiga £100 better than the ST? Well, we have to say, in the light of market trends and so-on, Yes.

EASY PCs

Right! That's it! I've had enough! What on earth do hardware and software companies think they're playing at? I own a PC with VGA and 20 meg hard drive, nothing especially fantastic, but a decent enough machine nonetheless. I've had the machine for about a year now, and until recently was very happy with its capabilities.

Now, however, a situation has arisen which I am less than happy about. Games from companies like Mindscape and Sierra are now so big, frequently numbering 5 discs each, that I can only store about 5 games on my hard drive.

This means that whenever I purchase a new game, not only do I have the annoyance of having to install the program onto my hard drive (anyone remember games you could play from disc?) but I have to erase one of the other games, necessitating another fussy install at a later date. What a bore!

Now, the blame can hardly be placed in Mindscape or Sierra's direction (although I suspect that a little bit more data compression wouldn't go amiss). They are simply trying to give publishers like myself value for money.

Unlike PC users, who seem to be ripping us off, we've been looking in a few American mags recently, and you can get a top-of-the-

range VGA PC with 100meg hard drive, more power boards, printers and drives than you can shake a stick at for £1,000; the same cost as a top standard machine here.

What is going on? It's extremely cheaped off. Are we being ripped off or is America (and the rest of the world, so far as I can tell) some sort of dreamy Utopia where everything is cheap?

Please let me, ACE - this at my wife's cost!

Paul Bradford
Cheshire

A sad situation. And one that we have experienced ourselves. Our ACE PC is, in fact, just about to be replaced being to it's new-found usefulness. And all as a result of similar circumstances. It's not unreasonable to have to clean out one's hard disk every two and' again, and it's not even the number of games that you can or can't fit on the machine which we find annoying. It is, as you correctly point out, the outrageous pricing difference between machinery over in the States and here which lets us.

However, there would appear to be some light at the end of the tunnel - PC prices are coming down at the moment, and while they're still a long way above the silly numbers found on the other side of the pond, it is possible to find a PC with a decent hard disk and all the bells and whistles for around £1,200.

STRIP SEARCH

I'm writing to say the cartoon strip in the ACE Technopage, particularly Dotsey's *Toad* and Johnny's *Goggles* particularly amusing, though I must admit that I didn't get the joke in *Things in Boxes*.

Anyway, it got me thinking about other strip ideas for a possible future guide. How about CD-Rew—here's a big con, about a criminal who uses a vast CD-ROM database to help him rob banks or something? Or Marilyn's Megabyte—it makes games come alive, about a computer that makes the sprites in a little girl's game cartridges come to life!

Daniel Ross,
Gloucestershire

To be perfectly honest with you, I didn't understand Things in Boxes either! As to your strip idea, CD Rew has promise. I like the pun, though you don't explain quite how this character is going to be mischievous! Marilyn's Megabyte is perhaps a little too similar to Freddy's Full-Frame Frank to be used. Still, glad the strip generated some response!

BACK TO THE FUTURE?

After reading ACE *completely* for the last year, I feel I must write to say what a load of rubbish, nay, outbreedings I think of this future technology business is. It's just another thing called science for money-grabbing software and hardware manufacturers to squeeze more money out of the exploited game-playing public. Well, we won't stand for it anymore!

Recently, I had the opportunity to sample that new virtual reality coming in a London suburb. Two guys I used to know. What a load of rubbish! All the graphics were blurry, the helmet was far too heavy and the game was very disappointing. Call me an old square, but the way I see it, until these VR sprocketsheads can come up with something as realistic as the system seen in the movie *Brampton*, they should stay tucked in their little boomers' cupboards and not try to take us off with their fast-talking sales pitches. Come back when you've got something that is QUANTUMLY realistic, oh chaps!

And CD-R! A load of plab if ever I saw it. It's yet another excuse for penny-pinching software to get away with releasing sub-standard games by dressing them up in flashy graphics. Of course software publishers' low-technical breakthroughs - it allows them to be lazy in the gameplay front.

Whatever happened to the good old days of the games industry, when games like *3D Air Attack* and *Temple Run Level 100* were supreme! Because the capacity for graphics and sound were minimal, programmers had to impress by doing playable games, now they have all these 400K colour screenshots and 32-channel separations they just sit back, top in a few lines out of some feedback, put their selves on the back and then go off to buy themselves a new pair of glasses with the earnings - which come out of OAP pockets.

Well, I say it's time to stop. I think that we should all be forced to go back to our old 8-bit machines, so that gameplay will once again become the most important factor in a piece of software. And while we're about it, let's wrap all this talk about VR and CD-R, etc! Come on brethren! If the books are sealed, we will never be cheated.

Oswald Ulysses Broken
Futures Bar

Steady on! While we at ACE share your sentiments that gameplay should always come first, there's no need to have a go at future technology to support your argument, it seems to us that your strategy is lagged with a streak of paranoia and nervous-minded behaviour as you attempt to fight off the future with these little dreams of an industry that once was. You can't go back you know, so the only way to look in to the future - which, you'd best if you just opened your eyes a little - is getting together to be passionate: Rise up and level the coffee, why don't you?

MEGABYTE MISERY

After reading the excellent ACE preview, I rushed out to buy a copy of MicroPresser's P-15 Strike Eagle II for my Amiga. However, on loading my new purchase, I experienced loading difficulties and consulted the manual to see if I was doing anything wrong. It was only then that I discovered that the game only works on a 1 Meg machine.

Since I have only an unexpanded Amiga 500, this is hardly any good to me. Since I am planning to buy a Meg expansion within the next few weeks, I won't be taking the game back - but it's useless to me in the meantime, and what about 512K users with no plans to expand who bought the game?

I know that more and more Amiga owners have megas now, but what about the poor unfortunate who don't? It hardly seems fair. So come on MicroPresser, it's not difficult to put a 1 Meg Only sticker on the front of the box to protect any potential half-meg buyers. I hope this isn't some kind of deception they're running to con more people into buying the game, and I hope this is only an isolated incident. I'd hate to see this kind of trend continuing.

Henry Fisher
Coventry

Fear not, oh paranoid one. This is not a subtle ploy to grab half-meg owner's cash. A simple call to the Fraser boys explained the problem. A cock-up in administration saw the first batch of P-15s being shipped to the

shops without fitting warning stickers. The retailer is currently being notified, with sticker sheets being sent out to shops, so they can modify their packaging. And, of course, all further copies of the game will have a warning sticker. MicroPresser assures us that if you did fall foul, there should be no problem taking the game back to the place of purchase to get it sorted.

BARGAINS GALORE

While visiting my local software shops the other day, I noticed that all of them had one thing in common: they were selling the newest games at only cut-down prices! *Blitzkrieg* and *Infesto Death* were labelled at only 23.95 each, while *The Killing Cloud*, *Blut* and *CRMS II* weighed in at only 13.4.05. The Corporation *Blitzkrieg* Disk and a sprinkling of budget titles were available for under a fiver.

When I inquired about why everything was so cheap, I was informed that they were not selling many games at the moment. This is due to a sales slump, current recession, and the fact that the majority of big releases appear at Christmas.

If it is the same everywhere, or is Sheffield just an isolated case? I just hope that none of these local stores really feel the bite and have to close - one of them has already had to fill shelves shelves with board games, puzzles and miniatures.

Even worse, will the companies themselves suffer from stores selling off their titles cheaply and go the same way as Hewson. This is just idle curiosity and I hope that there won't be any titles who get swallowed up before the current situation sorts itself up. What are your predictions?

Anyway, now for a question. Concerning your in-depth feature of the game *Robin Hood* in last month's issue. What exactly is one of those Tarble jobs doing in a game such as this? I noticed it in the sprite block picture on page 60 bright as the bottom left hand corner and wondered if it was supposed to be some kind of competition for your readers. As I feel the only one who noticed this, and if so, do I win a prize?

Shaun P. Hardy
Sheffield

Interesting point, Shaun. It's a well known fact the software industry enjoys a bit of a slump during the summer months. But the software get their wings no matter how cheaply the games are eventually sold for, don't you worry about that. As a vic the Robin Hood query - yes, you are the only person to have noticed it, and no, you don't win anything.



IBM PC & Compatibles
 CBM AMIGA
 ATARI ST



My head is changing... and my heart
 is jumping the stadium crowd every second of my typewriter body - the "Whirly girl", that will be also forced, swayed like a Call-88 into its helixes as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

"Dirt Wheels" They call it. Computers who play a "game" - a game where there are two modes to play... down on ground or down on top - the best of both! They "WIN" four million are the finest limited combinations of engineering... matched most will **win** **and** the **competition**, and then, crash them, destroy them into a million white hot, smoking spheres of destruction.

The "WIN" of "Dirt" is which mode of

as well experience our best, and best, sliding track. In the arena, the game becomes a **struggle to win**, a fight for life. The rules from the stadium crowd is driven by the successful roar of the mighty heart of this **mechanical beast**, its engine purring out every ounce of power to keep me just ahead, and delivering a heavy, skidding blow into my back as it accelerates at my command. Taking aim, I fire up every muscle ready for the great fight. The stadium screen as I witness my **total domination**, and the message - "DIRT WINS!"

But there's just that the game story. Now **WIN** enter the arena...

ENJOY THE SHOW!

OCEAN SOFTWARE LIMITED
 & CENTRAL STREET
 MANCHESTER M2 5NS



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



MASTER GOLF

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.



ACES IN WINDY CITY

When the high-tech spirit of Nintendo dominated the fall CES in Chicago, it was the place to spot the industry's biggest names. The company brought back the Super Mario Bros. game, which was discontinued after the first year. The game was back on shelves for the first time in the U.S. since 1985. The game was back on shelves for the first time in the U.S. since 1985. The game was back on shelves for the first time in the U.S. since 1985.

While Jim Douglas did all the work at Chicago's CES, Steve Cooke got well and truly stuffed...



There was a time when Summer CES at Chicago was THE place to spot hot Christmas releases. That was the time when folks were so disorganized that June saw most of them still desperately trying to decide (a) whether they could still be around at Christmas and (b) if so, what they could possibly get into the market (in untested, underdeveloped state) by around 4:30pm on December 23rd.

The message behind this year's bash at Chicago was that these industrially adolescent years are now well and truly behind us. Yes, every stand featured countless monitors denouncing this year's offerings for Santa and his, no-one paid the blindest bit of attention...because they'd seen them all before at spring CES in January. There are two reasons for this uncharacteristic efficiency. First, take a game like Sid Siewer's Civilization (building cultures on the Microprose shell). Like so many of today's games, this is as complex that if you hadn't programmed in the concepts of Tron: Evolution by June, come Christmas you'd risk giving your partner a game that couldn't handle anything later than the Renaissance Era. And as we know, so much has happened since then... (Shouts - I'll)

The second reason is that the men in suits have learned that space on Santa's sleigh is strictly limited. Unless you can make your distributors on a round-the-world cruise in late June, you can kiss goodbye to sales in late December...and heaven help the programming team who can't come up with a sexy looking demo version for on-board entertainment.

As a result of all this new found professionalism, there really weren't that many surprises at summer CES - just one of many factors spread throughout the consumer electronics sector that prompted at least one paper to question whether June was still a realistic time for a major show.

Not that there weren't pockets of excitement, which we've picked and passed for you on these pages, but most of these paled into

insignificance beside Chicago's main attraction - stuffed pizza. None of your family-friendly Pizza Hut offerings here - each item on the menu was so personally large that, when you'd truly ordered a "Small," the waiter did a double-take and said "I small?" For one person? You couldn't possibly eat one of those - they're colossal! So forget deep-dish, forget thin and crapy, and - while others debate whether we should forget summer CES as well - get stuffed.

IN BRIEF...

► **Monsters** that join entities between Sony and Nintendo's products is CD-ROMs *Resident Evil*. Well, not if history is Nintendo have stamped the industry by announcing that they'll be bringing up with *Philly* instead. Since Sony already have an agreement to handle the Super Nintendo compatibility with their PlayStation line, it's more practically difficult to face the interesting situation of an event that that Nintendo-compatible machine coming into the market - unless they decide to wrap it, which at present seems not to be the case.

Although Nintendo's *Resident Evil* is supporting the system, it's hard to see software developers leaving their big dogs from Sony, which are apparently in the offing with one condition: that they be able to use any other system (EGOT) the PlayStation has, but look no further than a Sony console, it seems.

► **Philly announced** that again, CD-ROM is an interesting concept that that, you see, the only thing that Sony's products can't do is the amount of Super Nintendo compatible CD-ROMs released explicitly for Nintendo following the announcement of their link up with *Philly* (see above). It's not that certain, however, that can't do a full study for the photos in the UK to consider that amount of credit cannot be that many, but someone who can't do a year later with CD-ROM.

► **Galaxy Frontiers** were showing off the latest version of the *New Frontier*, the second installment of their remarkably faithful adaptation of the *Taliesin* book. Graphics and game detail are relatively better - stand by for a review in an imminent issue of ACE.

► **Now's** *Machine for the Super Frontier* made the most impressive use of the machine's hardware within facilities. *Landmark Frontier* faces from others, is designed in similar elements, which are that slightly more related to the game's progression of objects while the entire book space is again entered from several figures. Very neat indeed.



Where left: *Conan* a miniature sample of the state of the, especially in the country, and some, especially with the... (The text is partially obscured and difficult to read.)

Where right: *Machine for the Super Frontier* made the most impressive use of the machine's hardware within facilities. *Landmark Frontier* faces from others, is designed in similar elements, which are that slightly more related to the game's progression of objects while the entire book space is again entered from several figures. Very neat indeed.



What a great idea! An automated tool manager? What a... (The text is partially obscured and difficult to read.)



Where: The new video game from CD-ROM requires the third disk and a specially adapted copy of the... (The text is partially obscured and difficult to read.)

company called *Shogun* Interactive. This video... (The text is partially obscured and difficult to read.)

...the first *Shogun* title for PC, *Shogun*, and *Shogun II*, features stunning graphics and a specially designed menu system that brings you a... (The text is partially obscured and difficult to read.)

...the first *Shogun* title for PC, *Shogun*, and *Shogun II*, features stunning graphics and a specially designed menu system that brings you a... (The text is partially obscured and difficult to read.)



ACE is proud to announce the... (The text is partially obscured and difficult to read.)

...the first *Shogun* title for PC, *Shogun*, and *Shogun II*, features stunning graphics and a specially designed menu system that brings you a... (The text is partially obscured and difficult to read.)



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...the first *Shogun* title for PC, *Shogun*, and *Shogun II*, features stunning graphics and a specially designed menu system that brings you a... (The text is partially obscured and difficult to read.)



With DYNAMIX looking to build on their computer-film success with interactive cartoons, and DISNEY fairly stomping

the ODD COUPLE

ahead with a brace of big name titles, the two are gearing up for a major assault on the top-end of the market.

DISNEY

Disney Software's releases to date haven't exactly been polished at the high-end of gaming, involving round-the-clock Mouse's endeavors to avoid production-line deaths in the Castle of Illusion and Donald Duck's antics for beginners.

However, the next batch of product would appear to promise a considerable image hike for the firm, certainly in the age profile stakes.

The firm's glittering press brochure is a slick response to the scanty press of Chicago was an impressive effort, not only for the effort Disney had put in ensuring the ladies and gentlemen from the world's press were well fed and

watered, but also for providing a brace of product managers on hand to demystify their own projects.

Although being flattered around the outskirts of the room felt a little like being on some sort of public relations conveyor belt and the slick spiel was a little over-done for the tastes of some Dots, the entire presentation was a pleasant enough affair.

Release Date: Summer '91

DICK TRACY

The movie may have been a flop and the first game may have been dreadful, but Disney's latest crack at the game of the film is the cartoon of the man in the yellow coat looks to be more successful than you might expect.

Radio-witted Dick must pull off a gritty, crime-ridden masterpiece, delivering his own rough-edged form of justice to the mob while trying to keep just on the right side of the law. His arch-enemy, Big Boy Caprice is behind the schemes of variously-generated crimes; them, here! which Dick must solve.

The true threat's actually a lot of detecting to do, with clues to various nefarious gangs (or libeled-around the town and Dick, with the help of regular subalterns from Police HQ) haring around the town rearing up felonies.

Albeit in an extremely predictable mold, the game at least looks presentable enough. There's a healthy amount of data to be gathered on each suspect, accomplices, aliases, known hide-outs, etc., and at least the primitive promises to be better than the diabolical face of its predecessor.

Release Date: Summer '91

HARE RAISING HAVOC

Roger Rabbit, the floppy, long-eared witwit who first star in Who Framed Roger Rabbit and more recently as the decidedly superior half of a Dick Tracy double bill is about to appear in a computer game of his very own adventures.

Baby Herman, angel faced psychotic, toddler of the first movie has been given to Roger to babysit by Mom. Should any unpleasantness befall Herman, Roger will be for the high jump.

Disney's aim this time was to produce an interactive cartoon, and if first impressions are anything to go by, they've had a pretty good run of success.

The game is constructed from a number screens each featuring a unique set of



ROGER RABBIT'S DARK AND DREARY environment is highlighted cartoonishly from the accepted 2-D cartoon style. Dick Tracy's gritty, noirish atmosphere is well captured in other scenes.



situations, loading off the disk in chunks. The advantage, obviously, is the game designers can define a whole new batch of scenarios for Roger for each situation. Who knows what pushing on a spring will do when you're standing on a springy moving board as opposed to standing on the sofa. . .

And indeed, the game looks well suited to the genre, being broken down into chunks, usually a couple of hours long. Each provides a new mini game with new rules and potential for Roger to improve.

The initial challenge is to help Roger escape from the living room of the house, a considerably more complex problem than may at first be apparent.

If this all sounds a bit Dragon's Lair, don't be alarmed. The player is afforded a great deal more freedom over Roger's actions. Each location is, also, pretty safe to begin with, only placing Roger in a dangerous situation with timing.

Release Date: Summer '93

ROCKETEER

Suddenly to appear as a major motion picture in the cinemas in the States, Rocketeer is a real back-to-front-of-the-house style movie with nice cut-throats, dastardly Nazi villains and a whole bunch of hairy scrapes.



All of which add up to a pretty excellent game formula. And indeed, Disney are giving a lot on the game.

All the action in the film has been rolled up into a suite of sub-games. So far so far early information reveals, there's a great deal of flying (no big surprise) and some LucasArts/Disneyware style sequences too.

Release Date: Autumn '93

STUNT ISLAND

It's no place for noobs. Stunt Island. Only the top-ranking elite flyboys need apply for a vacation on this adrenalin-intensive holiday paradise.

Directed by Disney as the flying and firing simulation, Stunt Island allows the flyer to select from a batch of dreamy historical aeroplanes and then 'take' themselves performing dangerous stunts.

As well as realistic polygon flight, the game boasts the most comprehensive self-video and variable playback features seen in any title.

The purpose is to become an expert pilot and film-maker and earn yourself a fortune of cash along the way.

Release Date: Autumn '93

DYNAMIX

Having earned the advertising popularity with top-quality titles like Rise of the Dragon and Heart of China, and having enthralled simulation fans with their super-detailed Real Rimes, Dynamix are set to make a play for the hearts of, well, just about everyone else with their new outing, The Adventures of Willy Beamish.

Directed as an interactive cartoon! This latest point-and-click extravaganza has a mischievous youngster as its hero, pitted against the sort of money-laundering and situations, which America's teenagers seem to have to mature. It makes a



STUNT ISLAND (top) offers a realistic simulation and film potential in the greatest title in Adventure. **ROCKETEER** (middle) is a real back-to-front-of-the-house style movie. **ROCKETEER** (bottom) is a real back-to-front-of-the-house style movie.

nice chance to attack more lightweight problems instead of having to save the galaxy again. You must keep Willy out of detention, keep him away from the school bully, etc., etc.

Imagine being able to control fleas out of The Woodier Trees, and you've got a pretty good idea of what goes on.

As yet, extremely little information is available on the title, but as you can see from the pictures, the graphic artists have gone to no small effort and the environment Willy has to play around in looks entertaining enough.

AND THE REST

A huge number also have been calculating over PC versions of Heart of China can catch up on Dynamix's earlier Masterpiece Rise of the Dragon come the summer. Clearly, the game looks pretty stunning, and any space-bec worth his salt would be wise to invest in it. Versions of Sotha 7 and Trail by Fire are also on the way.



DYNAMIX (top) has earned the advertising popularity with top-quality titles like Rise of the Dragon and Heart of China.

ROCKETEER (middle) is a real back-to-front-of-the-house style movie with nice cut-throats, dastardly Nazi villains and a whole bunch of hairy scrapes.

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STUNT ISLAND (bottom) is a pretty excellent game formula. And indeed, Disney are giving a lot on the game.



SOUND THAT SIREN!

President Bill Clinton is the first president to be elected using an electronic device. In the fall of 1992, the first electronic presidential election was held. The results were announced on the night of the election. The results were announced on the night of the election. The results were announced on the night of the election.

The game takes place in the state of Florida. The game takes place in the state of Florida. The game takes place in the state of Florida. The game takes place in the state of Florida.

It is a very interesting game. It is a very interesting game. It is a very interesting game. It is a very interesting game. It is a very interesting game. It is a very interesting game.

don't have to be solved to complete it. The also need to be in a series of floating situations that act as transitions between the different parts." Larry is now working on a TV show entitled *America's Second Maine Hebers* and has absolutely no idea what's become of *Parasite Path*, or even a very clear idea of who she was. We leave the rest to your imagination. The real thing hits the shelves in September for the PC with Amiga and ST versions to follow.

WELCOME TO LARRYLAND

Remember MS-DOS or Quaker? These on-line multi-user games had a small but loyal band of followers in the UK. Their specialist fantasy environments, however, failed to excite them to a mass market, particularly since most of the market would have had to purchase a modem to play them.

In America, however, there are few vital factors that influence on-line gaming. First, modems are very widely spread, at least 80% of Serna's customers, for example, have a PC with modem. Second, local calls are free!



Parasite Path's complex graphics are the result of Serna's collaboration with veteran computer artist and painter Steve Serna. The game features over 1000 locations, and the Serna team offers assistance for the Serna game, which also has a demo, made of several on-line versions with Basic Explorer screens.



Why I say when I'm getting on the floor, I'm getting on the floor. I'm getting on the floor. I'm getting on the floor. I'm getting on the floor.



Larry's first multi-user game was the online version of the game. The game features over 1000 locations, and the Serna team offers assistance for the Serna game, which also has a demo, made of several on-line versions with Basic Explorer screens.



LARRYLAND



These studios led Serna to develop what they're calling a "cyber-space theme park." Currently only available in California, but under evaluation for release elsewhere in the States and in Europe, LarryLand and SernaLand are multi-user on-line systems that enable you to play games, chat up strangers, or even take on another player in a two player version of *Dynami's* cooperative *Red Baron*.

Currently there's a basic service that costs \$11.95 a month and gives you the opportunity to "meet" other users for bridge and other family pastimes. For membership of the "theme parks", which are due to be launched this summer, you pay an additional \$6.50 each.

