

ACE

- AMIGA ●
- PC ● ST ●
- MEGADRIVE ●
- GAMEBOY ●
- LYNX ●
- SUPER ●
- FAMICOM ●

ADVANCED COMPUTER ENTERTAINMENT

AMIGA EXCLUSIVE LOTUS 2

INSIDE
10 PAGES
Of Console
Reviews!



Gremlin's gas guzzlin'
limit breakin' tyre
squealin' SEQUEL!



CHOPPER ASSAULT!

Core's Thunderhawk
outguns the enemy.



BALLS!
Jimmy White's
Whirlwind Snooker.

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Playguides, pokes and cheats for:
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LATEST TITLES PREVIEWED & REVIEWED INCLUDING: EYE OF THE STORM, MEGATHING, THUNDERHAWK, JIMMY WHITE'S WHIRLWIND SNOOKER, CASTLES, CENTURION, ALIEN STORM, MASHYI ISLAND, GREAT BUSTERS, BIG WILD WHEELS, HATERS, G-LOC, HALLET WARS, PACMAN, PSYCHIC WORLD, B-TYPE II & SUPER B-TYPE FACE OFF... AND MANY, MANY MORE!



HUNTER

ADAPT TO SURVIVISE

The Hunter is alone behind enemy lines. No reinforcements, no options, and the capacity to complete your mission. His only accomplices are the weapons, weapons of a 3-dimensional universe; his objective: to attack and survive.



MISSION
394-KST-9S
CODENAME
HUNTER

ACTIS

HUNTER

WE SEEK TO DESTROY.

With versatility to make best use of a wide range of state-of-the-art weapons, the Hunter is a breed apart.

When you find structures found in his amazing three-dimensional world, the Hunter has the will to win. Do you?



EXTENSION

Available in September on Amiga & Atari ST

"Deliver,"

the end



Deliver The mysterious, multi-lobed creature in *Deliver* from the security camera. *Deliver* has been the most intriguing in genre. **B**



Deliver The mysterious, multi-lobed creature in *Deliver* from the security camera. *Deliver* has been the most intriguing in genre. **B**



Deliver The mysterious, multi-lobed creature in *Deliver* from the security camera. *Deliver* has been the most intriguing in genre. **B**

DEVELOPERS

Deliver (PC)
3D-IO/Amplitude Games
London E11 4AA
Tel: 075 251 4422
Fax: 075 251 1094

DELIVER (PC)

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Deliver (PC)
3D-IO/Amplitude Games

Special thanks to Performance Car magazine for their assistance with this month's Laboratory.

reviews

The latest software releases rated

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BULLFROGGER

Surely this cannot be. Bullfrog, top developers of seven games like *Populous* and *PowerManagers* long to produce their own Frogger game? What an earth is going on!

But no, straight up, on the level, so missing. We're on the up and up. This, dear reader, is the game Bullfrog would really like to produce.

In the first in an occasional series, we ask noted programmers how they would, with the benefit of their silly smooth techniques, put together their favourite games of yesteryear.

Turn to page 66



THUNDERHAWK

AH-73M



As an elite member of MERLIN, you will be employed specifically to defuse crisis situations around the world without provoking full scale war. Control Thunderhawk in what is proclaimed to be "The fastest 3D graphics system to appear on any home computer".

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CORE
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NEWS GAMES NEWS GAMES

Rik Haynes with more out of this world stories...

Take The A-Train

If you're bored with being a Railroad Tycoon, why not take the A-Train? This lively locomotive simulation is meandering its way over from Japan. SimCity creator Maxis has picked up the European and North American rights and is initially working on a PC adaptation which it hopes to release early next year.

Specifically, A-Train from Atlaria is the Japanese version of the popular Microsoft game - except in Railroad Tycoon you just tried to get rich, with the A-Train release you're trying to be a good-city administrator. You have to raise money, buy land, put in your rail and run the trains. Simple, eh?

"This is sort of a living/semi-wr," says Maxis' Tom Hall. "You just put it in and see the trains moving around and the buildings growing and shrinking. There's all kinds of detail going on. Keep an eye peeled for the amusement parks and ski areas."



Like the Atlaria look, Microsoft's Railroad Tycoon has the same look, which is a coincidence. Maxis doesn't have a legal dispute for permission to use the trademark.

The Rescue Of Princess Blobette

The blob is back! Combining the story of the award-winning 16-bit and 3D Blob, The Rescue of Princess Blobette for the Gameboy has been licensed by Nintendo itself for release in Europe later this year.

jellybean-loving fellow Blobert and his Earth-boggy companions are back in a brand-new adventure taking them to the Royal Castle of Blobocandia. Narrating the traps and secret exits, the players must rescue the Princess from the clutches of an Antagonistic Akbaronit and set on a wacky jellybean quest!

Wholly Entertainment's The Rescue of Princess Blobette is the creation of David Crane. This release takes game genre fans to the memorable Pitfall, Clubhouse, and LBS Computer People where he worked for Activision. Crane is now completing development of a new Simpsons Gameboy title for Activision.



The Stormtroopers are also a trademark owned and used by

Star Wars

AGE can exclusively reveal Lucasfilm Games in California is secretly working on a Star Wars Night simulation based around the renowned motion picture.

Many of the best designers and programmers at Lucasfilm Games have been assigned to the project which focuses on the vital X-Wing fighter flown by Luke Skywalker in the original movie. Although development has barely begun, an insider suggested the game is already looking like a potential blockbuster. He told us the graphics engine found in Secret Weapons of the Luftwaffe (premiered elsewhere in this issue) has been refined beyond recognition and used to create the realistic imaging of Imperial TIE Fighters and Star Destroyers. The Millennium Falcon may even make a special guest appearance along with a few Star Wars characters like R2-D2 and C-3PO.

Lucasfilm Games has previously enjoyed considerable success with their Planet (two and Indiana Jones and the Last Crusade) games for the PC, Amiga and ST. Birmingham-based US Gold handles these prestigious products in the UK.

Unfortunately, nobody there could throw any light on the matter of an X-Wing sim.

New Nintendo at Lucasfilm Games confirmed the existence of the new Star Wars project but added the company isn't "definitely committed" to it... just if the game is given, PC players could be attacking the blob! Star within a year.

Meanwhile, President Ben Umbrell is developing a Star Wars title for the Nintendo Gameboy. Indications are that this handheld game will be similar to the NES console release of Star Wars - due for an interim edition from Lucasfilm Games and FPD Musical Industries (see AGE 42 for further details). A spokesperson for Umbrell said the movie is like a big video game and Star Wars will be one of the most exciting Gameboy titles available.



Leather Goddesses attributes a place the legendary Steve Meretzky. The concept artist's party neither took any further. A woman stands out of the way in the multi-media version.

Leather Goddesses Of Phobos 2: The Gas Pump Girls

Are you ready to be seduced by the Gas Pump Girls? Adventure is set to launch Leather Goddesses of Phobos 2 onto your unsuspecting PC adventures. A CD-ROM version is also in the cards.

The state-of-the-art has dramatically changed since the release of the original game. To compete with the likes of Sierra On-Line and LucasArts Games, Adventure has cultivated the sequel with 256-color VGA graphics, hundreds of scenes of animation, digitized voices and music, a point-and-click interface and characters which can speak the language through the usual sound boards. The first interactive Multimedia Adventure Game has been designed by Steve "Sok Sam" Meretzky.

Like a typical Meretzky, Leather Goddesses of Phobos 2 sees a small "No American town" tormented by a meteorite and an alien invader. Only the military and a group of attractive gas pump girls can save the day. Ugly girls just couldn't do the job, obviously!

Adventure is including a "Free Live Live Sound Enhancer" widget to play sampled sounds through the parallel port on your PC.

Adventure is coming to the Super CD-ROM in the first quarter of 1992 (check us often). You can also purchase "Leather Goddesses of Phobos 2" on the CD-ROM and PC. "We may have the old graphics and audio, but we are trying to keep the city beautiful when you see the computer screen will give you a new dimension from the city."

Adventure's general opinion is that the CD-ROM version is the best. The CD-ROM version is also in the cards. The CD-ROM version is also in the cards. The CD-ROM version is also in the cards.

Dune

Before he created Fate Fists, cult director David Lynch attempted an epic sci-fi movie based on a Frank Herbert book. Dune may have had Kling and Spino but the result was confused and catastrophic. With two computer games concurrently in the works, Virgin

Games took over to continue the confusion but hopes that's where the similarity will end.

With developers in the USA and France writing two separate strategy titles, Virgin Games will inevitably split over this momentous undertaking. How would you turn a complicated novel into interactive entertainment?

"At the moment we're trying to decide what to do," writes David Bishop at Virgin Games. "It's going to be decided when we get a playable version of both games."

Games members split over the massive "big" title" words will end up in computer form, but it seems to see the results nonetheless.

Dune should be available in spring 1992 on Amiga, PC and ST.

The Chaos Engine

These busy Whizzo brothers are needing another release in the depths of London's East End. The Chaos Engine has very little to do with fractal geometry (Woody and Michael make "the finest points of computer role-playing games and classic Whizzo Brothers action").

Players control up to three characters with individual abilities and weapons on a look-down eight-way scrolling arcade adventure to destroy the devilishly Chaos Engine and a host of creatures.

"These monsters require intelligence and cunning using a unique form of behavior modeling," claims a spokesperson of Whizzo software. "Additionally, the game encourages teamwork and character management."

The development group has roots of experience with top-selling games like Spellbound 2 and Gods. Eric Matthews and Phil Wilcock are designing The Chaos Engine. Steve Cargill is handling the code, graphics are the responsibility of Sam Malone with music and sound effects provided by Richard Joseph.

The Chaos Engine should be available this winter.



Plan 9 From Outer Space

Generally regarded as the worst film of all time, *Plan 9 From Outer Space* is coming to the home PC and CD early next year courtesy of Gamella.

Collecting the talents of a few ex-Classroom programmers in Ireland, Gamella is busy converting this 1959 black and white ad-clicker into an action adventure. The team reckons this genre-of-the-movie will be unlike anything you've played before. "We don't want to make the usual mistakes made by our competitors," confessed Ian Richardson at Gamella. "We're taking our time on this project and aim to get everything absolutely right."

Proving the holder of the rights to *Plan 9* has proved to be a task in itself. The production of the original movie was plagued by problems and a severe shortage of cash and talent. Tragically struck after only a few days of filming when leading actor Boris Lugosi suddenly died and the director ended his career writing pornographic novels, Will Gamella faces similar problems.

Fans of *Plan 9* will be pleased to hear Gamella will include a video featuring edited highlights of the movie. Additionally, there are rumors of a West End theatre production planned for later this year.



Laffer Utilities

The programmers at Sierra On-Line are continually looking around as they've come up 'the ultimate in productivity software' for your office PC. Laffer Utilities is an off-beat collection of programs designed to keep boredom at bay.

"Now you can efficiently waste time at work," remarked a spokesperson, "pretending to be hard at work while you actually create letters, play games and read jokes."

The database of yags, supplied by ol' Laffer but Larry himself, can be fine-tuned by playing with the humor level and 1000-0-Moby.

A built-in safeguard feature in Laffer Utilities immediately changes the screen display, just in case the boss suddenly looks over your shoulder.

Dan Dare

The Pilot of the Future and his faithful companion Digby are to star in a multi-million pound series for television, as *High Games* is continuing releasing their Dan Dare computer games to take advantage of the renewed interest in this occasional comic book hero.

Smith, the acknowledged TV producer-company behind Inspector Morse, is pumping huge amounts of cash into the shows which should air on ITV early next year.

High Games has especially retained the computer game rights to Dan Dare, though a spokesman for the firm said he doubted they will do a new game to coincide with Star's TV debut. "We might go for a special compilation package," he announced, "Dan Dare it was my personal favorite."



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Who's pushing the envelope of electronic wizardry? Rik Haynes finds out...

Putting On The Polygons

Not wanting to be left behind in the race to create virtual realities, Japanese video-giant Sega is now developing sophisticated polygon-gaming video technologies. These could hold the key to a new generation of arcade gaming. According to leading Sega scientists, the humble coin-op will soon be showing sophisticated computer-generated images similar to those normally seen in movies and military flight simulators.

Most sophisticated titles, typified by Sega's *Out Run* and *VRML*, tend to be simple driving and flying games where the programmer manipulates motion objects to create the illusion of speed.

Designers of games utilizing photorealistic polygon graphics can create their own worlds for players to enter and experience. Right now, complex polygon-based games are expensive to develop and produce, but systems like Microsoft's *FLS Strike Eagle* and *Wildlife* from W. Industries are showing the way.

"We're working on a very powerful system right now," claims a Sega spokesperson. "It's simply a question of improving polygon-generation



Computer-generated images are now being used to create virtual worlds. Sega's VRML (Virtual Reality Modeling Language) technology is one of the most advanced in the world. It can be used to create virtual worlds that can be explored in a virtual environment. VRML is a standard for the Internet.

Sky-High Video Games

Flying business class on Japan's All Nippon Airways certainly has its benefits, namely the video games! Passengers on long trips from London to Tokyo are treated to luxurious seats with individual TV monitors and a wide choice of stereo channels offering high-quality CD sound.

Konami, a reputed Japanese software house, has created six video games for the airline including a colour conversion of the *Castlevia* title, *Quartz*, and a popular golf simulation. (Note it leaves about the actual system except the software runs on laptop screens. How you really can join the elite-high club!)

For reservations or more information contact your travel agent or All Nippon Airways on (011 495 7907).

Rappa

Better known for toy lines, Bandai is 'in the best' with a portable drive machine. Rappa is the size of a Walkman and consists of one large pad for the base drive and four smaller pads providing space, time limit and crystal sounds. Each of these four track-activated Rappa pads can be varied to produce two other pre-recorded sounds such as an electronic caw, crowll, clap and carnival whistle.

"Now you can say to your favourite car with the latest and most sophisticated chip technology," suggests a varied spokesperson for the company. "So next time you're listening to a groove, remember to stop a Rappa in your stereo and lounge-in-tunes."

I don't believe they said that, either! Rappa costs £20. For more info and what write to: Bandai, Woodford, Harpende, Kent CT9 4ED.

More things you should know about: www.bandai.co.uk

More details have confirmed on the new CD-ROM edition of the Sega's Mega-Drive video game console. For more details on this edition, visit the Sega CD-ROM web site at <http://www.sega.com> or call 1-800-828-8888. The new edition of the Mega-Drive is available in the UK from June 1st 1995 at £149.

Video Painter

Not everybody wants or understands the latest hot video or optical animation package for their computer. Video Painter from View Electronics (0203 003445) is an

easy to use electronic sketchpad for kids with a space £80 in their piggy-bank!

Connected to a normal TV set and operating on batteries or a 9V AC adaptor, Video Painter provides the young artist with twelve bright colours and six different patterns to play around with. There is also an extensive library of over 50 pre-drawn images including vehicles, fashion characters, people, animals and shapes for those poor essential souls who need a helping hand of pretty pixels.

"Added entertainment is provided by the automatic mode which brings objects to life," promises a spokesperson for View Electronics. "As if that were not enough,

Video Painter can also connect to a VCR for picture storage with so-extra attachments required."

For more information or to place an order, please contact View Electronics on (0203 003445).



Digital Art



Verbum, the Journal of Personal Computer Aesthetics, has launched a CD-ROM magazine which features a smorgasbord of animation and interactive multimedia works, interactive columns and feature stories, with music and images from musicians Todd Rundgren and Graham Nash, and several unique visual electronic music compositions. This is the perfect

way for you to experience the sub-culture of electronic art. "Verbum Interactive allows the 'reader' to interact with the magazine in a way that has never before been possible by making sound, motion and interaction with the magazine's contents available in a free form, 'reader selectable way,'" states the thoughtful publisher. "We're pleased to be playing a satisfying role in this exciting field of emerging media."

The first two-disc Verbum Interactive edition contains over 600 megabytes of text, graphics, sound, animation, 20 minutes of music tracks, 90 minutes of audio interviews and 150 pages of printable text. It costs \$50 and requires a Macintosh SE/30, II with 5MB RAM, 540 colour monitor and CD-ROM drive.

Verbum plans to launch a regular quarterly subscription service in early 1993 with editions for Macintosh, MS-DOS, CD/D and DOS. Write to Verbum, PO Box 12384, San Diego, California, USA for further information.

Expansions

Things really get real up with the Expansions pattern generator for the Apple Macintosh. Based on geometric modules which contain crystalline rules of growth, viewers have interactive control over the creation and modification of these modules. Thus a vast number of patterns may be quickly created, making Expansions the perfect gift for architects, styling designers and illustrators seeking inspiration.

These strange patterns grow within a 1280 by 1280 pixel area and may even be grown inside the artwork of imported MacPaint compatible documents to crystalline chaos. Expansions is priced at \$79.95 and comes with over 200 predefined pattern definition files and a 132 page illustrated manual.

Author John S. Stokes III has been updating the software since 1985 and his company Pixel Pathways (505) 533-294-8686 is currently testing other forms of 21st century computer aesthetics to "open up new creative possibilities".



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entertainment, inc.

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Panasonic Digital AV Mixer

If your home cinema are looking a little tired, why not try Panasonic's WAVEVER? This Digital AV Mixer can turn out a variety of special effects like fading, time-lapse, auto editing and 30 wipe patterns. The Picture-in-Picture function enables you to fit an entire input image into a smaller area of a rectangular wipe pattern. Wipe scrolling direction can be selected and even inverted to provide greater interest.

Panasonic sees the device as a great advantage over existing equipment thanks to the wealth of easy-to-use features built into the WAVEVER. "It's packed with technology to provide many innovative effects," assures the company. "Video Editing has become real fun!"

Manufacturing your own video effects is just one of the many digital video possibilities with Panasonic's DV-AV10 Video Mixer.

The next time you hear a Burger King and another chain of Burger King in the USA you may find yourself in the middle of a cable fence. Panasonic will continue to use the word "cable" when referring to the latest video communication and advertising to be video. Some video mixers can show the first frame from the first frame already in the video signal. Some will only play the first frame in the video in the video. And they say it could save money on the way.



This Desert Storm multimedia magazine is the first of many CD-ROM projects from Warner Bros.

Desert Storm On CD-ROM

Unlike any war before it, the Gulf War encouraged the use of startling information and communication technologies. News reporting via satellite links up some of the world during the conflict and now Time Magazine has pioneered a new form of publishing with Desert Storm: First! The Conflict of History.

This multimedia magazine on CD-ROM is a joint venture between Time Magazine and Warner New Media giving you a week-by-week look at the Gulf Crisis via an "extraordinary volume of related articles, reports, photographs and maps."

Information junkies will be absorbing over their Macintosh because the forty-dollar disc contains more than 6,000 screens of information, including exclusive audio reports and other unique material previously unavailable to the general public.

"Essentially, electronic journalism should feel like you're on the scene," says Warner New Media's president Stan Soren. "The real story would be transferring it to home computers via cable."

Developing a good multimedia product requires a lot more planning than just say a book, play or film. After the idea is struck upon, an interactive designer doubles how the product will work, what the interface will look like and, crucially, how the user will navigate through the disc without getting totally lost in a mass of multimedia.

Warner New Media is currently working on a number of projects with other divisions of publishing giant Time Warner such as Time, Life Books, Sports Illustrated, Time Magazine and 50 Cent.

"Multimedia has become a revolution just as the Talkies and Technicolor revolutionized Hollywood," proclaims a spokesperson. "By developing new forms of interactive-rich entertainment from mixes of graphics, music, interactivity, animation, computer control, narration and video, Warner New Media is defining future home entertainment."

Stereo Replay

Is the Stereo Replay the first stereo sound sampler for the Atari ST range of computers? Microsoft certainly thinks so.

"This completely new hardware cartridge contains dual-analogue-to-digital and digital-to-analogue converters to ensure the ultimate in 8-bit sample quality," and there's more. "The turbo plasma outputs provide the user of a standard ST with high quality stereo output."

Stereo Replay costs £90 and comes with a Stereo Editor program which allows you to manipulate mono and stereo samples in 8-, 12- and 16-bit rates. With the Stereo Edit software you can load up to 32 different samples into memory and then play three-channel sounds out from the stereo ports of the cartridge at the same time. Contact us in the house, yet again! Microsoft can be contacted on 01753 480000.

Rapman

Growls in the house thanks to Code's RMP-1 mini keyboard which aims to tap the current popularity of Rap and House music among the pool of teens. "The instant keyboard over is one to make your massive grin with ours," say the big boys at Code.

New twelve keyboard jockeys can create their very own melodic mixes via the built-in "turntable" disc, mini microphones, three drum pads and thirty auto rhythms reflecting the latest dance styles.

Special sound effects are produced by Rapman's Voice Effector function which enables rappers to modulate their voices approximately one octave higher or lower than normal.

Rapman RMP-1 costs around £70 and is available from your local Code dealer.

Warner Bros. has a number of CD-ROM projects in the pipeline. Contact us in the house, yet again! Microsoft can be contacted on 01753 480000.



WING COMMANDER II
 The most advanced 3-D technology
 Dynamic Intelligence™ - the better you fly, the better your foe fly!
 Totally new challenges - including lock-ons, tailgates and more!
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- All new graphics - the latest advances in 3-D technology!
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- Totally new challenges - including lock-ons, tailgates and more!
- Instant replay - get an eagle-eye view of the action!
- Digital speech - unique voices for every character!
- Graphics storytelling - you're the star in a whole new story!

For the full story on this game, please contact the distributor and retailer of your choice. This title will be available on Amiga, IBM PC compatible and Apple Macintosh. For more information, contact Origin Systems, Inc., 10000 Northey Road, Redwood City, CA 94061. Amiga and Apple Macintosh are registered trademarks of Amiga, Inc. and Apple Computer, Inc. IBM PC compatible is a trademark of International Business Machines Corporation.

For your local dealer, contact:
 Mindscape International Ltd,
 The Coach House, Hooklands Estate,
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 minute at peak times.



Letters

ANYONE FOR FOOTBALL?

I just thought I'd write and tell you about our Computer Football camp we are running in the Birmingham nearby Leicestershire area. We will be staging a camp to win a Sega Megadrive sometime in November. The camp will be staged sometime in Liverpool and we are looking for people to enter.

The camp will use Kick Off and Kick Off 2 for its knockout round and use ST's only (they are a lot faster). If you could mention us, we would be grateful.

We will ask that the competitors bring their own joystick and the entrance fee is five pounds.

Merseyside Computer Football Association
 M.C.F.A.J
 28 Watlington Lane
 Woolton
 Liverpool
 L25 8QJ
 Tel: 051 4384280

Well, how about if I embody notions themselves a bit and would like to try their luck, give it a go. We're not too sure about your claim of the ST version being faster, though.

AND ANOTHER THING!

I'm sorry to tell you that my letter is yet another one that is going to complain about one machine, in defence of another.

I am referring to the Sega Megadrive, Master Link, Super Nintendo and all that rubbish - these consoles are filling up your magazine like nobody's business, and what do we get? Terrible screenshots of someone looking hell out of someone else, badly written reviews about the same old games, games that might have looked good about eight years ago, but now, in their old built-in enclosures, are looking slightly less attractive to say the least.

I'm not saying you should completely cut consoles out of your otherwise excellent mag-

azine (it would be nice...), just tone it down a bit - balance the reviews a lot more. If ACE stands for Advanced Computer Entertainment, why are you supporting machines like the Gameboy and GameGear? They may be portable, but speaking from experience, I can say that the majority of games on the Gameboy (I have included) are completely unplayable - the graphics are tiny and blurred, the sound is awful, so should the GameGear be the same.

It seems that the only real way forward for games lies in the hands of the PC, and maybe the Sega. While the Megadrive may deliver impressive aesthetics (though nowhere near as good as a VGA PC with a sound board), it is quite obviously limited only to alcohol-free games. Although various manufacturers will try to tell you otherwise, consoles are no good for playing decent, long-lasting games-on, such as Sierra adventures, or Ultima type games - platform shoot-em-ups are not long-lasting games, so that's how good they are.

I know there are many people out there who will disagree with me totally, but there are also people who will agree with me - most of my friends prefer proper computer games to consoles. I know a good PC will cost you nearly five times as much as a Megadrive, but prices will come down very soon, and it will be a matter of comparing the Megadrive's lower price to the superior features of the PC.

Piers Jerry
 Northampton

So ACE has terrible screenshots and badly written reviews, but the magazine is excellent! Sorry, but those two statements would seem to be mutually exclusive. That means that can't both be true, Mr Jerry. And what is the problem with console games anyway? The fact that you're having a go of the Sega GameGear without even having seen it working is a bit rash, isn't it? You'd like the Gameboy, wouldn't you? What about games like *Demoliter*, *Super Mario Land*, *Hard For Real*, *October*, *James*, *Qix* and many others too numerous to mention?

Isn't it funny how people always believe that the way forward for computers is with the machine they happen to own? Now we sometimes have high hopes for the PC, but when you start on one about four months before it is that the Megadrive you bought by your own admission a decent model costs less times the price-off comparison seems a little easier.