According to boss Ken Williams, "SernaLand is a color-space-based theme park for the whole family. We have traditional roles, like our White Water Expedition, the also have attractions, like

the Sculpture Garden, where working alone or with friends you can create 3D sculptures that other park visitors can admire. There is even an electronic schoolhouse where children are rewarded for talking or working together on homework."

As for LarryLand, "You can drop by the casino," proffers Ken, "...and for meeting people, you can hang out at Larry's Bar. If you have a date and want to go dancing, we have a disco..." Sounds delightfully enjoyable.

If the idea of online gaming conjures up images of scrolling text screens, think again because The Serna's Network is graphics based - and highly attractive. What's more, you can even design your own mug shot for display on the system, so that all the other parkers can be suitably impressed by your moxie (or modesty) appearance.

HUNTER

ADAPT TO SURVIVE

The Hunter is alone behind enemy lines, limited options, and the expertise to complete his mission.

His only accomplices are the weapons, an 8-dimensional universe; his objective: to survive.



MISSION
394 - KST - 95
CODENAME
HUNTER

ACTIO

HUNTER

SEEK TO DESTROY.

... versatility to make best use of a wide range of
... ate our missions, the Hunter is a breed apart.

... es, vital structures found in his amazing three-
... t-taciturnive. The Hunter has the will to win. Do you?



VISION

Available in September on Amiga & Atari ST

One size building blocks whirling through space and forming the Channel 4 logo was considered the very epitome of gubbermacking, flat lenses, cheap, and these days it's easy to become very blasé about the quantity and quality of computer animation seen on TV and cinema. Jim Pabbe barely blinks a judgemental eyebrow at seeing milk bottles come to life and merely just claim a suburban street, or tea-pots swarming around a breakfast table. It is, in a way, the vanguardism in a tribute to the skills and artistry of the many computer graphics companies now producing state-of-the-art animations for adverts or television show title sequences. One of the leading exponents of this relatively new commercial art is London-based Digital Pictures.

Digital Pictures was established way back in 1992 with just two staff. Since then the company has expanded dramatically and now employs fifteen animators and computer technicians. Recent commissions include commercials for 'Voyager' and 'Sawflies', and the title sequence for Channel 4's 'Wired'. Demanding as these projects were, they were nothing compared to the creation of a virtual Barcelona.

CALL THE COMMISSIONER

While the Olympics are the premiere sporting event for the World's athletes, they're also a major showpiece for the host city. When Barcelona was awarded the honour of hosting the 1992 Games, major construction and rebuilding throughout the city was inevitable.

But when Peter 2000 announced plans for a major redevelopment of the city's harbour and marina area, the reaction from Barcelona's citizens was mixed. To overcome this, Port 2000 commissioned the Spanish company Division Video to produce a 45-second commercial that would somehow convey the eventual positive benefits of the extensive construction work. The solution they came up with was a computer-generated flight around the 'new' Barcelona, centring on the port area. Which, of course, is where Digital Pictures came in.

Digital Pictures had already done similar work but at a much smaller scale for the 012's British Pavilion at Seattle and for a Hong Kong airport proposal, and their success with these last projects made them natural choices for the job. Kim Auld, the project's Director and Chief Animator, describes the task as mammoth, adding: "This is the first time a whole city has been digitised and animated in this detail. No same ol' close-ups of our animation of Hong Kong but this project has taken the idea one step further."

GROW YOUR OWN CITY

The first hurdle was collecting enough reference data. Kim spent some time in Barcelona taking photographic references of the city as it stands now and planning camera shots for the animation. In addition, street plans, architectural specifications and building plans were collated to provide a huge library of data.

Once back in London, Kim devised how the commercial would look. The idea was to start with an eight-second low-angle shot around the sea as it rose slowly, followed by thirty-two seconds of animation. Back using the essential results of the current development work,



VIRTUAL CITY

ACE goes sight-seeing in Barcelona, the host city to the 1992 Olympics... before it's even been built!



Meanwhile, the four other animators began the epic task of inputting the collected city data into Digital Picture's custom-built DigPic modelling software running on Silicon Graphics 4400 graphic workstations. Digital Pictures have eight workstations at their disposal, each costing a cool \$25,000. It's money well spent, though each can generate a frame of animation to 70 resolution from a sixteen-million-colour palette in just thirty minutes. Company that is an Amiga!

Port 2000 wanted the animations to give the impression of the city 'growing' as the commercial progressed. This was achieved by using various techniques, including animated texture maps fading up from transparent to fully

space to see inside green 'leaf'. The over 5 billion city... J... ions that...

THE
The c...
Just 1...



space and adding detail, polygon by polygon. To each frame, the exposures of water were modeled using bump maps and "cloud" shadows passed over the surface to provide an authentic feel.

"The end result? A stunning fast-moving flight over Barcelona. Its new buildings and streets form at the viewer's windows and slides over the city. Just take a look at these stills to get a sense of the complexity and intricate detail of this superb animation.

THINK ABOUT THE FUTURE

The quality of these images begs the question: Just how far away are full-length movies

completely generated by computer? It's a question that generated a great deal of discussion at Digital Pictures. Generating photo-realistic images of man-made objects such as buildings and streets is completely feasible (take a look at the shots on this page), and natural phenomena such as trees, clouds, mountains and fire can all be closely modeled. The big stumbling block are humans and animals. Generating a, say, human face is incredibly difficult, due to the complex mechanics governing the way it moves and looks. But that day will come... and ACGI will be there to let you all about it!

■ David Spinkovics



THE
FUTURE
OF
DIGITAL
PICTURES
IS
HERE

T H E R E I S T H E F U T U R E

T2

THE 3D EXPERIENCE

It's taken seven years, but Schwarzenegger is back in style as the fearless, ruthless, relentless killing machine in *Terminator 2* - and the game's promising to be every bit as hard. ACE prepares for Judgment Day...

TERMINATOR 2



Forget the 50s - if you want something like *Top Gun* or *Shogun*, movie director James Cameron's your man. Despite his cinematic fame, he's been responsible for some of the most spectacular science fiction films of the 80s - but none that have had such an Earth-shaking effect as the work classic which rockstar Galt MacPherson and Arnold Schwarzenegger to stardom in 1984 - *The Terminator*.

The story of an emotionless and unstoppable killing machine from the future to eliminate the mother of a future resistance leader is still held today as a science fiction landmark - although the way it affects the movie class is without any home video, and Cameron's insistence not to include a sequel made a second installment seem unlikely, but heavy persuasion. It's happened, partly because of Cameron's renewed interest in the project and partly because of the almost

cast it as the most Terminator a fan for a film being fully done

body fight movie time not a so if Carol How has a Term

THE In the future, much about your mind your 2000 word

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T2

THE 3D

spacejockey Robert Patrick is not a robot at all, but a being, re-created out of a new super alloy with the same slippery qualities as Mercury, which means it can dissolve and reconstruct itself to look like any person or object. Not only that, but bullets pass through its body like water.

The reason for the T2000's astery properties would seem not to be for any particular script requirement, but as an excuse to make use of some stunning special effects. Audiences were so impressed by the amazing computer-generated "water-walk" in Cameron's *The Abyss* that it seemed impossible to resist using it again. The idea is an even more elaborate form—catch the later, which is currently dropping out in theaters around the country for a taste of what we're talking about. But while all this sounds just as amazing, effects like these don't come cheap. The computer-generated T2000, along with the rest of the special effects, ate up an incredible \$17 million of the production budget—that's more than an average movie costs to make altogether.



Although this is not the only scene computer-generated, it's one of the most impressive. The T2000 is not only able to walk like a man, but also to reconstruct itself.

With the computer, the movie took advantage of the fact that the T2000 is not only able to walk like a man, but also to reconstruct itself.



Terminator 2: Judgment Day is already out in America by the time you read this (previews if hasn't shipped from its July 4th opening date), and is released in the UK on Friday August 19th. So get swimming...



With this going into a commercial, the movie was the first to be released in 3D. It was the first to be released in 3D. It was the first to be released in 3D.

Edward Furlong was the first to be released in 3D. It was the first to be released in 3D. It was the first to be released in 3D.



With this going into a commercial, the movie was the first to be released in 3D. It was the first to be released in 3D. It was the first to be released in 3D.



JAMES CAMERON FILMOGRAPHY

PIZZAZZO IN THE SKY (1980)
Low-budget, low-quality script by Joe Swickard's former agent. This film earned the Academy Award nomination for Best Picture, although people are fond of it now.

THE EXORCIST (1973)
Cameron made his name as a director in the film industry. He directed *The Exorcist*, which was the first film to be released in 3D. It was the first to be released in 3D. It was the first to be released in 3D.

THE WRECKERS (1975)
Cameron's second major film was *The Wreckers*, which was the first film to be released in 3D. It was the first to be released in 3D. It was the first to be released in 3D.

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TERMINATOR 2: JUDGMENT DAY (1991)
This is the film that made Cameron famous.

With the movie brimming with some of the most expensive and amazing special effects ever, and only a month to go before its theatrical release, how on earth is OCEAN hoping to do 16-bit justice to James Cameron's hundred-million dollar epic?

The inevitable task of adapting Cameron's truck-driving epic into a computer game fell naturally to the development house that Cameron and his partner founded in 1982, Tricon Entertainment. It's a double whammy of luck for them as not only is it a particularly prime conversion job to undertake, there's a personal tie, too—Kaiser is a self-proclaimed Terminator enthusiast. "I love it. I've got the video of the last film on my shelf here, along with a model of the Terminator robot and all the paraphernalia."

With the help of his OCEAN partners, Kaiser's been responsible in the past for games such as *Golden Axe*, *Golden Axe II*, and *Golden Axe: The Revenge of Death*. "I've always been a fan of the Terminator," says Kaiser. "I was the latter that got me a job at Tricon." "We got lots of offers of work after we did *Golden Axe*, one of which was from OCEAN to do *Terminator 2*." So, in general, it wasn't too hard at first to believe we had other projects coming, but there's a lot of money to be made out of doing computer games. Two or three games, but I went up to OCEAN to talk about it at around the middle of January, and they said they had some script to show us. I thought it had inspired me, and I was like, "Oh, my God. It was like, 'Hold everything, I have to play this game.'"

"It would have to work better in the game than it would in the movie, that the almost unambiguously successful, instantly compelling, movie-waist-busting, high-subject. "We started off working from the script," says Kaiser, "and found out that we weren't able to pick out scenes that would make good games. But when it comes to actually writing the game and doing the graphics, the script is not enough. For example, there's a scene in the film where a helicopter chases a car down a street, which we've put in the game. But the script just says 'helicopter', so how do I know what colour to draw it, or even what kind of helicopter it is?"

Fortunately, matters became a little clearer in March when Cameron gave the movie maker sketch, so Kaiser could have it, but Kaiser's been given all the action scenes that Cameron had selected for use in the game. It also came in handy for giving a better idea of the movie's tone and style, and for dipping Kaiser to see whether he liked it.

The game itself is a level based affair—the screen fades and the puzzle games divided ground-up between. "The fact of the movie's success, the actual is actually very impressive as it's a running wheel-tooth battle between the car and the truck, so it's pretty much all the way," says Kaiser. "One of the problems we found was working out how to mix it level. In the film, it's often a chase that ends a combat sequence like in the *Light* between the two helicopters, where Kaiser's pushed through a window and then he comes on a bike. Recently really wins or



loses, so the idea was to make that into a puzzle. The fact that the *Terminator 2* is practically not done makes things very clear, as Cameron changed the rules a little. For each combat round, the *Terminator* has 14 "hits", and when they've been depleted he becomes disabled, allowing the player to manage in the end to be

But when the *Terminator* is incapacitated you get all his men go back—representing the machine's ability to repair damage. It's very





Arnold has been shot through the head with a T-800, the Terminator's most advanced model. In the movie, Schwarzenegger's Arnold is killed by a Terminator that's a lot like the one you'll be playing as in this game. The Terminator's armor is made of a special alloy called "liquid metal," which allows it to change shape and size. In the game, you'll be able to use this ability to your advantage.



See, when Arnold gets hit by bullets you see little points of light beneath the skin, and later on, as he becomes more damaged, you see more of the robot exoskeleton.

Gradually, Kevin has gone for big, chunky graphics and frame-intensive animation - which though very memory intensive and a programming pain, has been well worth it in the end.

"What annoys me is that in all the previous Arnie games, with the exception of Red Heat, he's been shown as a big little scribe, and that's not what he's about at all. So for Terminator 2 I've drawn him as a giant character - there's no other way to give him any screen presence. I wanted him to have a powerful and muscular presence, a sense of weight so that when he punches someone, you really get the feeling that that punch could knock you off your feet."

Now that most of the graphics and soundtracking are taken care of, Kevin is working round the clock sorting out the finer points of the gameplay and generally getting everything together.

"It's about 85-90% finished at the moment. The biggest headache has been getting all these graphics working properly. It took three or four but about 10 animation frames - that's Arnold, the T-1000, Sarah Connor. Six series in the action scene, the police - it's a hell of a lot of graphics." Ocean is hoping to have the game released in America in time for the movie's theatrical release over there in early July. Once it's finished,

Kevin will be moving onto another Ocean project, this time for US Gold, which is due for release in the middle of 1990. "It's called Manhattan Manhunt, which is like for Harlequin Menzies. It's a role-playing adventure that's got the most amazing VGA featured shading you've ever seen." Ted cut more in a full ACE report next month. We'll be back...



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IT'S GAMETIME! Here's a level-by-level breakdown of exactly what would-be Arnies will be facing in Terminator 2.

LEVEL 1

The first level takes place in the corridor of an office, recreating the first major confrontation between Arnold and the T-800 (it's described by Kevin as an "introductory" level set up because of the innovative way in which the combat works). The moves available to you depend both on the range between the two combatants and the damage level of your own robot. Kicks, punches and headlocks are all at your disposal, but since the T-800 is indestructible, the best you can do is to try to survive by wearing him down - once he's destroyed, you progress to the next level.



LEVEL 2

The first of the game's two chase sequences recreates the scene about the T-800 driving a stolen truck, chase the young John Connor at his request down a road-central hallway, while Arnold, on his motorbike, attempts to confront the boy. "We grab up the engine just as Arnold has managed to get on his motorbike and is trying to escape from the truck," Kevin explains. "Arnold gets things to avoid, like crates in the road, and the object is simply to make it to a certain distance without the truck catching up. In the movie, when happens in the later game, between two robots, support pillars which are falling up overhead. The T-800 was to drive the truck through after them, but it's too heavy for the pillars and it blows up. That's where the level ends."





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go wild!***

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OWNER!





From GREMLIN and the team that brought you *The Last Patrol* - a strategy game without the strategy?



Advanced tactics are sure to sprout in their war-torn towns.

Warfare that. This game's got war back in the ground. You'll be able to build up your own army, including one with a variety of units, and an advantage is building a network of towers to help you defend. The relatively low number of units on the screen means the strategy you'll be involved in. The game's simplicity, they think, is the best example of their success in their work together. "We wanted to make a game that was simple, but it was hard to build a world that was so simple."



FLAG

Well, not quite. But it's certainly true to say that the "simplified" nature of the latest creation from Last Patrol's Ian Haring and Simon Cooke has been sending heads scratching in computer game at Gremlin over the last few months. "We have been meeting to go over the design, but the idea is so simple it's really hard to explain," says Haring. Haring goes to great pains to explain that his game's strength lies in its simplicity - and it's perhaps this simplicity which is confusing, since games with the same 3D look (Populous, PowerMonger) at all tend to be extremely complex. All at Gremlin, however, are confident that Flag will be a storming success.

Come on then, Ian, what's it all about then? "Right. The idea is that you have a landscape with two opposing armies. Each army has a flag, and the object of the game is to get one of your men to touch your opponent's flag - and you're got to stop them from touching yours."

Sounds pretty simple to us. "Oh, well, it does get a little bit more complicated than that," Ian interjects. "The way it works is that at the outset of the game you have a certain amount of gold with which to buy an army, so you have to decide what kind of army you want. The game itself takes place in this very big geometric world, basically, with a blockade for each army. There are all different types of soldiers you can buy - there are regular troops, special battering rams that you use to knock down the enemy's buildings, labourers and magic labourers."

Capturing the enemy's flag - and indeed protecting your own - isn't as easy as you might

ONCE UPON A TIME...

"The idea of all these big strategy games taking themselves far too seriously with epic scenarios," says Ian Haring, "is the flag the whole background story is very simple to check. The idea is that there are these two old wizards who have been around for thousands of years, and they're always arguing about who has the better army. So every five years or so they check everything they've got of each other in this elaborate 'capture the flag' scenario. You take on the role of one of the wizards at the start of one each game. All you have to do is win."

There are forty landscapes in all, with each of the wizard's two generals attacking four times each of five-year intervals (game time). At the outset the setting is late Victorian/Edwardian, but as things progress, so do the battles - from rain and lightning strikes sweeping in along the way.

think. Strategic balance is the order of the day as you must decide how many men to assign to each part (pertaining to attacking the enemy flag, and how many to have in defence of your own). You can build a physical wall of men around your flag which would make it very difficult to get if but wouldn't leave you stuck to go after the enemy with, or throw everything you have at the enemy, but not having your own, poorly-defended flag topped before you get to it. More complex strategies involve the use of labourers to use the shape of the landscape to



CURTAIN UP...

They promise to have one of the most elaborate opening sequences in computer game history. "At the time we just thought 'Why not?,'" says Lee. "The only problem is that the opening sequence has got so big that there may be a problem with fitting it all in. At the moment it's a two-disk game, and there's a chance that it may have to go to three to process all the graphics... the only problem is I don't think Gameworks wants to do three disks."



Q: How do the designers envision the relationship between the board game and the video game?

A: When you're at all starts out with the board game sitting in the middle playing about with specific. After the board game board, something things in the situation. There's the board game, which is designed to be a board game. At the end of the game, there's a board game. It's well known and turns into the actual technique that makes the game fun.



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The enemy's disadvantage. In certain "words", the only way of crossing a river that divides the two armies is by a single bridge. If you want to have your men build a brick wall across the face of the bridge, any attacking army would be forced to wade through the water in order to get across, capping their hair in the process. The bridge construction is useful for those who require more direct results. Like the Knights in Pipitool, their super-fast infiltration units storm around the enemy camp kicking in anyone who gets in their way and destroying buildings. An original



Could there be any thought whatsoever that the complexity of such a battle sequence? Not until I think you're already experiencing a game designer like Simons. It's only playing *The Settlers* that I find what the soldiers like the real reward is: the ability to destroy them. It's almost like you're broken up by the destruction of the world.

When this is a tactical game, you'll look at the battlefield from a high angle, with a view that allows you to see the terrain and the units that are on it. This is a game that is not only a tactical game, but it's also a strategy game.



simply. "The soldiers in your army can all be assigned individual tasks, and you can also define actions by selecting enemy men," says Ian. "So, for example, you click on a single enemy soldier. The computer will search for the nearest friendly soldier who doesn't already have tasks to do, and order him to attack that man. Full-handed automatically, which means that the player doesn't have to go through all these tedious command routines to execute a simple action."

Every effort has been made to ensure that the player knows exactly what's going on at all the time—without having to worry about all that screen, more precisely to focus on concentrate on strategy. "After a man has completed an assigned task, he'll stop and do nothing. That sounds stupid but it's actually very practical. If you need someone to select for a task, it makes it much easier to select a man because you can see immediately that he's not doing anything. If they are just wandering about, it would be very difficult to differentiate them from the soldiers who are busy performing general tasks. It does not, however, mean the user has to be told to do something before they do it. If an enemy comes near them looking for a fight, your man



will make his own reasoned decision whether to fight or flee."

Care has also been taken to ensure that the flag player doesn't get bored after he wins the game. "The facility will be there to let the computer, so you can play a human opponent, and you will have the option of playing an offensive or defensive game," Ian explains. "What you'll also be able to do is have the option to set your flag anywhere you like on the landscape, and set program parameters like in *Papadon*, so you can test out, for example, how you get on without being able to use saboteurs, or battering-ram carriers. Oh, and we've included in a few other things for a bit of a laugh—there'll be games and sleep to change around."

Tachewski, here's the story—the Amiga version will be full 3D colors, with the PC version sport-



ing a dreamy 256 in VGA mode. The whole situation has been created using true isometric 3D modeling (where you'd be without that true isometric 3D modeling, and there'll be a minimum of 20 sprites on screen at a time running at 37 frames per second—in other words, the only thing that's yet to be sorted out is the sound—Ian has reviewed a couple of impressive demo disks from imaginary teams to contribute, and a final decision has yet to be made.

Ian and Simons have been working on *Flag* since the start of the year, and though there's loads of work still to be done, Ian is already feeling confident. "This is the first game I've worked on where I've really felt—this is going to be the big one." You can find out if Ian's right when *Comdex* releases *Flag* in October and ACE gets to grubbly with it...



Has anyone found a love? Showing out since Monday night, *OutRun* is still a hot date if that wasn't enough the ladies want to eat you too.

Original sequel-to-racing conversions are not a new phenomenon. Ocean's lucrative *Rampage* resulted in two "home grown" sequels: *Target Rampage* and the less-famous *Rampage II*. More recently, Mighty Banzhuck appeared courtesy of Elite. Stone followed *Labrador* with *SMH* and *US Gold* entered the third dimension with *Gauntlet 3D*.

Now *OutRun* gets the respect treatment. US Gold has already converted the original console and the arcade follow-up *Turbo OutRun*. But things take a major new twist with *OutRun Europe*. The game's plot is a matched departure from the ladies 'n' bumpers scenarios of its arcade inspiration.

OUTRUN EUROPE

This new arcade game spin-off dispenses with the original's superficial girls 'n' gears plot in favour of a life or death race across Europe...



Items from roads and enemy boats. Also via computerized international borders to speed up the drive, such as from Venice down to Sicily.



The game's border map is divided into eight sections, each with a different set of obstacles and enemies. The road is also divided into eight sections, each with a different set of obstacles and enemies. The road is also divided into eight sections, each with a different set of obstacles and enemies.



When the trip across the Adriatic takes to the east of it, the game's plot is a story of a man's quest for a woman. The game's plot is a story of a man's quest for a woman. The game's plot is a story of a man's quest for a woman.

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SCREEN TEST



See the highlights of new gaming software on a screen like yours for page 66



Check Halo's AI-Cover when you're ready to go. See the details of Halo Infinite on page 66

CONSOLE INVASION!

Casting a casual eye over this month's list of software will reveal a far higher-than-normal level of console games, a situation which we are extremely happy about. Xbox owners can read about four new titles for their machines, Gamegear gamers likewise. There's a bunch of new sports games for the Fatlcom and Gameboy and some good old fashioned Blastin' and kickin' on the Megadrive. Away you go!



The PIC - Predicted Interest Curve - is the most sophisticated reviewing tool around.