You mention that while people (such as me) disagree with you, many people will also agree

with you. Well, let's see how many people leap to your defence over the next couple of months.

OUTRAGE!

ACE - you are my only hope! I've suffered in silence for so long now that I'm on the brink of doing something psychotic.

What is making me so unreasonable? What has got my goat? What, at the moment, is adding so severely to my sick and sticking right up the bang in the middle of my crazy?

Shopkeepers.
 How don't get me wrong, I've had plenty of experience of perfectly decent shopkeepers who value our shoppers, but I seem to find the "standard" (what a pile of s---) service provided in the computer shops in the UK.

At first I thought it was just me. I lived in London until recently and sort of expected the rude, discourteous and unhelpful service provided in Centre Computers.

But I've recently moved into a far quieter part of the world (I'll refrain from saying exactly where, in order to spare the embarrassment of store owners in the area) and I couldn't believe my misfortune.

For a start the shops seem to be staffed entirely by either professional boys with only the slightest knowledge of both coming videos or stupid old men who seem to think that just because I'm female I don't have the right to vote about anything, one of those people actually tried to convince me that a Sega Megadrive was simply a Master System for the American market, and it was a lot of a waste of money. What a coincidence that they only had Master systems in stock.

I've also had cause to complain a number of times about faulty disks. Now, I'm fully aware that many software companies provide replacements, but I'm also aware that it is the owner of the shop's responsibility to provide goods of a suitable quality. I don't take kindly being told that my son (who doesn't exist, unless I'm very much mistaken) has "Probably already made a copy of it and just wants a new game."

In a word I'm disgusted. If you purchase a dress or a clock or a record, a portion of the outlay, it's nice to believe, is intended to ensure a decent treatment by the people who are taking your money.

Mavis Nicholson
 Address withheld by request

IN THE RED CORNER...

It's happening again, isn't it? It started with "my Spectra's better than your Commodore". It should know as I owned both of one time or another. Time passed. Both owners upgraded to more powerful 16-bit computers. And then it began again: "My Amiga's better than your ST". Which wasn't strictly true for several years because Amiga games used to be straight portovers of ST games and were released a couple of months after the final version. This kept me happy because by then I had upgraded to an Amiga 50.

But now the ST is a no-brainer: all of my local computer shops have stopped stocking STs and their software because of nearly non-existent support from Atari and the recent boom in Amiga sales.

By an ST owner I can see the limitations of my machine now that companies like Physionics are exploiting the Amiga to the full.

I can see the age-old argument progressing further now that consoles are again resurguing with new-found popularity. How long is it, I wonder, until your stream page is full of "My Famicom is better than your Megadrive" letters?

At the moment I wish a Megadrive II managed to bug my ST to come unobscured first and instead to buy a Famicom as well when it's officially released over here. At present the Megadrive retails at £150 so Nintendo will have to undercut this price if they want to ensure that people "not in the know" will choose their product over the Megadrive. I have read in the computer press that it will be about £200 - the price of 2 or 4 Megadrive games. I won't buy a Famicom to replace my Megadrive, just to widen the range of games I can play.

I also noticed that in a reply to a letter a couple of months back you said that several magazine publishers were getting together to try and solve the inevitable problems. Well since I bought that issue I noticed TMO weekly magazines published by Future have joined the bandwagon. Isn't Future one of the companies that agreed to help stop the copyright spiral in your "legal issue" (page 70)? There is an advert for "The One For Amiga Games" announcing TMO free games. Can you explain this or are you just a bunch of hypocrites?

By the way, I notice you've dropped the PC Engine in favour of the GameBoy and the GameGear. Since the GameGear is basically a ported Master System and the GameBoy is monochrome, I don't really think these count as "Advanced Computer Entertainment". You can't see me into believing that it's all due to the small user base of the PC Engine users in this country because the Famicom's got an even smaller user base here at present but still gets its own Direct Line section in the Pink Pages. Toshiba Kawasaki probably knows of the Famicom users personally!

Apart from that your mag isn't half bad by this I mean it looks to be full out of the tablets approach over to Caring.

Famicom planning to be a Super Famicom until it's officially released in this country, you could be in for a bit of a wait. There's still no official UK launch date, and it may not be until well into 1992, and possibly even later. You wouldn't be badly advised to invest in an export model - it may set you back a few k, but at least you won't have to wait until Judgement Day to play Super MarioWorld - and you'll get a nice bonus machine, and not the redesigned old model. That's one ugly mother.

The reason we don't cover the Engine any more is because - for a start, we simply don't see software for it any more, so there's not really anything for us to cover, and also because the Engine is never going to be released officially in the UK - unlike the Famicom, which is a new and interesting machine, and will definitely be launched over here at some point. Fair enough?

As for the copyright controversy - The One For Amiga Games did in fact comply to the full game ban, which didn't come into force until August '87. All magazines published before that date (which included the magazine Amiga One) were perfectly alright. Future, however, got a bit carried away and a couple of its titles went one game over the limit. But not to worry, now that the new regulations have had time to take effect, you'll not be seeing any more commercial licence games appearing on magazine coverdisks. So that's alright.



This isn't the only letter we've had from ACE readers who are disgruntled about the poor standard of customer service in computer shops. What is most worrying is that the problem doesn't seem to be isolated to just a few countries - even the supposedly reputable shops are apparently doing a lot less than they could to ensure that their customers get a square deal. There is an organisation called NACOR (the National Association of Specialist Computer Retailers) which is supposed to keep a watchful eye on this sort of thing, but things obviously aren't working out if this kind of shabby service is still the best pattern can expect.

Have you been on the sharp end of a four-mouthed and seven-necked pencil-necked shop assistant? Or bought a game only to find that there was no disk inside and been told when

you took it back "well son, that's the chance you take"? Or maybe you've been the victim of actual physical abuse by a retailer or shop assistant. Never keeping a dossier of complaints here at ACE, so if you think there's something we should be told about, write and let us know.

A SOUND QUESTION

I have just purchased a PC, and not being impressed with the built-in speaker, I am

looking for a sound board. There seems to be four on offer: the Roland, AdLib, SoundMaster and SoundMaker II. Could you tell me what the difference there is between them and which one is compatible with the most games.

It seems a shame that computer manufacturers have concentrated on providing excellent graphics and improving performance, and have neglected the sound. Every computer manufacturer I seem to offend a whole range of processors, hard disk drives and monitors, but not (as far as I've mentioned anything about) the new computers' sound capabilities. Not every one does word processing or the company accounts all day - not even the accountant! Some sound effects seem to be on the ball but a lot of most software focuses as well.

I, and I'm sure many others would welcome the day when sound wasn't just added on as a

taken effort. After all, sound could make or break many games.

James Westcott Working Survey

It's all quite simple, really. Roland delivers what is generally considered the highest quality sound with its BT, LP and LAMP 1 boards. They're effectively fully-blown MIDI systems, so you can generate professional-quality music with the right software and apparatus, as well as play games. But be warned - they're VERY expensive. The AdLib is slightly lower in sound quality, but is substantially cheaper. Finally, the Sound Blaster, which produces sound roughly equivalent to the AdLib in quality, is the cheapest and is rapidly growing in popularity. As far as compatibility concerned, you'll find that the vast majority of software, particularly the CD stuff, supports all three formats. So it's just a matter of personal choice and how much cash you're willing to lay out, really. Check it to the max!

IT'S SONIC GUY!

A few words about Sonic the Hedgehog.

Firstly, in your review of the game you called the bad guy Dr Eggman when he is actually called Dr Robotnik, and the sixth level is actually called Scrap Brain Zone and not Clockwork.

Also, there is a time limit of two minutes which may be a problem to those exploring a new act but is plenty of time once you know what you're doing.

Apart from that I agree totally with the review and it is an excellent game.

As I haven't played on the Famicom I realise I may be talking a bit hot but from the screenshots I think that the Sonic graphics are better than Super Mario 4. The backgrounds especially look far superior in terms of detail and imagination. There is, however, one criticism, I being a fantastic game-player, completed Sonic after two weeks of obtaining the game (being given and have seen the real game sequence). This isn't the masterpiece I was expecting, I don't want to spoil it for others to say what it is, but with a game as good as Sonic I would have thought that Sega could have done much better. This seems to be the case with a lot of games, computer and console, these days. Do you in your infinite wisdom agree with this?

Well, that's it for now. Keep up the great mag and please send me £2000 for writing such a bull letter.

Adrian Popson
Brockbourne
Meets

Remember... we're not sure we agree with you about the Sonic/Sonic graphics. While Sonic is indeed more detailed, we reckon that Mario beats it hands down in terms of imagination.

It's one of those things where you really have to see the game in order to understand. Remember, graphics aren't just about giving a game a really nice - really good! graphics actually work with the gameplay and serve to provide the whole thing with an appropriate atmosphere. Marcollo's claim that more effectively than any other game we've seen.

So there. And you're right about the Sonic and sequence. Gamers who look out good money for a game and then spend weeks completing it are entitled to a decent reward when they finally complete the game. We don't like to rub it in, but you really ought to see Blackbird! - now there's a game with a REAL end sequence.

IN THE WORKS - LIVE!

YOUR CHANCE TO MEET BULLFROG AND SEE THE AWESOME POPULOUS II IN DEVELOPMENT BEFORE YOUR VERY EYES!



Our magazines may offer you second best when it comes to showing you up-coming games in development, but here at ACE we believe that only the best is good enough for you. Before now, the closest you've come to seeing a game being put together is seeing words and pictures on a page. Next month, however, you could be lucky enough to see a game in development before your very eyes AND meet the people behind the magic when we take in The Works into a new dimension. Six people will get the chance to visit the offices of esteemed development team Bullfrog Productions (creators of Populous, Flood and PowerMonger) as they put together their most eagerly-awaited title yet - Populous II.

Not only will you meet the Bullfrog team and see first-hand via live demonstrations how Populous II is being put together... you'll actually get a chance to put forward your own ideas for the game! It may sound too good to be true, but you'll be designated special playtesters for the day, and after experiencing the game, in progress and in action, the Bullfrog team will open their ears to listen to YOUR comments and suggestions. If any of your suggestions go down well, the idea will not only be implemented in the finished game, but you will receive a credit in the manual as a member of the game's design team! How's that then? A special report on the day will appear in the next issue of ACE.

If you'd like to take part in this once in a lifetime experience, you'll have to apply fast as only six places are available. To get it on the action, write (DON'T PHONE) to us at ACE, not forgetting to include these vital details:

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PLANET OF THE

In a major exclusive, ACE reports on shock discoveries by the Hubble Space Telescope

There were great hopes for the Hubble Space Telescope when it was launched last year. In orbit high above the Earth and beyond the obscuring effects of our planet's atmosphere, scientists predicted that the Telescope would radically change our view of Space, and that astronomers would be able to see interstellar objects in more detail and clarity than ever before.

However, nobody was expecting the Telescope's most recent discovery. Last month, the launch of the Telescope's lensing system

revealed a planet orbiting Alpha Centauri, the Sun's closest stellar neighbor. The planet, named Alpha Centauri Gamma or ACo-Gamma, bears many similarities to Earth. Geologists believe that the planet's many continents were once part of a single land mass, but owing to volcanic activity and shell-plate drift they have become separated by vast seas.

But this was just the start. Using advanced image-enhancement software the astronomers achieved even greater photographic resolution, and then they made their greatest discovery yet: aliens. Each of the planet's continents is populat-

ed by a species of being, each very different from the inhabitants of the neighbouring continents, yet still strikingly similar.

Further study revealed something very peculiar: the ACo-Gammas (or just Gammas as they came to be known) are obsessed with computer games, and spend nearly all of their waking hours playing them. Rather than enjoying a variety of games, each species on each continent plays just one type. So while the beings on one continent may play platform games, those on the neighbouring continent play flight sim-

ADVENTURE GAMER

This enormous skull houses a massively powerful brain, which makes the Adventure Gamer approximately sixty times more intelligent than Albert Einstein.



Over the millennia the eyes have slowly migrated from being side by side to their current position. The bottom eye is devoted to watching the keyboard and keeping a track of the hands typing, while the top eye maintains a watch over the monitor screen.

The hands are highly specialised for the act of high-speed two-fingered typing. The fore-fingers of each hand are long and slender, while the rest of the hand is severely distorted to prevent any mis-keying. Being capable of typing speeds of over 200 words, this feature would be the over-worked secretary's ideal assistant!



Generations of Adventure Gamers sitting cross-legged in front of monitors have resulted in the legs becoming little more than an after-thought.



The spine is bent almost at right angles, so that a computer keyboard can be rested on the upturned stomach.

GAMERS

Although their computer gaming technology is similar with Earth's, they are completely primitive knowing only technological options. They have no cars, boats or planes, so there is no contact between the continents. One alien did invent a wheel, but used it to create a floppy disc rather than a revolution in transport.

Scientists believe that the different species have evolved from just one man-like creature that existed at the time the continents were joined. Fans of one game type congregated together, and when the land masses split apart, the game-playing groups separated too. Over the years the Gamers have radically evolved to suit themselves best to the games they enjoy, resulting in the bizarre mutations observed.

In his exclusive report, ACE reveals the secrets of how of the strange creatures on the Planet of the Gamers...

ADVENTURE GAMER

Field Notes

This hermitlike creature leads an unbelievably ponderous and slow-moving life. Its sole purpose is to play text adventures, an activity facilitated by the light-evolved brain, eyes and hands. All non-cerebral activity is kept to a minimum, resulting in severely under-developed arms and legs, and primitive internal organs.

Feeding

Due to its tiny mouth and its under-evolved digestive tract, the Adventure Gamer's food has to be pulped down into a liquid paste. The process goes something like this:

'You enter the kitchen. You see: some green vegetables, and a red blender.'

'TAKE GREEN VEGETABLES'

'You take the green vegetables.'

COMING RED-BLENDER

This is a device for pulping food. There is a slot on top where food can be entered and a small on/off button.

PUT GREEN VEGETABLES IN RED-BLENDER

The green vegetables are made the red blender.

PRESS BUTTON

'Which button?'

PRESS SMALL BUTTON

The vegetable gets round and turns into a consumable paste.

SUCK PASTE

I don't understand 'SUCK'.

SUCK PASTE

'You eat the nutritious paste.'

Hinting

Reproduction is something that only happens

once in an Adventure Gamer's life, and then only if it's very lucky. Should two Adventure Gamers of the opposite sex happen to stumble across each other, then they perform a ritual not known as "A Meeting Of Minds" (the Gamer's guru, Ben, forbade them together and gave Socrates).

RPG GAMER

Field Notes

This is perhaps the loveliest and saddest of all the creatures on AcaGamma. During a game the RPG Gamer has the strange ability to alter its body shape and assume the form of the character it's currently playing, even more astounding, this cloning is mental as well as physical. Thus if an RPG Gamer is playing an old wizard, it will grow a pointy hat, a beard and talk words of wisdom in an arcane language. (A bit like Steve)

However, between games the RPG Gamer has little character of its own. Its floppy, dough-like body looks like that of every other RPG Gamer, with no distinguishing features. The babyish face and vacant expression convey no sense of any intelligence behind its dull eyes. The creature can only ever be said to be truly alive when playing a game.

Feeding

The RPG Gamer will eat whatever food it finds. Having strong preferences or dislikes imply some form of character, and as noted above, when not playing this creature has none.

Mating

It's very rare for two RPG Gamers to meet, and even when they do they usually ignore each other. It is fortunate, then, that the RPG Gamer has the ability to reproduce asexually.

Fertilisation is done purely to look. Should a Gamer form a mate character immediately after being a female (or for vice versa) then there is a small chance of conception during the brief infatuation period. The Gamer grows larger and fatter, until enough body matter is developed for a second fully-grown Gamer to feed off.

SHOOT-EM-UP GAMER

Field Notes

This Gamer is renowned for its incredible swings in mood. During a game it is calm, calm and calm, placid collected, but as defined the creature becomes an uncontrollable ball of rage, leaping out at the monitor and screaming abuse at the screen. This is all due to the bizarre nature of its adrenal glands.

These oversized organs generate huge amounts of adrenaline during play, which is temporarily stored in sacs growing from the being's back. Between games these adrenaline reserves have to be depleted, which can only be done in the suburbs described above. As you might guess, the Shoot-Em-Up Gamer has a tragically short lifetime due to rapid burn-out.

The Platform Gamer that shared shares many of the physiological features of the Shoot-Em-Up Gamer, but its adrenal glands are far less productive, making it a more placid if slightly grumpy creature.

Feeding

The Shoot-Em-Up Gamer is a voracious stolid eater. In between games it feeds on junk food so that it can get eating over with as quickly as pos-



RPG GAMER

Since one of the top RPGs are controlled by bots, the RPG Gamer has evolved unique hands. On one hand the majority of the fingers have joined to form a glove that flexibly grips a mouse, with elongated fore and middle fingers for pressing the mouse buttons. On the other hand a rough skin webbing has grown between the fingers, so that the upturned hand forms a flat mouse mat.

Scientists believe this Gamer closely resembles the ancient creature that all Gamers evolved from. RPG Gamers all look very similar, with rather bland if generally features.

sible and return to another game. Particularly good on steel tips and flame-grilled accept.

Mating

Following a lengthy gaming session the Gamer's adrenaline levels occasionally reach intolerable high levels, which can only be reduced by procreative acts of reproduction.

To find a mate, the Shoot-Em-Up Gamer can alter the pigmentation of the skin across its back, much like a chameleon changes skin color. The creature uses this ability to display its current hi-score. The higher the score, the more attractive the creature becomes to a possible mate.

The reproductive act itself cannot really be dealt with in depth in a youth-magazine such as ACE. Suffice to say it involves twerking shorts, using a pencil and beanie power-ups.

FLIGHT-EM GAMER

Field Notes

Strangely, for creatures that have never developed any form of powered flight, Flight ems are very popular, with this species of Gamer being one of the largest in number.

The Flight-Em Gamer combines many of the physiological features of both the Adventure and Shoot-Em-Up Gamers. It's most unique features are the bone and cartilage growths from the head and neck, which resemble a World War One flying helmet and scarf. These appear to serve no purpose other than making it easier for the Gamer to "get into" its pilot's role. Some scientists believe these may act as an attractive feature to possible mates.

Feeding

With playing sessions taking several days, it's all food for the Flight-Em Gamer to find time out for a proper meal. Thus a huge "In-Game Feeding" service industry has built up around them. Giant food tankers out alongside the concentrating Gamer, and drop a food chest down to the creature's mouth. The Gamer then works up a light rubber soap.

Mating

Same, but again we can't reveal too much here. Scientists believe the creature's reproductive act shares many similarities with that of humans, beginning with the male twerking its undercarriage and... Well, you can guess the rest.

SHOOT-'EM-UP GAMER

The Shoot-'Em-Up Gamer has little time for intellectual thought. The creature brain is little more than a watching eye, one for all of the eyes to joystick movements together.

An enlarged mouth and large and elongated vocal cords have evolved due to the excessive shouting and screaming of abuse that always occurs when this gamer loses its last life. Its vocal power is such that it can play up to 2000 in any form that has been seen to bleed in death of its ribs. (See "World eater.")

By altering its skin pigmentation, the Shoot-'Em-Up Gamer is able to display its facial features, which is used as a means to attract mates. (See "Mating.")



The Shoot-'Em-Up gamers are somewhat larger than those of its ancestors, all the better for hearing those stereo sound effects.

This gamer has many eyes, each allocated to watching a certain part of the monitor screen. Its increasing muscle or skin game caused by its race-long vision, the eye socket has grown to form a raised honey ridge that prevents any outside distractions affecting play.

These large smaller eyes are used to store the huge amounts of adrenaline produced during play, which is discharged between games by such acts as excessive shouting and screaming, kicking of the monitor screen and occasionally frantic mating. (See "World eater" and "Mating.")

FLIGHT-SIM GAMER

The large eye is used to scan the main on-screen action, while the four smaller eyes below keep a track of all the data and progress to the cockpit display.

The larger genitalia on the skull and web are an attempt by this creature to simulate the appearance of a real flying helmet and seat.



Again, the creature's arms are rather dextrous, but the hands have undergone inevitable amounts of adaptation.

The fingers of one hand have spread out almost a right angle to form a strong locking grip on the base of a joystick. The thumb of the same hand is large and muscular, and can rapidly generate a fire button.

The thumb and forefinger of the other hand have become joined at the tip to form a variable diameter splint that permits a vice-like hold on the shaft of the joystick. The other fingers are shortened and useless.

Neither hand has any sweat glands, so there is no chance of the stick slipping in the

The arms and hands share many of the Shoot-'Em-Up Gamer's features. However, since flight sims usually use proportional joysticks, the Flight Sim Gamer has evolved very precise and subtle control over the stick, as opposed to the Shoot-'Em-Up Gamers' violent jerks.

The withered legs are bent up so that the feet are raised above the keyboard. The toes of the feet have grown to become like fingers, and these are used to press the myriad keyboard controls typical of flight sims.

ARE YOU BRIT KNOWLEDGE

You may have seen some allegedly tough, tricky or perhaps even "rock hard" quizzes. But this, dear reader, is the toughest. A veritable Magnesian of games questions. A plethora of quizzers. Those with anything but a complete knowledge of their chosen subject need not apply. Whatever your ability, however, you should do very hard but enough questions presented to keep you engaged in the puzzles/vandens for many an hour.

There is, of course, a software prize for the first reader who gets all the questions correct and mails their answers to ACE, Gals, Prome Court, 38-32 Farrington Lane, London EC3R 3AU, so please remember to specify which machine you own.

GENERAL GAMING QUESTIONS

- 1) What is the name of Mario's brother?
- 2) What car is featured in Turbo Outlaw?
- 3) How many islands are there in Rainbow Islands?
- 4) What was the follow-up to Don-Don called?
- 5) What game by LucasArts has the shortest title?
- 6) Which has the longest?

- 7) How many batteries does a Gameboy need?
- 8) What does COIN stand for?
- 9) Name the chap who co-created Elite with David Braben.
- 10) How many bits are there in an Arcos Arcanoid?
- 11) What classic Golf game was written by the Carver brothers?
- 12) Which German programmer converted Star Wars and Hard Drive to Donkey?
- 13) How many Black To- The Future games have appeared on 1-6-88?
- 14) Which Clive Barker movie was adapted from his novel?
- 15) What color hair do Lemmings have?
- 16) Who programmed 3D- Am Attack?
- 17) Who is programming Gem Art?
- 18) What game from Cinemascope featured lots of ants?
- 19) What was the follow-up to Don Donkey called?
- 20) Which software house produced Super Pigeons?
- 21) What was the name of the roller-skating game from F. I. I?
- 22) Which UK software house specialised in graphic adventures like Espionage Island and

- Golden Update?
- 23) Name the star of Andrew Graybrook's Donkey game.
- 24) Name the first arcade adventure to feature over 100 locations.
- 25) Who used to edit Morrison's Computer and Video Games Adventure Magazine?
- 26) Name Bubble Boy's biggest hit.
- 27) Name the author of Adventureland.
- 28) What was the name of the game that Geoff Brown, now head of US Gold programmed?
- 29) Name the hero of Fantasy Games' Pyramid and Damsel's Castle.
- 30) Name the author of Android 2, Cyclone and T.L.
- 31) Name Geonix's Gazon clone.
- 32) Name the top game with the most extensive expansion packs for the Spectrum which effectively ended Micro-Gem's games production business.
- 33) Who wrote Castle Adventure and Planet of Doom on the BBC for Acornsoft?
- 34) What did Acornsoft call their Mouse Command clone?
- 35) And their Defender clone?
- 36) And their Panic clone?
- 37) And their Scramble clone?

LOOKS FAMILIAR?

Here are ten people selected, with no particular common thread except they have all played an important part in the industry. Can you name them?



BRITAIN'S MOST MEMORABLE GAMER?

- 26) Name the company to first use a keyboard control method.
- 27) What was the first ever four-player arcade game?
- 28) What colour were the two ducks in *Duckie Duck*?
- 29) Name the two-acter *Winters*.
- 30) What was the name of the bad guy in *Tor the Pig*?
- 31) What was the first ever *Lizard/His Game*?
- 32) What was the first ever game to have a 'blast here'?
- 33) Name four board games, in order of appearance.
- 34) Name the first board following to *Conner Command*.
- 35) What was *Archie Marbler's* first game?
- 36) What colour is *Tony Crowther's* hair?
- 37) Name the game he wrote about a sceptacle for his.
- 38) Who lives 80% D&D music maestro Rob Hubbard live with?
- 39) Name the first synthesiser that Bullfrog produced.
- 40) Name two Spans players who have entered computer games.
- 41) Who programmed *Quadranters*, *PIH* and

- Little Computer People*?
- 42) Bob Dinniman wrote which classic *Amiga* flight sim?
- 43) Who published the *Ultimate Brothers'* first game?
- 44) What was it called?
- 45) Who designed *Kick Off*?
- 46) Which purely *Quadranters* character said "You can't push here!"?
- 47) How many *The Hunt For Red October* games have there been?
- 48) Who was supposed to be doing a *PlayStation On Elm Street* game, but never did?
- 49) What *Intergames* game saw you trying to rescue hostages?
- 50) What did *POST* stand for?
- 51) What does *EXOT* stand for?
- 52) Who wrote the original *Goodie*?
- 53) What is the name of the only game Jeff Miller wrote for *Hexxus*?
- 54) What is the name of the company which has been out of *Hexxus's* orders?
- 55) Name *William Smith's* last game, which was never released.
- 56) Which game's title was incorrectly translated over a faxlink, leading to a hysterical historical name mix up?