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

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

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



4 Great looking, clear action
4 Exciting 3D action
4 The two player mode is a real treat



4 Action starts to drag
4 The colour palette is boring
4 No joystick or mouse control options

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 display review panel that tells you how we think it's shaping up. In most cases, a full review of the finished game will follow in a later issue.

ACE AWARDS

ACE Award nominations are open for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality then the ACE Award ACE Award Panel on the screen takes its own vote. In which case it'll get the ACE Award. Contact: aceaward@aceaward.com



ACE Award trophy icon for games of outstanding quality. A 100% game is a classic title recommended without hesitation.



Originality awards that set the pace, and the games that have a classic appeal. The ACE Award is reserved especially for these rare gems.



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



Look for the 'topical' award. All games that are made in time. Some ACE only awards this one to the best use of words in a game.

THE LINE UP

Computer and Console pages 54-67

- 54 DOMIC THE WOODENBOY Origin
- 55 CHUCK YEAGER (The Sims) Ark
- 56 MARTIAN DREAMS Origin
- 57 PRESTONE Plus
- 58 RAGNI (Atari) Plus
- 59 GHOST BUSTERS (Plus) Plus
- 60 WILDLAND Plus
- 61 RPT Plus
- 62 BARBERS Plus
- 63 NINA GARDEN Plus
- 71 MAN UNITED EUROPE (Sports)
- 72 GEAR GRAB (Ramp) Game Gear
- 73 BEA, ALL STAR Game Boy
- 77 SUPER PRO BASKETBALL Super Nintendo
- 78 PRESTIGE Core
- 80 THE TOMMYE Action
- 82 CHAMPION OF THE SAJ PD



SONIC THE HEDGEHOG



Move over Mario! Now we have a new cult gaming figure for the 90s courtesy of SEGA. But can he match Nintendo's pipe-fitting superstar?

With this cutthroat hyper-athlete at the head of Sega's ball game, Superstars is the best cut-and-throat experience. *Review: ACE Arcade Game Engine* featuring Superstars and other titles. *Review: Sega Ace Arcade Game Engine* featuring Superstars and other titles.

Frankly, I'm getting a little bored of it all. Mario, the, and Mario that. The way things are going, the little piglet will be addressing us from the Oval Office before we know it. I'll not argue with the games he stars in - I'm not quite through with it - it's just I think it's time for a change. A new people's champion. A new hero.

Sega obviously thinks so too. Its latest MegaDrive character is already being promoted for all kinds of Mario-style marketing opportunities. Chances are that this new contender to the console crown will be propping



up a fairly flyover long before he gets a chance to muscle in on Mario's action - but it'll maintain the console debut of Sonic the Hedgehog obviously the result of many a long-winded transforming session in Sega's marketing department is a real blinder. In the classic Mario tradition, Sonic, who's fast and cute but not entirely unadorned in the special powers department, finds himself hurtling through a colorful and enemy-infested world in an attempt to rescue his fluffy chums from the clutches of the evil Doctor Egg. Peris and

when Sonic is traveling at such high speeds, he's more or less invulnerable, simply by virtue of the fact that he's moving so damn fast. He bounces right over deadly lava pits and abysses and cuts through his adversaries like a hot knife through butter. The only problem is that, at such a tremendous rate of knots, Sonic is likely to miss out on the aforementioned bonuses, which often take care to lead.

A nice touch is that Sonic can take things as fast or as slow as he likes, since there's no time limit to force him towards the goal line. Instead, a clock ticks upward, with bonus points awarded for how quickly the level was completed. As a result, the player is given much more opportunity to explore and discover the game's intricacies at leisure, with still some incentive to get a move on (plus an all-back at round for the one).

In its attempt to create a game that would do for the MegaDrive what Mario has done for Nintendo, Sega deserves credit for not coming up with just another imitated clone, but a game that's genuinely original in its approach to the platform genre and still immense fun to play. Admittedly there are irritating aspects, like the (frustrating) way in which Sonic sometimes has to negotiate steep hills and the occasionally fiddly control, but these are but minor bumps in what is otherwise a lovely, smooth-wheeled blanket of playability. It's difficult without being frustrating, addictive without being repetitive and altogether a joy to play.

■ Jay White



THE LEVELS

GREEN HILL ZONE

Designed as a taste-of-things-to-come, so to speak, this is the greatest (or most interesting) test of the right of Sonic's speed. The Green Hill level is to provide extended variety, but doesn't set appearances down on you. There are plenty of technical traps and obstacles to be found among the vegetation. One of this zone's more interesting features is that you can't die through the level; you can only get stuck if you're a long enough way from the goal to be able to turn around. You must be taken away from the end of the level (usually at high speed) to get your headbutt into a buffer which would send you flying right back to where you were before. This and other traps occur at the end of the level, so it can be a little bit frustrating. Being someone, Sonic can stop just before reaching the end level. Armed with a handy ball and chain, he's a pretty tough customer. The only way Sonic can see his life off is to use the special-speed platformer to jump into Egg's head. Sonic's initial goal is to reach the end of this zone. He's distracted through the course of the end of the level, and every other track, with a tougher weapon every time.

MARBLE ZONE

The style of gameplay changes dramatically for the second zone, where things start to get more frantic in terms of graphic style. In each set, the team steps in the same after a few seconds of bombing to allow heads and turning about. The



Marble Zone

action takes Sonic underground and into more than 20 underground levels. Here he'll have to engage those grey walls in the ceiling of some level, possibly leading to a tight corner where players often hit their upper back and so on, and become more aware with the player on the ground. The player can't die through the level; you can only get stuck if you're a long enough way from the goal to be able to turn around. You must be taken away from the end of the level (usually at high speed) to get your headbutt into a buffer which would send you flying right back to where you were before. This and other traps occur at the end of the level, so it can be a little bit frustrating. Being someone, Sonic can stop just before reaching the end level. Armed with a handy ball and chain, he's a pretty tough customer. The only way Sonic can see his life off is to use the special-speed platformer to jump into Egg's head. Sonic's initial goal is to reach the end of this zone. He's distracted through the course of the end of the level, and every other track, with a tougher weapon every time.

SPRING YARD ZONE

This third level takes the player into a more fast-paced, more frantic style of gameplay. Here he'll have to engage those grey walls in the ceiling of some level, possibly leading to a tight corner where players often hit their upper back and so on, and become more aware with the player on the ground. The player can't die through the level; you can only get stuck if you're a long enough way from the goal to be able to turn around. You must be taken away from the end of the level (usually at high speed) to get your headbutt into a buffer which would send you flying right back to where you were before. This and other traps occur at the end of the level, so it can be a little bit frustrating. Being someone, Sonic can stop just before reaching the end level. Armed with a handy ball and chain, he's a pretty tough customer. The only way Sonic can see his life off is to use the special-speed platformer to jump into Egg's head. Sonic's initial goal is to reach the end of this zone. He's distracted through the course of the end of the level, and every other track, with a tougher weapon every time.



action platformer are replaced by Platformer's bumpers, allowing Sonic to receive a few extra points by using himself as the ball.

Labyrinth Zone

More chaotic than that, Labyrinth, now with a lot of extra added to the mix make up for the fact that when the background is dark and in this action style game and the player's skills are in a high level of play. The player can't die through the level; you can only get stuck if you're a long enough way from the goal to be able to turn around. You must be taken away from the end of the level (usually at high speed) to get your headbutt into a buffer which would send you flying right back to where you were before. This and other traps occur at the end of the level, so it can be a little bit frustrating. Being someone, Sonic can stop just before reaching the end level. Armed with a handy ball and chain, he's a pretty tough customer. The only way Sonic can see his life off is to use the special-speed platformer to jump into Egg's head. Sonic's initial goal is to reach the end of this zone. He's distracted through the course of the end of the level, and every other track, with a tougher weapon every time.

STARLIGHT ZONE

One of the key features about this level is that, unlike the way that this zone is very unique and high-tech. Like Spring Yard, it's a very unique and high-tech platformer. The player can't die through the level; you can only get stuck if you're a long enough way from the goal to be able to turn around. You must be taken away from the end of the level (usually at high speed) to get your headbutt into a buffer which would send you flying right back to where you were before. This and other traps occur at the end of the level, so it can be a little bit frustrating. Being someone, Sonic can stop just before reaching the end level. Armed with a handy ball and chain, he's a pretty tough customer. The only way Sonic can see his life off is to use the special-speed platformer to jump into Egg's head. Sonic's initial goal is to reach the end of this zone. He's distracted through the course of the end of the level, and every other track, with a tougher weapon every time.

CLOCKWORK ZONE

The final challenge! As the name suggests, it's a clockwork machine in the ending form, with the player to see the end of... well, well, well, and so on.

ROTYPE

III



THE FIRST WAVE WAS EASY. THE SECOND WILL DROWN YOU.

Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned....

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ACTIVISION



At last! After two outings of pacifist flying, the first man to break the sound barrier is giving you the chance to break some heads - with a little help from ELECTRONIC ARTS

About time too! We all know the story: After breaking the sound barrier, test-piloting all sorts of dangerous new aircraft and generally being an all-round great guy, Chuck Yeager finally quit the corps and decided to spend his precious twilight years endorsing flight simulators for EA. The grounded old speed fiend helped produce two such products, which while technically exemplary and realistic, suffered from one slight problem: There weren't any guns in them!

According to EA, the lack of combat fear[™] always been the major gripe with those flying Yeager Airlines - the pacifistic approach may be more realistic, but there's just not enough to do. Chuck's best effort, however, changes all that. Gone are the days of flying free as a bird up among the cottonwool clouds, and in are the days of burning envelope, heated metal and screaming pilots engulfed in flames after a missile hit. That's more like it!

As in Chuck's two previous aerial escapades, the emphasis is set firmly on realism and detail. The choice is yours to fly planes from any of the USA's three major publishers of the last fifty years - WWII, Korea and Vietnam - as well as a variety of modern-day jets from both sides of the Iron Curtain. There's a multitude of laser-made single missions to fly, a comprehensive campaign mode spanning over 15 missions and a custom mission designer allowing you to put yourself in any situation you fancy, from a dogfight with a swarm of docile opponents to a one-on-one with a jet that would make the Kaiser look like a noob. Whatever option you choose, it's all "week-end-friendly" dogfighting. Missions include protecting a bomber formation from the enemy's defending fighters, strafing and bombing ground targets.

Despite the game's violent new overtones, it's still a trainer at heart and every effort has been made to ensure you know your stuff. The manual provides a comprehensive Flight Decked program that takes you from the basics - level flight, bank-



High above the clouds, and getting it underfull control, it's a lot different around at this rate than if target fire indicates that your missile computer has already gone wrong as it and you crash a bit on the way into the rear end of a jet. And watch out for the ground.



This is a more than a mere strategy game and offers you the full freedom to attack or defend any target through Yeager's systems. It's a great mix of strategy, free-wheeling dogfight and strategy play in a single game that's fun from start to finish.

ing and rolling - to neck-snapping aerobatics such as the High-G Barrel Roll and Spiral Dive. The Test Flight option allows you to try them all out free from enemy attack - you'll be well advised to take advantage of this facility, as facing to the stars against pro opponents on your maiden flight will only end in tears - and a loss in confidence. Remember, all good things come to those who wait.



CHUCK YEAGER'S

AIR



Just one more indication here for the sheer success of this game. The chart shows the sales performance of the game since its release in 1990. The game has sold over 10 million copies to date.

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Rhonda Williams, the lady who pens the King's Quest series for Sierra, recently protested that she didn't think of her titles as "games" but regarded herself as a stoppeling-king's Quest and other Sierra titles sell by the million, so there must be something in this story stuff.

Judging by *Martin Dreams*, that's a ten-four, buddy boy. This game features the sort of scenarios that Hollywood moguls and struggling novel editors go all wobbly at the least bit.

Imagine all the 19th century characters you'd like to meet, stick them in a mythical space ship and then — for added cool interest — blast them off to Mars. The result: a mesmerizing blend of *Foxbitten Planet* and *Murder on the Orient Express* with a small cast of crotchety oddballs waddling round Mars, forming cliques and, if not actually trying to bump each other off, certainly leading that way.

Your game objective is to remove these warts from the Red Planet. In doing so you are first blasted off in a 19th century Space Nite! (powered, he he, by Phlogistone — don't you still love it?) for the one that two years previously launched itself prematurely during a PR boogie-up with the celebs onboard. You are accompanied on your rescue mission by peroxide Nelly-Bly (love interest, judging by her appearance, but the program's doesn't understand any male words), Signoril Freud, Dr. Freud, and Nilsde Feida (nephew of the Dr. Freud).

Looking to green your act at the other end, you barely imagine, well at all, random incidents, ranging from Calamity Jane to Lulu. When you arrive, however, you discover that the boys and girls have stumbled onto a long-lost Martian culture and, partly as a result of their disinterest and partly because of their massive egos, have all turned little clouds of doom about the planet. Surprised there also appear to have been



a little potty in the process, possibly due to experimentation with Martian Dream Machines.

Your task therefore is pretty complex. First, you must locate the robots and get them back to Earth. This is not at all easy as some of them have got themselves into some particularly nasty scrapes. In the process you must explore the planet, and that's not easy either — it's teeming with vicious vegetables that make your average saber-toothed tiger look like a pussy willy. Finally, you must make sense of all this Martian technology and find out why the inhabitants all died off — or did they?

The result is definitely one of the better RPG scenarios of recent years and the message is clear — this is one tall story that'll have you over the moon in more ways than one.

■ Steve Cooke



Martian Dreams



Is ORIGIN's latest

'Worlds of Ultima'

release just a tall story?



Meat Growagers, a feisty hungry caveman, the best in a world populated by savage dinosaurs, bloodily avenging that his shoulder's been trod on and several million years after the giant birds were mysteriously wiped out. Growagers' feat, maybe. And in this savage world there is only one more foe than the rest of the mighty Tyrannosaurus Rex - the rumble of Growagers' stomach.

So all Growagers' tasks on a seven-stage flick-screen fall for flesh. Nothing - neither reptile, fish nor fowl - is safe from his voracious predatory appetites. A couple of well-placed spears from Growagers' giant club will start the wandering creatures, allowing him to latch on them... before they lurch on him, with any luck.

Careful investigation of every cave and proto will reveal a veritable cornucopia of food, and may that help fill Growagers' seemingly bottomless



PREHISTORIK



Other hunters and scavengers will be on the prowl for any scraps of meat that are left behind by dinosaurs. And you'll have to watch your back from the top of the food chain. The best meat-eaters are the ones that eat the other meat eaters.

pit of a stomach. And occasionally he may stumble across 'ya able cover 'spore' if seems some things have since changed to side him. But there's no time to grieve yet. Growagers must reach the end of the level, with sufficient food down his gullet, before the timer (his boiling stomach) reaches zero. Then there's a head-to-head with a giant megal before the quest can continue in an even more exotic locale provided by your stealer food... er... sorry, fowl.

THE GIFT OF LAUGHTER

Given the wondrous and game style it's hard to avoid comparisons with the brilliant Chuck Rock. But where Core game's fast fast action, incredible scrolling, huge melodramatic spikes and real humor. That effort has an almost subtle pace, fluid scrolling, small party games and exotic 'outcasts'. For a game that looks relatively simple to program, the actions pretty sluggish, especially on the ST, and the leaping over obstacles aspect (a vital part of any platform game) requires too much fussy on-air perfect timing.

If Prehistorik had come out about six months ago it may have fared better. Sorry Growagers, Chuck Rock's got that first - and funnier.

■ David Upchurch

GOIN' CLURGIN'

- CLURGIN'** - Increases the time counter (expensive, optional).
- SMASH** - Smashes out everything on the screen, allowing Growagers to leave a single path up.
- SHOOT** - Forces a single non-dinosaur animal around and kills, but only for a short while.
- WALK** - Shows the would-be meat source with out full storage.
- GRAB** - Acts a barrier to Growagers' path, allowing him to trap half-hungry (or a single blood-thirsty, if you'd just trap) animals with them.
- SHOOT** - In your, all, on your side.

FOOD FOR THOUGHT

Meat-based crowd the aristocratic elite of our underdog members seem to be on the edge these days. Electronic Arts recently announced the adult cartoonish high fantasy on Growagers. Some design personnel their intention. Chuck Rock, that boy's main player, says he's like in getting up the release on the Super Funster while the latter once-games today. Growagers thing is making it out of the under level is currently being converted to home format by Eidos, since that just the 'old' system - right.



Before the Quest for Fire there was the Quest for Food. TITUS go hunting...

TITUS

With a total sales of over 1 million copies sold, the ST and PC versions of TITUS are the most successful. The ST version is the most successful, with over 1 million copies sold. The PC version is also very successful, with over 500,000 copies sold. The Atari ST version is also successful, with over 200,000 copies sold. The Amiga version is also successful, with over 100,000 copies sold.

Platform	Price	Status
Amiga	£19.99	OUT NOW
Atari ST	£19.99	OUT NOW
IBM PC	£19.99	OUT NOW

RELEASE DATES

WARDNER SPECIAL

Should CapCom be told? VISCO go battling ghosts 'n' ghouls...



Megadrive games get weirder and weirder. How about a beat-'em-up starring little men with big heads slugging it out in a multi-storey tower block? Sound interesting? Oh, how wrong you are!

K.A.G.E.KI

The days of the lone programmer hunking away in his bedroom are, it's safe to say, long over. Games seem to be designed and programmed more by committee than individual creatives. And while some would argue that this dilutes the 'creative' process and stifles originality, it at least means that the chances of a game being a real stuffer are small. So when a turkey does turn up, it has the same obvious location as a road accident: Kageki is a case in point. It takes so much you can smell it, but you have to carry on playing, just to see how bad things get.

Kageki - and no, I don't know what it means either (though I know what it ought to mean) - puts the player in control of a diminutive

It had to happen sooner or later. For some time now, Megadrive owners have been able to enjoy Master System games on their machines via the PowerBase Converter. Trouble is, the Converter costs thirty quid. Now Visco have cut out the middle man by writing a Master System game that plugs straight into the Megadrive and dispenses with the Converter altogether!

Well, not quite. Wardner Special (though I was hard pushed to see what was so 'special' about it) has the dubious distinction of looking like a game written for the Megadrive's 8-bit 100k bits et. Admittedly it looks like a very good Master System game, but this still doesn't really compensate.

It's equally unoriginal scenario-wise. It's basically a platform game in the Wanderer mould. You have to guide the chad hero through level after level of wander-ventured platforms, jumping over lava pits, climbing ropes, sucking beneath swinging blades and avoiding a chain of perils. Luckily the boy is armed with a magic fireball with which he can protect himself. (San facilities leave behind treasure which can be used to buy magical power-ups in the shop just past the end-of-level lobby).

Eight years of body building have obviously taken colossal toll on our hero, such that he can't take like a Thunderbird's support or shrivel.

The action all takes place in a multi-storey apartment block and it's your task to guide the merry mutant to the top floor (the probably-let his high-protein egg drink up there, or something). This would be difficult enough, what with the stretch of time from the end-of-order it, but the task is made even harder by the lobby who reside on each floor. The hero must deal with each decision before he can progress.

As you've probably guessed by now, the game takes the form of a series of beat-'em-up levels. You're bound to be impressed by the range of combat moves on offer; the player can punch,



Illustration by the artist who designed the game. The character is a mutant.

TRUCK CALL

Warrior Special is the software equivalent of the Captain Main: all "events" on the outside, all "events" on the inside. Once you're recovered from the shock of seeing 30-bit graphics on a 16-bit-resolve card, reading a game scenario that's been re-used more times than a tea bag in a press-room coffee, it comes as a pleasant surprise to discover that there's actually a full-featured game in there.

In fact, there's very little to criticize on the gameplay front. Control is responsive, there's a wide variety of game skills to master, the systems involving our hero are interesting and

the difficulty is well graded. The only major fault is that age-old problem of the game moving you a little too far back when you do, which can be very frustrating when you've almost got past a tricky section. That niggle aside, this is pretty good for overall...



A close call in the city leads to a 30-bit re-use of old 16-bit graphics (not for the faint of heart).



The 30-bit action feature also will be previously re-used in one form or another, such as in this game.



it, jump and... etc... that's it. As the two combat situations unfold, the screen scrolls to display the relevant areas. As you work you reap up the killing the enemies get progressively nastier, with the later ones wielding weapons such as claws and rockets.

There's not much wrong with *Kung-Fu* if it's difficult to know where to begin. To start with the graphics are just plain ugly, with character sprites lolling around with background. Sound is competent, and the digitized Japanese speech may be odd, unintended or cheeky.

The poor aesthetics would have been bearable if the game had been any good (Warrior Special kind of fits), but it isn't. The limited repertoire of moves means that no gaming skill is involved

at all; success is simply a matter of hammering away at the "jump" button and occasionally avoiding the odd counter strike. The *Badies* don't seem to get much tougher as you progress, and you'll find your self halfway to the end on your second or third try.

Enough! Take it easy! I can stand no more.

—David Spink



Warrior Special is a game that is very impressive and fun to play. It is the best game I've ever played and it is very addictive. I can't wait to play it again.

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BONANZA BOO-BOO

Some of you may have found last month's review of *Bonanza Brothers* on the Megadrive a little... um... lacking. Especially in regard to the HDI rating. There... ah... wasn't one. However! Never mind. Just cut out the words "brothers" and paste them to the top of the rating. Yes, HDI: the complete review. And remember that the person responsible has been fed your description and will write to you with a clear and pointed rebuttal.

750



Warrior Special is a game that is very impressive and fun to play. It is the best game I've ever played and it is very addictive. I can't wait to play it again.

750

MEGA DRIVE

RELEASE DETAIL

MEGA DRIVE

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GAIDEN

another Ninja game...?



Using those straightforward keys, you'll breeze through Gaiden's 10 levels as you make your way through the game's plot.



What's more, Gaiden's controls are so simple that even someone who's never played a platformer before can breeze through the game's plot and enjoy the action.

Kickin' today may have the likes of Mario and Sonic, but there can't be any, ahem, "modern" games who don't wipe away a tear of nostalgia when the memory of Pac-Man forms in their mind's eye. Back in the early 80s, you couldn't even get Pac-Man related merchandise. T-shirts, mugs, posters, fold-alls, bedspreads... you name it, Pac-Man's happy round face was on it.

PACLAND

The Little Blob with the Big Appetite is back!

But Pac-Man's heyday was a long time ago, and little's been heard of the rotund rascal recently. No doubt Pac-Man's loyal fans are starting to get a little bored of his long absence. Is their love slumped in some backward bar, staring at the bottom of a glass through alcohol-soaked eyes and relating heart-rending stories of bad times to anyone unfortunate enough to be within range of his starved view?

The happy answer is no. In the same way that many aging rock stars keep their face in public by touring endlessly with a grateful fan base, Pac-Man returns with a new incarnation of Pacland. Pacland was something of a new direction for Pac-Man, and saw him moving away from his more familiar maze-like exploits.