- 57) How many lines of invaders first appear on the screen in *Space Invaders*?
- 58) What's the new game from Michael "Powerhouse" Powell called?
- 59) Name the game that *They on a Spring* music maestro *Rob Hubbard* programmed before turning his hand to soundtracking.
- 60) Who was *Whispering Horace*?
- 61) How many *Beam Software* titles starred their own *Horace*?
- 62) How many games has *Tony Crowther* had on the market?
- 63) Tell me (at and why) *Callisto*, *Dynamic Debugger*, *Search for the Moon*, *Psychoplas*, *International SP Tennis* and *Quadranters*.
- 64) Name the unifying factor between: *Combus*, *Comstar Must Do* and a *Maw to a Maw*.
- 65) What was it with the *Motorola 68000* data bus?
- 66) Who programmed the coin op *Opus*, and what do they call themselves these days?
- 67) What was *Continental Circus* supposed to be called?
- 68) Name the follow up to *Seeing Double*.



6

ACE KNOWLEDGE

- 1) What two *ACE* titles have been featured on *ACE covers*?
- 2) What is the lowest *ACE* rating ever given, and what was the game?
- 3) What was the game to receive it?
- 4) Who edited *ACE* before *Jim Douglas*?
- 5) Who went to write *ACE's* Page 12?

1



J



M

STORM

SO CUTE... IT'LL MAKE YOU PUKE!!

Something very bizarre has happened in the fairy village... the inhabitants have changed from silvery chipmunks into fluffy flowers! It's so bad they've even gone and kidnapped the beloved "Moon" of our favorite fairy heroes, Tami and Rio.

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When meetings start under the stars, the animation software simulates the construction of other, similar buildings straight into the building software by simply painting and shading with the mouse. Here's a 3-D rendering and construction software. (and right for the building)

PICTURES PALACE

ACE visits Digital Pictures and discover the tricks of the computer graphics trade.

Before it or not, there's a picturesque little Spanish town nestled in the heart of London. No really, there is... after a flash an. It's the creation of Digital Pictures, the commercial computer graphics company responsible for the entire Barcelona featured last month. ACE visits their West London headquarters to find out how this producer does their stunning scene film.

OUT IN THE COUNTRY

The iDigital Pictures most recent projects is a computer-generated flight around Pisa de Siera, a small town in northern Spain. The animation,

commissioned by *Starz Films*, will be used in a tourism commercial to illustrate the attractive nature of the town and the surrounding countryside.

The animation starts with the viewer above the hills and plains surrounding Pisa de Siera. The viewer swoops down, through a loop of the circus, past, you feel, far over the rugged countryside. The simulator then cuts to a view above a ring highway leading to the town. A dense forest (partially visible) in the distance, the further trees growing they bring to a fine coating of morning mist. Another cut, and now the viewer is in Pisa de Siera itself. Here, just

the newly built, modern building and open space, and then led into the countryside by the road.

SO HOW'S IT DONE?

The computer-generated animation is the result of the studio's earlier work by Digital Picture affiliates *Big Pictures* and *Mac Room*. Their most recent project was the Barcelona simulation featured in last month's issue.

The first step in a project such as this is to talk to the clients and find out precisely what they want from the animation. In the case *Starz Films* responded that the flight through the town

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It is the end of the 31st Century. Nearly one thousand years ago man colonized the moon, and from there created a range of human colonies 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 in hand for future adventures.

You must control the training, research, resources, production and stores of Earth City, in a complex strategic battle 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 war-torn solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION

3D FLOATERS!

This month brings SEGA back into the limelight, with its new 'holographic' system generating floating 3D images, plus a new dedicated unit that brings a new meaning to 'motion simulator' and the pick of the latest releases, brought to you by the man with loose change, John Cook.

Over the years, each coin-op company has developed its own unique reputation for a particular style of game. Atari produced mainstream, but occasionally wildly off-beam games; then got to well-patched shoot-em-ups. Taito got just three-billions of sprites at the screen and let you to get on with it; but Sega, the Big Daddy of them all? I guess the whole of the industry looks towards Sega for, above all, technical innovation.

In the mid eighties, Sega addressed itself to the problem of Sprite Scaling and Manipulation. They produced games like *OutRun*, *Afterburner*, *Thunderbolt* and *Prayer Golf*—and further development has produced games like *Line of Fire* and now *Real Chace* that would have been thought impossible a few years back.

Not content with domination of this part of the industry, however, Sega are constantly looking forward, trying to move the concept of video games into the 21st Century. In Japan this concept is planned to produce dedicated Simulation Centres, linking up video and motion

bases, the R300 being the logical extension of Sega's long development commitment in that area.

The company are also known to be dabbling in various 'Virtual Reality' technologies.

But it was with a bang before recently, they unveiled the video game parallel by



Real Chace: high speed action riding, and this time the only action is real-time!



Real Chace: high speed action riding, and this time the only action is real-time!

announcing a new Holographic video game system—and what's more, it was a system that was affordable by the average arcade owner! We waited with bated breath, and *Time Traveller* was launched upon the world last week.

The good news is that it's great—a wonderful novel display that projects the figures into open so you feel that you are almost playing with real animated people. The bad news, by its dictionary definition, it's not a real hologram.

The technology used by this system takes a video image from an ordinary monitor (fed by a laser disc in this instance) and uses a parabolic mirror to project this screen onto a platform, so the image appears to 'float' or 'flow'. If this was *Neighbours*, it would look rather odd—but if you use chromakey technology to match out the background of any footage, the effect really is



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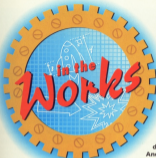
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BLOW • ARMALYTE • THANG
JAMES • HUNTER • DELTA
PAINT ON FILM • MUSIC X VE
SION 2 • INSTALL KEYBOAR
SHORTCUTS





CAUTION: DEVELOPERS AT WORK HARD HATS MUST BE WORN IN THIS SECTION

Yes, you must be careful to wear protective goggles before turning the page and entering this month's In The Works. You never know when you could get hit by a fast-flying piece of exclusive, or caught in a dangerous shower of sharp development information. And make sure you wear only loose clothing, because everything about In The Works this month is so HOT!

As usual we've been sticking our nose where it's not wanted to bring YOU the most exclusive, incisive and interesting information on the most blistering up-and-coming games, including in-depth interviews with the people who matter and close-up analysis of the game actually AS it is being written! Better start unbuttoning that shirt (and your trousers too, if you're of a particularly weak disposition)...

40 WING SPORT TURBO CHALLENGE 2

The hottest racing game of last year is back, with better everything! Fly, and without taking either... Jim Douglas has seen it. And what will you clock the stuff that Wings Field is turning into the summer's most eagerly-awaited sequel. It will blow you away!



42 EYE OF THE STORM

Joan Ripstein, the author of Murder and Blade Warrior tries to land an Elite-style space-age combat/trading/strategy/action adventure in the latest from Creative. We've got all the gear, so just flick these little pages right on up to the number 42...



46 MEGA THINGS

US Gold's latest CapCom collaboration marries the colorful graphics of Rainbow Islands with the unmatchable programming pedogee of top developer's Taitex. David Spilthorn talks to the boss in the hood to find out what's going down, too. Ho.



REFERENCE:
• BILL
• CAR
• ELI
• BAY
• FINAL
• THUNDER
• DELUXE
• SIG X VEB
• KEYBOARD



LOTUS ESPRIT TURBO CHALLENGE II

Last November, Lotus Esprit Turbo Challenge found itself the recipient of a special award. It was a peculiar situation that united so many heavyweight driving sims and co-op conversions, a sports-driven arcade game with a surprisingly basic premise: the cheating or bending-in polygons or speed was stored to use versus by inflex and paying customers alike.

The secret, clearly, was Lotus' porting of the Kick-Offense property, the Last Factor. There was no missing around selecting which two compound is best, no engine overhaul to worry about. No pulling into the pits for an oil change. Just staying on the road and going as fast as possible and winning.

The game held together so well and felt so natural to play, you could be forgiven for thinking that it was a one-off hit. A lot of a software star that just happened to come together in the right way at the right time, whose sequel would almost certainly fall flat.

But Gremlin are confident that they've hit on the magic formula again, and predict an even better-rounded product with Lotus 2.

FALSE START?

The Lotus follow-up was never a certainty. Although the first title was such a hit, both Gremlin and Magnetic Fields were concerned that the sequel might be considered too tightly by Lotus' demands that their cars weren't about being blown up or smashed. A perfectly

Sucking the very marrow from the driving genre, GREMLIN prepare to release another stick-shift sensation. With the barrel of originality thoroughly scraped, what new apples can developers Magnetic Fields promise?

Understandable request from Lotus could be seen to curb the bloodcurdling excitement which any sequel needs. In the early stages, Gremlin were tempted to produce a six-footed semi-truck with all the high-octane smashes and crashes.

In the end, however, it was decided that the Lotus name was vital and new angles should be explored in order to open up the formula.

WHATEVER THE WEATHER

As any driver will tell you, Mother Nature proves to be an opponent every bit as formidable as the cars you're racing against. Each stage of Lotus 2 features a different driving environment and, far from being simply a different graphics setup, each environment poses a bunch of car-control problems for the driver.

On snowy sections, the steering becomes light, almost like driving in a wind-puff, and the driver's vision is hampered by falling snow and rain. Examine the track breakdown for more detail.



"The basic aim of the eight levels," says Stuart Sauters, chief programmer, "is to create a different atmosphere on each stage. The extra effects such as lightning, overcast snow and oil spills on the tarmac walls, smoking wheels, etc. should do the trick."

A criticism of the first game was that hitting a road-pipe object would virtually put you out of the race. "This time, we've improved the playability



See more from Lotus on simply the best racing game in the world. Lotus Turbo Challenge II is available on Amiga, Atari, Commodore, DOS, and Sega Saturn. Lotus Turbo Challenge II is available on Amiga, Atari, Commodore, DOS, and Sega Saturn.



is that when you hit a sign or another car, you're not left stuck at the side of the track. Instead, you're thrown back onto the road and you play as soon as possible. This way we've been able to be quite tight on the times for each test, making for a more exciting race."

The speed of the game matches the first,

although is unlikely to beat it. "We're looking at twenty-five frames per second on average".

YES, MASTER

The two-player option worked so well in the first game, the team had their work cut out for them when trying to produce an improvement.

Setting multiple screens isn't necessarily the most exciting thing in Lotus 2, since you're guaranteed to crash into the first obstacle.



Players can now link up two machines, Amiga and ST. By selecting a slave machine, and a master, three players can race against each other, one playing with a full screen, and the others in two-player mode on the other machine.

THE GARS

Both the Lotus Esprit and the Gari are raced during the game, on alternate stages. "Experts have to be better at tight-line acceleration," says Shanon, "although the Gari has better handling, so can get through the corners quicker".



When you think you could beat Lotus, the game makes a dangerous challenge out of it, and makes the track more difficult to make an even higher speed than in the handling of the track. Remember, the car is fast from the start, not the end.

PAIR FOR THE COURSE

The eight stages of the game, when added together, comprise a whopping hour's worth of straight drive. The car's speed never falls, each section has a host of new backgrounds and conditions for the player to beat each. Each stage will be preceded by a map, showing progress through the stage and, of course, the opening vehicle.

1. The Forest

Forests, lots of trees, mountains. Large cars for speed to become more. Bubbles in the road provide an extra hazard.

2. The City

Driving down the road, only small starting through the road. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic.

3. Desert

Driving down the road, only small starting through the road. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic.

4. Snow

Driving down the road, only small starting through the road. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic.

5. Fog

The player will have even more difficulty driving with poor visibility in this level, with objects appearing later than usual. Further background by having traffic and other cars, this will probably prove to be the hardest stage.

6. Night

The nighttime version takes place in the city with a wide road and bright light effects. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic. The road is very narrow, with a lot of traffic.

7. Marshland

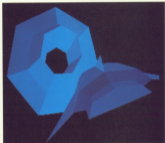
Through water tunnels and over jumps. Oil patches cause big slides. Water alongside the road.

8. The Storm

Water, rain and more rain. Windy background. Lightning, heavy hills. Bubbles also cause the player. Any of the eight stages can be accessed by entering the appropriate password.



Ever wanted to play a game like *EMT*, but where you could do whatever you liked? *Empire* and Jason Kingsley have got the solution - and we've got the details.



That Jason Kingsley is, by all accounts, a bit of a genius. He was responsible for the innovative arcade adventure *Blade Runner* for Image Works (which is only now, after several delays, seeing the light of day) and put together the rather rilly whodunnit *Murder for Dummies*. Now he's back with a vengeance once more, this time with a game that's a little bit like *EMT* - except it isn't.

Eye Of The Storm's scenario is as complex and elaborate as the game itself promises to be. The whole thing revolves around the planet Jupiter (the largest planet in the solar system and known as a gas giant due to its particularly volatile and stormy composition).

Well, you know that big red spot that Jupiter's got? Right, well that's called the Eye of the Storm, you see? The idea is that in the future life has been found inside the red planet's eye, and under interplanetary law the area is designated a favorite off zone for scavengers, mercenaries and whoever else is interested in exploring the region. You play one such merc, a research scientist who has come to the eye in his spacejunk with an eye to making a fast buck, and, as an overall goal, achieving control of the eye.

"The idea for *Eye of the Storm* comes from a whole variety things, sci-fi movies and the like, I particularly like the whole *Star Trek* idea of venturing into space and discovering new things. And I suppose it's also got something to do with my imagination when it comes to strange creatures and monsters.

So far as the game itself is concerned, I wanted to create something that I could play, and would be able to come back to six months later.

"The idea was to make something that was different every time you played it, and that's why I wanted to steer right away from games like *EMT* which have a very linear game design. *Eye of the Storm* is more like a web of different ideas and elements which are all interlinked together,

EYE OF THE STORM

so you can play the game any way you like, there is combat, but you don't have to fight. There is trading, but you don't have to trade. I think games like *EMT* can get very boring and repetitive - buy something here, have a dogfight, sell it somewhere else - and that's just the sort of thing we've tried to avoid."

Isn't designing a game with a more surreal structure a more tedious affair than the familiar method? "Well, yes and no," says Kingsley surprisingly. "It's actually easier in some ways because it requires less work to make it

different. No, let me put that another way. Because it's networked, you don't have to consciously be stuff together because the player can just go wherever he wants."

The game itself is played, on the surface at least, in the traditional *EMT* style, from the cockpit of your craft as you fly around Jupiter's gaseous atmosphere, fighting with other mercenaries there after the same goals as you see, ransacking missions and, as an interesting touch, exploring and surveying as much of the area as possible, seeking out new life forms for each



Jeffrey and Jeff track down the elusive 'Eyes of the Storm' logo in the game's atmospheric seas.

them. To survive such double-crossing, tactics, players must be on their toes at all times.

Taking a variety of ships, they come in the form of Hunter's, high-speed fighters that for the most part swim around the eye looking for something to shoot at. Four hunters in particular, however, aren't to be taken so lightly. They're professionals, out in the pursuit of pretty much the same goals as you, but mercilessly ruthless in the way they achieve them.

Because they're so nasty, there's a large cash bounty to be had for killing one, although the more sensible player will want to earn more over a long period by picking up small bonuses for individual sightings. "One feature that I'm quite pleased with," says Jason, "is that you are able to see exactly what any of the four main hunters is doing using special remote cameras. You can select and view that basically shows you what the selected hunter is seeing from his craft."

It's useful for keeping tabs on them, particularly if you want to stay out of their way, and if you do get into a fight with one and he goes out of your sight, you can use the view to see what he's up to."

If all this sounds a bit hectic and bloody, players can choose a more zenlike way of earning a few bob, as Jason explains. "Because the eye of Jupiter is an uncharted area, there is

TRACE PRICE BUY TODAY!

Imagine Jason's insistence that the Eye of the Storm isn't like E.T., there is one aspect about which there can be no dispute - tracking that subtle, it's there, Jason's been to print out that it's a bit of a try for the "Capacitors" and that occurred to E.T. "You can trade with either the hunters or the pirates. There are two ways of trading: you either buy something from one species, then sell it to someone else at a profit, or go looking for stuff to salvage for free, and sell that."

"There are five types of rare minerals in the eye that most of the trading is based around, and you can either trade either directly and freely. The problem is that the more expensive minerals are protected - one fish, for instance, is protected by the Great Eye of Storm, which generates anything it sees the game space. If it finds out you're about to trade with it, it'll come along. The same applies for any of the hunters that may come looking. You can also get mineral of mining, by blowing away minerals, some of which contain diamonds."

all kinds of unprocessed waste good. You can earn money just by seeing new forms of life, because everything you do is recorded. If you find something for the first time, you get a certain amount of money, but if you see something for the second time, or another hunter has seen it before you, you get less because it's already been discovered." The forms of life are many and varied, including sharks, jellyfish and dragonflies, and the type of life you're likely to find changes as you move up and down through the different levels of the eye's gaseous atmosphere.



Because this is an uncharted, air-filled space it can be very dangerous. Different places, though, contain different rewards, and you will need to be carefully aware of your own health.

In order to preserve that "full playable in six months" quality that he's been searching for, he and programmer AJ Perrott of Sledgehammer have been enthusiastic to make the playing area as large as possible. "In geographical terms, it's somewhere between ten thousand and sixteen thousand miles square. In the game, that translates into, let's see... if you had the fastest ship in the game, travelling at top speed, it would take you about six to eight minutes to travel from your base in the centre of the eye to the very edge. In fact it's impossible to travel that far in one go, because you wouldn't have enough fuel. You'd either have to produce special fuel pods along the way, or use one of the special teleport gates."

While Jason has been working on the design of Eye of the Storm for over 18 months now (the players wanted to do a 3D game), he says, coding has only been in progress for the last ten. Currently he and AJ are trying to figure out what objects in the game will be introductions. Once that's done, it's down to a marvellous session of bug-testing which, for the most part, will consist of sitting back and watching the game to make sure everything behaves exactly as it should.

The release date for PC, ST and Amiga versions is set for September - watch out for the full A&E review around that time.

MINI-MAXIMATING

Eye of the Storm employs all sorts of clever cutting-edge technical tricks and techniques, the number of which is discussed elsewhere - the more technical, involving top programming types, to whom security is a "covered" drawing in the next step on from light source shading," Jason explains. "Basically what it does is reveals out the hard edges in polygonal shapes using algorithms. Where you have two polygons meeting along a sharp edge. Instead you either prefer to make a thin gap between them."

It's a very nice technique, and combined with better normal polygons, we've been able to produce some very interesting shapes indeed. We're only using normal shading for the objects visible in the game though - all the objects and objects like spacehips are expected to have sharp edges after all."

Jason, Sledgehammer.

Indeed! The specialists in all areas and the experts in all areas. You can find out more about it if you wish, or take the computer and your own eyes to the test.



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- CRUISE FOR A CORPSE • JIMMY WHITE'S WHIRLWIND SNOOKER • MAUPITI ISLAND • EXILE • SWAP • THUNDERJAWS

**Is Archer Maclean's 3
Snooker Simulation
The Most Realistic Sport
Game Of All Time**

INSIDE THIS PACKED ISSUE:

- **INDY IN ATLANTIS** - Part Two Of Our Exclusive WIP
- **THE ULTIMATE JOYSTICK** - What the stars want to see
- **REVEALING SECRETS** - Of Lucasfilm's Monkey Island
- **TAKE TO THE SKIES** - With Our F-15 II Player's Guide
- **WIN!** - A Mountain Bike From Renegade

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SCREEN TEST



Can EA's *The Sims* provide the fun you've been craving? Read on. And to help, we have the 100 best games for page 91.



Does EA's *The Sims* provide the fun you've been craving? Read on. And to help, we have the 100 best games for page 91.

HIGH FIDELITY

ACE's reviews, you should find, differ from those in other magazines. And frankly we're pleased. It's not an intentionally contrary stance, but we do rather pride ourselves in spotting those niggling little flaws which make games less enjoyable for you. While other titles may well be happy to promise later levels full of excitement, we'll only tell you what we've seen for ourselves. Hopefully, the result is an altogether more coherent, reliable and believable read.



The IFC - Medical Interest Curve - is the most sophisticated reviewing tool around.

The curve is divided into six sections, indicating the player's enthusiasm 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 bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the IFC companion for more details.

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



• Lots of early reviews

• Outstanding graphics

• No obvious bugs or glitches



• Excellent value for money

• No obvious bugs or glitches

• No obvious bugs or glitches

ACE AWARDS

ACE gives awards each year for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality you'll see the appropriate ACE Award that you've earned. Unless it's truly great - in which case it gets the ACE Turkey award. Software Review page 91-92



ACE only awards this one to games of extraordinary quality. A 100% game is a special title, unannounced without fanfare.



Originality counts for a lot these days, and one game that hasn't done it a special mention. This ACE award is reserved specifically for these rare games.



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



Based on the "long-term" appeal of games - not one month later, ACE awards this one to the best use of words in a game.

THE LINE UP

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Just in time to catch the combat-sim-without-the-sim wave before it becomes a cliché, CORE DESIGN proudly present their whirlybird actioner



THUNDER

They're sick of being tight sims, are Core. And they feel that the buying public are the same. So Thunderbolt's mission is to fly straight into the metaphorical, if you will, "oil zone" of gameplay without all that jet-flight nonsense that everyone feels such a drag. And while it's among to assure that there's some hardcore backdash against detail, it's true that the statistic brigade have already been more than admirably catered for. And so, while Microsoft's at it dead end the heavyweight sims, Core are endeavouring to pull that lucrative pool of arcade fans into the game more gently. Well, that's the plan.

And it appears to have worked extremely well. There is, of course, a great difference between depth and unnecessary complexity. Stripped of virtually all irritating obstacles Thunderbolt comes action-packed into it all areas. For a start, everything is controlled through the mouse. Everything from weapons selection through helicopter control to target tracking. Only when flicking through the external-camera views of the action need the player's fingers ever encounter the keyboard.

Far from being a nightmare memorisation of clicks and non-clicks, the system holds up extremely well, making it tricky for all but the most detail-poor to perform all those furious flying into the ground stunts when they were simply trying to select their next target.

The game is broken down into a series of campaigns, each featuring the hybrid chopper



Mouse and mouse left and right buttons do most commands. Buttons under the name of buttons, but looking right is all you need to make it a completely dead zone.

that the precision and computer-aided conditions of the flight sim genre allow for some dead-end flying. Without a complex control scheme to get in the way, instead with being button, Thunderbolt is a joy to fly.

With external views of the helicopter you can't be working out exactly where you're going and, especially when doing so, remembering to look over. It's also to say for the player's attention that you're going around with the visible camera, the player can't be sure that you've got a good idea of how well you're doing.



Approximate data derived from Eurostat's computerisation of the European Union's data on the number of units sold in the year 1990. The data is based on the number of units sold in the year 1990. The data is based on the number of units sold in the year 1990. The data is based on the number of units sold in the year 1990.

900

A B C D E

RELEASE DETAILS

AA&A	C&D	OUT NOW
AA&B	C&D	OUT NOW
AA&C	C&D	OUT NOW

Essentially, the player is continually presented with a list of targets to destroy, receive information on the defenses in the area and the benefits of a successful mission. Depending on whether you're feeling like a top-of-the-line killing machine or simply want to get the job over and done with, you can elect to try and clear the entire combat zone or hit only your specified targets before escaping. The rule of thumb is that by working a job faster on each mission, destroying as many ground troops and defenses as possible, your forces will be in for an easier time on the next mission.

Even in the most frenzied, fire-fights, the handling of the helicopter works smoothly. Some



Players visualize targets with color-coded names, and intelligence lists help. You also track weather and the status of your own and enemy forces in an additional display.

Images that present information reduce the player's cognitive and motor response time when faced with a challenge.

serious thought has gone into the control method, making it probably one of the most fluid and most feasible user interfaces around. Here the "You're in Control" panel:

That the game packs more combat into five minutes than many manage to muster up in half an hour while still maintaining a degree of realism and purpose can only be a testament to Core's design ability.

The sensalization of the game works terrifically well, providing short, punchy game sequences, and never flying through dead air space to keep in an absolute minimum-flashing completed your main objective, turning tail and heading for home will trigger an automatic back-to-base situation! Thunderhead plays like a set of good short stories. Not so much a Tom Clancy, more an Action Man novel.