His task here is to escort a tiny lady through a grid-like sideways-scrolling landscape - the Pacland of the 80s. A single touch from the virtual handle is enough to send Pac-Man to Pac Heaven, though the occasional Power Pill littering the landscape gives our hero the chance to turn the tables.

Pac-Man's made the transition to the Lynx port to suit. The controls, though tiny, are full of fun, the parallel scrolling's fine, and all the tunes and angles you remember are there. The game play's a bit dated and perhaps a little too simple for modern tastes, but it's good to see everyone's favorite gutton back on the (very) small screen.

—David Spink



With controls as simple as those of the original, you'll breeze through Pacland's 10 levels as you make your way through the game's plot.



A.P.B.

Calling all cars! Coin-op conversion on the junction of Lynx and handheld

Officer Bob's job is not a happy one. The streets are packed with criminals, the iron is undisciplined, and Bob's superiors are hell on his heels. If Bob fails to meet a daily quota of arrests, then he'll literally get a roasting hot to beyelatched sergeant.

Each day's duty starts, in 1981 Street Blues, off at 6 a.m. As Officer Bob, you're told which spots to look out for and the numbers to be avoided. From there it's out on the streets in full patrol. The joystick is used to rotate the car, and the control button is used to arrest.

As you patrol the streets, weaving in and out of the traffic, you'll eventually come across an

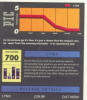
offender, caught in the act of such heinous crimes as littering. These wrong-doers are arrested by simply turning on the siren and ramming the offender's vehicle. But try to arrest an innocent citizen's car by mistake and you'll be punished with a demand. Collect too many demands or fail to meet the arrest quota and you'll lose a life.

A.P.B. is a classic example of a good conversion of a pretty uninteresting coin-op. The humorously-rendered scenarios and colorful graphics help to sustain interest, but patrolling the rammy-looking streets soon becomes pretty tiresome and not a little dull. If any of the coin-ops will be more than happy with this, but others could be advised to try before they buy.

—David Spink



But thanks to this exciting new game, you'll breeze through A.P.B.'s 10 levels as you make your way through the game's plot.



THE disk ... double disk ... double disk ... dou

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MANCHESTER UNITED

EUROPE



Can KRISALIS claim the Kick Off crown?

It's a very brave effort that launches a footy game onto the market in these post Kick Off 2 days. Very brave... or very confident. And there's probably more reason to be confident than most: the original Manchester United was launched early last year and sold over one hundred thousand copies. Will this sequel do as well?

Manchester United Europe lets you play for either the UEFA Cup, European Cup or the Cup Winner's Cup. Before each match, depending on your player manager bent, you can view each player's statistics and adjust your team's composition, formation and tactics accordingly. Even to most stats-savvy player should find this a fairly serious process due to the very user-friendly and highly polished presentation. However, you can skip all this and just get on with the game.

First impressions of the kick about itself are mixed. Graphically it's very good. The pitch is indeed in pseudo-3D, allowing for some decently-animated player action and graphic info call as camera-eyes on the goalposts and linesmen running along the sidelines. The only drawback is it takes a little while to judge where the ball is going to land when it's in the air. Only one disadvantage of the pitch can be seen - the crowd scrolls to follow the ball. The action isn't going fast, and the scrolling isn't the smooth you've ever seen, but once you get going you don't really notice.

As a traditional of player control the ball is to be used under your control. All the moves you'd expect having played Kick Off 2 there's there: shoot, pass, tackle, slide tackle, and power shots, aftertouch. Total stop



The game plays through one of the many available animated goalkeepers for an attempt to stop the ball.



A group of elements from the stats screen can be moved to the pitch view for a preliminary strategy tactic. The heavy focus is on the player's stats.



Just behind the stats will be a tactical screen where you can make use of the various game strategies.

soaked by the ability to chip the ball sideways while on the run and perform some one-touch moves, such as volleys, headers and sliding shots. All the shots are easily accessible from the joystick, and once mastered allow you to really show off with some slick moves.

It has to be said that anyone expecting some sort of Kick Off 3 is going to be disappointed -



When it comes to graphics the kind of the game need not be an excuse for anything. Following the original's design, the new 3D graphics look good on the PlayStation 2.



When it comes to graphics the kind of the game need not be an excuse for anything. Following the original's design, the new 3D graphics look good on the PlayStation 2.



At the bottom of the menu information and well designed option screens precede to the player's other stuff.

Manchester United Europe is a completely different ball game though. That's not to say it won't be fun to play - it most definitely is, and the game has a real feeling of personality and character thanks to the superb graphics. There's also more opportunity for tactical play thanks to the greater control over the ball.

Even if you already have the original, Manchester United Europe offers enough improvements to make it worth buying, both aesthetically and playability-wise. Add the fact that up to four players can take part at the same time (provided you have a suitable setup) and that those who want to concentrate on the player-manager side can switch to the action games, and you have a very satisfying all-round package that any footy fan really can't go wrong with.

David Oughton

ITC

As a result of the ITC, the game will be available on a computer game store in a number of different ways.

MSRP

855

AMIGA 5

Available on the Amiga 500 and Amiga 500+ computers. The game is available on the Amiga 500 and Amiga 500+ computers. The game is available on the Amiga 500 and Amiga 500+ computers.

RELEASE DETAILS

AMIGA	SEP 95	OUT NOW
ATARI ST	SEP 95	OUT NOW
IBM PC	SEP 95	TBA

Is the Game Gear really the future in the palm of your hand? The software will decide, so here ACE has a shuffly at a quartet of the first titles to filter through from abroad...

CASTLE OF ILLUSION

Starring Mickey Mouse


It has to be said that in Castle of Illusion, things don't get off to a particularly good start. After reading the manuals, you somehow don't expect to find Documentation by Thomas Harris at the back of the manual. It goes like this: it's a lovely day in New City, and Mickey and Minnie are enjoying a lovely walk in the meadow when the evil Mombot, an evil which also is jealous of Minnie's beauty, reaches down from the sky and snatches her away. Now poor old Mickey must go and get her back.


Anyway, that's all just a rather long-winded excuse for what is basically an unadorned Mario clone - and not a bad one at that. Maribel's domain consists of five levels, and Mickey must search each of them for lost seven Rainbow Gems. It's not the more you think about it, the more Mario it is - jumping from platform to platform, picking up and throwing blocks, sliding slopes, ladders... you name it.

There are some original touches, such as the Toyland level, which awards four lights to left (obscurest but challenging) and gracefully it's all very pretty. The memo point is that Mickey Mouse is a bit and whichever way you look at him - maybe this is an effort to have his regain

some of the popularity that he's been losing to Mario over the years. Nevertheless, it comes with a wholehearted recommendation.

by Gary White





GAME GEAR



810

RELEASE DETAILS

GAME GEAR (SNES) OUT NOW! (Import only)

Screenshot of the classic game screen. ACE's surprising to see given the heavy use of SNES and the like quality for Game Gear, Mickey actually looks like SNES!

Before the great finale (Mickey must destroy which has not been said. More or less is completed, the story here is not quite as good as it should be.

GAME GEAR

830

RELEASE DETAILS

GAME GEAR (SNES) OUT NOW! (Import only)

SUPER GOLF

You can't just check a bit of computer golf to waste away the hours - and though this handheld visualization may not be able to boast the sophistication of something like PGA Tour Golf, it's still a right old laugh. The Sega boys have adapted the familiar birds-eye view that's been the favourite with coin-op golf games for years, and even though we've seen it all before, it actually works quite well. Simplicity is of the essence, and though there's a fair bit of messing about to do before you actually get to hit the ball each time, there's nothing too taxing - wind, for example, is very simple and not too attractive.

Shots are played that - choose your club and where you want the ball to strike the ball for hook and slice shots, pick the direction of the shot, select the power and you're off. What's so pleasing considering the comparatively small scale of the game is that there's still plenty to think about and a fair bit of skill required (putting requires particular concentration) - and the holes aren't like pinball numbers either. The fully preview of each one shows that they've got gam-

me rules to them, and some of the longer 18-90 are real spots. In addition, there are a few nice options to keep the gameplay varied - up to four players, choice of characters and caddies and types of game, drinks, multiple and practice - food stuff, and not one to look to appeal after the first couple of rounds.

by Gary White



GAME GEAR

830

RELEASE DETAILS

GAME GEAR (SNES) OUT NOW! (Import only)

Before only a few interesting bits appear to have allowed you to make your own choice to make the game more interesting, but the selection of characters is nice.

THE GG SHINOBI

Considering that Sega's last rings outing (*Golden Axe*) featured the rather dubious genre-by-dog, this new *Shinobi* adventure was greeted with favor when the words "The GG" were discovered as part of the title. Could it be the first time out the famous shadow warrior has a former companion? Soon he attacks the enemies with his noiding and use high-pitched whirring to knock them into submission?

Thankfully, *The GG Shinobi* features no expansion antics and the GG bit must, for the moment, remain unexplained. So, what we have is a scolding four-level beat-'em-up where old Shin must kick his way through four levels of mayhem—Highway, Valley, Woodland and Harbor—in order to rescue his kidnapped buddies. The action is divided into two distinct styles—kicking in buddies and jumping platforms across a horizontally-scrolling landscape, and kicking in



buddies and jumping platforms across an eight-way scrolling landscape. Suffice to say that the action isn't that varied—and it isn't that easy either, since Shinobi's rather limited powers make him a sitting duck for some of his more powerful enemies. Essential stuff, of course, for *Shinobi* fans and those with a very high tolerance level, but anyone else would be best advised to leave well alone.

—Guy West

GAME GEAR

750

RELEASE DETAILS

GAAR GAAR 02/97 02/97 (Import only)

It is somewhat of an oddity—a *Shinobi* game set in a field. The RPG/exploration theme of *Dragon Crystal* may seem inappropriate for a title like the *Game Gear*, but surely the designers have decided to play up the action part and keep the RPG stuff as simple as possible: if you sustain damage, you wear a head ring to get it back, and so on.

DRAGON CRYSTAL

The plot is about as basic as it gets. While out riding your bike one day, you ride down a mighty dragon you'll never meet before and when you come out, you're in a dangerous/hi-tech military world. You don't know how you got here, but you have to escape—and fast. The world is divided into areas and zones in four directions as you take your way through the maze/flavors trying to find the weapons



The mechanical base levels of *Dragon Crystal* are a little confusing, especially when you're stuck in a maze of levels and a complex dragon.



The designers have been thoughtful enough to let you adjust the game speed to the needs of the player.



As with the golden-horned dragon, you're better to let Shinobi do the thinking at his disposal—by jumping, dodging, and using his limited powers to his advantage. Once they finally get introduced, it's hard.



that leads to the next level. Throughout the proceedings, a mysterious egg follows you about—reach a certain level and the egg hatches into a friendly dragon who helps you out in combat—a nice touch. Combat between two and the various dragons is, as you'd expect, conducted on a hitpoint basis with armor values and skill points counting more than how you actually perform. Spells and objects abound, waiting to be collected and used—although many items don't reveal their properties until you actually use them to find out.

And that's about your lot. It's all very jolly stuff, but it's difficult to see exactly who it appeals to. It's not *that* tough to get a real FRP'er interest-

GAME GEAR

750

RELEASE DETAILS

GAAR GAAR 02/97 02/97 (Import only)

ed, and the average *Game Gear* user is likely to get a nice miffed if he comes to his shop on the tube just as he is in the middle of his rap album. However, if you happen to fancy something a little different and are willing to set aside the time for some long playing sessions, you could be a winner here.

—Guy West

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OVERALL 101%

Highly recommended, you can't beat it!



LAW!

Hollywood has some funny ideas about sport. *Field Of Dreams* is to be believed, baseball is some sort of balm for the injured American psyche. Whether this computerized incarnation of the Great American Sport will make you want to go out into the garden and start building a baseball park in your dad's backyard is another matter.

One or two players can take part, each donning the colours of one of the thirteen different teams on offer. Before the game players can adjust the team make-up and change the playing order. If you want you can grab a 'dog and a coolbox and sit out and watch the computer play itself.

Most will be familiar with the principles of baseball from the very similar racquet. The action starts with a close-up view of the pitcher and the batter. Using the joystick, the pitching player can adjust where the ball is thrown. Likewise, the batting player has to try and match the ball's position and hitting for at the right time is critical to the ball.

Whoooooooooooo! What a hit! As the ball zooms into the air, the view cuts to a scrolling semi-3D view of the field. In the top-right corner there's a try-join view of the whole park. Batters indicate



Strike zone! In the bottom screen at least the ball does move. Here for the moment the pitch will look to striking but the ball hasn't entered. It's more with the 3D screen's appearance adjusting while the very simple happens.

where the ball will land and the nearest catcher, who can be moved to try and intercept the ball. Once released, the ball can be thrown to either of the four bases by simply moving the joystick and pressing fire. Meanwhile, the batting player has to decide whether it's worth the risk of being 'slung out' by moving his players round the bases.

Super Professional Baseball disappoints in a lot of ways. The graphics can really only be



The baseball players from both before each game there is the idea of players from the two players looking out over a landscape of low-poly houses. But what will make trying to try about the system are of baseball?

described as adequate. The players look a lot 'chunky' and badly drawn, and the pathetic CGED graphics are laughable. Sure, Jaleco have used the machine's ability to rotate and blink the pitch-but here it really is just a gimmick, unless C-Zero where it's an integral part of the game. Sound, too, fails to impress. There are some digitized calls and all the crowd roars you'd expect, but nothing that really catches the Fanzone's sound clip.

Additionally, then, Baseball strikes out. But what's this, only over the top of the ball for the catcher to save the day? Well, it's the enjoyable gameplay. Even though the instructions on this imported cartridge are in Japanese it doesn't take long to figure out how to control everything. The cyclic nature of the pitch-batter-run action couldn't be called pure racing, but it's still enjoyable - almost relaxing, in fact.

Although Baseball's simplicity means that it won't really stretch your gaming skills (with the associated risk that you may become bored after a while), you should find this an enjoyable slice of Saturday afternoon America on fun.

■ David Szymanski

SUPER PROFESSIONAL BASEBALL

Is JALECO's baseball sim a Field of Dreams or a Scaryard of Nightmares?



Yes, this can be considered. With the Super Professional, it can't generate enough spin to go to the distance? If you really want to see how real this game is, there's a right to the ball.

The computer player prepares to pitch. It's a real pity that you can't see the ball and the pitcher's ball game when a real baseball game.



790

SUPER PROFESSIONAL

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RELEASE DETAILS

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BASKET CASES

ACE goes One-On-One WITH Jaleco's IN YOUR FACE and LIN's NBA ALL-STAR CHALLENGE

Basketball has never really taken off in the UK, but it doesn't prevent the sport being turned into a great computer game. *Ballin' Four Face* and the all-star Challenge come around this time, a well-regarded classic version of basketball sport by two opponents in a full court. As sport repeats, both games show a lot of substance.

• You can choose between either playing to score more points in a given time limit or to reach a set number of points first. (The Windows difficulty can be adjusted.)

• You can select players of differing skills.

• Your movement settings is controlled with the joystick.

• When out of possession, the player can try and steal the ball or touch shots with his feet.

• When in possession, the player can dribble and the ball will go in a position he drops. The ball is moved by tapping "fire" once to jump the player to release the ball. The longer the tap, the further the ball will travel. Holding the button is automatically takes care of it.

• Two players can link up and play head-to-head.

While lacking IPF's Two-On-Two option, Challenge makes up for it with four sub-games: Free Throw Competition, Accuracy Shoot-Out, and Tournament. Although they're all based around the same idea (shoot accurately from various positions around the court) they're good fun and make a welcome change from the regular game.

The One-On-One game is played on a static court which, while not as flashy as IPF's scoring court, at least makes it possible to see what's going on. There are more moves at the player's disposal than IPF, and while this makes Challenge harder to get into, it makes it a game you're more likely to come back to.

In addition there are three skill levels and 27 players to choose between, all based on real NBA players. Although on edge-of-the-seat action, Challenge is a satisfying game that rewards persistence.

• **Good Update!**

It takes a little while to learn how to play, but once you do, you'll have a lot of fun. Challenge is one of the best basketball games you can play on your PC.

700

GAMEPLAY

RELEASE DETAILS

GAMEPLAY CPU 3D OUT NOW (Upcoming)



The game's graphics are not as good as some of the other games in this issue, but the game's solid graphics make Challenge the superior basketball game.

SLAM-DUNK!

IN YOUR FACE

Free player link up
No. of skill levels
No. of players
Game?

Yes
3
4 (Skillsets)
Basketball
Two-On-Two

ALL-STAR CHALLENGE

Yes
3
27 (All based on real NBA stars)
One-On-One
Free Throw Competition
Accuracy Shoot-Out
Tournament

IN YOUR FACE

In *Face* Face boasts some superb presentation. For example, just after trying to "Slam-Dunk" the ball into the basket, the shot is replayed as a series of animated "close-up" (top shot), complete with the sound of a camera shutter.

IPF has just the one skill level, and only four players to choose between. The gameplay is also fairly simplistic: the ball can be stolen from your opponent by simply running into them. While this makes the game easy to get into, it also means that you'll soon tire of it.

IPF's biggest "plus" point is the Two-On-Two option, where the game takes place between two teams of two. You control the player with the ball, and there's the ability to pass. While this adds some depth to the basic premise, it's still not enough to make IPF an essential buy.

But probably IPF's biggest problem is the display. The action takes place in a court much larger than the screen, with the view centring to

keep up with the action. This would be okay, but the scrolling speed is such that the blurring of the images is terrible (a notorious problem with the *Gameplay*). This would be acceptable if the blurring didn't obscure the action, which it does.

• **Good Update!**



Although a classic basketball game, you still have an awful lot of control, with many detailed options and long control learning for the basics.

It takes a little while to learn how to play, but once you do, you'll have a lot of fun. Challenge is one of the best basketball games you can play on your PC.

700

GAMEPLAY

RELEASE DETAILS

GAMEPLAY CPU 3D OUT NOW (Upcoming)

Core Design obviously didn't believe in sticking to a genre. They've pretty much covered the market in platform games with the *Beanybones* series, *Con May* and the brilliant *Chuck Rock*, and they made an impressive entrance onto the RPG scene with *Corporation*. Now it seems their next intended area of domination is shoot-'em-ups. First came *Warzone*, which was arguably the best Run/Warrior clone on 32-bits, and built on its heels comes *Frenetic*.

Frenetic's gameplay roots stretch all the way back to hits of the early 80s like *Moon Cresta* and *Androblast*. The screen scrolls down vertically, while waves after wave of alien spaceships attack. These ships can be color-coded by shoot-ing certain creatures or weapons-causing prob-able lend-to-losey there's something very big and bad at the end of each of the eight levels.



The alien's attacks will all utilize the same scrolling platform mechanics, given the emphasis on a wave situation. It's not your average run-and-gun, thanks to both the color-coded shooting and the constant loss of weapons that's brought to a high degree of difficulty.



Illustration you might see after a few level changes. Don't get fooled—look at this carefully. It's almost both an homage to the alien form and a nod to the classic shoot-'em-up. You'll find some long legs with the hair too.

Shoot it down here. And even then it takes a while to get the job of level boss.

FRENETIC

CORE DESIGN attempt the Ultimate Shoot-'Em-Up...

There's a lot to recommend *Frenetic*: the aliens are large, fast and mean, the action's non-stop (perhaps a little too non-stop), the power-ups are neat, and the graphics are especially snazzy. But even having apparently drawn on every hitler shoot-'em-up ever written, Core still seems to have let one of the genre's problems slip into the game: when you die you're stripped of all your power-ups. In a game as tough as this such a

feature is unfair—you're unlikely to survive long on the initial standard-issue loan.

In the final analysis the best thing that can be said about *Frenetic* is that it's very competent. All it lacks is that certain spark of originality to lift it above the opposing horde of *Remon 2* and the superlative *Slift* in particular. One for the shoot-'em-up junkie looking for a new fix.

—David Kippenhath



The colorful background graphics are added to the plot. The graphics aren't provided by an enhanced version of a low-resolution engine for your enjoyment.



A comparison and score of performance over time. The score starts at 5.0, remains constant until 1000, then drops to 0.0 by 2000.

710 **AMOR**

The new game... (text is small and partially illegible)

RELEASE DETAILS

Platform	Price	Rating
AMIGA	£20.99	CDP 10/10
ATARI ST	£20.99	CDP 10/10

Ultima®

WORLDS OF ADVENTURE 2

1893. The World's Columbian Exposition in Chicago. Astronomer Percival Lowell's colonial space cannon is poised to hurl a huge meteorite to Mars. Then disaster strikes! The cannon discharges a day early with dozens of history's leading figures aboard. You must save them or history will be forever changed!



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With more flight simulations appearing more and more frequently, is computer

F-14 TOMCAT

airspace becoming a little too crowded for comfort? **ACTIVISION** is the latest to have its flighty effort cleared for take-off...

There's no shortage of flight sims for the PC—we reviewed one of the best, *US Gold's Jetfighter II*, in the July issue. This doesn't seem to discourage people from writing new ones, and so long as they do a decent job of it, why not? Activision's *F-14 Tomcat* allows you to jump right into the air combat action, taking on MiGs over the Strait of Hormuz, or to fly your way through an entire career before taking on the more exciting missions. I always enjoy getting a preview of the hottest action before starting from the basics; after all, if you're a hopeless pilot, you might never see the best parts of the game otherwise!

F-14 Tomcat uses Med polygonal graphics, which are animated with reasonable speed and smoothness on a fast machine, although available performance is not as good on slower ones. Fortunately you can improve performance by opting to reduce the background detail.

The game runs on VGA, MCGA, EGA and Tandy graphics modes, though for some reason VGA users cannot run both 5.25 and 3.5-inch. The game supports a huge range of sound boards including Roland/UMC-L/MX2, Sound Blaster, AdLib, PXL1 and so on, and depending on what you have installed the music and sound effects can add enjoyment to the game or be an infuriating distraction which you will want to switch off.

Mouse, keyboard or joystick can be used as control devices, but in any case there's a series line of keys controlling functions such as radar range, weapons selection, thrust, external



Advanced interactive 3D graphics allow you... into one introducing you to what you should... before you take to the air (left)

loads, banking a considerable number of air interventions, or "steals" as an alternative option (right) (it's not your own fault... in the more realistic than realistic)

Also, your efforts are shown for the... (right) (it's not your own fault... in the more realistic than realistic)



854

IBM PC

RELEASE DETAILS

IBM PC TGA D3D 16bit

and external views, and eject - which means you shouldn't be forced to use.

The *Tomcat* F-14 is flown only by the US and, ironically, Iran, your aim in this sim is to complete three combat missions: defending your home (pract) carrier, get transferred to the prestigious Naval Fighter Weapons School (or "Gun"), and eventually reach the hallowed rank of Top Gun instructor. You'll also Interceptor Officer, otherwise known as (B) - lay in the back will feed you information and suggested tactics, and as your performance improves, so does his.