Presentation and ergonomics are excellent throughout, and all the words about thought being put into how the game is played, coming from the user back, putting the fun back into flight games which sounded so hollow all before a couple of months ago have been proved to be justified.

By Jim Douglas



Although the introduction sequence tells the player the right way to view the helicopter interface, the player's first experience is essential. That player's moment-the-right way for this job. A more thorough explanation of the user interface into the reader's background methodology, it would be a waste of a valuable learning opportunity. It was not your time.



Controlling targets with sophisticated weapons can be more challenging when in a changing environment. The player's view of the helicopter is essential to the player's success in the game.

DARKMAN



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE

ocean

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White might head whether you want to improve your game or just get in a bit of practice. The first shot after is for you. Then, you can set up a shot yourself, pressing the buttons. That's all you can do. You can't even see what you've done. There are no on-screen replays or anything like that.

White's game does break with one rule: the cue. Instead of being a thin rod, it's a thick, cylindrical object. The cue ball is also a cylinder, not a sphere. There is no friction, though, so you can move the cue ball with a flick of the stick. You can't see what you've done.



JIMMY WHITE'S WHIRLWIND

Snooker loopy nuts are we... and it's all thanks to VIRGIN and Archer Maclean.

At it's hardly surprising, given the quality of the latest game from veteran snig snigger Archer Maclean. From the vibrant success of the brilliant *Dropzone*, *International Karate* and its even handier sequel (*K+*) to the hushed atmosphere of the matchroom and the famous green baize! Hardly a predictable move, but the end result is, nevertheless, a winner - and better's most remarkable game to date.

Our games have of course been around so long as people have been able to program - plot a few coloured shapes, bang in a few angle-of-deflection algorithms, and away you go. Even the idea of taking the game into the third dimension is nothing new, thanks to Nick Polling's *3D Pool* of two years ago. One vital feature that's been missing from all these past efforts, however, is any element of realism. No game has ever revealed what it's really like to play Snooker, until now.

Jimmy White's *Whirlwind Snooker* uses an approach similar to the aforementioned *3D Pool* - the idea is that you view the game on screen from the same angle that you would view the real thing, so shots are really lined up from behind the cue ball rather than floating over a plan-view table like you're having some kind of out-of-the-body experience. The table can be rotated through various axes and viewed from adjustable proximity, so you can see what's going on from virtually every angle conceivable - the condensed equivalent of walking around the table and leaning in to get a better idea of angles and distances before playing a shot.

More than anything, the trick with Snooker games has always been simulating ball movement accurately, so that the game plays as it should, without balls careening off at impossible tilt angles or suddenly vanishing out of momentum for no apparent reason. In *WHWS* everything is spot on, and those who play the real thing regularly will be most impressed, as they see that they make the same mistakes on screen as they do on a real table. As in the real game, one-four players are likely to get mighty miffed until they learn how thick or thin a ball is in order for it to go at the right angle, but once you've picked up the knack there's nothing quite as satisfying (and hence so break-building,



Whirlwind is a special computerised engineering feat in a number of all-rounds and other innovations for those planning on third screen - those who wish to play in 3D, though. In this screenshot from the first view, you can see the cue ball and the cue stick. The cue stick is a cylinder, not a sphere, and the cue ball is a cylinder, not a sphere. The cue stick is a cylinder, not a sphere, and the cue ball is a cylinder, not a sphere.

High Speed: There used to be no such thing as a short distance (or an awkward angle) between you and your target for *Archie*. You could a *Missile* shot. But now snooker (sniff), this is where the fun is: instead of merely just the computer's shot and you can angle to take it, the game of snook is a game to recreate accurately, or the higher you "hit the table," the more realistic it is. However, this game is ready for you.

Snook (sniff): When a snooker player, "snook" (sniff) can be performed operations: most the action around the table. The cue ball (white ball) is used to hit the other balls and to control the direction of the balls. The cue ball is used to hit the other balls and to control the direction of the balls. The cue ball is used to hit the other balls and to control the direction of the balls.



Archie: This is the first of a series of computer games that are based on the real world. The computer game is based on the real world. The computer game is based on the real world. The computer game is based on the real world. The computer game is based on the real world.



SNOOKER



Archie: The snooker game is available, giving a snooker player a snooker game. The snooker game is available, giving a snooker player a snooker game. The snooker game is available, giving a snooker player a snooker game.

Archie: The snooker game is available, giving a snooker player a snooker game. The snooker game is available, giving a snooker player a snooker game. The snooker game is available, giving a snooker player a snooker game.



While a two-player game is obviously the most fun, a variety of computer opponents are provided for solo people to play. They are Tom (sniff), Dick (sniff), Harry (sniff) and Jimmy (sniff), the champions. As you progress, you can refine your game, incorporating more sophisticated tactics like positional play (you're lost at various levels without it). Games, stars, scores and every type of shot imaginable are all possible, and vital for such dirty tricks as snookering your opponent.

The end result of such a comprehensive and realistic approach to recreating snooker is without doubt the most authentic and playable sports simulation ever seen on a home computer. It looks like snooker, plays like snooker and it's virtually impossible to find something you can do on a real table that you can't do here (short of leaning the table). The only omission would seem to be the absence of real shots - no matter how awkward a shot is positioned, it's always reachable with a standard cue. That minor niggle aside, Jimmy White's *Virtual Snooker* is the ultimate sports simulation to date - and unless some bright spark devises a way to beam a holographic image of a snooker table from the ST into your front room, it's going to stay that way for quite some time.

By Gary White

PTC

930

ACARI ST

RELEASE DETAILS

ARCADE	COIN OPS	SEPTEMBER
ATARI ST	COIN OPS	SEPTEMBER
IBM PC	COIN OPS	NEXT YEAR

CENTURION

DEFENDER OF ROME

**Friends! Romans!
Megadrive owners!
Lend ELECTRONIC ARTS
your ears...**

Looking back through the annals of world history, it's not difficult to find that, in their hey day, the Romans really knew how to put themselves about a bit. In their time the best boys in leather skirts showed in more than a few heads and stamped their authority throughout Europe. Electronic Arts' simulation of those great and gory days first appeared on the PC late last year, with an Amiga version following shortly after - now Megadrive owners, so far stuck with a diet of shoot 'em-ups and platform games, are in on the act.

Centurion is over-politely similar in its basic approach to strategy to that cruddy Commodore classic *Defender of the Crown* - which, upon further investigation, is hardly surprising as the author of both games is one and the same, Kelly-Bach.

You're cast as an aspiring young Centurion, with a duty to defend his homeland and at the



The first Roman Army from off against an enemy leader. You can command a legionary, make the legionary look about over, there will all be the same leader.

same time spread the Roman empire as far afield as possible by capturing foreign provinces. Things kick off in Rome (you know, that place of roads lead to), with a single legion of soldiers under your command and a city full of already disgruntled citizens to deal with.

The fact is, getting your gloves mitts on other provinces isn't easy. The people that live around Italy may not be as technologically advanced as you, but they don't take kindly to the Romans marching into their territory and assuming control. To win a province over, you've either got



Warfare begins in a grand way to win a last base, capturing your province will be gone across the front line that it's your the the follow your legionaries to your own a better status, but don't be too sure of yourself.

to subsume them into a friendly alliance or, if they're not going to listen to reason or you just feel belligerent, take them on the battlefield and seize the region of power.

Friendly alliances are relatively easy to organize - providing the other party is willing to listen. Problem is, most of the time they're not - so violence is often the only alternative. When the two armies face off, a variety of classic Roman battle strategies are available to you and making the right choice, based on the size and characteristics of the opposing forces, is vital.



Remember those alien days, when you're looking for a new home? Well, when the alien forces find out it's alien home.



All kinds of alien creatures, alien and alien's weapons from a better enemy, which could be used to help you collecting the alien items. If it's enough for you, there's a reward for getting the alien with the best weapons. Remember the alien from the alien enemy, so let's do it.

ALIEN STORM

This time it's really really personal - courtesy of those slimy xenomorphs at SEGA

Alien Storm isn't just running the Earth - not the nice sort of alien either, not like the ones with the speedy arms at the end of *Close Encounters*. No, these ones are really hostile, with big, slavering mouths full of razor-sharp teeth, leathery scales and big claws. And they're not here to be our mates either. Instead they're spending their time rounding up innocent humans, eating their brains and generally taking over the planet.

Between them and planetary domination stand three awesome shadowy figures. The ultimate warriors. The Earth's last line of defence. Or something.

Their names are Gordon (super-butch male), Kalia (hard-boiled female) and Scouter (C-130) (lookable with an electric bullet). Together they must complete eight

missions, making the alien fill back to the galaxy before they crashed out of. And a good thing too!

Alien Storm, converted from the Sega classic, is a one or two-player binking in soft-waistline that's been described as *Golden Age* with guns and extra bits. The hardest stuff, along from left to right and as they go are accompanied by a number of alien hordes. Combat is simple enough - just hammer away at the fire button to deal out whatever death you're equipped with and the alien shrivels up and dies. The trick is doing it without letting said aliens get close enough to use their own particular special talents against you. Each type of alien has its preferred method of attack, ranging from mindless bashing to zapping on-top of you and sucking your face.

When you've battled through to the end of a



Here's the main map of things to follow on the main strategy table glass. There have provided territories for friends, and also on the map of other areas available.



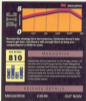
If you emerge from the melee victorious, the province is yours to command - but you'll have to work hard to keep it that way, fighting more battles to quell resistance forces and organizing games to keep the population happy. You'll be well advised not to squander them too fast for fear, or you'll find yourself with a rebel springing right on your doorstep.

As the game progresses, so does your rank and level of power. More men come under your command and you have access to ships to patrol your empire still further. You may even

get a shot at reducing Cleopatra and becoming Emperor of Rome. Not stuff.

Strategy fans looking for something challenging (but not too Total-Heavily will lap this up - it's an especially attractive proposition for Megastore gamers, who until now have only been using their brains to send electrical impulses to their zapped fingers. All said and done, it's a nice introduction to strategy, and hopefully not the last game of the type we see in the Glass.

■ Gary White



shoot, combat or whatever there's some human racing to be done. Even a rather interesting and very fast paced linear Western-style action played in first-person perspective as you watch everything in sight through your weapon's firing crosshair. In addition to the item scanning and auto-aiming of you, there are life-saving mechanics to blast a road flare in the game of ping pong that often results in two-player mode on you and your partner's it out for the business - the price goes to the last person to shoot the icon as it

falls down the screen and you can also blow the ball out of the background, just for a laugh. What seems strange, however, is that the human avatars that run across the screen to safety can't be shot. It might have been better to leave them vulnerable, as in Operation Thunderbolt, so the player must be careful where he shoots.

Anyway, once that's all over with, there's another short sub-section where the player's out at high speed across the landscape, shooting everything in their way, and then it's back to the familiar action on the next, longer mission. And that's about your lot. The ubiquitous mid-air and no-fly zones are out in force, and the designers have done their best to make them as bizarre and so generous as possible - although since the game has such a jump an about it (innocent doubts and all drama come alive so instant snail and attack you, it's difficult to take any of it seriously.

Perhaps that's why it's much more fun in two-player mode, because you can have a laugh with your partner while you blow away all and sundry, particularly in the gunfight section.

What disappoints most is that the terrain's weapons really aren't that good and, while some of the action sequences and smart bombs are quite impressive, the game themselves are a bit pathetic and don't have the kind of awesome landing power that would have given this game some real fun. Marks for effort - and fans of the co-op and Golden Age will be happy enough - but at the end of the day, it's aimed, this one misses its target.

■ Gary White



The show features more and more action than you expect, more than most games in this category right now and gives the player a good time.



In addition to the first quarter, there are two more quarters and two more. This game also shows that the best of the best and the best of the best.

Maupiti Island

Is LANKHOR's gallic whodunnit worth further investigation? Hercule ACE finds out...

As you can't beat a good whodunnit. Come this weekend, what could be better than grabbing a few tinnies and cracking open a box of the box with Lieutenant Colombo ("There's just one thing I don't understand: Inspector Morris ('Ohat up, Lankhor') or, the old stalwart, Chief Inspector Rankord ('I'm not a criminal of past-tense'). As far as games are concerned, however, the detective genre has never really become much more than just a quiet bedeviler, with only the occasional offering (see page 16) for some reason, from across the channel cropping up from time to time.

Things are looking up, however, with Delphine's Choice For A Corpse taking out to delight the genre when it surfaces later this summer, and in the meantime we've got another continental effort to keep budding gamers on their toes. Maupiti Island is set on an isolated tropical Caribbean paradise where you, vacationing detective Jerome Lange, have been stranded by a malignant cyclone. During your stay on the island a young girl, Marie, is kidnapped and you agree to lead an investigation to find her. Pretty shiny stuff of course, but no worse than your average '91 tin setup.

In typical French style, all your detection work is done in what is supposedly the most convenient way possible, so no matter how complex the plot gets, all you ever have to do is make a couple of mouse clicks to do whatever you want. Everything is menu and graphic-controlled - you're presented with a first-person view of your surroundings, with the menus comprising the various actions (talk, ask, peek, etc.) at the top of the screen. You pick up clues by looking for interesting objects (most locations have them, you just have to look very carefully), and questioning the right people. Nobody on Maupiti wants to talk much, but what they do say, when collected, can often create new leads and suspicion. You can follow suspects around the island, listen in on conversations and even lead people up to get answers out of them.

Despite the fact that Maupiti is no small game (it's typical French style, all your detection work is done in what is supposedly the most convenient way possible, so no matter how complex the plot gets, all you ever have to do is make a couple of mouse clicks to do whatever you want. Everything is menu and graphic-controlled - you're presented with a first-person view of your surroundings, with the menus comprising the various actions (talk, ask, peek, etc.) at the top of the screen. You pick up clues by looking for interesting objects (most locations have them, you just have to look very carefully), and questioning the right people. Nobody on Maupiti wants to talk much, but what they do say, when collected, can often create new leads and suspicion. You can follow suspects around the island, listen in on conversations and even lead people up to get answers out of them.



Maupiti is controlled via well-placed menus, so you can do just about anything you want without being bored. About. Before you know it, you're back to the solution for some other crime.

There are plenty of characters and locations, but somehow gives the impression of being very limited, and somehow claustrophobic. While Maupiti is made of the complex plot, the majority of players are likely to get fed up before they get far enough for a discovery to sour them on, and only the most determined are going to persist. There's plenty of potential in the whodunnit genre as old classics like Murder On The Mississippi and Nine Claws have shown over the years. The, however, don't go anywhere near reaching it if you're really looking for a fancy game. Something tells me you'd do much better to wait for Choice For A Corpse. Beats that, indeed.

Buy \$19.95

You're ALONE

Great

A suffocating muggin'

Up on the boat, where you need to be!

Follow the plot, where you need to be!

Where you're going you will about you'll be the same.

The beautiful location of Maupiti is the best!

Where the party should be in a great place for investigating an event.

Surprisingly interesting and fun!

504

Delphine's Choice

RELEASE DETAILS

AMIGA	\$29.95	CD-ROM
ATARI ST	\$29.95	CD-ROM

R•T•Y•P•E

III



Available in September
on ST & Amiga formats.

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

Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Byde 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....

ACTIVISION

Hey, man. Hit the white room, Palaceports are back in style. Core Design's *Slide* and EA's *Cyberflight* are both being revved up for release soon, and rumors abound concerning the signing of the official rollerball license. While we wait for them to turn up however, we at least have *Sliders* to keep us going - although if this is an accurate representation of how the future is going to turn out, we might as well turn it in now.

Sliders is played over a series of 12-level scrolling isometric, transparent playfields. Each player takes control of a free-floating sphere that slides around the landscape after a little push, which also slides around the sphere. The idea is to score goals by getting the puck to pass over the opponent's score zone, which also acts as the starting point for each player. Now, each sphere comes equipped with a little compass that always points in the direction of the puck to help you find it, and once it's found you can use magnetic poles to attract the puck and fix it onto your sphere. When locked you can then fly the puck in any direction you choose, basically sending it sliding over the score zone.

Extra gameplay elements are provided by landscape features that crop up as you make your

way through the playfields - there are magnetic zones which force you in various directions, steep hills, narrow cutaways and a variety of different surfaces that slow you down, speed you up and send you bouncing around. And that's about your lot, really. Thankfully, the game's front end is very user-friendly, allowing you to change just about every game parameter (speed of the spheres, inertia, friction, shot power et al - a vital addition, as the game is frustrating to the point of wanting to put your foot through the monitor screen with the default settings).

The crying shame about *Sliders* is that, because it's basically a good idea, it has tremendous class potential to be playable - and that makes it all the more frustrating. There's nothing more annoying than playing a game that's obviously excellent but has been rendered by sloppy execution. There are brief moments, particularly in the split-screen two-player mode, when the game really is fun, but the whole thing is lost because of a few frustrating elements. For a start it's incredibly difficult to score a goal, because half the time you have to guess where the goal is, and when it's on screen it's even more difficult to actually get the puck to touch

the score zone. The only way to make scoring easier is to turn the Three-Phase light down so you can get closer, then just transfer it over, but the slider down the rest of the game (because you'll see can't show the puck at a measurable distance across the field. Surely a more versatile alternative would have been to rotate the shot power to how long the fire button is depressed?)

Another irritating flaw is the over use of landscape features, particularly the slow-down hills and magnetic areas. All this does is interfere with the game itself, and thus they detract from the overall effect rather than adding to it. Remember *g/g/l*, sometimes less is more. At the end of the day it's a fancy old game, and *Sliders* is a game that could have been excellent but instead isn't. And that's the biggest shame of all, really.

By Gary White

Is PALACE's latest slippery when wet or just wet?

SLIDERS



The problem with *Sliders* is that even when it's when it's right next to the goal, predicting where the ball will go is very hard for you and your ally. Although there's plenty of scope for sliding around with the puck, when you ball actually it isn't too challenging for that being.

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JIMMY WHITE'S WHIRLWIND SNOOKER



Is Archer Maclean's 3D Snooker Simulation The Most Realistic Sports Game Of All Time?



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- INDY IN ATLANTIS - Part Two Of Our Exclusive WIP
- THE ULTIMATE JOYSTICK - What the stars want to see
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BEAST BUSTERS

Crunch cabinets with guns mounted on them aren't a new concept. They go back to the ten of the last century, when out-arcade-going operators placed their money into 'blasting' arcade cabinets and blasted at moving targets with guns that shot ball bearings. Nowadays the guns shoot light and the targets are presented in a video screen, but basically the concept is the same.

It was Taito who really revitalized the gun-on-mechines craze a few years ago, when their last-mounted cabinet *Operation Wolf* took the arcade world by storm. By the time the sequel *Operation Thunderbolt* arrived, every coin-op manufacturer in existence had leaped onto the bandwagon, and now arcades are packed with machines sporting one, two and even three 'blast test' guns!

One such game is *Beast Busters*, more memorable than most because instead of blasting military targets, the players must destroy an army of increasingly horrific zombies, who are always 'lurk around a shopping center in true Dip of the Dead fashion. All manner of horrors are in there, from zombie dogs to shrieking zombie dinosaurs, and there are big zombie pumbers lurking at the end of every zombie level. So it's blast, blast and damn and blast to keep your money from being sucked up by the zombie boss.

Atkinson's fringe conversion certainly manages to capture the look and action of the original machine. It's got virtually all of the levels and the infamous landscape action, but I found it a little out.

The main problem is that when it comes down to playing with a mouse is awkward. In the main, having a blast-plasty lip chattering away by your cheek as you blow the zombies out

(Right) Taking a brief from some critics, the title "Beast Busters" looks like one of those titles are waiting for what is effective business-to-consumer media.

(Below) "We've got a character program that's... (Right) "We've got a character program that's... (Right) "We've got a character program that's..."



of the buddies is quite fun. Biting your mouse around the table, pointing the rather plucky right at targets and pummeling the mouse button just doesn't feel the same.

Making things worse is that there's no hints on the carton, so you have to be very accurate with your mouse movement, stopping and starting as you wish it around the screen, rather than moving smoothly. To be honest, you'd be doing virtually the same thing if you challenged yourself to knock out a page on a DTP package in five minutes.

The case that there's an army of people out

there that love games like *Operation Thunderbolt* and *Line of Fire*, and are waiting for this with bated breath, if you are one such fool, you'll be pleased to hear that the graphics are very close to the arcade original, the sound is quite a laugh - especially the ultra-camp zombie death whimper - and the action is fast and furious enough to maintain a reasonable challenge.

But to me it's fundamentally all too similar to the other games in this genre, except that there are different things to blast. Call me a por-fused handback if you will, but I've had my fill of cartoonish Monsters, and this simply doesn't offer enough variety or new ideas to get my gaming glands oozing.

John Rignall

PC

More than 700 million copies of software were sold in the U.S. last year, an extraordinary feat for a relatively small market. And there's no doubt that computer sales will continue to rise.

702 **AMTA**

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RELEASE DATES

AMERICA	JUN 86	OUT NOW
ASIAN ET	JUN 86	OUT NOW



The third screenshot shows a character in a blue environment. The text is partially obscured but appears to be a continuation of the article.

The third screenshot shows a character in a blue environment. The text is partially obscured but appears to be a continuation of the article.

What's this? A game from Ocean that's NOT a racing or fire-fighter? Surely Wild Wheels is not Heaven (that's an original game! Well, yes, it is, and the good news is that it isn't full bad.

Wild Wheels can best be described as 3D Hot Off with cars. Two teams of five high-speed high-announced machines compete for the right to shoot a giant steel ball around an arena. Points are awarded for scoring goals (scoring) and keeping the ball in the opponent's half of the arena. From time to time bonuses and power-ups mysteriously appear on the arena floor and can be collected by simply driving over them.

TWENTY THOUSAND LEAGUES?

The series is made your way up from the bottom rung Alpha League through Beta, Gamma, Delta and so on to become League Champions. It's brutally tough, lose one match and you're out. Fortunately there's a Jinx! option so frustration at not being able to get beyond a particularly tough set of matches is kept to a minimum.

The in-game action is viewed from a camera floating just above the car, looking towards the opponent's end, and mixes solid 3D polygons for the pitch and shimmering/pulsating textures for the competing cars. This is all well and good and it looks very pretty, but it can be hard working out where the ball's gone.

Arrows indicating the ball's position help, but you'll still discover that during play you spend more time looking at the overhead camera than watching the 3D action. Winning often seems more down to luck than any skill on the player's part.

ADDED INTEREST

Programmers' Red Hat have obviously realized that the basic premise, while entertaining enough, lacks depth, so they've introduced several features to try and help sustain player interest. These are three difficulty levels and two control methods: Arcade and Professional.

In Arcade mode the car moves in the direction the player pushes the joystick, while in



The arena viewed from a position supporting an opponent's view shows the danger to the goal results you get when you score.



The view from the opponent's end of the pitch shows the danger to the goal results you get when you score. In the view, both 3D textures and the camera floating at above level will be visible.



Even this screen captures several goals from a winning team. In the view, both 3D textures and the camera floating at above level will be visible.

WILD WHEELS

Go for a spin with OCEAN's car-based future sport



Even this screen captures several goals from a winning team. In the view, both 3D textures and the camera floating at above level will be visible.



Even this screen captures several goals from a winning team. In the view, both 3D textures and the camera floating at above level will be visible.

Professional mode the player pushes up/down to accelerate/decelerate and left and right to rotate the car. The idea is that beginners start in Arcade mode and 'graduate' to Professional, but I found Professional the better control method right from the start.

When a game the points scored are converted into cash which can be used to equip the team with a new car. Although the cheaper models only vary in minor ways such as how well their tyres grip or how quickly they accelerate, some of the more expensive models are fitted with unique add-ons like giant metal jaws or nitroside tubes. The higher-powered vehicles require special licenses or insurance that cut before you're allowed to buy them, which can only be earned by taking over the bonus files mentioned earlier.

Thus, player interest is sustained by both the urge to find out what the various unique features of the more expensive vehicles do and by the need to 'earn' certain items before these cars can be used. And while these help, they still don't compensate for the lack of real skill or strategy needed to succeed.

TEAM SPIRIT

You can build your team from any combination of these five car types:

STRIDER - This is the car you need! The quality of its playing is up to you!

KILLER - Actually works out the opponent's tactics and tries to use it to advantage.

BLOCKER - Likes to protect your car by getting itself between the Strider and the opponent's Strider.

FETCHER - Attempts to herd the ball towards the Strider.

GUARD - Protects the goal mouth and tries to block any shots.



Even this screen captures several goals from a winning team. In the view, both 3D textures and the camera floating at above level will be visible.