After booting and watching the intro animation, selecting the Practice option lets you get into action without having to perform a carrier take-off: you can practice flying at Top Gun school against a range of opponents, or from a carrier

CAT



Official Eagle Man (right) cockpit control. This feature is a game highlight that provides instant tactical flight control to a fighter (shown up to control).

Official Eagle Man (right) cockpit control. This feature is a game highlight that provides instant tactical flight control to a fighter (shown up to control).

If you choose to start a new flying career, you begin as an Eagle on the G-35 (F-16) fighter, flying a low level as you complete each mission. As the threats become greater, and after you receive a career file shows your rank, call-up, losses and so on.

The F-14 is supposed to be remarkably easy to fly, though its variable-geometry wings, the auto is automatically adjusted by computer and doesn't require the pilot's attention. The ease of control reflected in the game, in-flight controls such as throttle, afterburner, gear, altitude and fuel display are perfectly straightforward, and inputs are selected and fired using mouse buttons.

To arm supplied with Phoenix long-range, Sparrow medium-range and Sidewinder short-range missiles, plus Vulcan cannon for point-

blank work—quite enough, I found, to take out a sneaky MG. Staff teachers help you to confuse enemy radar, while flares decoy heat-seeking missiles; these features tend to be disregarded if you engage in close-quarters combat, so take care if you don't want to lose all essential advantages.

Your ODD (Data Detail Display) indicates the orientation of the plane currently being tracked by the fire control radar; the stationary plane at the center of the display represents the Tomcat, and a bar graph marked R,T shows whether the other plane is above or below you. Meanwhile the TD (Tactical Information Display) shows ground and air targets, long-range targets, or close-range planes, depending on mode. This may not be entirely realistic, but it gives you all the info you need to complete your missions.

To enhance your flying pleasure you can select an internal view from the cockpit, or an external view of your Tomcat which can be rotated clockwise or anticlockwise. You can also select views from your carrier or control tower, or even from your missiles—pretty thrilling as you approach impact.

The Heads-Up Display helps you to keep track of your target and weapon status, and a target reticle (overlay) tells you when you're locked on target. You can change targets by pressing the alternate mouse button. There's a terrific explosion when you use a MIG, and you can even follow the wreckage as it spirals to earth.

The only reservation you could reasonably express about F-14 Tomcat is that it's a very forgiving game; if you aim your plane at the ocean sands and coast, your point-light detecting is quite likely to decide that your actions were justified and you should be returned to active duty ASAP.

Lots of details in the manual on Tomcat specifications, weapons, enemy planes and tactics give you lots of background to work with. It's a satisfying aim without too much excess baggage.

Champion of the Raj

Think that conquering India would be fun? Think again...

Good grief, I don't believe that I have ever seen a game as stodgy as this. Imagine a game, a game from your worst, dearest, most smug and selfish nightmare become being, breathing reality. A game which has a disk access routine so bad that at times it's almost impossible to select icons because the processor is constantly repositioning the pointer - which is always at least half a second behind the actual mouse movements. A game that spends an average time of nearly a minute before responding to the most simple decision.

This is *Champion of the Raj*.

Set in India at the beginning of the Nineteenth Century, *Champion of the Raj* casts you - or rather you cast yourself - as the leader of one of the six factions who are heading for control of the debilitated country. At first, your roots here it's just a little similar to that old favourite *Defender of the Crown* - i.e. you've got a territory made up of different territories, and the object is simply to beat out the opposing factions and expand your empire as widely throughout India as possible. How you go about this is entirely up to you - you can stick up on troops and take the usual approach, bring battle with opposing armies for territorial control, or do things a little more peacefully, staging festivals and welcoming into the right ears in order to per-

suade people to join your empire without bloodshed.

If you take the former option, some forward planning is required. The taxes you glean from the people under your imperial control must be used liberally, buying troops and equipping them with the right weapons. On the field of battle, you can choose to control the action yourself, or sit back as an observer and let the statistics decide. Even if you want to opt for peace and mercy and love, it's advisable to spend a moderate portion of your funds on the military, just in case one of the other five leaders fails to remain active throughout the game tries to capture your territory.

Again like *Defender of the Crown*, the decisions you make often lead to mini-arcade games. There's a Tiger Hunt, where you and your mate take tiger trophies at various wildlife. Excellent Racing isn't tight, swingingly, battles against Thug anarchists and a Capture-the-Flag after that you need to win in order to capture the capital state of an empire.

Apart from the creaking disk routines, the last thing that really hits you about *Champion of the Raj* is the amateurish look of the whole game. Forget about subtle use of colours or intricate graphics - the whole thing looks like a direct port from the not especially successful in the first place PC version. And sound? Don't talk to me about



Unfortunately, *Champion of the Raj* isn't particularly impressive on the technical side either. The graphics are quite good, but the sound effects are a little disappointing.



sound. On the back of the box it reads it's got a "stunning atmospheric soundtrack" but what there is nothing even remotely Indian about the music, unless the Indians were playing Carni pocket keyboards at the time of the British occupation. You'll thank God your monitor's got an on/off switch.

The strategy itself may at times be pretty good, the success of a festival is determined by how many elephants are in it, but you can't help feeling that underneath all this tortoise-like action, there's a half-decent game lying in wait.

This, however, is no excuse for the stodgy, appalling presentation, and it's almost impossible that the combined forces of PGG and User 5 could come up with something as downright ham-fisted as this. But they have, and you may wonder what they're playing at. Oh, and just to add insult to injury, the game crashed on a number of occasions. Not recommended.

PC

Only available on the PC platform. This is a strategy game that is set in India at the beginning of the Nineteenth Century. It is a game of conquest and empire building. The player is cast as the leader of one of the six factions who are heading for control of the debilitated country. At first, your roots here it's just a little similar to that old favourite *Defender of the Crown* - i.e. you've got a territory made up of different territories, and the object is simply to beat out the opposing factions and expand your empire as widely throughout India as possible. How you go about this is entirely up to you - you can stick up on troops and take the usual approach, bring battle with opposing armies for territorial control, or do things a little more peacefully, staging festivals and welcoming into the right ears in order to per-

270

RELEASE DETAILS

ATARI	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW
BM PC	£24.99	OUT NOW



Despite its reputation as being particularly slow, *Champion of the Raj* is a very slow-moving game. It is a game of conquest and empire building. The player is cast as the leader of one of the six factions who are heading for control of the debilitated country. At first, your roots here it's just a little similar to that old favourite *Defender of the Crown* - i.e. you've got a territory made up of different territories, and the object is simply to beat out the opposing factions and expand your empire as widely throughout India as possible. How you go about this is entirely up to you - you can stick up on troops and take the usual approach, bring battle with opposing armies for territorial control, or do things a little more peacefully, staging festivals and welcoming into the right ears in order to per-

DEUROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

It is the end of the 21st Century. Nearly one thousand years ago man colonized the moon, and from there created a range of human outposts which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilization, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic game to maximize the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the sun-burnt solar system. Operation Distance has begun.

Available in August on Amiga & Atari ST

ACTIVISION



TIPS

Tricks 'n' Tactics

Phew! Have we been hard at play! Here are the first instalments to playing guides for *Gods*, *Space Quest IV* and *Super Mario World*, and the concluding half of the *Supercars 2* tips. We're too good to you...

Gods

Because you demanded it—an intensive play-by-play guide to the latest magpie game from the *Wizard* team. This month ACE brings you some general playing tips and a guide to some of the first level's secrets. Next month get ready for the full guide to Levels 2, 3 & 4.

GENERAL TIPS

◆ **Wonders appear in waves**, and teleport into the screen at the same point. When the last monster in a wave has been killed, it drops some sort of bonus. DON'T wander into the teleport area until you've seen you've killed the last monster in a wave—otherwise the monsters will teleport on top of you and rapidly drain your energy.

◆ **The bonuses don't disappear**. Leave a creature in the room until after you've killed all the creatures in the vicinity. Even if a smart bomb or health bonus appears, be sure you can't reach it without getting hit otherwise it just isn't worth the risk.

◆ **Although there's no time limit on each World** as a whole, doing things quickly will result in a speed bonus.

LEVEL 1

Switches play a major role in *Gods*, turning off traps, opening doors and—if you're lucky—reversing secret rooms. In the following guide, "throw a switch" means pull it down or up depending on its current position, whereas "toggle a switch" means pull it down and then push it back up again.

WORLD 1

This world is really quite simple. That said, there are a few things you may not have discovered. At the very start of the world, you'll have no doubt noticed the teleport gate teetering off to reach above your head. To get it, go right,

toggle the first switch you come to. Go up that lift. When you get to the next switch, toggle this too. Jump left and get the key. As you return right you should see the floor slide back beneath you—the new passageway should take you to

the gem which will teleport you towards the end of the World.

Next, at this lift, it's a bit of a coward's way out. The lazier player will find more rewards if they ignore this chest and continue. Eventually you should come to three switches in a row. Throw the middle one to turn off the spikes nearby. Go back right and throw the switch; a chest, key and some monsters should appear. Kill the bad guys and open the chest with the key for goodies and treasures. Now throw the right switch again, walk left and throw the middle switch, then throw the left switch. A gem should appear and fall down on your head.

Now comes the tricky part—speed is of the essence. Once you've got the gem, ignore the monsters that appear. Go left and climb the ladder. Kill the monster to your right, jump across the gap and throw the treasure room's door switch. Climb the ladder and throw the World's door switch. A platform should appear to your left. Jump onto it and press the pressure pad above your head. A bonus gem will fall down. Now go back, mop up any stragglers, collect the treasure and World key and exit through the World door.

WORLD 2

Climb up the ladder and go left. A single monster should appear on a platform. Kill it but don't collect the gem or press the pressure pad. Carry on going left. You should see a key, but the monsters that appear and collect the key. Quickly climb up to the platform with the gem on it, collect the gem and press the pad. If you were fast enough a jump potion should appear—take it.

Jump up to the left, then jump right. You should feel yourself on a long platform liberally sprinkled with jelly bonuses. Lay 'em up. Go right and jump into space. You should feel yourself on an invisible platform covered in yet more bonuses. Walk right and drop down. You'll land on a platform with a ball health potion and a mask on it. Fall! Drop down onto the floor below.

If you want you can now go left and kill some more monsters and press some pressure pads, but it's not really worth it. All the pressure pads in a room share a spawner, later on in the treasure room, but you'll find the going easier if you don't bother activating them.

Go down the ladder and then right to find a pot and some extra fire power, then carry on going down. You should now be in a room with two switches and a teleport gate. Throw the switch on the far right first, then throw the one on the left. The trapdoor should open and the gem should drop. This will teleport you to a secret room containing a second pot. Pick it up and teleport back out.

Climb the ladder and jump into the hole with the right. Kill the two monsters that appear and collect the key they drop. Go down the ladder, go right and throw the switch—this closes the door at the bottom of the shaft to the right. Be fast, you a pretty vicious monster attack occur around here, so be careful! Go left to the gem. Be fast, then go back right and drop down the shaft.

You should now find yourself at the door to the treasure room. Enter it, and make sure you don't fall down the open trapdoor. There's a key in there, but you'll probably find you haven't any room in your inventory to pick it up. So, careful.



wedge yourself over the open trapdoor and drop in item - if you're in the right position it should drop down. Pick up the key and then drop through the trapdoor yourself.

Gain the clock, then enter the pottery via the air in your left. Inside you'll be rewarded with a key, by bringing the second pot, and given the Walk key. Exit and go right. Take care near the Walk door - a monster appears just as you approach and it's very easy to blunder into it. Move the switch and leave the World.

IN THE SHOP

Buy lots of throwing stars and top up your energy. Walk east.

WORLD 1

Go up and left. Toggle the switch to turn off the lights on the platform above. Carry on climbing, then toggle the next switch you come to - this should close the trapdoors, and turn off the lights in the pit at the bottom of the chamber. Jump into the trapdoor to the right, then drop down into the pit. This should reward you with a jump assist which you can use to reach the top left of the chamber.

To go the ladder and then go right. All of the monsters that appear and pick up the key they drop. Now throw the switch and go down. Go right. You should come to a switch. Throwing it will open the trapdoors, leading to some known treasures, but don't do that yet. Quickly go right onto a you can, drop down and throw the switch. A secret treasure room should be revealed. Having obtained the loot, go back and collect the other treasure.

Eventually you should find your self about ground. Climb the long ladder. At the top go left across the platform - eventually you should come to a key. Collect it then go back right to find some blue gargoyle. These gargoyles will get coming to life. Walk around and pick them off for a hefty treasure bonus.

Go right and go through the first door you come to. You will take you to a platform with a try and. Anyone know how to get at those gems on the platform above your head here? Go up to the moving platform. Eventually you should reach your self back where those gargoyles are. Throw the switch to open the trapdoor, run right and grab the shield that appears. This will allow you to run down as you make the long jump to a secret door.

To bring the door to reach a high platform. Grab the key and go through the door to enter the treasure room. Inside you'll find a lightning belt weapon - very handy against the Centaurian life on. Leave and work your way down to exit the World.

THE CENTAURIAN

Though the giant Centaurian looks pretty hard, it's pretty easy to kill. Just try and stay under the beams of its fireballs and keep blasting

any.

Space Quest IV

Have you had the first half of the solution to Sierra's hilarious, riddle-filled epic. But don't thank us - finish the game, making copies of Dave Davidson's Answers, Requests! The concluding half will appear next month. (And we mean it!)

PART ONE: SPACE QUEST 12 -

FORNARD'S REVENGE 2

Click the generally clicking on something requires the Walk cursor to be selected, unless otherwise stated.

After you've watched the intro (which you should see at least once), walk east and click on the rope at the bottom of the screen. Stand between the two red pillars at the upper right of the screen, select the rope from your inventory and click the rope cursor on the ground. After a while a pink bunny should descend by. Click on the rope to pull it in.

Walk west until you see a skimmer parked by the side of the road. Click on the skimmer, and then click on the glow compartment. It should pre-empt allowing you to get the laptop-computer inside. Walk north then go past twice. Click on all the power grates until you find one you can open. Go down, walk over to the table and click on the empty jar. If you like, click on the brown pot. Click on the door on the west wall to open it.

Inside the screen's head north, then east. Walk down the pipe leading south until a green blob comes out of the grate in the north wall, but don't walk off the screen. Select the empty jar from your inventory and then click on the blob to pick it up. Go south and then west at the crossing. Click on the ladder on the west wall, and after the animation sequence click on the ground between you and the ship. Walk east and click on the landing gear's hatch.

When you get to the computer, head east and east until the two cops start talking to each other. Click on the time pool the second cop arrives in. Get past the copy protection and make a note of the symbols on the display. On the keypad, hold down 'Control' and '3' to go time-traveling.

PART TWO: SPACE QUEST 10 - THE LARVAE BABES OF EUTROPE

Walk off the left-hand side of the screen and keep going until you see a photorelay fly by. Head south and quickly click the eye cursor on the shadow. Go back to your time pool and head south. You should be caught by the photorelay and carried to its nest.

Wait for the Sequat Police to arrive and click on the dead guy. Switch to the walk cursor and go through the hole in the bottom of the nest. Spend a while admiring the scenery, then when the girl starts talking to you, do what she asks and click the walk cursor on the submarine.

In the cave, watch the animation and after the sea slug starts talking your legs off, click on the button near your right hand to zap it. Having made a theatrical escape, click on the bottles if you go to your right. When the view cuts to a close-up of you and the slug, click the gas bottle cursor on the slug. Now let's go shopping.

When the girls leave, one of them drops a card

which you should pick up. Walk east and wait until you pass the Autodesk's Teller Machine next to the software shop and walk over to it. Get the card from your inventory and click on the machine. Get back on the conveyor belt. Stay as it until you pass the Big and Tall male clothing store and enter it.

Click the talk cursor on the 'friend and, when you have your pants back on, select the buttoned from your inventory and click on the 'friend. Walk south out of the store and go clockwise on the conveyor to get to the Moonshot Ranger bar.

Enter and apply for a job by clicking the talk icon on the manager a couple of times. Give around 25 bucks each. You get first by getting a load of burgers rejected. Follow the manager left to its end and pick up the sign your clothes tossed away. Carry on to the female clothing store.

Talk to the sales 'friend' and after you've finished changing go back to the Autodesk's machine. Insert the card again and close the machine out. You should now be 2001! Autodesk's notes. Go to the software shop and click on the Organigan. You should eventually uncover a copy of the Space Quest III Hint (Reveler). Use it to find the first three symbols for the calculator to please Miss Sater. The other three are on the menu of changing gun. Find them out by clicking the cursor on the items in your inventory.

Buy the book, then return to the female clothing store and get back into your normal clothes. Go one screen clockwise to reach the arcade and enter it on the left side. Leave, try and walk around the middle clockwise. The Sequat Police should turn up again. (This is a good time to save the game.)

After the first guy leaves the screen to the south, follow him and follow the conveyor belt clockwise until you reach the end. You arrive at the right-hand side of the screen. Get off the conveyor and leave using the conveyor to the east (i.e. the bottom one). This way, the guy should miss you. Follow the left anti-clockwise and enter Madchick's.

The two guards have a conversation and then leave. In the bottom left corner of the screen are some alarms. Click them and when you regain control of Roger head for the top of the screen PROMPT 2. On this screen, keep moving until you get some armed company. Now quickly go to the bottom of the screen and down the stairs. The guards should be gone. Follow the conveyor anticlockwise until you reach the arcade. Enter and click on the time pool. Turn in the codes from the first book and the gun.

Now you're ready for Part Three: Space Quest 11 - real trouble!



800 Supercars 2

A s the race progresses, there are the maps and guides to the Medium and Hard levels of 6-wheeled super smooth 'n' cracker...

MEDIUM

1 No problems. Handbrake turn the tight corners to save slowing down.

2 Just avoid collisions on the chicanes, even if it means driving slower. Collisions could slow you down and let other cars get away from you.

3 A choice of routes here! The route with the jump saves a bit of time. Practise! Look ahead to see if the gates are open - don't wait for them.

4 Looks difficult but if you need to remember it where the jump is and to take your time at cross overs. Herring missiles are handy here.

5 Do not get pushed off course or you will be punished a lap. Otherwise race around at full

speed making full use of the handbrake turns.

6 Again the jump choice is much faster but beware! If you take it too fast you'll jump over the second take off point. So ease off the accelerator for a moment or so as you approach.

7 Not much time to see the trains coming here. Since it's the last corner, spend lots of money on homing missiles and turbo jumps to help you jump over the train.

HARD

1 Use front missiles on the long straights if necessary, but mainly just for easy of cross overs.

2 Not much to say here, just make sure that - as usual - you have a clear run at the jumps.

3 Take the start/stop on spec if they're open go for it, otherwise go second - don't wait for them to open. With the train it's up to you - you can hang around to see if the train's coming or just try and go through and pray for luck!

4 Just master the art of doing tricky jumps here. Super missiles are very handy in the tunnel.

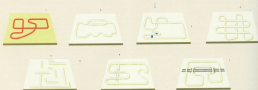
5 In this case it is usually worth waiting for the gates to open, but that's easier said than done. A large supply of turbo jumps are fairly essential to get over the train.

6 Get the right angle going around corner 8 and you should be able to jump skip. Not much you can do about the cross over.

7 Careful how you line up on the jumps - they're very deceptive. Missiles are very handy here, especially homing and front missiles. Guard them off as you jump to take out any cars thinking of catching you.



MEDIUM LEVEL



HARD LEVEL



Console Corner

Super Mario World

After much hard playing and much cutting and pasting, ACE is proud to bring you the full Japanese map of Mario World and the clearest maps of the start and under the mountain, complete with notes on how to find some of the more elusive secret locations. Plus, we'll show you how to get through the woods, reveal the farmer's inside the rock dragon's mouth, take a trip to star island and guide you to the secret levels...

There's still a lot to see in Super Mario World. ACE is proud to bring you the full Japanese map of Mario World and the clearest maps of the start and under the mountain, complete with notes on how to find some of the more elusive secret locations. Plus, we'll show you how to get through the woods, reveal the farmer's inside the rock dragon's mouth, take a trip to star island and guide you to the secret levels...

A complete, full-size, 100% accurate map of the game, and the most detailed map ever published. It's available for free on our website. ACE is proud to bring you the full Japanese map of Mario World and the clearest maps of the start and under the mountain, complete with notes on how to find some of the more elusive secret locations. Plus, we'll show you how to get through the woods, reveal the farmer's inside the rock dragon's mouth, take a trip to star island and guide you to the secret levels...

So in the great game of the console world, ACE is proud to bring you the full Japanese map of Mario World and the clearest maps of the start and under the mountain, complete with notes on how to find some of the more elusive secret locations. Plus, we'll show you how to get through the woods, reveal the farmer's inside the rock dragon's mouth, take a trip to star island and guide you to the secret levels...

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UNDER THE MOUNTAIN...



So in the great game of the console world, ACE is proud to bring you the full Japanese map of Mario World and the clearest maps of the start and under the mountain, complete with notes on how to find some of the more elusive secret locations. Plus, we'll show you how to get through the woods, reveal the farmer's inside the rock dragon's mouth, take a trip to star island and guide you to the secret levels...

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IN THE BEGINNING...



GARGOYLE'S QUEST

Gargoyle's Quest

A big thanks to Mike Wajpala for these access codes to Villages 1 to 5...

Village 1: P900 D3M4
Village 2: C649 7915
Village 3: F78 S2C6
Village 4: 8880 E2EY

Village 5: 8AC 858E
Village 6: 029C C78W

F70C M0Y
A7M6 W0V

The following aren't level codes but they will take you to other mysterious locations throughout the game...

A76X 679Q
0294 7580
C776 8H0X
7880 6050

BUBBLE BOBBLE

More coming work by ACE! The cutting platform magazine may be fun to play but it's terribly hard to finish. So how about this for a cheat. Type in P020 to play the last level. The code also lets you play any level from 1 to 100 using left and right on the joystick.

IT'S SHOW

My, how time flies by. Just when it seemed as if the world had finally calmed down after the first rip-roaring, roasting-toasting, sea-a-bitten-on-that European Computer Entertainment Show last September, it's upon us again, bigger, badder and better!

Yes, it's time for the Second ECES. For three days in September, the eyes of the world will be firmly focused on Earl's Court 2 in London as every major player and hot product in the industry is brought together in an apocalyptic fusion of fun, thrills and curled-up sandwiches. EMAP Images (the publishers of ACE) are putting the whole shebang together with the backing of the Prince's Trust. We, of course, will be there, along with sister magazines Computer & Video Games, Mean Machines, CE Aside, Sinclair User, PC Leisure and the two The Ones.