AMISA

738

RELEASE DETAILS

AMISA	075.99	087.99
At the CD	075.99	087.99

ELF

OCEAN takes us on a magical mystery tour

To only fail to say that, while Ocean chooses to distribute original software only very rarely, since Eidos, the fruits of its endeavours are usually very fully realised. From the 'Good Old Days' of Head-On-Hero and Match Day to the more recent F20 Defender and Battle Command, Ocean's original products have often proved themselves to be considerably more appealing than many of the firm's licensed wares. Here to continue this trend, Ocean is promising a higher proportion of original games in its future line-ups - and if they're all of the same high-quality of E3, that can't be a bad thing.

The game casts you as a brave little Elf called Cornelius, whose girlfriend Eliza has been abducted by Necrolord, the Mad Very Nice. Setting her back involves ridding your way through eight levels of Tolkien-esque fantasy world, starting out in the forest near Cornelius' hometown and ending in the castle of Necrolord himself, where Eliza is slowly being lowered into a vat of boiling liquid. Good Bye!

What of the transition to its six levels of multi-directional scrolling platform action with some lefty shoot-'em-up overtones. It's a little like Rick Dangerous meets Ghosts in Godkin meets Lord Of The Rings. There's an unremarkably strong Dungeons & Dragons feel to the whole adventure, spiced with a small amount of fantasy. The result, as you back, slay and leap your way through the densely inhabited landscapes, works well, with the pungent atmosphere doing a lot to add to the overall effect.

Each of the six levels is like a giant maze. Necrolord will surely stain their pants over Necrolord comprising all manner of platforms, ladders and dangerous enemy-scaping devices. To protect himself against the latter, Cornelius has some primitive magic power



Watch the shop. The display of the best-looking items (many of which have uses in your progression). The specific features, from shop you can select an equipment (you can see an alternative)

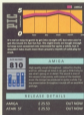
allowing him to fire initial waves of energy, and a variety of special powers are available from the local shopkeeper, should you be lucky enough to find it. Here, magic spells can be purchased in exchange for herbs and animals that Cornelius collects along his travels. The most prized and expensive transform Cornelius into a Hero (as indicated by him wearing a flashy pair of shackles) who is impervious to the shots fired by enemies, and a Wolf who can fall any height without taking himself.

At the end of each level there's a guardian that needs slaying. Each one, when killed, relinquishes a green crystal that are used to gain access to Necrolord's chamber on the final level. Getting there, however, is by no means easy. Each level presents its own unique problems, and so new strategies and playing styles need to be developed to overcome them. The common thread, however - platform obstinacy and ready-bashing - hangs together well and remains appealing throughout. It may not be everyone's cup of tea, but it's a quality romp, and one that will keep variety-starved platform fans busy into the small hours, no doubt.

By White



Platformers are usually straightforward. This one isn't. It's a mystery adventure, but also an actual adventure. It's a mystery adventure, but also an actual adventure. It's a mystery adventure, but also an actual adventure.



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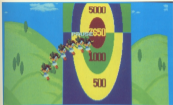
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Along the coast can be used as a fence around the main castle. Making allowing the pigs to swing up to different heights. From here you can see the pigs riding a roller coaster. Look out for your Marvel friends you will see the piggy bank!

MARVEL LAND

Marvels will never cease! NAMCO prove that you can make a silk purse from a sow's ear

Just what is going on? On the one hand you have Sonic the Hedgehog and Alien Storm setting new graphic standards, and on the other you have *Marvel Special* and now *Marvel Land* and another pending spin-off that look more suited to a 10th grade class. Perhaps the Japanese facilities into style graphics cuts and unusual characters? Strange people, the Japanese!

However, whatever your nationality, there's one thing everyone agrees that a game should have to make it special, and that's addictiveness. So let's give credit where it's due and admit it: *Marvel Land* has the magic ingredient in dozens of large buckets.

No big surprise, it's your usual old rubbish and fair helpless families who have been kidnapped by the wicked *Wulf Lord*. The status quo has placed nine of the families in each of the four areas of *Marvel Land*, and it's up to you, the lovable little pig, to break through the normal level's making up each area and rescue them.

The gameyarks look to the Good Of *Marvel Land*, with lots of bottomless gems, daily low, climbing ledges, levitating lifts, moving platforms and - of course - wandering enemies. However, as a concession to those gill-breathed fans, the pigs can hop the ledges like a new trick by jumping on their backs.

Items and power-ups can be discovered by clicking piggy-bank chests. Most attractive is the *Time Powerup*, which causes a bunch of



Look out for the little piggy bank! There's more money than you can shake your head or stomach that you can't.



Use the clock to the right. The monster's entrance through the piggy bank is the only way to the monster's lair.



Use the clock to the right. The monster's entrance through the piggy bank is the only way to the monster's lair.

piggy-bank to swing out behind the main spike as he runs along and jumps about. Tapping the screen then to swing around the main pole in a big circle, clattering anything in range. But every hit causes one of the clones to disappear, so they have to be used wisely.

At the coin's end, the pig must battle one of the *Wulf Lord*'s henchmen. Rather than being a epic slug-fest, the two fans play 'stone/paper/scissors' - but with a twist. If the pig wins then the player has to hit the to strike the buddy before he ducks. If the pig loses then the player has to defend against attack by pulling back on the joystick. Combat continues until the pig or the buddy is crushed into submission.

Perhaps it's a touch of nostalgia for *Marvel Land*'s 'old style' gameplay, but this is by far the best game I've played this month. It's easy to pick up, easy to control and easy to like. There are enough surprises and novelties to keep interest going, and a password system means that you can cut past the boring bits. Hell, I'm even starting to like the graphics...

● **David Shepherd**

Thanks to Electronic Classics (081 889 1412) for the loan of this review copy.

REVENUE

835

REVENUE

RELEASE DATE

AVAILABLE £34.99 **OUT NOW!** (Import)

At last, real shoot-'em-up action hits the Famicom - but just how Super is IREM's souped-up conversion of its own coin-op classic?

SUPER R-TYPE

While the majority of us might feel it difficult to take pity on those who are fortunate enough to own Super Famicoms, there has, even since the machine's appearance, been a gaping void in their gaming lives. They may be well served with platform games (Super Mario World), beat-'em-ups (Final Fight) and racing games (F-Zero), but apart from the technique-driven 3-D tactical shooters, there has been no state-of-the-art take-'em-up shooter as far as shoot-'em-ups are concerned - at least until now. And what better way to bring some real action to Nintendo's 16-bit wonder than with a turbocharged version of the best shoot-'em-up of recent times?

Actually, what you're getting with Super R-Type is R-Type II with knobs on. Quite a lot of knobs in fact, and they're less ones at that. It's nice to see that Irem's designers have gone to the effort

of bolting on a few extra bits and bobs, rather than just going through the motions of jacking over the coin-op, even if not all of the new additions hit their target.

The majority of the game's seven levels are in fact straight out of R-Type II, but there are a couple of original worlds - the first one you play, for example, has you blasting through a densely packed wasteland. In addition, there are a couple of excellent new power-ups - one that fires a wave of high-speed shots, and a rather nasty cluster bomb that acts like missiles, but explodes violently after a few seconds' flight, taking everything caught in the explosion with it. They're great. A new trait has been added to the Super Beam weapon too - if it's held for too long without firing, it overheats and reverts back to the regular beam and has to be powered up again. A nice touch, that.

One of the more impressive new options is a skill-level selector that can be set to Easy, Normal or Hard. The latter two is a real test, as it not only gets very stingy in the way it does out power-ups, but it increases the intelligence of the alien greatly, so they're not only at your current position, but also at where they anticipate you're going to be in a second or two's time. Very nasty. There's also a rather nice intro sequence that shows the R2 fighter being prepared for

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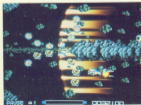
RELEASE DETAILS
SUPER FAMILIAR 15500 - SUPER BOY 15000

combat and blasting off towards the final empire. Completely useless, of course, but very nice all the same.

On the manual front, there are a couple of little nuggets. For some reason (probably the crap art team wanted to prove they know how to use the Famicom's background-scaling technology), the screen fades out and back in again before the confrontation with the end-of-level boss, and the result looks rather cheap and fragmented. Also, when the game gets tough, the action starts flickering and slowing down - not much, but enough to distract slightly from the action. This, however, is a small price to pay for the amazing synth-rock riffs that are on show here, and the game has a tremendous feeling of chunkiness and weight, so that when the Beam weapon blows something up (for example, the visual and aural effect really packs a punch), unlike the rather firm "boom boom-boom" explosions that 16-bit gamers so often have to put up with.

Having then for the first really good shoot-'em-up on the Famicom, it's got everything you could want and more, and comes at a godsend at a time when frustrated Famicom owners seem just about to go over the edge through shoot-'em-up desperation. On for it!

— Gary White



Several backgrounds with a fairly hefty use of scrolling is the only way to work through the stages, even a life and you're still working about 100,000.

Super R-Type is a turbocharged Super R-Type in everything but appearance when it's on. The graphics is only just right, even the sprites (even the alien's are beautiful).

THE GEAR



COLUMNS

Columns, blessed with the exciting challenge of lining up lots of similarly coloured blocks, is now available for the Game Gear. Clearly pitched at Tetris fans, this variant on the theme is either a novel twist teaching the player different prioritising abilities, or glorified 2D Snap – depending on who you listen to.

A narrow strip down the centre of the screen is gradually filled by falling bars. Instead of rotating the bars to make building blocks complete lines, the player must cycle through the order of the blocks, endeavouring to place similar coloured next to each other. A line of three or more

colours – whether diagonal, horizontal or vertical – will disappear, scoring points. Causing previous lines to separate blocks to fall down and form new lines scores extra knock-on points.

For variety's sake a bunch of extra graphics have been included, enabling the player to opt to try to line up similar fruits/ice/prints, etc. The size of the screen, however, and the nature of the graphics means that most of these (especially the dice, which are visually indistinguishable from one another) simply make the game more difficult in the same way that all games are more difficult if you squint or put jam on the screen.



Personally, I have a big problem with Columns. Perhaps it's too much Tetris, or some cerebral deficiency, but I find it impossible to plan ahead when trying to align colours as opposed to stacking. The result is that instead of building shapes, I end up simply trying to dispose of the current block as swiftly as possible, hardly a winning strategy.

Also, I find it slightly impossible to accurately predict the results of knock-on effects, since the colours all tend to fall down and knock out each other in particularly unexpected ways.

It should be clear, however, that many people find Columns particularly satisfying, and there's no doubt that in normal (logically-minded) people the graphics are large and clear enough to make it an ideal Tetris journey's worth of fun, if not much more.

■ *Jim Bagley*

PSYCHIC WORLD

Colonel's been hijacked by some nasty ones there... Her sister Lucia needs your help to save her! Will you out-thrust such a well-known and imaginative tryer? Not me, that's for sure.

So what do we have here then? A side-scrolling arcade adventure with precise title to recommend it, apart perhaps for its novelty-bug title.



The Psychic World is, to be sure, a fairly odd place. It's full of gales and flames and funny beasts. The 'nasty creatures' description is actually very accurate, since they're probably the best appearing collection of bug-eyed environments I've seen in quite some time. Neither scary or interesting, they're quite surprisingly appealing as they bounce around the screen on their little platforms, following their silly attack patterns and sapping your strength.

Dealing with the creatures is simple enough, the majority throwing a single shot before coming out. There are, of course, the obligatory end-of-stage monsters such as the big triffid which sports clearly visible all over the screen and tries to trip you up with its roots. Big deal.

Progress further into the game is rewarded by newlock locations and encounters with more selections of loathly monsters.

Psychic World has about as much character as a shop dummy. It's got all the elements you'd expect to make a decent game but it has absolutely nothing to make it stand out from the (growing) crowd.

Hardly the Best Game Gear title available.

■ *Jim Bagley*

R HUNTER

A veritable plethora of new Game Gear releases this month, three from Virgin and a rather excellent shoot-'em-up from Japan

HALLEY WARS



PIC

780

GAME GEAR

RELEASE DETAILS

£19.99

Halley Wars, currently only available on import in the UK, deserves mention at this early stage simply because it's probably the best shoot-out the Game Gear has to offer. Carefully designed to show off the machine's sprite handling abilities, Halley Wars offers a swift learning-curve of play and plenty of variety.

In the cockpit of the rebel forces' most advanced fighter, the player must fly up the screen, swooshing alien ships and ground installations with his over-expandable arsenal of weapons.

Foes up are mixed from asteroids drifting around the space lanes. Shoot down the asteroids and collect the spacecaps/booster enhancements. Protective force fields and drone pods which fly around behind you can also be earned.

The alien attack waves are simple enough to form recognisable patterns to begin with. A smart piece of design, since losing a ship will result in the loss of your last power-up and when you return to the game, the asteroids at the start of each tricky stage are rich in weapons, so even continuing with no extras in the later stages doesn't become pointless.

Inevitably, the long-term appeal will wear once completed, but Halley Wars still provides enough mindless entertainment for the price.

■ *Jim Douglas*

Thanks to Stephana Connors (081 899 8412) for loan of this review cartridge.

G-LOC

In the big block of Fall Orders, converting G-loc into a hard-hold system sounds extremely tight. Unfortunately, the Game Gear version bears few similarities to the core, losing none of the aesthetic appeal of what was basically a graphic-novelty game.

That being the case, G-LOC is forced to hit on an incredibly sticky-wicket, since even the original could hardly be said to boast anything but the slightest edge.

The player relies on the war-torn future world throughout, peering perspective out of the cockpit of his state-of-the-art jet fighter as enemy jets, tanks and warships attack.

Being selected which area of the map the alien wishes to fight in, he is treated as to his mean (three 16 planes, Destroy 5 tanks, etc.)

and it's off into the blue yonder to do some good.

After getting to grips with the controls (particularly easy, except it's a shame that pulling back on the typical pushes the plane's nose down it won't be long before the rider starts bobbling, warning of enemy forces in the area. If they turn out to be planes, they'll swoop, occasionally behind the player's aircraft and launch a missile attack. Locking on with his own missiles and bullets, the G-loc warrior can return fire, successfully downing enemy planes in satisfying bursts of fame.

Warships and tanks are somewhat less vital bringing, behaving more like sitting ducks than their real-life equivalents. These too can be dispatched using missiles or bullets.

And indeed, all of the combat and the flying is decent enough, and entertaining for a few hours, but let's be honest, it's all been seen so many, many times before. And unfortunately the cockpit for the ground, instead of being super-intellect and skilled, are rubbishy triangle-like planes of tin.

Only G-LOC fanatics need apply.

■ *Jim Douglas*



PIC

680

GAME GEAR

RELEASE DETAILS

£19.99

let's hear it for

A clutch of new titles for Nintendo's miniature marvel reach these shores this month on import. ACE takes a look at six of the best...



Only the Red October (right) is a submarine simulator, and the submarine title that has taken you will weigh all things to the sea. In fact...

Right: Things are heating up (left) the surface, with an enemy submarine prowling towards you. And an enemy submarine below.



THE HUNT FOR RED OCTOBER

When Tom Clancy's naval techno-thriller was topping the bestseller lists, back in the mid-eighties, nobody seemed as enthralled about the computer game potential, strong though it was, took reviews just aren't 'sexy' in the minds of reviewers. As soon as the film appeared, however, it was a different story. Grandlam was quick to change up its original license and turn out a lock-down arcade game to cash in on the movie's record-breaking success, and now it's surfaced on the GameBoy.

As renegade sub-commander Marko Romanov, your mission is clear: the client requests Red October and defeat with it to the West is represented by a series of blood-let-up-style probing levels - it's eminently similar to Grandlam's game, in fact. Steering the sub

through the torturous underwater caverns is tough enough, and things are complicated by the assortment of Russian spy craft including choppers, subs and missile boats that are out to sink you.

Weapons come in the form of straight-line torpedoes and the more sophisticated homing missiles, which must be collected as you progress. A novel touch is the Catalyst Drive feature - if things get too hot, the sub can be put on silent drive for a few moments, rendering it invisible to enemy ships and torpedoes. There's also an interesting two-player feature, where the second player commands the Russian fleet and tries to sink the October.

It's all very simple stuff, and if you enjoyed the book or movie, you're likely to be left with a bad taste in your mouth, as such a basic arcade game simply doesn't do justice to the weighty subject matter - Heaven knows what Clancy himself thinks. Enjoyable stuff all the same, and still cut enough to keep even the most seasoned GameBoy fiends on their toes.

— Guy White

PAC

RED OCTOBER

780

RELEASE DETAILS

GAMEBOY £29.95 OUT NOW! Import

PAC MAN

Oh yow! guts is back! Yes, the Pac Man comeback tour continues - this time on GameBoy. Only last month the system computer was caught taking through the Farland on the Lights, and this month Marica takes you further into the Pac land catalogue with this conversion of the timeless original.

You're probably well aware of the complex - but - plot, but for gaming new-comers or those with the memory span of a goldfish, here it is: guide Pac Man around a maze, eating the dots (forming

PAC

PAC MAN

796

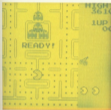
RELEASE DETAILS

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the pathway while avoiding four nasty Ghosts. Pac Man isn't defunct - by eating special Power Pills that reside in the far corners of the maze, our plucky yellow-bellied, light grey-tailed hero can turn the tables on his other partners and munch on them for a big bonus.

The game can be played in one of two ways: either full-screen view, or quarter-screen scrolling view. Both methods have problems: the former's small graphics make it hard to tell between-badly and eatable Ghosts, while the latter's restricted window make it hard to plan route strategies for the more perishes of the two Ghosts.

BOY!



Get ready for the action... after the opening title, the game enters the main menu, where you can begin play, set up the hardware, load the game, or quit.



Ready! The black action screen takes the form of this state at the end of the opening title screen.

Start without delay, play on Atari's screen! Both the screen and the character are black!

cooper's "game over" line to fall slightly. As the game progresses the playing units get lighter and lighter until eventually one player is forced to lose!

While *Matrix* isn't as immediately "kick up" as *Tetris* or as heart-pounding fast paced, it doesn't take that long to get a handle on how the game works, and it's just as engaging and addictive as its Russian forerunners. If you want to get ahead, get *Matrix*.

David Upshaw



CHOPPER II

Don Colin's classic

Chopper first

appeared via Intellivision in

1983, and is still a

fondly remembered

favorite today. Now

there's no need to chat

your dusty old 84 and

the ugly wiring out of the

cupboard in order to

enjoy it—now all you have

to do is pop the cart into

your slot.

Converting such an old

classic to the *Play* is a

pretty tall order of

anything—but the job has

been handled admirably,

with only the inevitable

differences in graphic

scale caused by the

physical size of the



As these games continue to come to *Chopper II*, you can't get it in your Atari cabinet.



screen causing gameplay differences. You're cast as a crack helicopter rescue pilot whose job is to extract survivors from a series of war-torn horizontally-scrolling scenarios—it's a little like *Defender*, really.

While tanks and fixed artillery take potshots at you, you've got to avoid the fire and land in the correct places to pick up the frantic survivors sitting still on the ground and waiting for them to get on board can get pretty hairy at times, then ferry them back to base. A level is completed when the required amount of survivors are associated successfully.

To add action to the proceedings, you're

Probably the most exciting thing about this deal from the past is the two-player link-up option. Players compete head-to-head in a number of rounds, and any *Choppers* taken by one player appear in the other player's maze! It's a smacking twist and injects new life into an old theme.

Overall *Play Matrix* the same derives from "fast", which means "fast" in Japanese has converted well to Nintendo's hardware. All the glowering playing fields you found as a rock-a-dipper still work, and more of *Play Matrix*'s charm has diminished over the years. While coin-play might regret the lack of mazes (there's just the one in effect), most will find this a more than welcome addition to their software library.

David Upshaw



MATRIX

You can't help a good game designer down. *Matrix*

Follows, the designer of *Tetris*, is back! And, in partnership with

Robert Runkle, he's written yet another

using an old-school

Like all great puzzle games, the basic concept

is extremely simple. Pairs of different hats fall



player has to try and stack hats of same type. Stack five hats together and they disappear. The longer you survive, the faster the hats fall. If a stack reaches a line at the top of the screen then the game's over.

Score a *Matrix* by completing two stacks at the same time and the player earns a *breakout*, which can be fired down a line to destroy the top hat. Even better, stacking up three *breakouts* rewards the player with a *hammer*, which crushes all the hats in one line.

Like *Tetris*, two players can play head to head where completing a stack causes the

PIC

900

CHOPPER II

CHOPPER II: A colorful, action-packed platformer featuring a chopper character. The game is known for its fast-paced action and challenging levels. It's a classic example of a platformer that's both fun and difficult.

RELEASE DETAILS

GAMEBOY SNES OUT NOW (Import)

armed with a cannon and a limited number of bombs and boiler minotaur is drop in ground enemies. To make things more difficult, you've also got top-toe careful of steam clouds and flying bats, both of which can down your chopper.

Although Chopper looks and feels considerably more classic than its eight-year-old dad, it's still a classic fun play, with plenty of variety later levels take you out to sea and into underground caverns. Toughness-wise, it sits just on the fine line between addiction and frustration, but like all the best games never crosses over it. They tag teams up for sheer fun value.

■ Guy Whitby

BUBBLE BOBBLE

Bubbly and Bob are back! Unfortunately, this latest incarnation of Tatou's candy two-player classic is nothing to foam at the mouth about—unless it's frustration. Bubble Bobble did the rounds on computer about three years back courtesy of Epyx, and with considerable success on all versions. Here, however, it's a whole different kettle of bananas.

The lack of a two-player option (one of the original's best features) and a disorienting omission here has led to a change in storyline. With Bob sick in bed, his brother Bubb has to venture into the cave of monsters and recover the Moon Water, which will make him feel better.

This involves bubbling your way through 99 monster-infested levels. The basic gameplay remains the same—jump about the platforms, trap the monsters inside the bubbles, then find



the bubbles to turn them into yummy fruit. When they're all gone, you can progress. Special bubbles and bonus items pop up along the way to provide variety.

The biggest problem with *Mickey* that the converters, anxious to keep the cutesy graphics recognizable, have done everything to scale (which means you can't see the whole play area at once any more—you have to scroll around it). This can lead to frequent disorients and Game Over which aren't the player's fault because you can't see where the monsters are. Bad idea. Also, the levels have been completely redesigned to go along with the new display format, and to top it all it doesn't even feel much like the original. Fans of the original may well be pleased the original music has survived intact, but for everyone else, it's a bit of a differ totally.

■ Guy Whitby

PIC

510

BUBBLE BOBBLE

CHOPPER II: A colorful, action-packed platformer featuring a chopper character. The game is known for its fast-paced action and challenging levels. It's a classic example of a platformer that's both fun and difficult.

RELEASE DETAILS

GAMEBOY SNES OUT NOW (Import)



It's only when you're in a corner that you can see the monster in the corner of the screen. All through the game, the player can't see the monster in the corner of the screen.

PIC

745

CHOPPER II

CHOPPER II: A colorful, action-packed platformer featuring a chopper character. The game is known for its fast-paced action and challenging levels. It's a classic example of a platformer that's both fun and difficult.

RELEASE DETAILS

GAMEBOY SNES OUT NOW (Import)

CHOPPER II

If you can't level 'em, join 'em. With Mario having topped Mickey as the most instantly recognizable character in 2D video, Mickey's obviously trying to regain some street cred in his own platform case.

The plot is typical Disney, i.e. non-event and more than a little waf. Mickey has bought a lovely big jolly for his beloved Minnie (the thing is, she's not his), but Big Bad Pete has swooped it. Bad deal. Taking on the role of either Mickey or Minnie, the player has to chase the villain through five levels of action, each split into three stages.

The first two stages are platform-based, with Mickey rising over a horizontally-scrolling landscape, jumping across platforms and avoiding the mouse-bubbling wildlife that "mouse-bubbling" - really in Disney's loosey-loose world ever "bubbly" anything. Mickey can dispatch the almost-instant by pecking up any nearby coins and lobbing it at them. Some special coins also contain various point and health bonuses.

The final stage cranks the game's pace up a notch as Mickey cannons around the screen while driving a variety of high-speed vehicles or leaping from some balloons. The aim here is basically to screen from one end of the level to the other avoiding trouble and grabbing goodies.

It's all very nice, though the graphics are a bit bad compared to the gorgeous colors and backgrounds seen in Duck Tales. It's a bit of a paradox that while the game looks as simple, the difficulty rating is a little high. This is a pity, because otherwise Mickey would be the perfect game for a younger player.

■ David Quigley

PIC

745

CHOPPER II

CHOPPER II: A colorful, action-packed platformer featuring a chopper character. The game is known for its fast-paced action and challenging levels. It's a classic example of a platformer that's both fun and difficult.

RELEASE DETAILS

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TNT

Tricks 'n' Tactics

Super Mario World

After all my hard work, last There was a bit of a problem with last month's guide around Mario World - there were no errors, showing you which of the locations the tips were referring to! (Sooo sorry!) This month we're reprinting all last week's tips (al present and correct) this time along with the rest of the undercover area.