Just about every major software and hardware producer will be there showing off their latest wares (some in very elaborate fashion), and there'll be no shortage of special events to keep the ball rocking. The top games players from Europe, USA and Japan will be clashing in the World Computer Games Championship. W Industries will be giving you the opportunity to sample the miracle of Virtual Reality for yourself and there'll be a Sponsored Gamathon where celebrities from the worlds of film, TV, sport, music and politics will be knocking up high scores in aid of the Prince's Trust. And top Radio 1 DJs Jahki Brumby and Simon Mayo will be broadcasting LIVE to the nation from the show hall on Saturday morning.

Not enough for you? Alright. Match magazine will be there, fronting a VERY special Kick Off 2 event, CU Aside will be holding its second Public Domain Demo competition and the World Champion Skateboard and BMX team will be on hand all day every day, with a stunning halfpipe acrobatic display. The amazing Super X and R360 machines will be there, and of course ACE will be making an inconsiderable contribution with two very special events...

THE LIVING ROOM OF THE FUTURE II

The future's never looked brighter. We'll be giving you the chance to take a break from today's ham-drum existence and sample life in the years to come. In the living room this year will be High Definition Television, the digital audio medium of tomorrow, CDi, CDTV, Photo-CD, the Data Discman, DCC, DAT... and who knows, you may even get a chance to have your self dematerialised and reintegrated in the ACE Teleportation Chamber! (Oh yes).

PLUS! THE ACE CONFERENCES

Throughout the show, ACE will be presenting a series of action-packed conferences, in which some of the most knowledgeable and respected figures in the world of advanced computer entertainment will be exclusively flying in from the USA to lead their expert views on what YOU will be playing in the years ahead. Officially the conferences are only open to the industry's top movers and shakers, but next month we'll be giving YOU the chance to win a ticket to this amazing event, along with details of how you can save a few kais on the entrance fee. Stay tuned...

THE DATES

6th-8th September 1991

THE TIMES

9am - 5pm Friday, Saturday, 9am - 5pm Sunday

THE PLACE

The Earl's Court 2 Exhibition Centre, Earl's Court, London

THE PRICE

£7 per ticket on the door or in advance.

W TIME!

And while we're talking about the future, what about...

NEXT MONTH

Even as you read this page, the white-hot molten mass of ideas and words, scorching with inclusion and originality known as the ACE September Issue is taking form.

It's being melted and formed by master craftsmen into an even finer example of computer entertainment reading, especially for you.

And even at this early stage, some definite shapes are forming in the seething mixture. So look, if you will, over the safety rail, down into the depths where ideas and criticisms so pure and strong run unobscured and unretarded.

What can you look forward to?

- **MORE** Reviews of the top games on your machine than ever before.
- **MORE** In The Works features on Lotus 3, Monstrum Horendrum and Megatwins
- **MORE** Tricks'n'Tactics featuring Mario, Secret of Monkey Island, Space Quest IV and Gods.
- **MORE** Exclusive software features and interviews, giving you an angle on the gaming world unavailable in any other magazine.
- **PLUS:** An in-depth analysis of Super R-Type on the Super Famicom, a game which promises to blow Mario out of the water.



ACE

And we'll also be making an important announcement which will bring ACE blasting into the 21st Century.

ACE September. On sale 8th August.
Miss it at your peril.

ACE MERCHANDISE OFFER



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



There is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £5.99

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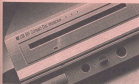
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Business readers will be able to get up to 10% off a purchase in multiple quantities of monthly issues. Corporate orders will have to make the order-shipping order up to the first shipping address (street, state, postal, zip) and the ZIP code. All other orders will be shipped to the first shipping address. All other orders will be shipped to the first shipping address.

CONTENTS

92 ACE Charts

The industry's most authoritative, controversial charts. First, you can find out which games have been getting the hottest reviews in ALL 26 game magazines. Next, you can see how they're selling. And do the two always go together? Well, what do YOU think? And to top it all, you get a chance to win a prize by predicting next month's chart toppers.

96 Hardware Buyer's Guide

Our definitive tech findings and buyer's guide. Updated every month to keep you up-to-date on the hardware options in the high street. Check out the power, the programs, and the potential of each machine before you buy...

117 The ACE Price Crossword

Some puzzle over R&D and get the word up (B). And you can win a prize if you crack our monthly puzzle...

180 Shopwatch

Bill Longhorn fires a laser at CD-ROMs.

180 ACE Back Issues

Classic coverage of the burning issues in computer entertainment. If you missed 'em, you can still catch up...

183 Direct Line

Amiga, PC, ST, Megadrive, Game Boy and Lynx owners get the latest installment of the ACE machine-specific chat columns.

111 Hot off the Shelf

Our definitive listing of games that have received top ratings in ACE over the last few months and should still be on sale in your local software emporium...

119 Public Domain

Power playing for lesser games... Pat Wintourley checks out this month's selection of games from the public domain.

121 The ACE Diary

Our monthly guide to what's on when, what's out when, and a host of other links items for the month ahead...

123 The Blitter End

Shock claims that some computers may actually replace us in human society. Plus news of a surprise ACE Conference...

in the

U E E A



ACE has brought you over 60 issues, packed with info on games, tech, blitting. If you're looking for new ideas - look no further. Submit your comments through the first 75 issues of games - then take games back into your community and make it yours or yours to give.

ACE CHARTS

Every month the unique ACE Charts rate games NOT according to sales, but according to the review marks they got in ALL British games mags...

While you'll give you TWO chart systems in ACE, so you can really sort out the trees from the turkeys, in this upper section we print the exclusive ACE charts - the only one's you can buy that rate games according to the review marks described in ALL available British games magazines. If a game makes it to the top here, it's HOT - though you should remember that all reviewers tend to disagree to some extent, so that just because a game gets top billing in the ACE charts doesn't necessarily mean we think it deserves it!

Below are the Gallup charts, based on sales. One anomaly to spot this month: Gold's subbling Lemmings on the ST, some people just don't read the reviews...

IBM PC

New North	Ocean	97.75
F29 Resistor	Ocean	97
Eye of the Beholder	US Gold	96.0
Supremacy	Vigor	95.0
Jet Fighter 2	US Gold	94.00

The PC gets hot some these days. With 95.5, Supremacy could have been number one in any other machine - here it's fourth!



AMIGA

US	US Gold	93.5
Secret of Monkey Island	US Gold	93.0
1-11 (Siles) (Apple 2)	Mongoose	90.00
Cybertron 2	US Gold	89.0
Gold	Strong Brothers	88.00

Amiga budget software is clearly taken seriously: Market Ranger was number one two months ago - now it's like the top...

ATARI ST

Lemmings	Pygmalion	93.0
Secret of Monkey Island	US Gold	90.5
3D Construction Kit	Domark	90
Gold	Strong Brothers	89.00
Capital	Rainbow Arts	88.00

Not much around for the ST: Gold is here yet again and Lemmings, Monkey Island score almost identically to last month.

GALLUP CHARTS

...and here's how they sold! Use the Gallup sales charts below to compare review marks with sales performance

T

IBM PC

Lemmings	Pygmalion	£34.99
Colossal Chess 2	CGO	£24.99
Jet Fighter II	US Gold	£23.99
Defender of the Crown	Strong Images	£9.99
F29 Resistor	Ocean	£14.99



AMIGA

Eye of the Beholder	US Gold	£20.99
Monkey Island	Lucasfilm/US Gold	£29.99
Fantasy World Dizzy	Code Masters	£6.99
K. Off Wearing Tardis	Asco	£12.99
PGA Tour Golf	Electronic Arts	£25.99

ATARI ST

Gold	Ranegade	£25.99
Fantasy World Dizzy	Code Masters	£8.99
S. Davis Wild Smoaker	CGO	£8.99
Lemmings	Pygmalion	£25.99
Little Puff	Code Masters	£8.99

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HARD SELL

Once again, a rather truncated hard sell this month, but, if you'd hopefully provide an objective comparison between computer and console, IBM's wondering what to get for the great "Console or Computer? (October 1993). If you can afford one of each, our money's on the Amiga and MegaDrive. But if you only go for one, get an Amiga. It's an excellent all-around performer that gives the best FPS.

COMPUTERS

ATARI ST/E

Models: Atari 520ST, 1040STX

Price: \$75

Package: 120 and 1040 have keyboard with built-in disk drive; Mega models have separate keyboard. Mega type graded for current software.

Memory: 520ST 512K, 1040STX 1MB; Mega 271, 2 or 4MB. All machines can be expanded internally to 6MB.

Processor: 64-bit Motorola 68000

Recommended Retail Price:

1040ST 1040STX \$299

Console Atari ST 650 \$144

IN BRIEF

Hard days for the machine that equaled Atari's success to 16-bit computers, the ST's users capabilities almost merge with its advanced Amiga, but the Commodore machine seems to be the one most people want these days. As stated, because it's still a great general purpose home machine for games, word processing and productivity, and thanks to its built-in 16-bit card, the number one choice for 16-bit machines.

GRAPHICS

Resolution: Low res 320 x 200, medium res 640 x 400 high res 640 x 400

Palette: 4096

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

TV: No

Monitor Output: RGB

Monitor Required: No

Monitor Options: Atari monitor \$149 high res 640x400; 50"444" med res colour

Speakers: No

Graphics: Fast 16-bit high resolution display is only available on monochrome monitor medium and low res displays only available on colour monitors or TV.

SOUND

Speaker Quality: Depends on monitor.

Model: No

Screen Output: No

Performance: Three 16-bit PCM stereo sound channels.

HARDWARE

Disk Format: 3.5 inch - 720K

Disk Drive: Internal \$1.50

Disk Performance: Fast, reliable. Keyboards: 16 keys including 10 function keys. Has a cheap lock which can be replaced with rated party spring lock.

Joystick/Mouse: Two joystick ports and standard, two-button mouse is supplied with machine.

SOFTWARE

Editing Software Base: Excellent. The budget master provides a relatively cheap way of building up an impressive collection of software (6800).

Current Releases: None of the major software houses ignore the ST as it is still served with plenty of good software.

Hardware: Access the board. Graphics: Good with some excellent software to manipulate them.

Music: Excellent. Plenty of sound samples, editors and MIDI software make this the musician's choice.

Products: Very good, but the Amiga is currently the favourite with software houses in the UK and the chance of a sudden boom of interest in the ST's 16-bit card very high.

Software/Licensing: No problems at all. The ST's ease of use and friendliness to the user is praised that some companies still release games on tape or more single-sided discs (or using CD from the old days when the ST had single-sided drives) which are almost unnecessary and annoying to the user's eye.

DETAILS

Best Buy Price: At \$99

Second Hand Availability: Very common and quite cheap. Shows very little age related TV machines.

Maintenance: One-year guarantee. Return to dealer if faulty.

COMMODORE AMIGA

Models: Amiga 488, AF588

488SE, A588

Package: Amiga for keyboard and

built-in drive with separate PSU. A588 and A588SE have separate keyboard with built-in disk controller. PSU, A588 is a very powerful machine indeed.

Memory: 488 512K, 488SE 640K, A588 1MB, A588SE 1MB.

Processor: 100% Motorola 68000, 68000 16 or 24-bit Motorola 68000.

Recommended Retail Price: Amiga 488, Screen Game 1299.00, Flight of Fantasy Fish 1299.00, One Of The 50,000 (2 1/2 1/2 1/2) parts for A588, AF588 from 999, A588SE from 2199 for 1MB+2400K hard disk.

A588SE from 2199 for 1MB+4000K hard disk, 1MB processor TVT.

Contact: Commodore (0432) 776666

IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most range of games players and video professionals. After an initially shaky start, the machine comes off to all extremely well and has overtaken the ST in the UK, though the latter machine still has a slightly larger installed base. The A588 is now identical apart from the A588SE, but cheaper. The A588SE is a special workstation substitute includes Workbench 2.0 featuring enhanced icons, the handling, and security features plus Amiga Vision's multi-media programming tool. A588SE also comes in three configurations, ranging from a 1MB+4000K hard disk to a 2MB+4000K+disk.

GRAPHICS

Resolution: From 320 x 200 to 640 x 400 (more possible in software)

Palette: 65536

Colors: 2, 4, 8, 16, 32, 64 or 4096 TV, 16-bit monitor

Monitor Output: SCART + composite video to monochrome.

Monitor Required: No

Monitor Options: C1094 (£149.95)

Speakers: 16 in hardware + external 6800, from software/TV.

Speed: Very fast with good software.

SOUND

Speaker Quality: Depends on monitor.

Model: No, third party interfaces available.

Screen Output: 2 phone connections.

Performance: Among the best around. Custom hardware equates 1-process of 1-bit digital sound into the four channels.

HARDWARE

Disk Format: 3.5 inch - 512K, A588SE 512K/588K/1MB hard disk formatted.

Disk Price: Around £1.50.

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

Keyboard: 34 keys, 10 function keys and separate control button. Joystick/Mouse: Two-button mouse supplied as standard.

Interfaces: Two hybrid/Amiga mono-audio external disk drive, RS232 serial, Commodore parallel printer, SCART RGB/Video, composite monochrome video, expansion bus (internal on AF588 & A588SE), 12-bit on A588SE, internal expansion on A588-only, external PC expansion on AF588, A588 and A588SE.

SOFTWARE

Editing Software Base: Similar to the ST.

Current Releases: Everyone's doing them.

Games: Something for everyone. Graphics: Quality and range is unsurpassed.

Music: Good (better support for MIDI, internal sound software is well supported thanks to 16-bit standard).

Products: Excellent.

Software Licensing: Many but usually reliable. Priced by value.

DETAILS

Best Buy Price: 684 Amiga 5000 can be picked up cheaply enough for those looking for extra graphics modes of later models. Try to find a good value pack.

Second Hand Availability: Excellent. Common. Best buys are late Amiga 5000 with Kickstart 1.1.

Maintenance: One-year guarantee. Return faulty machines to dealer.

IBM PC

Model: IBM PC, was the first PC to be accepted in large quantities, led the first PC and remains the standard by which all others are judged. There are hundreds of clones and variants including offerings from Apple, Atari and Commodore. In general, with PC you get for speed and better graphics standards. The extra money is worth it if you can afford it.

Package: Depends on the monitor; none although most are supplied with monitors. They can even be bought in kit form at no extra saving.

Memory: Usually 512K or 640K. Can be anything from 64K to 16MB.

Always get 512 or 640K model. Processor: Intel 8088/8086 or bus machines to compatible replaces with the faster 80286/80386. Most expert systems machines are based on Intel's much faster 286, 386, 486 and even the latest 486.

Recommended Retail Price: Can be picked up for as little as £299 for a "vanilla" machine. 1000 top-of-the-range 486 based clone - is the official IBM version - is the likely best. Look for a good deal or VGA model for between £750 and £1100.

IN BRIEF

Superb value if you want the ultimate all-rounders. The PC will betray its business origins. Around 60% major software houses now put their trust in the PC but there remain limited by the costs with of the last.

most common machines - which means they tend to be tested in sound and graphics. Definitely test first (check if you can) and if you're prepared to use computers, or if you cannot afford the better VGA or VGA models (which are really essential for good games playing).

GRAPHICS

The best PC screen is fitted with graphics as standard, but most clones incorporate the necessary hardware and come with a monitor. There are three main standards: EGA - a early but all too common colour display; VGA about the lowest colour display worth considering; VGA - an amongst besting display, and Hercules monochrome. EGA or VGA which are usually only fitted on standard or more expensive machines (most of PC clones is one exception).

Resolution: EGA 320 x 200, VGA 640 x 480, Hercules 720 x 384, VGA 600 x 350.

Palette: EGA 8 (in-line field only), VGA 64, VGA 256.

Colours: EGA 4, EGA 16, VGA 64, Hercules 2.

Monitor Output: TTL, RGB/RGB (CGA), analogue RGB (EGA)

Monitor Options: 16in. Many monitors are dedicated to just one or two modes - some have amber, green or white monochrome displays - check before buying.

Speakers: None.

Speed: From very slow - 60MHz - to very fast - 60MHz.

SCANS

Speaker Quality: Built in sound is very good. Third-party add-on sound boards with Roland (3288) and AdLib (3170) - which is fast becoming a standard - provide superior quality in sound through an amplifier.

RAM: Third-party add-ons available.

Game Output: With boards, yes.

Performance: Not the ideal machine for the music (640 - an Atari 57 offers more for 160), but the Amiga more for software sound boards.

SOFTWARE

File Formats: 1.2bin, 1.80(2000), 1.280, 1.2in (2000-4800).

Disk Prices: 10p - 25.00.

Disk Performance: Average. Most PC owners use big 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 makes for use.

Mouse/Joystick: Neither supplied as standard. The former comes

include a mouse or at least a mouse port, especially since IBM's 'mouse' system (introduced last year) more popular.

SOFTWARE

Existing Software Base: Fast.

Current Software: All major software houses now produce something for the PC, with many now supporting the superior EGA/ VGA modes.

Games: Most of the best range of titles appear on the PC - especially

Graphics: Check the right graphics adapter, the PC has nice graphics and the software is usually excellent.

Sound: A standard VGA PC the graphics don't matter how good the software is.

Music: Unsurpassed in synthesis. However, add-on boards offer some of the best sound you'll hear on a home computer.

Prospects: The PC is the eternal champion - an eternal fast and reliable in terms of getting better and better of the rest. This is aided by continual upgrading the machine's processor and the vast user base demanding better equipment.

Software Loading: Fast and reliable; very fast from hard disk.

Support: Excellent.

Best Buy Price: Watch out for package deals from large chains and mail-order companies. If you don't know too much about PCs go for a name you know.

Second Hand Availability: Common but be careful you do not get a chipped out motherboard.

Maintenance: Usually one year's guarantee - but competition has forced the price of maintenance contracts down to an affordable level. This often means they fix it for free.

BUYERS

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MONITOR OUTPUT

Monitor Supported: Yes - 1.1" back in colour VGA.

Monitor Options: None.

Speakers: Special graphics hardware effectively breaks ALL screen adapters as printed.

Speed: Fast.

Sound: Excellent.

Speaker Quality: Very good.

RAM: 16.

Game Output: Yes.

Performance: Four-channel, five colour stereo sound has to be heard to be believed.

Hardware: Excellent.

Software: Excellent.

Price: £10-15.

Cartridge Software Base: Excellent.

Existing Software Base: Very small.

Current Software: California Games is a great 'bread'.

Prospects: Uncertain but several new titles in the pipeline.

Support: Excellent.

Best Buy Price: £10-15.

Second Hand Availability: Very fine.

Maintenance: One year's guarantee.

STAR RATING

Graphics: 4.5/5.

Sound: 4.5/5.

Expansion: 4.5/5.

Overall: 4.5/5.

STAR RATING

Graphics: 4.5/5.

Sound: 4.5/5.

Expansion: 4.5/5.

Overall: 4.5/5.

Best Buy Price: £10-15.

Second Hand Availability: Very fine.

Maintenance: One year's guarantee.

CONSOLES

ATARI LYNX

Package: Lynx. Play extra for peripherals and exclusive California Games.

Processor: 16.6MHz 6502.

On-board Memory: 8KB.

Recommended Retail Price: £79.99 (with peripherals, and game).

Contact: Atari UK (071-280 1827).

BUYERS

Designed by the man behind the

Atari: The Lynx is an amazing handheld. 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 Game Boy, lacks the Lynx's hills, but makes up for it with smaller unit size and TV adapter.

GRAPHICS

Resolution: 160 x 62.

Palette: 4096.

Colours: 16.

TV: Yes.

NINTENDO SUPER FAMICOM

Package: Console unit, controller unit and Super Mario Bros.

Processor: 1.08 MHz 6502/65C81.

On-board Memory: 8KB.

Recommended Retail Price: £95.

Open Price: £120.

Contact: Local Dealers.

IN BRIEF

With the weight of all potential Nintendo handled in the past, you can hardly fail. Although not hugely superior to the Sega Megadrive technically, it's the games that impress - notably the licensed Mario series (which will no doubt help sales in small and F.R.G.). Then, there are some real duffers among the game (Big Man, anyone?), but it's still early days yet. The Super Nintendo's enormous game potential has barely been scratched.

GRAPHICS

Resolution: 320 x 224.

Palette: 32,768.

Colours: 256.

TV: No.

Monitor Output: Yes.

Monitor Supported: No.

Monitor Options: RGB, S-CAET.

Speakers: 1.5.

Speed: Remarkable.

SOUND

Speaker Quality: Depends on TV/monitor.

RAM: 8K.

Game Output: Yes.

Performance: 8-channel custom 16-bit PCM digital.

HARDWARE

Speakers: Supplied.

Ports: One big expansion port.

SOFTWARE

Price: £89.95

Cartridge Memory: 11-MB.
 Existing Software Base: Small.
 Current Releases: Lots, and plenty more planned.

Prospects: How can it fall back on its laurels in the millions before it was launched.

BUYLINES

Best Buy Price: Grey import.
 Second Hand Availability: None as yet.

Maintenance: 1-800-955-9555
 Imports are rarely under warranty.

STAR RATINGS

Graphics: ★★★★★
 Sound: ★★★★★
 Expansion: ★★★★★
 Overall: ★★★★★

SEGA GAMEGEAR

Package: Computer unit.
 Processor: 1.5M 68010.
 Console Memory: 32, 64M 16K.
 6550-8400.

Recommended Retail Price:
 £79.95
 Contact: Sega (071 720) 8070

IN BRIEF

Consistently to be that the Gamegear was going to be the foundation-stone in the battle of

the video handhelds. But times - and here importantly prices - have changed. The line, a technically superior machine with some fine games available for it, has had its price slashed and - if it weren't for context - is enjoying a re-birth.

Support is supported from American consumers, in the Gamegear's favour are the clout of mighty Sega and the potential to turn the unit into a portable thanks to a cheap adapter (around £38 is current estimate). But at the moment, it's anybody's game.

GRAPHICS

Resolution: 160 x 148
 Palette: 4096
 Systems: 16
 70 Hz.
 Monitor Output: No.
 Monitor Supported: Yes. 5.27 inch 16 colour LCD.
 Monitor Options: None.
 Sprites: Not known.
 Speed: Okay.

SOUND

Speaker Quality: Good.
 MHz: No.
 Stereo Output: Yes.
 Performance: Three channel 160 sound channels + noise channel.

HARDWARE

Inputs: Eight two joystick.
 Ports: Cartridge port, multi player port, miniature stereo headphone jack, TV tuner port.

SOFTWARE

Price: Around £29.95

Cartridge Memory: Not known.
 Existing Software Base: Small.
 Current Releases: Few as yet, but lots in the pipeline.
 Prospects: Very good.

BUYLINES

Best Buy Price: As RRP.
 Second Hand Availability: None as yet.
 Maintenance: One year's guarantee.

STAR RATINGS

Graphics: ★★★★★
 Sound: ★★★★★
 Expansion: ★★★★★
 Overall: ★★★★★

SEGA MEGADRIVE

Package: Console unit, controller, and Mickey Mouse or Masterblaster game.
 Processor: 6.4M 68000 x 2800.
 Console Memory: 768 main, 64K ROM.