Got a bumper bundle this month! There's the conclusion to the Space Quest IV guide, the Gods quest continues, there's the first trip to Monkey Island, Super Mario World in full, more Prince of Persia hacks and... a secret room found in Megadrive Strider. Curiouser and curiouser...

Mario gets here in order to do this level at the end of the level, but it's the way to the right that you should look out for. You should be a platform floating in the air, the way to end the level is to go to the right and look for the secret room.

A red pipe, this one! The way to the secret room is to go to the right and look for the secret room. The way to the secret room is to go to the right and look for the secret room.

One of the great things in this level is the way to the secret room. You should look for the secret room. The way to the secret room is to go to the right and look for the secret room.

Right at the end of the level, just before the end, there's a secret room. You should look for the secret room. The way to the secret room is to go to the right and look for the secret room.



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One of the great things in this level is the way to the secret room. You should look for the secret room. The way to the secret room is to go to the right and look for the secret room.

IN THE WOODS...

Just past the well you'll get a gift of a golden key. A blue gemstone is golden. Moving past where it is, you'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.



You should have a wooden building piece way to the left and a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.

The only thing that can stop you...

An eye reflection in the end of the trail, you should see a gold gemstone. You'll see a blue gemstone. You'll see a blue gemstone.

On your second year, there are some chests of treasure. They'll give you some treasure. You'll see a blue gemstone. You'll see a blue gemstone.

INSIDE THE ROCK DRAGON'S MOUTH...

You'll get a golden key to the first one. You'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.



There's a wooden key. You'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.

The first stage you should be on. You'll see a blue gemstone. You'll see a blue gemstone.

UNDER THE MOUNTAIN...



You should have a wooden building piece. You'll see a blue gemstone. You'll see a blue gemstone.

You'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.

SECRET ISLAND



STAR ISLAND

You'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.



You'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.

You'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.

When you get to the bottom, you'll see a blue gemstone. You'll see a blue gemstone. You'll see a blue gemstone.

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The Secret Of Monkey Island

Lucasfilm seems to do no wrong with their graphic adventures, and this latest in the series is a fine example of their craft. Here's our list of things to do in Scotland with the best part of the complete solution...

GETTING STARTED

Look at the menu poster, then walk right and enter the Gourm Inn. Once inside, talk to the fat pirate beside the door and then to the pirate in black at the table, namely about the Governor and LeChuck. Go to the next room and start a conversation about wanting to be a pirate with the important-looking pirates. Find out more about the three trials, and then bid them farewell.

Wait until the cook leaves, the kitchen and bar give to the first room, then speak into the kitchen. Put the piece of meat in the pot of stew, then remove the stewed meat. Take the pot under the table that the meat was on.

Open the door to the dock and a girl will fly down and start eating some fish. Walk to the right of the dock, then stop at the plank the girl's writing on. Repeat this process until the girl gets the fish while the dock is in mid-flight. Once you have the meat, fish and pot, leave the village and access the map of the island.

Travel to the clearing and enter the circus tent. Wait until you entered at the Pegasus flies quickly, then when allowed to perform their morning tale, ask how much it's worth. Agree to be offer of 430 pieces of eight and when asked if you have a safety helmet, say yes and view from the pot. Perform the stunt and stage go back to town.

Go to the store of Meles and buy the map, if you want you can also get two pieces of eight and some minutes from the pirates nearby. Visit the jail and check out the odious prisoner, then go to the store and buy the sword, the stew and the meat items. Examine the vision horn to play and feed him to reveal the vision. Go back to the jail and start a conversation with the prisoner, after leaving down his breath with the meat. Visit the wooden lady, making sure to get the rubber chicken on the table. You are now ready to face your trials...

TRIAL 1: MASTERY OF THE SWORD

Go to the house in the south-east. When released by the Troll, ask about the toll and give him the fish (actually a red feather). Once at the house, read the sign and knock on the door. Pretend that you do know "what it takes" and Captain Smirk does agree to train you. Pay him 500 pieces of eight.

After you've been trained, wait on one of the balls until a pirate crosses your path and give him a light. You'll almost certainly lose the first fight, but you'll remember the good advice in later fights: use any new results until someone else has the sword (usually yourself). These are necessary to win the battle with the Second Baron. Once you've defeated at least three people you're ready to fight the Master.

Enter the forest and search for a location with a signpost on a bridgehead. Pull the sign



and a secret bridge appears. Go across and challenge the Second Master (for it is tied to a fight. Although she uses different insults you should by now have correct reports for each).

When you win, take the Tablet and leave. If you are beaten, do not return to the forest again (unless you're particularly masochistic), as once you've discovered the secret lesson you can't go to the map till the point of light inside the forest, away from any traps.

TRIAL 2: TREASURE HUNTING

Re-enter the forest and consult the map. The dance steps correspond to directions in the forest, with back meaning backwards into the screen. At one point you should encounter a plant with bright yellow flowers - remove one of its petals for later use. Once you have found the treasure site, read the plaque and marker, then dig up the marked ground. Collect the "treasure" and return to the Gourm Inn to bring off your success.

TRIAL 3: THEWEIVY

Go to the Governor's mansion, and use the yellow owl with the meat. Feed the dog the dropped meat and enter the house. Fill the Ming vase and enter the door beside the entrance. After the lengthy scene that ensues, return to the jail and trade (It's the gopher repellent for his carrot cake. Open the cake and feed the fish. Return to the mansion and leap through the wall once more and again the boy, often apprehended by the Sheriff, claim that the idol was given to you by the Governor.

Visit the Governor with your eloquence then leave the mansion, remembering to take the vase as you leave. Use this opportunity to insult Fester, as everything you say results in you being dropped in the sea, along with the idol. Hang around later, all. Gorbunius claims to be able to hold his breath for ten minutes until hope of television comes (and goes), then pick up the idol and make good your escape.

That's all for now. Move on with the scary news item next month!



Space Quest IV

The madness continues in this, the second half of AD&D's complete solution to Sierra's fantastic graphics adventures. Once again, warm thanks to Dave Dreizin from Artberg in Belgium for all his hard gaming, remember - the term "clicking" means clicking with the hand cursor unless otherwise stated.

PART 1: SPACE QUEST 1 - THE BARRIN ENDANGERER

You appear next to the Credits-R-U's shop at Urania Flats. Go south and enter the bar. Walk up to the microphone guys at the bar. Once you are thrown outside, get your revenge by sandblasting the nearby land bikes. Do this by clicking on the bikes. After the animation sequence you'll find yourself at Troy's Used Spacecraft shop.

IMPORTANT NOTE: If at any time you hear a whining sound approaching, stand still until a blue flashing "X" and when it does, click the walk cursor anywhere on the screen.

Go east and enter the bar again. Walk up to the bartender and take the book of matches from the left corner of the bar. Now, go back to your time pod and click on it. Tap in the coordinates that were on the display the very first time you entered the timespod (i.e. at the supercomputer's landing bay).

PART 2: SPACE QUEST 12 - VORHALL'S REVENGE 2

After arriving at the supercomputer, walk all the way east and click the X of both cursor on the door lock. After passing it, call up the inventory screen and click the book of matches cursor on the sign. Click [OK] to get back into the game. Now that you can see the laser beams, click on the device in the western wall and enter the numbers 140, 30 and 110 to get all the lasers vertical. Click [OK] to leave the keypad and walk through the lasers.

You'll find the text file easier to understand if you enter to the map.

Walk all the way north and take the last turn left. Now take the first left turn you come to and save the game. In the middle of the screen you should see a pillar. Walk a little and walk around it (i.e. walk north at the left side of the pillar). Then walk off the screen to the right - you should find yourself at the third screen.

Take the other way out of the left side of the screen (the path is the middle left of the screen) and follow it all the way west. When you arrive in the strange room inside the supercomputer, click on the door. Now enter this set of numbers: 6 9 4 5 8 8 7 6 6 9. The door should open.

Enter the programming room and you will find an overdriven user interface. First you must turn off the guard-droid system by putting the cheat coin in the toilet and then format the system by putting the bomb in the toilet. Icons are selected by clicking on them. Both put the SQB coin in the toilet or you'll return to DOS. Instead follow the directions on the map to find your kidnapped son.

Eventually you should come across a fishy hint-puff. Fight him (it's pretty easy, but stay away from the edges just to be on the safe side). Once you've defeated him click on the ladder going down. When Roger returns, select the 3.5 floppy from your inventories and click its icon on the disc drive next to the beam. Load up the program on the disc and the one from the beam. Select (Roger 3) and push (beam down) to complete the game.



Gods

Feel so stoked? You may remember that last month I asked you how to get the gems on World 3. Well, Christopher Lawrence from Steelevale and David Accelero from Milton frames moral that you simply get to where the Stone Gargoles are, then go left and then when you get to the third platform jump into space. With luck you should land on the moving platform. Then jump onto the platform with the gems above it. As if by magic the ledge will disappear and the gems will drop down.

Your quest continues here, with the guide to Level 2 of the *Ultima Bros'* wondrous arcade adventure. No more ado, let's get on with it...

LEVEL 2

At the start, throw a switch; means pull it down or push it up - depending on its current position - while toggle a switch means pull it down and then push it back up again.)

IN THE SHOP

Stay with the throwing stars and bullets, and use your cash to up their power.



WORLD 1

Make sure you push the pressure pad to the right of the start position. Go left and down a little. Kill the monsters lining up across the gap, then jump across to pick up a gold key. Continue going down, then right.

You should find yourself near a door and a shield guarded by some spikes. A thief will appear. Don't kill him - let him get the shield then drop the key to attract him. Kill the thief, pick up the key and use the shield to get through the spikes. Throw the door switch. An auto-lock key and a thief will appear. Position yourself in front of the door, then - just before the thief touches you - enter.

You'll be transported to a new room. Grab everything and drop down the shaft. At the bottom, take advantage of your shield by pressing the nearby pressure pad and killing any local bad guys. Once all your items, then go right to where the thief was. That's for him to get the key. Go and pick up your previously dropped items then return. The thief will approach you. Kill him and get the key.

The rest of the level's pretty straightforward. You've just got to find the ice gem, water gem and fire gem and take them individually to the

gem rooms in that order so that you can reach the World key. The ice gem is in the room at the top of a ladder by a treasure chest. The other two gems are found by killing ladders.

That there's a quicker way to get the World key. Take the ice gem to the gem room so that the key platform drops a little. Then toggle the door switch a couple of times to drop the teleport gem - this takes you to a bonus room. If you complete it properly you'll find a jump pad which you can use to jump up to the World key. Simple, what you know best.

WORLD 2

Jump onto the ladders you first come across to climb to a ledge with a choice on it. DON'T hit it - if the drop doesn't kill you the spikes at the bottom will. Throw the switch, then climb down the ladder and drop off the bottom. Go down the ladder to your right to collect a key.

Go back up the ladder and go right. You should come across three switches above two trapdoors. Throw the switch above the left trapdoor and then the switch above the right trapdoor. Drop down the now-opened-right trapdoor to find another choice.

Make your way back up and go right. You should come across a golden tunnel! Any return left and go down the pit of switches and trapdoors. At the bottom go through the door to your right to be teleported to the door to the shop room. Pick up the third and last choice and go through the door to enter the shop room. Pick up the two keys and drop all your choices before leaving.

Go left and down the ladders. Kill the monster on the platform to your right - a teleport crystal should appear. Use it to reach the treasure room. Now make your way to the World door...

IN THE SHOP

Buy as many spikes as possible.

WORLD 3

Having got the door key, throw the switch to the right of the door, then the switch to the left, then the switch to the right again - this should reveal a secret corridor. Incidentally, has any



are found a way to open this door?

Open the corridor are four doors. Enter the second one you come to to find a skull. Take this to the room behind the last door to be rewarded with a piece of mosaic, and a bottle of herbs. Take the herbs to the third room to find another mosaic fragment and a goblet. Take the goblet to the first room to get the third and final mosaic piece. Your reward for your restoration work is a teleport to a new dungeon area.

Go left, killing all the monsters as you go. Eventually some will drop a key. Go back right and throw the first switch on the level - a platform will appear letting you reach a secret chamber containing another key. Go back down the left to open a passage down to another secret room. Throw the switch in this room.

Go up and left to find some trapsdoors and switches making steps to an upper platform. As you jump up the steps, trigger all the switches you come across. Get the candlestick at the top-right and the key at the top-left of this area. Run down through the trapdoor in the upper platform. Go back right to the treasure room.

Return left and go down. Get the coals at the far left just past the spikes. The rest of this level is fairly straightforward through golem-like monsters where the treasure lay is. Remember to take the coals to the chapel for a big crystal reward. This will come in very handy against...

THE DRAGON

Drag the crystal to the left of the screen and stand between it and the dragon. The monster will aim its fire at the crystal leaving you free to run away, just crouching now and again to avoid the fireballs from its tail.

Strike, or tough, but your quest is only half met. Get ready for Level 2 - next month!



Strider

Not really a cheat this, but an interesting little featurette none-the-less. Did you know that there's a secret room on the second level? Nope! Well, neither did I, but here to show you how to find it is D. Roman of Edgewood in Middlesex.

From the beginning of the level, with the wolves and the giant robot gorilla! Well, once past these points, you should find your self riding an some rotating platform and under attack by guards and what not. Normally you roll this section by jumping up a small sloping passageway to climb above ground before you'll meet the phantom fighter!

Instead of doing this, jump into the stone wall just below where the passageway starts (as shown in the diagram). You should get stuck in the rocks and forced into the secret room. Don, scary! Kill the phantom fighter then go right to continue.

(Actually, I have an admission to make: after many goes I couldn't get into this super secret secret room. But then it's not the world's best Strider player - although I do try! Perhaps you'll have more luck! If you do find it, please write in.)



Prince Of Persia

Some time ago we posted a PC cheat in this, allowing you to kill any enemy swordman at the tap of a button. Well, it appears that this is just half the story. Seth-Gun Platt from Australia and Robby MacLary from Fla, Scotland have written in with lots of extra secrets.

As before, load the game from DOS by typing "PRINCE.MEGAINT". Then press the following keys during play for the required effects:

- R kills any swordman instantly. **WARNING!** Don't use on skeletons.
- U View screen above.
- M View screen below.
- H View screen to the left.
- J View screen to the right.
- SHIFT Extra damage point.
- SHIFTs Flips screen.
- SHIFTs Advance one level.
- SHIFTs Makes you light as a feather (no damage falling off ledges).
- SHIFTs Blocks out non-essential objects (very useful).



THE
New
ORIGINALS

FROGGER

By Peter Molyneux out of Bullfrog



How would today's developers revamp their own favourite classics? ACE asks that very question in the first of an occasional series.

I does sound like a bit of a whiner, doesn't it? Frogger by Bullfrog? To be honest it wasn't Molyneux's first choice. When first approached with the idea, he instantly chose Ultimate's classic Knight Lore. Then deciding that wasn't such a good idea, he spent a day in deep contemplation before deciding "I want to do that caterpillar one. You know, Centipede." Then, while explaining why his Centipede would be so good, he threw in one last twist as the Frogger because he likes. And that was that.

Fortunately, it all fits in rather nicely, and there's more behind it than the rather tenuous similarity between the two games. Not only is it genuinely one of Peter's old favourites, but not too

long ago Bullfrog actually wrote its own version of the classic cat-and-mouse. When doing PowerFrogger, we were worried that the player might get bored while waiting for the game to load," Peter explains. "So we wrote Bullfrogger, which was basically a slightly tweaked-up version of the original Frogger that you could play while waiting. We got it finished and playable and everything."

However, it was at that point Bullfrog realised that were they to release such a game, even with another game, the chips of Gega would be quite anxious to talk to them, using words like 'copyright', 'soliloquy' and 'twenty years hard labour', and so it was shelved. Now the game's got a few years of life—at least hypothetically—thanks to Molyneux's New Originals treatment.

"I think one of the reasons I chose Frogger is because it's an old classic that was very popular in the early days, but never got updated," explains Peter. "Asteroid became Asteroids, Breakout became Arkanoid, but nothing ever came of Frogger. Which I think is a shame because Frogger was the first ever game to have a cute character—something that's been very popular recently. The other thing I liked was that it had a down-to-earth theme. While all the other games had space mutants, here you had a frog trying to cross a road and a line."

Peter believes that Frogger has plenty of potential for enhancement: using today's more sophisticated technologies and gameplay philosophies. "Purely from a technical point of view, there are all sorts of things you could do. The graphics would obviously be very important, and with the right use of colour and animation you could create a really nice wall and slippery feet that would be just right for Frogger. Yes, plenty of modifications."

According to Peter, the most useful application of any enhanced graphics would be to bring the



This is how Peter Molyneux's team envision Frogger would look in the artist's imagination. Bullfrog's graphics team had thought about making a similar Frogger for the new 3D hardware, but decided not to because they thought it might be a bit of a rip-off. The illustration was done by a member of the team.

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The legendary O'Rourke, founder of the American Computer Game Design Conference and Editor of Computer Games, will be Editor of Games and Editor of the Board in one of the new issues of the ACE Challenge in September. Write your idea for this issue under cover and put it in a box with the other competition entries at 1300 20th Street NW.

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Have you ever wondered which games got the highest review marks across ALL UK magazines? Have you ever wondered whether the games that sell the most are the games with the best reviews, or the biggest ads? Have you ever wished you could have a definitive list of games that all UK reviewers say you're NOT to buy? Now's your chance: the ACE Charts collate information from every UK games magazine and tell you exactly which games are scoring what...AND how they're selling.

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ACE has brought you over 100 issues, 100 packed with news on games, technology, PC, ST, Lynx, and more... and more! If you're missing any back issues - check for this issue, which, being your absolute favourite of the ACE ACE! (based on all opinions) - show how deserving you are of this publication and order details or check out your...

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...

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

One thing's for certain: Microsoft must be chuffed over the success of Xenos 2 budget release. And Microsoft's disappointed at the fact it's striking evidence that our graphics advances are still slow and boring.

IBM PC

Clash: Yeager Air Combat	Electronic Arts	92.0
Warrior Dreams	Logic	92.0
Samurai Gun...	Microprose	90
Heart of China	Dynamic	90
Capital	Rainbow Arts	88.0

Games-based Rainbow Arts steps the yards from making a clean sweep of the PC top five. It's also nice to see a change from the PC's usual diet of flight sims and traditional strategy - only Clash Yeager, which is well worth the number one slot, and a good mix of gaming styles making up the rest of the chart.



AMIGA

Xenos 2: Megablitz	Blower Image	93.0
Warrior	Artisoft	91.0
North and South	Artisan II	90.0
3D Construction Kit	Genark	89.0
Manchester United Europe	Krisalis	88.0

Third budget title to top the Amiga chart, evidently no-one's forgotten the impact Xenos 2 made last time round.

ATARI ST

Xenos 2: Megablitz	Blower Image	94.0
Lemmings	Pygmalion	94.0
Flame	Star Performer	93.75
MS-D	Genark	93.50
Tek	Genark	91

Lemmings leaps on but Xenos 2 collects its second number one this month with one of the highest scores ever on the ST.

GALLUP CHARTS

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

The success of Castle on the PC just gives us a few important first impressions as to the software business. When the program was launched, reviews were flooded in (some 363 included) by the original reviewers and customers alike. This led to a great deal of positive coverage in magazines that have obviously given the title a very strong sales boost. Unfortunately, it only gave us a few days to see the title on page 86, but without the impressions can be. The good news, however, is that it's now probably one of the most published products on the game line this month.

Meanwhile, this CD-ROM continues to establish its dominance in the charts at number 1. It's either dominating inside, however, that CD is just one of the best that we've ever seen in the CD top 20 chart (topped by T for the Amiga), which could be taken as evidence of a shift in quality releases for the Atari.



IBM PC

Castles	Electronic Arts	£24.99
Lemmings	Pygmalion	£24.99
Castles Chess X	CDI	£24.99
Fun School III (3-7)	Compuress Software	£8.99
Links	SSI/US Gold	£28.99

AMIGA

Manchester United Europe	Krisalis	£25.99
F15 Strike Eagle II	Microprose	£25.99
PGA Tour Golf	Electronic Arts	£25.99
Monkey Island	Luxcellery/US Gold	£25.99
Lemmings	Pygmalion	£24.99

ATARI ST

Flames of Freedom	Rainbird	£25.99
Manchester United Europe	Krisalis	£25.99
Amour Golden	Pygmalion	£25.99
Kick Off 2	Acce	£24.99
Teenage Mutant Turtles	Microprose	£24.99

HARD SELL

Once again, a rather truncated hard sell this month, but, it should hopefully provide an at-a-glance comparison between computer sets (compare: still awaiting retail prices for the great "Catalpa or Computer?" debate I had, if you can afford one of each, use money as the Amiga and the Mega. But if you only go for one, get an Amiga; it's an excellent all-around performer that gives the best VFM.

COMPUTERS

ATARI STE

Models: Atari 520ST, 520STX, 520STX+.

Package: 5.88 and 7.660 four-key keyboard with built-in disk drive. Mega comes with separate keyboard. Two eyes pointed for current software.

Memory: 520ST 1.5Mb, 520STX 1MB, Mega ST 1, 2 or 4MB. All machines can be expanded internally to 4MB.

Processor: 8 MHz Motorola 68000

Recommended Retail Price:

520ST 529; 520STX 639

Contact: Atari Inc. (800) 533-6444

IN BRIEF

Hard days for the machine that originally started the craze in the 16-bit computers. The ST's best capabilities abound on par with its arch rival the Amiga, but the Commodore machine seems to be the one most people want these days. It shares because this is still a great general purpose home machine for games, small business and productivity, and thanks to its 68000 port it still the number one choice for MIDI musicians.

GRAPHICS

Resolution: Low-to-high 320 x 200, medium res 640 x 200 (high res 640 x 400)

Palette: 4096

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

Bit: Yes

Monitor Output: VGA

Monitor Supplied: No

Monitor Options: Atari monitor; SPT 124 high-res model; 121442 model res color

Speakers: No

Special: Fast

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

SOUND

Speaker Quality: Depends on model

MSB: Yes

Music Output: Yes

Performance: Three 6-bit PCM stereo-channel channels

HARDWARE

Disk Format: 5.25-inch - 192k

Disk Price: Around \$1.50

Disk Performance: Fast, reliable

Keyboard: 88 keys including 14 function keys. 8-bit or 2-byte font which can be improved with third party spring 480.

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

SOFTWARE

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

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

Games: Across the board.

Graphics: Good with some excellent software to manipulate them.

Music: The finest. Plenty of sound synthesizers, editors and MIDI software make this the musician's choice.

Productivity: Very good, but the Amiga is currently the favorite with software houses in the UK and the chance of a sudden boom of interest in the IT business look very slim.

Software Loading: The problems of all the ST's other is that and friendly to the user, but beware that some companies will release games on two or more single-sided disks to bring on from the old days when the ST had single-sided disks which can mean annoyance and annoying loads of disk swapping.

BUYING

Best Buy Price: As low

Second Hand Availability: Very common and quite cheap. Beware very old, single disk ST machines.

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

COMMODORE AMIGA

Models: Amiga 500; 600;

4000; 4000D

Package: 600 has keyboard and

built-in drive with separate PSU. 4100 and 4000D have separate keyboard with built-in (see notes). PSU. 4000D is a very powerful machine indeed.

Memory: 400 512k, 4000 640k, 4000D 1Mb, 4000D 1Mb.

Processor: 100% 1000000 1.1 MHz Motorola 68000; 4000 1.8 or 1.7MHz Motorola 68010.

Recommended Retail Price: 4000 254; Screen Base 209.99; Flight of Fantasy Pack 109.99; Disk Of The 80s pack 429.99 (all prices inc VAT)

4000 from 299; 4000D from 1119.99; 1Mb+200k hard disk

4000D from 2199.99; 2Mb+400k hard disk; 1Mb gives inc VAT

Contact: Commodore (0628) 776888

IN BRIEF

A stunning specification with custom chips to rival almost everything around, the Amiga is the first choice for the most expert of games players and video-professionals. After an initially shaky start the machine continues to sell extremely well and has outstripped the ST in the UK, though the latter machine still has a slightly larger installed base. The 4100 is a near-identical copy with the 4000, but cheaper. The 4000D is a top-end workstation substitute, includes Diskbench 2, featuring enhanced fonts, file handling, and security features plus Amiga Vision, a multi-media programming tool. 4000D also comes in three configurations, ranging from a 1000-dollar two-disk to a 2500/1000D duo.

GRAPHICS

Resolution: from 320 x 200 to 640 x 400 (more pixels in software)

Palette: 4096

Colors: 2, 4, 8, 16, 32, 64 or 4096. MSB, 16-bit modulation

Monitor Output: SCART - composite video in machine box

Monitor Supplied: No

Monitor Options: 11841 (bit bit) graphics; 121442 (high-res) unimproved 6881 from manufacturers

Speed: Very fast with good software

Performance: Among the best around. Custom software equates 8 volumes of 8-bit digital sound into the four channels.

Hardware: 2-photos connectors

Performance: Among the best around. Custom software equates 8 volumes of 8-bit digital sound into the four channels.

HARDWARE

Disk Format: 5.25-inch - 800k, 4000 800/500k/400k hard disk formatted

Disk Price: Around \$1.50

Disk Performance: Not so and sluggish. Third party software is available

Keyboard: 88 keys; 16 function keys and separate cursor; 480k

Keyboard/Mouse: Two-button mouse supplied as standard.

Interfaces: Two hybrid/master; stereo audio; external disk drive(s); RS232 serial; Commodore parallel printer; SCART RGB/monochrome composite monochrome video; expansion bus (internal on 4100 & 4000D; 12-bit on 4000); modularity expansion on 4000 only; internal PC expansion on 4100, 4000 and 4000D

SOFTWARE

Existing Software Base: Similar to the ST

Current Releases: Everyone's doing them.

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

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

Productivity: Excellent.

Software Loading: Not so well as usually reliable. Paged by videos.

BUYING

Best Buy Price: 500 Amiga 1000 can be picked up cheaply enough but those lacking the extra graphics modes of later models. Try to find a good value deal.

Second Hand Availability: In some instances. Best buys are late Amiga 500s with 1000 and 1.2.

Maintenance: One year guarantee but return faulty machines to dealer.

IBM PC

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

Package: Depends on the manual but although most are supplied with manuals, they are even better bought in kit form as to date being relatively usually 800k or 100k. Can be anything from 4K to 160k. Always go for a 640k model.

Processor: Intel 8088/8086 in base machine in some models with the faster NEC 80386. Intel based machines are based on Intel's much faster 286, 386, 486 and even the 586/486.

Recommended Retail Price: Can be picked up for as little as 229.99 for a "no frills" machine. With setup, the range 486 based clones - and the official IBM version - is the sky's limit. Look for a good 60k or 10k model for between 279 and 2199.

IN BRIEF

Superb value if you want the ultimate all-around; the PC still holds the major software houses from going their own way. But these remain limited by the constraints of the base.

most common machines - which means they tend to be limited in sound and graphics. Definitely NOT the choice if entertainment is your preferred use for computers, or if you cannot afford the better ISA or VME models (which are really meant for good games playing).

GRAPHICS

The first PC wasn't fitted with graphics standards but most clones incorporate the necessary hardware and come with a monitor. There are three main standards: CGA - a nasty but all too-common video display; EGA, about the lowest video display worth considering, plus an average-looking display; and Hercules monochrome, ISA or VISA which are usually only fitted to machines 50-more expensive machines (Amstrath's PC98 is one exception).

Resolution: CGA 100 x 100; EGA 640 x 480; Hercules 720 x 384; VGA 640 x 480.

Palette: CGA 8 bit two fixed 16K; EGA 66 VGA 256.

Colors: CGA 4; EGA 16; VGA 64.

Monitor Output: TT, RGB/RGB (CGA) analogue RGB (VGA).

Monitor Options: None. Many monitors are dedicated to just one or two modes - some have amber, green or white monochrome display - check before buying.

Speakers: None.

Speed: From very slow - 600K - to very fast - 80MHz.

SOUND

Speaker Quality: Built-in sound is very poor. Third-party add-on sound boards such Roland (CR80) and dot UK 81708 - which is fast becoming a standard - provide synthesizer quality sound through an amplifier.

MIDI: Third party interfaces available.

Stereo Output: With boards, yes.

Performance: Not the ideal machine for the musical band - an Amiga 50+ offers more for MIDI, but Amiga now has software sound cards.

HARDWARE

Disk Formats: 5.25in - 800/800K; 1.25in, 1.25in (2MB/1.44MB).

Disk Price: 60p - £1.00.

CONSOLES

ATARI LYNX

Package: Lynx. Play sticks for peripheral and includes California Games, Pacman 10 disks (100).

Capacity (Memory): 140.

Recommended Retail Price:

£79.95 (200-00 with peripherals,

£124.95 with peripherals and game).

Contact: Atari UK (0711 586) 967.

IN BRIEF

Designed by the man behind the

Disk Performance: Storage. Most PC owners use hard disks. A large amount of PC applications software refuses to work unless you have a hard disk.

Keyboard: Almost as many

✓

Monitor Output: No. **Monitor Support:** Yes - 15" back-illuminated LCD.

Monitor Options: None.

Speakers: Special graphics hardware effectively limits A2 stream output to 8KHz.

Speed: Fast.

SOUND

Speaker Quality: Very good.

MIDI: No.

Stereo Output: No.

Performance: Four-channel, five

output stereo sound has to be heard to be believed.

HARDWARE

Graphics: Eight-way joystick.

Ports: Cartridge port; multi-player party interface; stereo headphone jack.

SOFTWARE

Price: £39.95.

Capacity (Memory): 64K.

Existing Software Base: Very small.

Current Releases: California Games is a great 'hooker'.

Prospects: Uncertain but several new titles in the pipeline.

BUYERS

Best Buy Price: As RRP.

Second Hand Availability: Very low.

Maintenance: One year's guarantee.

STAR RATINGS

Graphics: 4.5/5.0

Sound: 4.5/5.0

Expansion: 4

Overall: 4.5/5.0

STAR RATINGS

Graphics: 4.5/5.0

Sound: 4.5/5.0

Expansion: 4

Overall: 4.5/5.0

NINTENDO GAMEBOY

Package: Main unit with four games.

Processor: 1.6MHz customised 8-bit Z80.

Capacity (Memory): 8K.

Recommended Retail Price: 69.95.

Contact: Sanyo UK (071 436) 2973.

IN BRIEF

Nintendo were the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On reflection even the Game Boy was a long time coming since the technology employed by the display is starting to look dated. Not to be dismissed - simply because of those graphics - this machine has some superb titles and games making use of the two-player link-up option are becoming clear but especially the superb Flash Tennis.

GRAPHICS

Resolution: 20 x 10 characters.

Colors: 4 grey shades.

Monitor Support: Yes - LCD display to fit for ambient light.

Speakers: 8KHz x 8 post boards.

Speed: Fast for what it is.

BUYERS

Best Buy Price: As RRP.

Second Hand Availability: Very low.

Maintenance: One year's guarantee.

STAR RATINGS

Graphics: 4.5/5.0

Sound: 4.5/5.0

Expansion: 4

Overall: 4.5/5.0

SOUND

Speaker Quality: Depends on headphones.

Stereo Output: No.

Performance: Plays a lot better than it looks.

HARDWARE

Graphics: Built-in 8-way joystick.

Ports: Headphone socket; external-machine interface.

SOFTWARE

Price: £20-25.

Capacity (Memory): 64K.

Existing Software Base: The best for any handheld.

Current Releases: Increasing.

Prospects: Excellent.

BUYERS

Best Buy Price: As RRP.

Second Hand Availability: Some collection (Compaq Game) do less.

Maintenance: One year's warranty.

STAR RATINGS

Graphics: 4.5/5.0

Sound: 4.5/5.0

Expansion: 4

Overall: 4.5/5.0

STAR RATINGS

Graphics: 4.5/5.0

Sound: 4.5/5.0

Expansion: 4

Overall: 4.5/5.0

NINTENDO SUPER FAMICOM

Package: Console unit, controller unit and Super Mario World. **Processor:** 1.6MHz 6502 16. **Capacity (Memory):** Not known. **Recommended Retail Price:** 164. **Upper price:** £200. **Contact:** local dealers.

IN BRIEF

With the weight of all-powerful Nintendo behind it, the Famicom can hardly fail, although not hugely superior to the Sega. Magically technically it's the games that impress - surely the founded Mario world which will be double help sales to 1000 and 4-2000. That said, there are some real dollars amongst the game (Big Man, anyone), but it's still early days yet. The Super Famicom's enormous game potential has barely been scratched.

GRAPHICS

Resolution: 252 x 224.

Palette: 51,768.

Colors: 256.

TV: Yes.

Monitor Output: No.

Monitor Support: No.

Monitor Options: RGB, SCART.

Speakers: 120.

Speed: Remarkable.

SOUND

Speaker Quality: Depends on TV/speakers.

MIDI: No.

Stereo Output: No.

Performance: 8 Channel custom 16-bit PCM digital.

HARDWARE

Graphics: Supported.

ports One big expansion port.

SOFTWARE

Price: £50.00

Cartridge Memory 16 Mb.
Existing Software Base Small.
Current Release: Lots, and plenty more planned.
Prospect: How can a full-load cartridge come in the edition before it was launched.

BUYLINES

Best Buy Price: As 100.
Second Hand Available: None at yet.

Maintenance: Take care: grey imports are rarely under warranty.

STAR RATING

Graphics: 4.0/4.0
Sound: 4.0/4.0
Expansion: 4.0/4.0
Overall: 4.0/4.0

SEGA GAMEGEAR

Package: Gamegear unit, Processor 1.5MHz/3MHz
Cartridge Memory: 32 KBYTES
Video RAM
Recommended Retail Price: £29.99
Contact: Sega 071-332-8000

IN BRIEF

Spikes used to be that the Gamegear was going to be the handheld answer to the battle of

the colour handhelds. But Game - and, less importantly, price - have changed. The Lynx, a technically superior machine with some fine games available for it, has had its price slashed and - if its success any longer is enjoying a sudden upswing in support from American consumers, in the Gamegear's favor - is the best of mighty Sega and the potential to turn the unit into a portable TV via a cheap adaptor (around £20 in current estimates). But at the moment, it's anybody's game.

GRAPHICS

Resolution: 768 x 144
Palette: 4096
Colours: 24
FR: 60
Monitor Output: No.
Monitor Support: Yes - 3.1" built in colour LCD.
Monitor Options: None.
Graphics: Not known.
Speed: Okay
Sound: Good
Speaker Quality: Good
MSX: No
Game Support: No
Performance: Three channel FM sound channels + three channels.

HARDWARE

Keyboard: Eight way joystick.
Joystick: Cartridge port, multi-plier (port), miniature or games handpiece (port), TV tuner (port).
SOFTWARE

Price: Around £20-25

Cartridge Memory: Not known.
Existing Software Base Small.
Current Release: Few at yet, but lots in the pipeline.
Prospect: Very good.

BUYLINES

Best Buy Price: As 100.
Second Hand Available: None at yet.
Maintenance: One year's guarantee.

STAR RATING

Graphics: 4.0/4.0
Sound: 4.0/4.0
Expansion: 4.0/4.0
Overall: 4.0/4.0

SEGA MEGADRIVE

Package: Console unit, controller, and Mickey Mouse or Wonderboy game.
Processor: 6MHz/8MHz + 3MHz
Cartridge Memory: 768 bytes, 64K (2048).
Recommended Retail Price: £149.99
Contact: Sega Masterboards 021-332-8000

IN BRIEF

Excellent examples of the new 16-bit console technologies. The first decent 16-bit console to receive official support in the UK.

GRAPHICS

Resolution: 1024 x 1024
Palette: 512
Colours: 64
FR: 60
Monitor: No
Graphics: 30
Speed: Very fast
SOUND
Speaker Quality: No.
MSX: No
Game Output: Yes
Performance: 12 channel stereo sound is produced by a custom FM chip and sounds fantastic.

HARDWARE

Keyboard: Dedicated controller supplied.

SOFTWARE

Price: £30-50 (typically £35).
Cartridge Memory: Not known.
Existing Software Base: Good
Current Release: Lots.
Prospect: Very good.

BUYLINES

Best Buy Price: As 100.
Second Hand Available: Some companies (e.g. Console World) do sell.
Maintenance: One year on UK machines.

STAR RATING

Graphics: 4.0/4.0
Sound: 4.0/4.0
Expansion: 4.0/4.0
Overall: 4.0/4.0

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SHOP WATCH

Is the IBM mainframe still relevant? This year's best word "vital" and collocated it was their new complete line of interactive transaction processing "Virtualizer". I'm convinced that they didn't measure SO Construction Ltd as "Quality Development Tool" or something else they were at it. I think you're not fooling it - it's a very impressive package and a lot of the new "big" titles to be released during this long hot summer. So, well, I hope it does very well.

There are many retailers currently facing a dilemma regarding software. There have been very few "big" releases this summer and so sales at retail level are somewhat depressed as hardware is almost as difficult to shift as the proverbial chewing gum on the tarmac. The dilemma is whether to stock too much imported console software. Items and issues are some months ahead of the country regarding new releases and so there is a fairly buoyant demand facilitated by so many of the monthly magazines reviewing imported software for these "unofficial" titles. Up until now individual retailers have decided on themselves whether to stock too much these titles but a new retailer

Software seller Dirk Langhorn trembles at the approach of secret Nintendo agents, and wonders where all the wire-heads have gone...

and has recently gone into play Nintendo are visiting retailers and examining their stocks, if they see anything they are shipping very quickly (note that the retailer's supply of "official" software is being put into jeopardy by the continuing to stock these "grey" imports). At this time of year that would probably be welcome for them, but we all have to have an eye on Christmas and the prospect of December without an official supply is worrying. So what should retailers do? By stocking these titles, and turn customers away to credit or mail order merchants? Or issue it out and say "bugger off, you foolies, you can't simulate me!" (which I

know - perhaps the solution is to have an "under the counter" supply...)

Was you get any more Game Boy titles other than the one on your shelf?

You do you mean, sir?

Well, you've got me...

Right you are sir, know what you mean, stop this way...

WHERE HAVE ALL THE TRODS GONE?

So years ago, the typical customer who came into our shop would want one of the following:

1) an impossible task to connect an audio printer (which we had never been on) to a computer,
2) to see a selection of water's programming books,
3) cables,

4) help with the current program they were writing (using an hour I've got with a building firm when helping to sort out his variables),

5) to see the latest games that had been released,

6) to find out why their Commodore 64 games load on their friend's computer but not on theirs...

Nowadays they all go away like so many grey squirrels, virtually

swamped the other and the role of the computer shop in society is changing rapidly. Whereas it used to be the local meeting place for all the wire-heads, it is now much like a second stage with programming books, latest magazines being as much impact (and, unfortunately, much the same shall I say) as the current hit parade favorites.

But, one of the great pleasures - indeed one of the questions of our time is "Where have all the wire-heads gone?" What happened to all the people I used to know in Cambridge who for the 1000s had trouble with their floating point?

Have they all gone on to become top programmers, or have they "grown up" and lost interest? Who knows?

Finally, I must say very firmly, embracing the new generation of console users that their new catalogue for the first four issues (which devoted just to consoles and their computers) limited the cover of the "mag" shows four players crowding around a Nintendo Game Boy player game of... Super Mario Brothers (Oh well, you can compete against that!)

■ **DIRK Langhorn**

BACK ISSUES



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- **BARMAN ONLINE, JUSTICE** is the world's first interactive hypertext by Peter Morison. "Digital is the next medium of the future." (ACE2)
- **BAFFLETECH**, Peter van der Kamp's complete con-

ceptual evolution for play", featuring multi-player strategy simulation with 4MB/16 million colour graphics processor, stereo optical sound, and life-like controls as you command 10 century Mechs. (ACE3)
- **CD4 (COMED) Disc Interactive** is destined to become the entertainment and education medium of the 90s. (ACE5/1/12/14/15/16/17). Check out issue 10 for multimedia principles (beginners site in particular) and issue 24 for a preview of the Philips CD-i system.
- **CDPS**, Commodore's attempt at being multi-media to the mass market. An Amiga with built-in CD-ROM drive and CD audio reading accompanied to look like a VCR. (ACE4)
- **COGNATE GAMES**, the world's first hypergame - a coupling of Cyber software/animation. Check out issue 10 for the first episode, issue 24 for a feature on hypergames, and issue 28 for general hyper-

media coverage. New Game CD-ROM version has formed in issue 24.

• **FLAME TECHNOLOGY**, one of Ireland's Cambridge based game hardware engineers.

Their custom designed Flare (the magazine formed the basis of the Flame console. (ACE11)

• **FURTECH THE FURROWS**, a £1-00 16 million colour computer with built in CD-ROM drive. If you bought ACE 11 you could have one and (ACE2) a **SHIPERGAME** like Ocean Games and Spectrum Digital. Justice are giving the way for CD-ROM hardware. (ACE14/16)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD4. (ACE26)

• **ROBEX CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motor bike handle or joystick type. (Unfortunately failed due to a lack of marketing money. Rumour says you can now buy it unbranded. (ACE18))

• **SHIPPERGAME OFFICE**, three years after their Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of object space travelling at 99% of the speed of light. (ACE19)

• **SHIPPERGAME**, Irvine based research institute will one simply list - toward the future. Members of this Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer metaphors and built-in multi-media-machine interfaces. (ACE20)

• **SHIPPERGAME**, the arcade based games console from UK in Japan, with storage capacity for 4MB games cartridges and 16 card capacity. (ACE18/19)

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AMIGA



Do you need an alternative musical studio with digital effects, dual frame buffers, character generation and 3D animation? How you get 10,000 to spend on such a device? Answer you to both those questions and you should be thinking about purchasing the critically-acclaimed Video Transfer from Amiga graphics specialists, Newtek Incorporated.

Being situated in the sleepy midwest state of Kansas has prevented Newtek's engineers from drawing up for pieces of gallopity. No wonder the Video Transfer took them over five years to develop.

The New York Times says Video Transfer is the equivalent of a 900,000 TV studio and 1500 video technicians it makes available at just the a Hollywood production studio. High price indeed, but what does this wonder widget actually do? For a start you can create animated videos in full broadcast resolution and 18.8 million colours. Video Transfer comes with filters, digital trails and handles like there's no tomorrow. Yeah, that's a lot of words in anybody's language.

Newtek's Lightbulb 3D animation software helps

you create special visual effects including flying logos and fog. Plus, there are many more sophisticated graphics tools such as fast photographic rendering with adjustable anti-aliasing, particle systems with real-time motion blur and realistic scene preview with fog density control. I don't know what this stuff does, but they certainly sound impressive.

You can phone Newtek on 01202-423-204 (0160). Get them AOL post you and they might say, "See, I've got this magazine".

Comcast and Microsoft are about to unleash a stock car race inspired by a big winner on the NASCAR racing circuit. Winston Cup Champion Bill Elliott helped design the ultimate driving experience if complete with authentic pit stops, checks for pole position and 200mph speeds. All this reminds me of Microsoft's Days of Thunder - not a very good one.

The trouble with stock car racing is that it's overly boring and a race happens, because has tried to inject excitement into their release through the implementation of a first-person perspective view of the track and bucket car view. Here you adjust your head by adjusting gear ratio, spoiler angle, tire stagger and horsepower for the fastest turn of Don's Head or the high banked turns of Daytona and Talladega. If you really get into the game, there's a Gameloft version for players who want to liberate their stock car skills on the way to work every morning.

To make you feel great with stock, Konami's America has got you a better competition to race the Blue, unless the 1983 Daytona 500 got you a sporty-looking Thunderbolt Super Coupe. The trailer is due to hit the UK's adaptation of the 1993 NASCAR Challenge later this year - where they'll compete to capture the flag as well as the top. Now that's what I call a great race.

commercial, start lines, track groups and virtual tracks, and while playing Track Champ you trigger user-defined MIDI messages. Cost is £19.95-£45.

Sound Technology's Club display featured music info software programs Auto and MIDI, together with the long-awaited software version of the futuristic sequencer's music transcription package.

Horizon Alpha was the most exciting product of the Show, though, had to be Philip Reed's CD MIDI controller. The physically-based, polymer-coated MIDI controller looks like nothing so much as the Spinola's fuzzy bag. With its velocity sensitive pressure pads/plates mounted along the strings of a guitar would be, the CD has buttons built on its neck, which can be programmed to execute any note from a "chromatic" scale. A knob on the end of the neck and the CD on the back allow you to store fancy "tricks" or chords, giving a host of MIDI chords. A dimmable light on the neck calls up score programs, and a pressure sensitive plate on the body allows you to introduce performance effects such as vibrato.

In comparison with an ST having a sequencer package, the £2,000 would have a powerful programming system, it will be available from around October at just over £400.

Not seen at the MS, but launched a few weeks earlier of the industry's APD Association of Professional Recording Studios Show, was the KAT from Fremding, to be distributed in the

country by S-Labs. The members of the MIDI Master mind teaming displays The KAT is a remote controller designed for software sequencer users. It plugs into the popular port of the ST, and is supported by the MIDI accessory software which lets you assign any of the 16 available control functions to any 17 key, at your local

about something similar in the UK?

Charles works from Palmer, creator of Terminator 2 for a reason, when things break into his house while he was on holiday and home. These features traditional are remarked the place and state Palmer's Amiga-based development kit, including a host of pre-programming options which are useful to anyone but even those. I wish the information situation hasn't offered the release of the game. Goodbye mate, can't believe the movie is breaking box-office records in America and a due to open soon here later this month.

No topic is required in King's Quest if you fancy RPG lovers can concentrate at their precious thoughts and efforts on exploring gloomy dark forests and vast mountains in search of the royal family of Sceptery. For the last year, Sierra Online has employed some of the very best programmers and designers in the USA, Games like King's Quest are proving the producers of the mountain version.

Developments, after some plane facts should go further than The Official World-Classer Games for Combat Strategy Books. Plans, what a mouthful! Author's Bruce DeSilva and George Fontaine have plenty of hot facts to help you win. Over the Secret Weapons of the Luftwaffe have been directed for your playing pleasure.

Without requiring any information already found in the reports, Ontario and Fontaine provide new insights into the history, an overview and the people who flew them.

The AI strategy game teaches you the special fighting manoeuvres usually plays in battle, explaining in step-by-step detail how to fly your plane through the tricky aerodynamic manoeuvres of the skilled combat pilot.

• See **REARVIEW**

ATARI ST



John's Olympus British Music Fair for International Music Fair as it is now known is an attempt to broaden the range of additional is usually the launching point for loads of new music software.

This year, though, there was hardly a computer to be seen, major distributors like Futurewise, Soundtracks and Zone failed to appear, and the remaining exhibitors showing loads of updates but very little in the way of new releases.

Good news came from distributor MEGACD, whose entry-level ST sequencer has now been ported to the PC, Amiga and Mac. Still costing only £59.99! Likewise, the powerful (but) sequencer program has been ported to the ST and PC, it can record a real-time or step-time, transcribe MIDI files, and support 64 channels with 4 voices per staff. Cost is £299-£349.

New from Spexide is Track Chart, for all formats, a studio management program allowing the engineer who'll process the information which can be linked to SMPTE. Printed track sheets can include information such as song titles, track names,

for instance which sequence controls for Record/Play/Stop/Pause in without having anyone near the computer. Cost will be around £95.

Also on the way from Futurewise are Modula's, a 13-in 1 dual MIDI patching and MIDI 100, an affordable remote linking from most ends. The function of a MIDI patchbay is to allow you to route different MIDI controllers - a sequencer, drum machine, keyboard or MIDI drum pad perhaps - to a number of MIDI sound modules. They're available in a large size, but tend to be expensive and bulky to use. The Fremding products, though, are MIDI-controlled using Super Mac's, an ST software accessory which uses a series of up-programmable grid control displays which can be called up from your sequencer program, or making your music notes as you play. Prices have yet to be confirmed.

Another product of ST music rates is the return of Digital Arts after a period in the distribution wilderness SMPTE tracks, SoundLib and MIDI other MIDI software packages have had their place taken by Digital Arts. New versions in the pipeline include Get Track Good VLS and SMPTE, Track Good VLS II for the ST, at £175 and £200 respectively both an upgrade path offer from Get Track Good and SMPTE tracks, and the latest version of the generic patch editor SoundLib, at £175 for the ST.

Digital Arts's most interesting new launch is an unusual product from Comicon Systems, "OSM" with a sequencer or algorithmic composer as such, but instead the MIDI program for sequenced performances. Taking simple melodies from a MIDI controller, MIDI can turn them into multi-measure rhythms, complex melodic or even program change commands. The package is available at £79.

• See **REARVIEW**

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GAMEBOY



Rest forces are attacking the Death Star. James are aiming your landspeeder and Chewbacca needs a shave. What are you talking about? Star Wars of course! And now, Gameboy owners will be able to join the fun thanks to Lucasfilm Games and Ataris. This sleeky French firm has managed to snap at the rights to shoot its old movie a game based around my prime favorite: swooshing war-torn stars.

"Star Wars is the perfect theme for Gameboy," indicates Ataris's Creative Services. "The movie is just like our big video game. Star Wars will be one of the most exciting games available for Gameboy."

Gameplay will be similar in style to the NES versions from Lucasfilm Games and ATARIS Industries. Both show follow the plot of the film, incorporating the black combat and other great action sequences, culminating in the black space Death Star's Death Star in a most killing slaughter.

Troops is, well, going to have to sit tight for at least seven months before they get a chance to use the force and kick some battle butt. Don't know about you, but I'd love to give it a go.

Everybody is hung for fighting in Death Squadron from Ataris's gaming publisher Ataris Entertainment, Inc. Its best-seller death-vengeance go, the digital war series should go into the Game on several levels of fun: terrific looks and power punching performance. We're going to your local arcade to sample its aggressive action factor for yourself. I promise you won't regret the price.