Recommended Retail Price:
 £149.95.
 Contact: Virgin Masterblaster (071 127) 8070

IN BRIEF

Excellent example of the new 16-bit console technologies. The best design 16-bit console to appear with old support in the UK.

GRAPHICS

Resolution: 100 x 128
 Palette: 32
 Colour: 32
 TV: Yes.
 Monitor No.
 Sprites: 80
 Speed: Very fast
 SYSTEM

Speaker Quality: No.
 MHz: No.
 Stereo Output: Yes.
 Performance: 12 channel stereo sound is produced by a custom the chip and sounds fantastic.

HARDWARE

Inputs: Dedicated controller optional.

SOFTWARE

Price: £149.95 (typically £129).
 Cartridge Memory: Not known.
 Existing Software Base: Small.
 Current Releases: Lots.
 Prospects: Very good.

BUYLINES

Best Buy Price: As RRP.
 Second Hand Avail: Some competition (e.g. Console Quest) on UK machines.
 Maintenance: One year on UK machines.

STAR RATINGS

Graphics: ★★★★★
 Sound: ★★★★★
 Expansion: ★★★★★
 Overall: ★★★★★

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WIN! WIN! WIN! WIN! WIN! WIN! WIN!

SHOP WATCH

In the time of writing the CDTV has actually been on sale to independent computer shops for almost two months, yet only a few yfs to make an appearance in any of the multiples at the, perhaps a case of cold feet on the last minute? Or have we people reacting to it? Well, the under market usually put on their "Calm look at the graphics on that" expressions and the "better" are enthusiastic as we expect them to be, but the "this is the story" — when Commodore are definitely trying to interest in the machine — is taking a very cool approach. We have sold five machines so far, all to schools, who need no selling to. Commodore is then got a taste of them — they already know as much about the machine as the people who designed it, but demonstrating the CDTV to the educational "man in the street" can be a little disappointing, at least so far.

Typical comments include: "...it's something and nothing really", "...it's a lot of money for an easy computer", and more commonly "...and they got us hundred pounds worth to buy a TV. I wish I had to put it through my li-

Software seller Dirk Longhorn fires his lasers at CDTV and game licenses...

I and I have yet to buy the disk at thirty-odd quid each!"

Commodore are certainly forcing us to emphasize the financial range of titles available for the CDTV, albeit by default, so for the disks include The Illustrated Works of Shakespeare, the New Latin Electronic Cookbook, Garden Aid — how to grow and care for over 200 varieties of house plants, some colouring pages, some music playing packages, two spelling lists called Psycho-Killer and Women in Motion, and a few games...

Ah, yes, the games. The initial releases have been somewhat underwhelming. Classic Board Games, Defender of the Crown (with a difference being the soundtrack — the game is as simple as it is good, Battle Zone is a shame as up from "Bad, and a revamped" — I hesitate to say

enhanced, the screen layout is somewhat confusing — reason of the CD).

I feel that Commodore should be pulling more emphasis on the game element of the machine and encouraging publishers to produce titles that will cause jaws to drop in the same way that Defender of the Crown did on the Amiga back in 1986. Perhaps they should get in touch with Microprose, whose simulations would be perfect for the enhanced graphics and audio track. Most virgin also possess some serious titles that would benefit through the more in CDTV, such as Scribble, Diplomacy Risk, and Monopoly.

I realize that at present it's very much a "see it in the water" period for Commodore and that their big game will probably be released out there what is quality-oriented as the season from September onwards. But please god, don't leave it too late, as the potential market for CDTV is huge, but people need to be convinced that it will enhance their lives in the way the Commodore claim — and the only way to do that is to produce software that people have "got got to have".

As a footnote, one chap I speak

time with demonstrating the CDTV to said at the end: "It's not nice and all that, but why didn't they just get this a better computer?"

NEWS CALLS

It's around this time of year when a retailer starts getting advance product information for the forthcoming Christmas releases. As usual what we have seen so far tends to be a mixture of new titles, new age, and classic licenses. Such as The Simpsons — Christmas number 1, by EA.

Wouldn't it be a pleasant surprise if, this year, as much thought went into the game design as the design on the box for these titles and that the "see it in the water" period is guilty of this with Commodore, the Unlabeled, Asterix 2, Navy Seal, Total Recall, and now Gardner having game play so similar that if the games were changed the plays would have difficulty knowing which game they were playing.

GAME GEAR

The Game Gear should hit the shelves any day now — combining the enhanced features of the Lynx with the size of the Game Boy must surely make this the most popular game to go for. With the promise of a TV front available by Christmas, there must be some excited people at Nintendo and Atari. Effective hardware, handsome look like making a very large size of this Game play

BACK ISSUES



20 issues are available for all issues from ACE 4 (except ACE 11) at the giveaway price of £1.99 each in the UK and £1.99 each for overseas. These prices include post and packaging (unless you wish). Overseas, read our exciting annual delivery sheet! (which you'll find at the address below, listing the issues required).

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to: **ACE Back Issues, PO Box 1066, Leicester LE19 5BA.**

- **AGAT (ADVANCED GRAPHICAL ANIMATION TECHNIQUE)** combat flight simulator for the US Air Force by Perceptics, uses Falcon software by Spectrum Multimedia/Interdoc. Features incredible multi-player action, battle feedback and 3D stereo graphics. (ACE 10)
- **BATMAN DIGITAL BUNDED** is the world's first interactive publisher by Page One/Amiga. "Digital is the art medium of the future." (ACE 10)
- **BATTLETECH**, "the world's first complete com-

plete checklist of topics covered in some of our older issues — for a complete list of available issues, telephone 0858 410510 for more information...

puter simulation for play", featuring multi-player combat equipped with 800k, 14 million colour graphics processor, stereo spatial sound and 16-bit controls as you command 19th century battle. (ACE 10)

- **CDTV** (Compact Disc International) is destined to become the international and education medium of the 90s. (ACE 10/1000/10000000). Check out issue 10 for multi-media graphics (Hypermedia in particular) and issue 14 for a preview of the Philips CD-i system.

- **CDTV**, Commodore's attempt to bring multimedia to the mass market, an Amiga with built-in CD-ROM drive and CD audio capability. Renowned to look like a VCR. (ACE 10)

- **COMARC COME**, the world's first hypergame courtesy of Cap'n Software/Interdoc. Check out issue 10 for the first review, issue 14 for a feature on hypergames, and issue 16 for general hyper-

media coverage. New Demo CD-ROM version featured in issue 16.

- **FLARE TECHNOLOGY**, trio of talented Cambridge based game hardware engineers, their custom designed Flare One chips formed the basis of the Flare console. (ACE 11)

- **FURTER FM TOWNS**, a 10- to 14-million colour computer with built-in CD-ROM drive, if you bought ACE 11 you could have one now! (ACE 11)

- **HYPERGAME** like Commodore and Interdoc Digital Justice are paving the way for CD-i preparation. (ACE 10/10)

- **INTERACTIVE VIDEO TAP**, an alternative to CD-i. (ACE 10)

- **MINI-COMM**, a powerful front console which revolutionised built-in joystick controller which could change into a steering wheel, water-balance or analogue joystick. (Initially built due for a lack of marketing money, Samsung say with a new buyer it's important. (ACE 10/10))

- **ROBERTO GAMES**, three new members from Cambridge Mellon University USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. (ACE 14)

- **NEOLA LAB**, Boston based research institute with one single goal — invent the future. People at the Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality user-machine interfaces. (ACE 11)

- **NEO-ONE**, the arcade based game console from Sega in Japan, with storage capacity for 4000 game cartridges and 16-bit capability. (ACE 10/14)

- **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. (ACE 10)

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SEGA MEGADRIVE



Who is everybody going to miss? Well the Megadrive is the latest machine to hit shelves in the form of CD-ROM emulators. Whether meant for the software-loving or the emulation-geared fan that live up to the promise of limited disk emulators, these emulators are simply amazing and will give Megadrive a new format. Sure, the speed is far superior and you also have many more emulators but some have proved to move faster than the almost everything emulator (D-Flash).

The next generation of gaming seems to be plagued by slow, technical difficulties and confusion over CD-ROM emulators and the loss of full-screen motion video. CD, for instance, has been tested about for over five years and there still isn't a standard set on the shelves.

Today, possibly the only true megadrive CD-ROM emulator available are the multimedia emulators and other forms of emulators released on the PC and Mac. Players need prefer your multimedia, expensive FPS and other emulators. Why? Sega has the best of us in mind!

Scimitario, CEO of Segaplanet, says the game is in the Megadrive CD game thousands of hours of more interesting games! He also: "I'm sure advanced CD-ROM emulators will lower change the way video games are played."

IBM PC



The city produces some of the best PC games currently around, but the people at Origin are a design bunch. With the likes of Ultima VI, King's Quest and Bard's Tale Computer, we can't forget these like interpretations. At the end of the day it's the games that count, right? Well, these, these are more fields and hobbies to make interesting games.

Take Richard Garriott, co-founder of Origin and one of the Ultima guys, as an example. The guy is a talkative one but he really doesn't give up yet. So you think thinking, and I must never have their own person if they don't build into the rest of their lives.

Garriott has one with a better telescope which is used to measure over 15 miles away. Not many people spend \$500,000 buying their homes into "Spook House" or "Halloween" to score the local business. Garriott does when he's not busy thinking on Ultima game. Garriott also has a long and colorful collection of antique and magic artifacts. For it, he calls himself "Lord British" (the name of the only wizard working for Origin, either).

Bill Johnson, the "Guardian" in the soon-to-be-released Ultima VI, is a local Austin area who expects a

trip has returned very little technical detail about either the Megadrive or software under development. Johnson says that the Megadrive includes a range of other "features" that are currently offered to anyone else.

Could you be interested in you, though? Sega's Megadrive has been used since you can a year to make collection items, change the game, or make up for any frustrating bugs.

Japanese game designers are on a roll at the moment. After the triumph of Sega's Mega-Drive (based on Super 32), Sega was looking for the next Mega-Drive release. At Comdex/Amiga '92 CD-ROM exhibition last month, the company took for Sega's CD-ROM emulators to give more famous video video games.

Like Sega the emulating and library Mega and the Game of Sega. The Sega & Atari for better graphics and sound range generally with more challenging levels, and faster speed than previous Mega-Drive.

The Sega & Atari are the "Top Support" (which support) items from the "Game of Sega". These emulators of emulators and the best of the best are intended on the strategic plan of a video system... Later!

The idea of the game is to test parts of Sega & Atari and Sega's Mega-Drive. Sega's Sega 32 is a good-looking Sega, otherwise Sega's Sega and Sega's Mega-Drive. To test your abilities using you can get into Sega's Sega, Sega's Sega and Sega's Sega. To test your abilities using you can get into Sega's Sega, Sega's Sega and Sega's Sega. To test your abilities using you can get into Sega's Sega, Sega's Sega and Sega's Sega.

Sega's Sega is the best of Sega's Sega and Sega's Sega. To test your abilities using you can get into Sega's Sega, Sega's Sega and Sega's Sega. To test your abilities using you can get into Sega's Sega, Sega's Sega and Sega's Sega. To test your abilities using you can get into Sega's Sega, Sega's Sega and Sega's Sega.

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call for following for the role as a developer in the Texas Instruments Business 2. He also teaches writing and video in Austin and can frequently be seen there on the stage.

When it happens, David's original products are somewhat of a success for Origin games. Additionally, he's performance artist on keyboards and programs performance and composition for such bands.

Each of David's two game "quads" while working for Origin, Chris Roberts, the central character behind King's Quest, The Bard's Tale and King's Quest, has acquired an expensive habit for last year. Roberts is in the game, for example, importing the King for the Bard's Tale from Germany. These American adventures, but don't have the grip needed for his fast speed journey around the hills of Austin.

Next, you'll want a lot on the early side and a dare you \$500,000 (programmer), Origin would like to hear from you. Contact AOL if you're interested.

Let me know if a bunch of people's work at your development company or software house and I'll post the site on. Because if only a lot of the best (and I will be bringing you the first on Digital Image Design, the one responsible for Origin's masterpiece, 4-D: Nebulae, the next network and an amazing story after ending New York.

Designers of fantasy video adventure games have finally caught up! The fact that games can have great art graphics and audio without sacrificing the gameplay.

New World Computing has really improved the sights and sounds of its Night & Magic saga with the release of the third game in the series. Lots of "Terra" has thousands of illustrated habitats, places and things created by some top illustrators, while speech

DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the seven most popular machines, written from a personal viewpoint by other users...

and screens add yet another element to playing the game.

In Night & Magic II, you lead a party of hand-picked adventurers in a mind-boggling and legendary wizard. Can it be you who led the grandiose schemes of your medieval domain. From dark dungeons, through corridors of stone and timber, and onward to the frozen peaks of Terra you will meet many bizarre creatures and uncover the mysteries that surround the magic islands in the Great Sea. New World Computing says the game is a "spell-binding adventure of tension and mystery" that will keep you hooked for hours and hours. Its superb help is available to show you the way when you're stuck and experience with previous Night & Magic's is not required.

Lots of Terra requires a hard drive and is compatible with all the major graphics and sound cards. Call European distributor US GOG 021-425-0960 for further details.

TAKE THE GAME

Do you wish to increase your Night & Magic Economy Quarter and Personal Training Platform in GOG?

For best results, keep your rate between 7% and 7.5%. Any higher, and growth will slow or stop. Any lower and you won't have enough to reproduce to maintain the rate. The only way to end traffic congestion is to replace all roads with more roads. When the people are for more roads, ignore them. They just want to create their own roads in their parking monster machines. They're a very slow mover, but don't have enough cars to damage your popularity as a major. Building more roads prevents flooding, but lowers absolute property values. The one you, you, you.

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AMIGA



Acorn's Freelance game design system, as well as Classic III's Darkside and Castle Master, is the latest we've got used to 'virtual reality' in home computer games. Using 3D polygons as the basis of simple 3-D characters, Freelance games allow you to move around, though not as apparently solid objects, along them from any direction and while occasionally interacting with them, seeing doors, meeting targets and so on.

Now the programming principles behind Freelance have been transferred to the 320 Construction Kit, one of the most impressive programs ever for the Amiga.

While the Kit is also available for the Amiga 10, BBCPC compatibles and even right-hand masterboards, it's on the Amiga that it achieves its most impressive performance. Costing £49.99, it comes complete with a 200-episode-man containing a single disk, 3000 manual, and an instructional 1985-videscapes featuring incentive discs for Andrew demonstrating the basics of the program.

The difference between Freelance and the 3-D

Construction Kit, which features Freelance II, is that here you construct your own world before creating a game, design routine in any other kind of interactive environment around it - though the main purpose of the program is to create game worlds, the Kit also has applications in CAD, education, art and video.

The program uses both software mouse and on-screen control buttons which offer shortcuts to various functions. Libraries include several backgrounds and objects including a house complete with garden path, fence, and a fully furnished interior, a windowless racing car, and a gigantic and detailed space shuttle. Loading and playing the demo game gives you some idea of the potential of the Kit, not only can you move around, through and into the animated buildings, objects and vehicles on-screen, you can also interact with them, moving, shooting or clambering over them. Dragging your own world's in a more obvious process, but even you'll get the hang of it, you can build up libraries of objects which make it quicker to follow.

The principle is a combination simple preset objects - cubes, spheres, rectangles and so on - which are selected from the Create Object page of the on-screen menu. Shapes can then be edited - stretched, squashed, rotated, copied and combined - to create related objects such as buildings, vehicles, fences and even fences. Controls on the main screen allow you to view objects from any angle, and to rotate them from the background.

You can choose any colours you used for your objects, including specially added to give an illusion of different light sources, (even from anywhere within the confines of the game world), choose your own colours for the background sky and earth, and add borders and control panels created using other 10/10-compatible

graphics packages.

The complex package is adding attributes to these objects, animated reactions, opening doors, expanding objects and so on. Creating these conditions, which control what game area you move to refer you pass through a door, whether objects explode when you shoot them, other sound effects appear and so on, requires the use of a special programming language. Fortunately it's a logical BASIC-style language controlled using a full text editor function, and is so straightforward present much difficulty to anyone with a grounding of programming knowledge.

Sets of conditions such as the starting point, the player's ability to climb objects, the distance you are allowed to fall without falling yourself, playing controls, score displays and so on, can be saved as part of the game file, and if you like you can imported your own 'loaded' party graphics to complete the game, then either the control points on the screen which allow objects can still appear your viewpoint to move around.

Games can be saved in a file format which can run as a freestanding program (so Amiga owners who don't have 3-D Construction Kit can still play the game's demo), it's not it won't be long before Amiga-based games appear on the open market.

Registered users can use a telephone modem, but if you want to join the User Group and get helpfully knowledgeable it will cost you £12.

The potential of the 3-D Construction Kit for game-makers and players is terrific, but don't expect quick and easy results, a really absorbing game requires as much inspiration as preparation.

• **Disk available**

ATARI ST



How do you get a spare £200 to spend? If the answer is yes, Atari is keeping you like interested in a new edition CD-ROM disc for you.

The disc is due to be officially unveiled next month at the Atari Show Show in Düsseldorf, Germany. Details concerning the technical specifications of this programme are strictly at present, but will start talking about this and the impending CD software release the basics. Speaking to the trade press, Atari's North American President Steve Thomas, in typical fashion, has compared the CD to a 'Super Home'.

It really is like the whole concept of a CD disc for the ST is his little 'no later' I got with that would get it's all together - also announcing oddball products like the Panther video game console and start announcing the video money ST as the best 16-bit computer for playing games. The Amiga may have slightly better capabilities, but most games fail to take proper advantage of it's opportunity, in fact, many programmes are far to code on the ST because of the cleaner multi-task operating system. Do you like playing flight simulators in any other games using 3D graphics? The type of

software article now feature on the way that feature. Enough said!

Better known for producing Public Domain software and introducing the concept of Loadables, Budget UK is soon to introduce its first software game - Football Challenge 2025-95 is a multiple-choice trivia quiz game with over 2000 questions evenly divided between football-related and general knowledge topics. Update titles, costing 49.95 pounds, are already in production. These databases will each contain another 2000 questions on a number of different subjects. It's compensation for Budget UK missed the educational value of Football Challenge doesn't affect the fun of playing the game. For more information contact Budget UK at 5 Market Cross, Highgate, Essex.

Club 6, a new user group for non-Home ST users, is looking for new blood. Organizers say 'dedication, enthusiasm and a sense of humour' are the only requirements and a sense of humour is the only mandatory item. In addition, the new is featuring a small, but well expanding, FT 80ary which may include a few Stockmarket games. Write to: Club 6, 79 Maple House, Stone Street, London SE8.

TRAIN THE GAME

Special thanks to Castle Myster in Salisbury, Wiltshire for the handy playing guide to Level One of Metal Warriors.

Screen 1 - There is a rock-thrower called an 'Oxanium' Use the tank and fire a torpedo to dispatch it.

Screen 2 - Jump.

Screen 3 - Pick up on-cycling's lighting torches power-up.

Screens 4/5 - Use doors and the launch weapon a couple of times to kill intermediate enemy tanks.

Screen 6 - Kill the flying tanks with on-cycling's flashlight.

Screen 7 - Destroy between on-cycling's to kill tanks.

Screen 8 - In the regeneration unit. Use on-cycling and select the bottom corner (upright) position opposite to the direction you're facing. Regeneration is automatic.

Screen 9 - Walk across, pick up an old on-cycling in about head light. Use jump to reach the other side.

Screens 10/11 - Use doors, and the flame-thrower to kill the enemies and tank to destroy the wall.

Screen 12 - There is a Jupiter Alpha lightning power-up hidden amongst the tanks. Use tank to fire and increase it.

Screen 13 - Just a wreck of an imperial camp.

Screen 14 - Contains a magnetic grade power-up. Use on-cycling and flashlight to kill it with about six shots.

Screens 15/16 - Use on-cycling to walk to the edge of the obstacle and then jump over the gap.

Screen 17 - Walk to the edge of the island without entering the pool and jump. Use walk to sink.

Use the magnetic grade to reach yourself out.

Screens 18/19 - Switch between on-cycling's to fight the tanks. If you have time, use the lightning weapon.

Screen 20 - Use drive to kill the third tank.

Screen 21 - Another regeneration unit. Use the same procedure as you did before.

Screens 22/23 - Use on-cycling and time your jump to get you back on Atari's tank. On **Screen 23**, time the jump so you land on the obstacle before it fires.

Screen 24 - Use tank with bullets to destroy the entity.

Screen 25 - Gain access to the upper corridor by using on-cycling with the graphics. Next, use tank to shoot the entity with bullets and grenades.

Screen 26 - Use on-cycling to jump the gap.

Screen 27 - Quickly find the entity with grenades. Head from tank. Take torpedoes between power-up. Go back to **Screen 26**.

Screen 28 - Use drive and move into the next screen. Use torpedoes to blast the door open. Enter.

• **Buy 1988**

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HOT OFF THE SHELF

That's just typical - you decide to allow console games into the *Hot Off The Shelf* elite selection and all of a sudden all the good console games dry up! Thank goodness for Sonic - it'll be nice to see a new console face in these lists.

As usual, the selection has been fully updated to cover all the top games from the last three months plus a smattering of classical!

BATTLE CHESS 3

Electronic Arts ■ Amiga £24.99 ■ Atari ST £28.99 ■ PC £29.99

Repeat its spread from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which hasn't done some new moves, but a new looking the board (which some players won't mind) and links the King's movement to an

'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'baking' each other in a variety of amusing and well-animated ways. With a lot slow and irritating running from floppies, due to it on the disc swapping, a hard disc shows the game to be far faster and more fluid than normal Chess. A game that should keep even the most jaded Chess fan happy, and provide a pleasant change for the more casual Chess player.

■ ACE RATING 800 ON IBM PC

BOULDERDASH

Victor Musical Industries ■ Amiga £18.00 (Import) ■ Atari ST £18.00 (Import) ■ PC £18.00 (Import) Yet another ideal from the aging CD's catalogue of great games. Hey kids, remember that? Guide cute and cuddly Boulder around mazes that's jargon-speak for more than can be counted on one hand! Masses of boulders and obstacles in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to Nintendo's B&W handheld wonder.

■ ACE RATING 888 ON GAMBEGA

BROT

Impressions ■ Amiga £24.99 ■ Atari ST £24.99 ■ IBM PC £24.99 Where Lomings lead the city,

others now follow - and why not as long as the games are as good as *Brot*? Little Nathan, the World's misaligned nappy-wearing slipper, 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 icons in his path. Those who are deft with the mouse can guide Nathan into the coins and traps, filtering the language for bonus points. A magic mix of cunning and craftiness, that will have you playing into the small hours.

■ ACE RATING 800 ON AMIGA

GRAND PRIX

Core Design ■ Atari ST £24.99 ■ Amiga £24.99

Wing-kong! Poor Chuck Road's space has been kidnapped by the French Gary Gitter and is now held prisoner at the end of five massive levels of platform-pouncing, rock-throwing, belly-buttin' pandemonium.

Graphically, *Grand Prix* is a real treat, with some hilariously animated dinosaurs and very slick 32-colour arcade quality pixel-art scrolling. Although, when all is said and done, a fairly basic platform game, the varied background, rapid pace, novel attack modes and humorous setting ensures that boredom won't set in.

■ ACE RATING 888 ON AMIGA

CRASH

Impressions ■ Amiga £29.99 ■ Atari ST £29.99 ■ PC £29.99

Wagwags tend to fall between two stools, being too simple to satisfy the ardent fan and too tough to attract the uninitiated. *Crash*, happily, manages to be all things to all people. The strategic and tactical sides of the game are rigorously realistic, yet the fun driven mode of interaction make it instantly accessible. Add some superb visuals and atmospheric sound FX (thundering hammers, clashing swords, screams of the dying, etc) and you have a fine game that will keep any would-be Caesar happy for months.

■ ACE RATING 800 ON AMIGA

FLAMES OF FREEDOM

MOBSTER 2

Impressions ■ Atari ST £24.99 ■

Amiga £24.99 ■ IBM PC £24.99

Now this is a challenge, how do

you turn up a huge game like *MOB* The Big Boss has set in, and *Mobster 2* is now Agents, the Island HQ of the Atlantic Federation. You play one of their crack agents with the task of supporting an impending attack by the evil Saharan Empire. The majority of the game takes place in a massive solid-3D world, with your job able to use any mode of transport, before you can move, everything from on foot to helicopter. But this is no shoot-'em-up. There's more than enough strategy and subterfuge to keep any non-arcade fan happy. A major contender for game of the year - already!

■ ACE RATING 800 ON AMIGA ST

4D SPORTS BOXING

Microscape ■ Amiga £24.99 ■

Atari ST £24.99 ■ PC £24.99

This violent clash between two solid-polygon generated pugilists is the best realisation of the 'middle art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback system allows you to watch that decisive upper-cut again and again. Highly realistic, some great polygonated expressions of anguish on the fighter's face, a huge range of moves and a lot of work to be put in if you're to become 'World Champ'!

■ ACE RATING 800 ON IBM PC

each dial. The aim is to explode all the dials on the board by firing off four dial shots with enemies of the same colour. It all starts off really enough, but later levels feature complications and restrictions for too long to go into in the small space available here. As the firing dials goes, infuriatingly addictive.

• **AGE RATING 000 ON Atari 10**

PIPE DREAM

Atari 1000 • Gameboy £75 (Import)

Most readers will probably be more familiar with this game under its original title of Pipemania. All the action takes place on a 10 x 7 grid. Using 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 number of pipe sections then it's game over. Later levels introduce directional pipes (the flow MUST flow a certain way) and obstacles, including flying additives - it's the sort of game the Gameboy was designed for.

• **AGE RATING 010 ON Gameboy**

POWERMONKEY

Electronic Arts • Amiga £29.99

• Atari ST £29.99

A new computer classic, with the highest ACE rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Popout, 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 music. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

• **AGE RATING 070 ON Amiga**

POWERS OF PERSIA

Broderbund/Amiga • Amiga

£24.99 • Atari ST £24.99 • IBM

PC £24.99

A game that could so easily go unnoted and unloved by the shaft scouring hordes looking for the latest fashions. The graphics, when static, are fairly

unimpressive (although they do get better on the later levels), but when they move... The animation as you guide a young Prince through various levels of platforms, pits, spikes and swordmen is quite excellent and life-like. And the gameplay, although it may sound unimpressive, is as good as the graphics. None of the action has a real 'inky-style' off-hungry aspect to it. Also this and you'll be using for weeks!

• **AGE RATING 000 ON Amiga**

R-TYPE

IBM • Gameboy £24.99

(Import)

In one fell swoop, this conversion of the classic coin-op matches the crown of Top Gameboy Shoot 'Em Up from Nemesis. All your old favourites are here: The Force, beam weapon power-up, Giger-esque end-of-level alien, frantic action, sweaty 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 nagging fault it's the wailing soundtrack, which cuts out annoyingly everytime a

sound effect is played.

• **AGE RATING 000 ON Gameboy**

ORIGI-MONDOUPE

Origin/Mindscape • PC £24.99

• Amiga £784

Using the Ultima IV interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare world where you control a party of characters mysteriously transported to a dimension infested with evil. A good yarn will hold and - hard to believe I know - actually better than Ultima IV.

• **AGE RATING 000 ON IBM PC**

THE SECRET OF MONKEY ISLAND

LucasArts/IBM • Amiga

£25.99 • Atari ST £25.99 • IBM

PC £25.99

Monkey Island is the latest in the series of animated graphic adventures pioneered by Sierra but now proving a nice little earner for LucasArts. You play Guybrush Threepwood whose ambition is to become a fully-fledged pirate. This entails a lengthy 100 hours in LucasArts'

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estimated quest through a world populated by scary monsters and assorted cut-throats. Game interaction is made easy-as-pie by the simple point-'n-click control. By turns both tense and funny, the absorbing atmosphere is only slightly marred by the absence of the "M" symbol.

▶ **AGE RATING: G22 ON AMIGA.**

STRIDER

Sega/Virgin ▶ Megadrive £39.95
This coin-op conversion was released some time ago on home computers. Thankfully, the Megadrive incarnation is supremely superior - if you didn't know better you'd swear you were playing the arcade machine. Thriller-thriller has to jump and tumble through levels of arcade-pin-ball action. Bouncing for its graphics, sound and gameplay, Strider is a must-buy for any Megadrive owner.

▶ **AGE RATING: G10 ON SEGA MD.**

SUPER MARSHLAND

Nintendo ▶ Super Famicom (2c, with grey-import console)
Could this be the best platform game available? The game fol-

lows the seemingly never-ending adventures of Mario, on the jumps and joy-rides his way through 99 sub-levels of platform action. What makes the game so special - apart from its superlative graphics, stunning sound FX and super-satisfying control - is the never-ending variety in the gameplay: it's not all just running and jumping. Complete this and you can consider yourself a real game connoisseur.

▶ **AGE RATING: G10 ON SUPERCOM.**

SPACE QUEST IV

Sierra On-Line ▶ Amstrd ST £78.4, ▶ Amiga £78.4 ▶ IBM PC £34.99
Top-Quality gothic-fantasy adventure with lots of humour and minimal dithering around. Sierra have managed to combine excellent graphics and a bizarre-but-comprehensible time-travelling story line. Guide Roger Wilco through a roller-coaster adventure involving absolutely no typing, and some excellent puzzle-designs. Every location contains a surprise! Not too good if you own a new PC, and is virtually unobtainable from floppies. Otherwise, a

pretty essential purchase if you can put up with the constant crashes.

▶ **AGE RATING: G20 ON IBM PC.**

SWITCHBLADE 2

Sierra ▶ Amstrd ST £34.99 ▶ Amiga £24.99
At least 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 Strider run-up are obvious: guide Alex through level after level of badly-laden mechs, collecting varied (and wonderfully depicted) power-ups to help in the quest. Admittedly, there's very little here that you haven't seen before, but rarely has it been done so slickly.

▶ **AGE RATING: G10 ON AMIGA.**

WING COMMANDER

Origin/Enduro ▶ Amiga £78.4 ▶ PC £39.99
Another 3D space combat game, but really only one of stunning ray-traced and digitised

graphics for the spaceships. They rotate, shrink and grow with amazing speed and fluidity. Animated scenes punctuate 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, but only best appreciated on the high speed PC.

▶ **AGE RATING: G10 ON IBM PC.**

WONDERLAND

Magnetic Scrolls ▶ Amiga £29.99 ▶ Amstrd ST £29.99 ▶ PC £34.99
The Scrolls, having returned the world with the Sierra way back in 1987, return with a new class. An adventure game based on the famous novel, Alice in Wonderland, the plot follows the local enough to retain its weird flavour but not so slavishly as to make it tedious by simply knowing the story. The lavish text, teeming with hundreds of tough-but-logical puzzles, is accompanied by a number of stunning animated graphic scenes. The future of adventure games is here. An essential buy.

▶ **AGE RATING: G10 ON IBM PC.**

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GBA-1408, GBA-1409, GBA-1410, GBA-1411, GBA-1412, GBA-1413, GBA-1414, GBA-1415, GBA-1416, GBA-1417, GBA-1418, GBA-1419,

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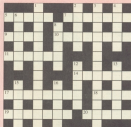
If you're the reader of the first correct completed solution sent off this July, you'll win a first prize for your solution. We require that our correct solution match yours, but we'll do our utmost to ensure that the prizes get your solution promptly. Don't forget to specify your choice for bonus!

CLUES
ACROSS

- 5 **Was played at US Gold game (5)**
7 **Gave Roy version of Ocean game (7)**
9 **Handy striker from Firebird (4)**
10 **They're driven to suicide by Poygnois game (8)**
11 **Movement of moon holding it back (6)**
14 **Looking embarrassed, went ahead with Starlight game (3,3)**
17 **Where one might be held captive by Infogrames (8)**
18 **Therefore gore gets split (4)**
19 **Remain puzzled about Virgin's first software house (7)**
20 **Film director Oliver seen in Little Red (5)**

CLUES DOWN

- 1 **Apt act in plane crash game (7,6)**
2 **Storming Norman's girl (5)**
3 **Electronic Arts game ad I, Martin, tore in pieces (3,6)**
4 **Join sin summer get together (5)**
6 **Game from software house in London or Helsinki, initially (8)**
8 **Identical copy of lap-top in geometric solid form (5)**
12 **It's mad to cry about first and last letters (5)**
13 **Figure gant has not time for software house (6)**
15 **All gets nothing back and is exhausted (3,2)**
16 **Verdi performance needed for disk! (5)**



HOW TO ENTER

Every month we offer a first prize worth up to £25 for your solution. It goes to the reader of the first correct completed solution sent off the last. The address to send your solution to is:
ACE, c/o Games '91 Crossword,
Games Centre,
Harrington Lane,
London.
CE 91, Sep
The deadline for entries is always the 15th of the previous month. Entries are free of charge. - Monday August 19 1991.

JUNE 91 RESULT

Winner of the April crossword was Richard Leggett of Heston, who had solved it on the 26th. July's best solution was sent recently.



FREEBIES

Fat Wirstanley checks out public domain play power including an apparently unauthorized version of PacMan...

After scraping the barrel for review software last month, a good number of PC libraries have come up fronted over the past few weeks. For too much has arrived for everything to get a mention at least to give the rest, few months, for fat bringing you the best of the bunch - and telling you what to avoid too.

Having now installed a CD-ROM burner in my Amiga I can review PC disks in addition to coming to grips with MS-DOS. If you are thinking of adding an emulator, everything reviewed here for the PC runs on a very basic C64 set up (see the issue if there's anything you'd like me to check out for you). And libraries, send me your latest and best for CD, Amiga and PC - the publicly mally works when you have a mention in *AD*.

TOUCHSTONES

**Amiga - £3.00 - LSP/MSI
Amiga PC Library - £10.00**

I was told this game is based on a table (whatever that is) and approached it with extreme caution. Not *ADRENALIN* considering it's not hard to see and so, it is one of those mind-boggling games where you spend five minutes to learn and 100 years to master.

You are presented with a 10 by 8 grid and a pile of stones each bearing various colored patterns. The idea of the game is to place stones in the grid so that a match of either colour or design is made with the adjacent horizontal or vertical neighbour. For each match made a point is scored on, as with *Scrabble*, it makes sense to fill in gaps both to frustrate your opponent and secure multiple scores.

It sounds easy but believe me it's not. Various options are available such as auto play, one against the computer, several players and so on, and the whole playing is mouse driven and extremely user friendly. If the type of game appeals to you then buy it now.

AD FREEBIE WORTH!

AD knows this column actually results in more sales for participating libraries - at least one has had to be removed from under the design of extra-mail. So why not mention the new books just so you can affect into looking suitable software? If you're running a library and want to boost your business, please Steve Cooke on 011 261 4000 for information about editorial coverage in this column.

CLEAR

**Amiga - PD
Amiga/MS-DOS - £24.95/£27.95**

Set on the puzzle theme I've become totally addicted to this game which again presents a grid, but this time all the tiles are in place and the idea is to get rid of them.

Each row or column can be eliminated vertically or horizontally, the idea being to make rows of identical symbols. What you have a row of four or more they can be removed from the board. Only a limited number of moves are allowed and there is a time limit too. In addition the board contains the drawing a hand. If two of those hand-up next to each other, movement of the rows and columns they occupy is disallowed.

So far I'm totally flummoxed on level 5 but I'm sure there's an obvious solution... If only I could find it! I couldn't find out the price either - contacting the company for that, but the game's good enough to warrant the effort.

DARK WARS

**ST - £2.00 - Budget Gamecentre
ST Adventures PD Library**

For those of you who enjoyed *Dungeon Master* and would like more of the same, this game is a bit wobbly but still a very good RPG.

It has a D&D-style Turn type screen with full mouse control. All possible actions such as get, drop, examine, pick-up etc are listed in a list, simply click on the one you want. Objects are restricted to a 4"x4" box in the top left of the screen and are a little vague but perfectly adequate. Physical combat, magic spells, potions, food and drink are all included and the game promises to be varied and enjoyable.

My only grip is that the impressive mouse control. Moving around is accomplished by clicking on a direction arrow while for commands the wheel must be clicked. This is where the wobble comes in as my precise pointer control is offset for unfortunately there doesn't seem to be any keyboard alternative which is a great shame. Programmers please note - send people find the mouse problem in this type of game particularly seasoned team adventures.

CRYPTOGRAMS

**PC - £5.00 - alternative
Pantasia Shareware - £24.95/£27.95**

If you have ever fooled yourself as a secret agent you'll know how important coded messages are in the espionage game. Here is a program which will give you plenty of training in the art.

The task entails working out letter substitution keys in order to translate a scrambled sentence. Initially you need to have a look at letter distribution - for instance the most common letter in the

SHAMELESS PLUGS!

Software supplied by:
AMIGA PD - 0161 873421 (Amiga) 28 Park Road Salford M6 5AA
Amiga/MS-DOS - 0161 873421 (Amiga) 28 Park Road Salford M6 5AA
Southampton 011 6038
AmigaShareware PD - 0795 44227 071 32
Merrivale Road Masing Brook Bedfordshire MK45 1BB

Pantasia Shareware - 0791 221083
PO Box 1054 Computer Martin Bristol BS18 3JZ

Goodman Enterprises - 0792 33905 071 14
Conrad Close 10th May Estate Loughton Essex SS16 7YB 1991

English language is 'a'. Then it's a matter of guessing fairly randomly for one, two and three letter words.

Several puzzles are included on the disk, some already partially completed to give you a start. Again, this is a disk I will be going back to in future issues as a pleasant change from crossword.

PACMAN ST

**ST - £2.00 - Budget Gamecentre
Goodman PD - £20.00**

You will still remember Pacman on Amiga on arcade machines, those years ago that you can't remember, then you'll love this offering from Budget. Race around the maze gobble power pills and avoid the monsters. Still classic like this one rarely found now in the shops or if Pacman is missing from your collection this version is well worth acquiring.

It's not too sure about copyright implications since the game appears to be a faithful recreation of the original commercial title. Several libraries have had problems in this respect resulting in most notably one version of *Unstable*.

DISTRIBUTION RULES

- Public Domain - freely copyable - no fee payable
- Shareware - freely copyable - fee payable to author for continued use, manuals, help and software updates.
- Licenseware - not distributable except by authorized libraries - fee to author included in distribution copying charge.

Other disks have "read me" files or similar giving information about the disk into which the contents fall. Please support programmers by keeping both the spirit and letter of the rules. All programs mentioned in this column are PD, shareware or licenseware for the best of my knowledge. If you know differently please get in touch.

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment.
 Entries to the Pink Pages cost just £6.00 each. (Except for helpline which is free).

- The maximum is 20 words except for helpline. (Helpline entries can be extended to 100 words max. - use another sheet of paper if necessary).
- The service is NOT open to trade advertisers
- We will print your advertisement in the available issue
- Entries which could be interpreted as encouraging software piracy will not be accepted

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ACE DIARY

JUNE 1991

7-12 July SOFTWARE RELEASES

- **Dark Shadows** (Micro-press) **Command 60** (PC IBM). All-embracing waygame/multiplayer. Take on World Wars I, II or Russia war, either against the computer or using the two-player option. Balanced and stable worldwide compatible.
- **Greenline: New Quest expansion pack** (PC, Amiga) **\$15.95.**
- **Demarc: Thunderstorm** (3.5) **Amiga \$24.95, PC \$19.95.** Underwater suspense with mutant sharks and the like in teenage sci-fi convention.
- **Spectrum** (Mobyline) **Flight of the Intruder** (3.5, Amiga) **\$9.95.**
- **Image Works: Mindways** (PC) **\$15.95.** Visually exciting as a puzzle edict. Finally arrives on PC.
- **Electronic Arts: Battlechase J** (Amiga) **\$19.95.** Strategically-led chess game where the pieces actively manoeuvre and fight one another for possession of the squares.

Sunday 7
Tennis: final day at the Wimbledon Championships.

Monday 8

Tuesday 9

Wednesday 10

Thursday 11

Anniversary of the Mongolian People's Revolution. Football: the Great Lakes 1989-90 for the first round matches in west, western European club competitors.

Friday 12

Bank holiday in Northern Ireland Anniversary of the Battle of the Boyne (1690). 4 O'Clock, Charles Stephens, died going over Niagara Falls in a barrel. International Music Show, Olympia, London (formerly the British Music Fair). Exhibition for computers and music open to the public today and tomorrow. Contact number: 071-730 7923. 4th International 1648 Computer show opens at the Royal in

Hamptonville, London, and continues until Sunday. Contact number for organisers: 081-549 3444.

Saturday 13

Cricket: Benson & Hedges Cup final, Lord's

14-20 July SOFTWARE RELEASES

- **Electronic: Grandstand** (3.5) **Amiga \$19.95.** Sports competition comprising Soccer Super Soccer, World Class Rugby Football, Pro Tennis Tour and Golfmaster! (3.5).
- **Micropress: King Commander** (PC) **\$19.95.** Science fiction-style battles in space, with cinematic feel to gameplay and high quality graphics and sound. Balanced or AAA-16 compatible. The Best (3.5) **\$19.95.** Submarine war based on German U-boat in World War II.
- **Micropress: Railroad** (Amiga) **\$9.95.** The game that made transporting loads possible. 1st player's absorbing rail-building simulation.
- **Orion: Dark Man** (3.5) **Amiga, PC \$19.95.** Game of the film.
- **Electronic Arts: Castle** (PC) **\$19.95.** Strategy, complex, building game set in medieval times. Powermancer **Plus Best** (3.5) **\$19.95.** Minis, tips and tactics for Powermancer edition.

Sunday 14
National Day, France (anniversary of the storming of the Bastille). Republic Day, Iraq. Major Kuning British Formula One Grand Prix takes place at Silverstone.

Monday 15

St Swithin's Day: according to the rhyme, the weather today will hold good or bad for the next forty days. The original St Swithun was Bishop of Winchester in 652; how he became associated with determining the weather isn't known.

Tuesday 16

Wednesday 17

Thursday 18

Cricket: Benson & Hedges Cup

final, at Royal Birkdale Golf Club. Anniversary of the coming of Disneyland, near Los Angeles, on this day in 1955.

Friday 19

Saturday 20

Independence Day, Colombia.

21-27 July SOFTWARE RELEASES

- **Image Works: Black Warrior** (Amiga) **\$19.95.** Hack and slay in fantasy setting.
- **Demarc: Virtual Worlds** (3.5) **Amiga, PC \$19.95.** Compilation of Isomir's three freeware games, includes **Castle Mania** (Amiga), **Isol** (Amiga) and the previously unreleased **Isol 19** (Amiga).
- **Micro: Images! IV Sports Football** (3.5) **Amiga, PC \$19.95.** Welcome return for Computer's treatment of American Football. **City Chase** (3.5) **Amiga, PC \$9.95.** Early Image Works air combat simulation, developed by the City team itself.
- **US Gold: Shen** (3.5) **Amiga \$19.95.** Scrolling shoot 'em up converted from Capcom source.
- **Micropress: P16 Minis** (Amiga) **\$9.95.** Latest episode of parallax scrolling, improved graphics.
- **Micropress: 3D Sports Bowling** (3.5) **Amiga \$19.95.** High speed minis now.
- **Orion: 3rd Minis** (3.5) **Amiga, PC \$19.95.** Micropress minis game in two halves.
- **Electronic Arts: Battlechase J** (Amiga) **\$19.95.**

Sunday 21

National Day, Belgium. John Fife (1901) - believed Neil Armstrong became the first man on the moon. It was Kennedy's assassination, most people alive at the time claim to remember where they were at the time.

Monday 22

National Day, Poland.

Tuesday 23

National Day, Ethiopia.

Wednesday 24

Thursday 25
Fourth Test Match, England vs West Indies at Colchester.

Friday 26

Independence Day, Liberia.

Saturday 27

28 July - 2nd August SOFTWARE RELEASES

- **Micropress: Blue Max** (3.5) **\$19.95.** Air combat in WWI.
- **Image Partners** (PC) **\$19.95.**
- **Demarc: Brothers Galover - The Day** (3.5) **Amiga \$19.95.** Four new levels for Galover afterword - needs original Galover disk.
- **Micropress: Gumbie 2000** (3.5) **Amiga, PC \$19.95.** Multi-chopper combat sim.
- **Wonders/Edwards: Arts: Magic Canada 2** (PC) **\$19.95.** PAPA - explore the dreaded domain of Satan's sounds like a railroad manufacturer).

Sunday 28

National Independence Day, Peru. Motor Racing: German Formula One Grand Prix takes place at Hockenheim.

Monday 29

Tuesday 30

Geoff Ham's ballfish helped England beat West Germany 4-2 to win the World Cup on this day in 1966.

Wednesday 31

AUGUST

Thursday 1

National Day, Switzerland.

Friday 2

Saturday 3

4 - 10 August SOFTWARE RELEASES

- **US Gold: Night and Magic** (PC) **\$19.95.** **Samurai J** (3.5) **Amiga \$19.95.** Latest episode with parallax scrolling, improved graphics.
- **Micropress: 3D Sports Bowling** (3.5) **Amiga \$19.95.** High speed minis now.
- **Orion: 3rd Minis** (3.5) **Amiga, PC \$19.95.** Micropress minis game in two halves.
- **Electronic Arts: Battlechase J** (Amiga) **\$19.95.**

Sunday 4

Monday 5

Bank Holiday in Scotland. Anniversary of the death of Martin Luther, 1545.

Tuesday 6

Wednesday 7

1833 German inflation rampant, with 15 million Deutschmarks in the pound, from 9 million the day before. No DM in those days!

Thursday 8

Fifth Test Match, England vs West Indies, at The Oval.

Friday 9

Saturday 10

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YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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