Like the previous Death Squadron, Ataris' Ataris Laser Battle Street Thugs with a collection of funny moves and more conventional tactics like the head batters and punches. Don't get mad, get real.

Combating duels Another fun has being equal is making it easy to the Gameboy Ataris's Teenage Mutant Ninja Turtles features all those power-up weapons to allow kids have come to love. Question is, can the teenage turtles defeat against tough competition from the Simpsons, Terminator 2 and AC Homeboy?

Next week the original console.

made video game, he tries to do one again. After that the obnoxious scoundrel (Smother and his boys) try to do the difficulty as they have to be taken through an challenging maze and boss collecting stages. After he has to be taken the he begins another. After he has to be taken the he begins another. After he has to be taken the he begins another.

Return to expanding more great titles with its next release by bringing the 11-year-old game. After all, nearly a million copies of the first version has been sold so far. Next I continue!

After the participation with various authors (Masters and Smiths), it seems Nintendo has got a taste for fast food and so the company is preparing a made title with super masters McDonald's.

Although none of the details have so far emerged, I think it's a fair bet that such a deal would include some sort of Super Mario Bros. fan fiction and other figures from popular Nintendo games. Thankfully, I doubt whether we'll see a Mario Burger or 'Bible Master' just yet.

The high-speed ball-and-club play in Masters of Street Golf (Panic!) (Superstar) (the first in the series) is one of the first exciting titles for the Gameboy, you can choose from eight of the best teams for practice, exhibition or tournament play. There's no time for rest as you putt, check, fight, shoot and, yeah, shoot your way to the final match and score of victory.

Nintendo's Masters of Street offers one or two-player battles and will be available from next month.

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SUPER FAMICOM



The race to get software ready for the 25th release of the Super Famicom (Super NES), as it'll be called, is continuing apace, and things are happening to look very interesting.

The recent Chicago CES Show gave a good indication of what was coming out, but since much of the product was at a very early stage many games had been in development for literally a few weeks. Given some day looks to think that they were off-chance - it generally looked poor when compared to the town of sparkling new, virtually finished games that were on display at the Vegas stand.

Still, there were some golden gems around, the most impressive of

which is Super Ghosts II (Ghosts I don't know what planet last month's writer of this column was from, but the game soft wearing like the arcade original - it's mostly based on it). The first level features great mounds of earth which burst upwards as you walk across the ground, cages full with ghosts, and newer, tougher baddies.

There's also a range of new weapons with which you can unleash major death and destruction. It's definitely the best Super Famicom game yet seen, with graphics and sound that'll blow you away. Also a watch out for it, another joystick/keyboard game like is Super II-type. Again, it's not a straight arcade conversion, but is based on the machine. The first level is alone, and features a backdrop of beautiful planets and stars. There is, of course, plenty of alien stuff to blow into the middle of next week, and there's a variety of new and familiar weapons with which to do so. It looks a cracking game, and is one that should 'win' up there should get hold of when it's released later on this month.

Canadian Ninja is a very nice Guts-Led concept, and I was pretty surprised to see what seemed like a

fewer copy on display at Data East's stand. Hooked underneath the display, but it cost they were pulling a fast one and had a coin-op PCB lurking underneath, but to and behold there was a Super Famicom with a Canadian Ninja cartridge to a really neat beat 'em up in which you guide a nasty cartoon-style character across a very cartoon-style landscape, taking the seven shades of shades out of him - see cartoon-style baddies. In fact, the only amusing thing about the game is that it won't be available until early next year. Ah well.

Tracked over the Super Famicom market with last "Newman" Street's Super Offroad Challenge, a feature copy of the Super Sports-inspired concept. The game looks, sounds and plays perfectly, and apparently uses the same code and the same player systems as the original arcade machine. Not bad!

Also for the lack of Nintendo Challenge. Starting the most famous of the freestyle-hair actors that play out utterly hilarious NFL wrestling sketches on satellite info, this is - could be the best wrestling game yet. The early demo I've seen looks some excellent.

graphics - the animation smother ready to look like the 'real life' star actors - I saw Mike Hogan and the Ultimate Warrior - and the animated and layered sound effects are both superb. Judging by the reviews popularity of the sport, I think this could be a massive seller!

But what I'm looking forward to most of all are Electronic Arts' trio of sports games: John Madden's Football, Laker's vs Celtics and PGA Tour Golf. I saw very, very early demos the John Madden's one was about a week old and was finished two hours before the show and having spoken to the programmers, I think all three could be amazing.

They'll basically be the same as the Magazine version, but with enhancements wherever the hard work allows it. So expect nothing following the ball 3D effects in PGA Tour Golf, and even more detailed graphics in John Madden's Football '90ver!

Finally, if you're thinking of buying a PAL Super Famicom, thoroughly check it out and make sure you've got a guarantee from the retailer. Many PAL machines are unreliable, and often overheat. If possible, buy a SMART model.

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HOT OFF THE SHELF

Do you know, I hate writing the intro to *Hot Off The Shelf*. I mean take this month, for example. What on Earth is there to say about the Merry Month of... er... September? Nothing, that's what!

Surely you know the score by now: the top games from the last three months sliced 'n' diced for your delectation. Oh, and there's a smattering of classics too. Read on...

BATTLE CHASE 2
Electronic Arts ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £24.99
 sequel-to its equally from Hollywood to the computer industry! This time round the rules are based on the Chinese variant of Chess, which introduces some new moves, has a river blocking the board (which some pieces can't cross) and links the kings movement to an

'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-animated ways. While a bit slow and limping running from Popipes due to all the disc swapping, a fast load shows the game to be far faster and more-visual than normal Chess. A game that should keep even the most jaded Chess fan happy.

► ACE RATING 900-04 95M PC

BOULDERBUSH
Vector Musical Industries ■ Gameboy £14.99 (import)
Yet another steal from the aging GPH's catalogue of great games. Hey kids, remember this? Guide-cute and cuddly Rockford around amnesia (that's jargon-speak for more than can be counted on one hand) makes of boulders and enemies in pursuit of diamonds. But less 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 8-bit handheld wonder.

► ACE RATING 900-04 GAMEBOY

CHUCK YEAGER'S AIR COMBAT

Electronic Arts ■ Amiga £78 ■ Atari ST £78 ■ PC £29.99
The two previous Chuck Yeager games were exemplary in every

respect save one: there were no guns! Fine for the *San Jose Bands-Wear Flowers-In-Your-Hair* brigade, but more than a little disappointing for the rest of us. This latest outing with the gilded old red rec'd has that complaint... and much more besides. Missions by planes from either WW2, Korea or Vietnam in a number of missions. Even more fun is the ability to pit, say a Mustang from WW2 against a Phantom from Korea. High realism means this isn't one for the push-up 'n' play brigade, but it's a fine purchase for the sim fan looking for a challenging and long-lasting experience.

► ACE RATING 900-04 95M PC

F-14 TOMCAT

Activision ■ Amiga £78 ■ Atari ST £78 ■ PC £78
One can't help feeling that F-14 Tomcat is going to have something of an uphill struggle to be noticed, what with the recent release of a whole slew of 16-bit north flight sims, such as *Wings*, *Gold's Jetfighter II* and *Chuck Yeager's Air Combat*. To be perfectly honest F-14 is inferior to both these competing titles, but it's still a high-quality product. The biggest criticism is that it's very hard to lose. Just set and let the jet crash into the desert and nine times out of ten Command will return you to active duty without even a talking off.

► ACE RATING 850-04 95M PC

FLAMES OF FREEDOM

Mindwarp ■ Atari ST £24.99 ■ Amiga £24.99 ■ IBM PC £78
Now this is a challenge, how do you run up a huge game like *JoJo*? The big three has set in, and *Flame* is now *Agona*, the island HQ of the Atlantic Federation. You play one of their coast agents with the task of supporting an impending attack by the evil *Island Empire*. The majority of the game takes place in a massive world 3D world, with your eye able to use any mode of transport he/she may come across, everything from on-foot to helicopter. But this is no shoot-'em-up. There's more than enough strategy and subtlety to keep any non-arcade fan happy. A major contender for Game of the year - already!

► ACE RATING 900-04 95M ST

HD SPORTS BOOKING

Mindwarp ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £24.99
This violent clash between two solid-polygon-generated pugilists is the best rendition of the 'table art' yet seen on a home computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that 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 900-04 95M PC

ODDS

Renegeade ■ Amiga £29.99 ■ Atari ST £25.99 ■ PC £78
Renegeade criss-onto the game's come with this, their first release - and what a corker it is! Set in an Ancient Greece, the player controls a handy warrior who must be guided through four levels of platforms, enemies, and puzzles to a face-off with something very handy in the Underworld. Okay, so Renegeade isn't as pretty for the written-by-computer plot but the implementation is something else - superb graphics, intelligent puzzles (and they are smart, tough and bags-of-devil supplies and secret bonuses to discover. It seems

temporary familiarity as Sigmar (Fred) and Mikko (Ted) Once crash-landed on the Red Planet, the adventure really begins, with vicious vegetables on the prowl, the survivors of a previous Butler expedition to find and the ruins of a dead civilization to explore. Original fans won't be disappointed and neither will anybody else.

★ ACE RATING SEE OUR B&B PC

PIPE DREAM

Macintosh • Gameboy £25 (Impco)

Most readers will probably be more familiar with this game under its original title of Pipemania. All the action takes place on a 16 x 7 grid. Using a cursor you have to drop varying sections of piping onto the grid, with the aim of making a pipeline for "flow" to flow down. Should the flow fail before it has passed through a set number of pipe sections then it's game over. Later levels introduce directional pipes like the flow MUST flow a certain way and obstacles. Inadvertently addictive - it's the sort of game the Gameboy was designed for.

★ ACE RATING SEE OUR GAMEBOY

POWERMADDER

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 286 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 concept to Pac-Man, the landscape is here polygon-based and this can be manipulated in just about any way you require. The excellent sounds are supported by highly atmospheric sound. All controls is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

★ ACE RATING SEE OUR AMIGA.

PRINCE OF PERSIA

Broderbund/Damark • Amiga £24.99 • Atari ST £24.99 • IBM PC £24.99

A game that could so easily go unnoticed and unloved by the shell-scouring hordes looking for the latest isms. 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 unpopulated levels of platforms, pits, spikes and waterfalls is quite excellent and life-like. And the gameplay, although it may sound unimpressive, is as good as the graphics. Some of the action has a real Hollywood-style banger aspect to it. Mix this and you'll be crying for sequel!

★ ACE RATING SEE OUR AMIGA.

R-TYPE

BMW • Gameboy £24.99 (Impco)

In one fell swoop, this conversion of the classic coin-op scratches the crown of Top Gameboy Shoot-'em-up from Nintendo. All your old favourites are here: The Force beam weapon (power-up), Ogie weapon (end-of-level alien), Fausta actions, sweetly game extermination. How do the programmers manage to pack so much into such a small package? Only BMW have the answer! If there's one niggling fault it's the waddling soundtrack, which rubs out annoyingly everytime a

sound effect is played.

★ ACE RATING SEE OUR GAMEBOY

SHOGUN EMPIRE

Origin/Amiga • PC £24.99
• Amiga £24.99

Using the Ultima VI interface, Origin have taken a side step from the medieval world of their previous games, and now plunge you into a nightmare world where you control a party of characters mysteriously transported to a dinosaur-infested Lost World. A good game well told and - hard to believe I know - actually better than Ultima VI.

★ ACE RATING SEE OUR B&B PC

THE SECRET OF MONKEY ISLAND

Lucasfilm/US Gold • 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 career for Lucasfilm. You play Rappaloo Threepwood whose mission is to become a fully fledged pirate. This entails a lengthy 28-hour in Lucasfilm's

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estimated speed through a world populated by surly knives and assorted cut-throats. Game interaction is made easy-style by the simple point-'n'-click control. It turns both tense and funny. The absorbing atmosphere is only slightly marred by the overuse of the 'TM' symbol.
ACE RATING 910 ON AMIGA

SONIC THE HEDGEHOG

Sega/Virgin • Intergame £34.95
 Amstrd, Sonic the Hedgehog. At last a quality title for Sega's little black beauty that really shows what the machine can do in the hands of the inspired. It certainly makes up for the likes of *Kardak* and *Midnight Resistance*. Believe me, you've never seen a platform game move this fast. And thankfully, clever game design has ensured that high speed doesn't mean high unplayability. But better than Mario? Well, perhaps not. It lacks the Nintendo giant's depth and long-lasting challenge. But it's a cracking game, none-the-less, and you'll be a right fool to miss it. Can't wait for Sonic 2?
ACE RATING 920 ON SEGA MD

STRIDER

Sega/Virgin • Megadrive £29.95
 The coin-op conversion was reviewed some time ago in these pages. Thankfully, the Megadrive incarnation is supremely superior - if you didn't know better you'd swear you were playing the arcade machine. Strider Hiryu has to jump and tumble through levels of arcade-perfect action. Stunning for its graphics, sound and gameplay, Strider is a must-buy for any Megadrive owner.
ACE RATING 970 ON SEGA MD

SUPER MARIOLA

Nintendo • Super Famicom (inc. with grey-import cartridge)
 Could this be the best platform game available? The game follows the seemingly never-ending adventures of Mario, as he 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 con-

sider yourself a real games expert.

ACE RATING 940 ON FAMIROM

SPACE GARRY IN

Sony On-Line • Atari ST £78A
 • Jante £78A • IBM PC £34.95
 Top-Quality goofball space adventure with lots of humour and minimal cluttering around. Sony have managed to combine excellent graphics and a Bizare-pot-compatronatable time-travelling story line. Guide Roger Wilco through a roller-coaster adventure involving absolutely no typing and some excellent puzzle-design. Every location contains a surprise! Not too good if you own a slow PC, and a virtually unworkable from *Prolog*. Otherwise, a pretty essential purchase if you can put up with the constant crashes.
ACE RATING 940 ON IBM PC

WING COMMANDER

Origin/Mindscape • Amiga £78A • PC £34.95
 Another 3D space combat game, but radically uses of stunning ray traced and digitised

graphics for the graphics. 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. Sadly only best appreciated on the high speed PC.
ACE RATING 940 ON IBM PC

WONDERLAND

Magnavox/Levels • Amiga £29.95 • Atari ST £29.95 • PC £24.95
 The book, having toured the world with The Pagan way back in 1987, returns with a new classic. An adventure game based on the famous novel *Alice in Wonderland*, the plot follows the book enough to retain its weird flavour, but not so slavishly so to make it ploddy by simply knowing the story. The laugh text, teamed with humdrum (but logical) puzzles, is accompanied by a number of stunning animated graphic scenes. The future of adventure games is here. An essential buy.
ACE RATING 910 ON IBM PC

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Continued from page 102

found of an extremely hard-boiled character. He was a professional gambler who had been arrested several times for cheating on the roulette table. He was a man of few words, but his eyes told a story of a man who had seen and done it all.

He was a man of few words, but his eyes told a story of a man who had seen and done it all. He was a man of few words, but his eyes told a story of a man who had seen and done it all.

QUESTIONS

The usual kind of mystery novel was fairly straightforward. The detective would be given a case, and he would solve it. The detective would be given a case, and he would solve it. The detective would be given a case, and he would solve it.

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A sense of mystery ...

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Honey and Vaseline in
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CLUES ACROSS

- 5 No charge to drop from 'Seconds of Twilight' software house (4,4)
7 Kind of light wine one swallowed (4)
8 Changes code - it's put it in (5)
9 Elite game Leo and Dino played together (7)
10 Pa cares my new game from Virgin (6)
11 Being under twenty, she rules the game (4,5)
14 Rat torn to pieces in game (7)
15 Computer helping to write comic routing (5)
17 Loathe Gremlin game (4)
18 Everything shown by the runes I've cast (8)

CLUES DOWN

- 1 Flintstone's first from Ubi Soft (4)
2 Game that's a bit of a cult I'm assured (6)
3 Brown dog! (6)
4 Look out - leaders got Ron to farm software house (8)
6 Be all-consuming! (3,3)
10 Clark Kent's translation of Übermensch! (8)
11 Heighten general awareness about Dornak subsidiary (6)
12 Dinos rewriting after as developed game from Origin Systems (6)
13 Banishment from Aedogenic (3)
16 A game of hazard from Leisure Genius (4)

Make sure you don't miss next month's competition - it'll be the last! To find out why, and what will replace it, don't miss next month's issue!



HOW TO ENTER

Every month we offer a free game worth up to £25 for your machine. If you're the number of the first correct crossword solution out of the hat, the winner for each year enters to win £25 September 19 Crossword, Wiley Court, Basingstoke Lane, Reading, RG2 5JF.

The deadline for entries is the first of the month but, as September 1st is a Sunday, entries received on Monday 2nd will be eligible.

JULY 91 RESULT

Winner of the July crossword was Patrick Murray of London. Congratulations to all who took part - the winner will be announced next month.



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NOTICE

Unfortunately, due to
financial groups using the
Pegasus system, ACE
has been forced to
discontinue this part of
the Readers Page. We
apologize to genuine
advertisers for any
inconvenience.

Any unpublished entries
will be forwarded to the
Federation of Free
Traders who will take
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FREEBIES

More public domain play power from Pat Winstanley - and yet more unauthorised versions of old favourites...

NYET

NYET - £4.95 - Shareware
Parkside Software (S&M 907)

This little one is for a test with this opponent alone from Parkside.

Is it just you or never seen this? The game involves manipulating falling coloured shapes. Each piece can be rotated and moved left or right, the objective is position the shape so that when it reaches the bottom of the plate, the plate is able to flip to create a voided line of colour that can slip to the other.

Several angles to win a final victory of which shapes will come or to what order so some frantic frantic choices arise while stacking (or rather the reversed) shape rest of the way.

If the stack of shapes reaches the top of the screen you've lost. Each time you manage a coloured line, that line is removed from the screen, allowing shapes above to drop down. The other produces a completely different set of gaps to be filled and is somewhat varied without being tedious.

Although not precisely 'State of the art', it manages to compete with a great host of top left and right controlled by T & V while the 16 bit is in demand (rather the shade). Tapping the spacebar activates the fall of the stage. Colours aren't too fast either (the 486 Amiga) or resolution (high) but although there is a toggle the sound is a little on a separate out of the gate.

This is the sort of program which either you've or don't. Personally I find it a little tedious but a friend is utterly hooked. Either way it's not too expensive to give it a try.

GAMES II

Amiga - £1.99 800k pack - PD
Italy PD

There will still arrive with plenty a collection (rather it will bring a smile down on the label to say what).

ACE FREEBIE WORKS!

ACE knows this column actually results in more sales for participating libraries - at least one has had to be rescued from under the deluge of extra mail. So why we remember do we have no post so much effort into locating suitable software? If you're running a library and want to fund your business, please Steve Cooke on 011 257 4202 for information about editorial coverage in this section.

the game is about. Myself for the old one "Off Tower".

The old consists of a program including beautiful (but presumably pirated) versions of four tracks, which I cannot, fit and together together with a couple of other games. Each is a good game in its own right and so the old is a wholehearted vote. (Although it's a shame that it appears to have been put together by software thieves - I never know what I don't know about this sort of thing).

Remember to copy and to be deleted first out when the software is copying to when discussing through history and there are too many old favorites through copying with that plenty of nostalgia.

POM POM GUNNER

Amiga - £1.99 800k pack - PD
Italy PD

Another interesting one to have gone out of fashion these days are all the strategy elements which appear to have disappeared. With this I would recommend find the deal in abundance more recently.

Not on the first world war, you play an American Panzer gun fighting a Japanese air attack. As simple as it seems the action is intense. It's the same strategy game (perhaps not the first battle) but that's about all there is to the game - but it's a little bit.

The background and game are digital. Despite an attempt to bring back to the bottom of the screen (although it's well controlled by both graphics and sound) with such simplicity the computer is to provide anything that seems - but that's not a fairly good deal at all (despite what I was told) off for choosing two friendly players out of the way.

If you're looking for something out new way to bring before the eye of thought, please this is a excellent candidate.

FLOWER POWER

Amiga (1984) - £3.99 - Shareware
AMMS PD Library (S&M 917)

Can flowers at it again with yet another highly imaginative game. This one's really for kids but the adults who have seen it usually end up having a giggle.

The aim is to grow and guide flowers while avoiding scattered water in the garden. Each level demonstrates an another flower to be grown as the maximum size for the total flower store.

Although the advanced style, the graphics are not something the garden to be with with various jobs to be done in order to be the best.

Getting a star is followed by the planting of seeds. But each seed is to be watered to grow, and the watering can needs regular refills if you become too absorbed by

SHAREWARE PAGES!

Software supplied by:
Valley PD - 091-587 1195 (Amiga), PD
 Box 95, Peterlee, Co. Durham, SR8 9WZ
Amiga.com Limited - 0900 766600
 (Amiga) 188 Dale Valley Road
 Hallywell South Yorkshire SO1 6QZ
Bluebirds PD, - 0734 45244 (Amiga),
 384 School Road, Telford, Shropshire,
 WOL 3AM
Adventure PD, - 0785 44227 (ST) 83
 Merrivale Road Rising Brock, Stafford
 ST17 9BB
Parkside Software - 0947 21195
 (PC/Mac) PO Box 1154 Corroper Martin
 Bristol BS18 5LQ.

the interesting garden, and to forget to water the plants they will start to die. Only a few beautiful flowers are shown may you see the flowers and depend them in the following table.

After going from growing steps to game play, and all of it, it will not only need and young plants if they are allowed to grow. There's no killing (except through a simple step to the first and well a thing to do with strategy to win the game, easy.

Amiga.com is really the best of the best and the quality (and the price) is the highest of all. The game which always makes me to the way the game looks at how it's doing it "Flora" while controlling the watering can. The entire game is a good example of what can be done without being too expensive to give you.

MEGABALL

Amiga - £1.99 - PD
Bluebirds (S&M 916)

One of my new favorite games (and for Amiga) and Megaball is one of the best (and around it's no good that more playing under pressure of work) feature, just for a while (despite - just to test it, you understand).

Although generally a fairly standard - but the ball with your bar to take out with the ball in the way - the features included in this version make for a shareware classic. All the old favourites (like the classic) - bombs, plus, child, rapid, and so on, but you do have some what happens here, your bar into a high point level, take out balls (and so on) through them (to find the ball (and so on) - but you do have some what happens here).

With all this to contend with you tend to forget about the ball (though) (the game where it is an other you can just make a better example of what can be done (although for enough to avoid the ball (and so on) in its own right) way towards you. Rightly recommended for all ages and systems.

See you next month!

ONE DAY AT A FRIEND'S HOUSE...

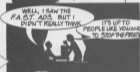


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ACE DIARY

AUGUST 1991

10-19th July SOFTWARE RELEASES

888: Super Cars III (C) Amiga £2.99. An relaxed top-down racing game in futuristic setting. Further titles from the Spectrum back catalogue to be released this week.

Impassable (S) Amiga £9.99. **NorthStar of the Year 2 (S)** Amiga £3.99. **Old Movies** originally from Millennium - (S) Amiga £1.99. **Third Kingdom** (also on Millennium - S) Amiga £1.99.

Midrange: Blue Moon (S) £29.99. Air combat in World War 1. **Sea Hunt (S)** £29.99. Submarine simulation.

Midrange/Electronic Arts: Eyes to Maximize (Amiga) £24.99. Midrange/Electronic Arts: Army Alley (C) £29.99. Midrange/Electronic Arts: Battlefield 2 (Amiga) £24.99. Strategically-led chess game where the pieces actually rotate and fight one another for possession of the squares.

Mid Soft: First Lane (C) £29.99. Five racing games: Steel Car Races, Steel Drifts, Mile, Silver Formula One and Omega 80.

Empire: Space 1999 (C) £29.99.

Sunday 13

Motor Racing: Hungarian Formula One Grand Prix in Budapest - can Nigel Mansell make up some of the deficit on Ayrton Senna?

Monday 12

Cricket: First Day of the Tests Test between England and West Indies, at the Oval. The ground shooting season opens.

Tuesday 13

Wednesday 14

Thursday 15

Friday 16

Birthday of Mandela, in 1958.

Saturday 17

Anniversary of the Proclamation of

Independence, Indonesia. Football: First Saturday of the 1991-92 Bundesliga league season.

19-29th August SOFTWARE RELEASES

Comcastware Double Double: 887 (Amiga) £29.99. IV Sports Football, IV Sports Baseball: Kings and Lords of the Fighting Fun, all in one package.

Mirror Image: United (S) Amiga, (C) £9.99. Conflict: Empire (S) Amiga, (C) £9.99.

Image Works/Electronic Arts: Illusion/NAOSOL Racing. (S) Amiga £29.99. Motor racing game in Indy 500 style.

Electronic Arts: Powermancer One Book (S) £9.99. Plans, tips and tactics for Powermancer edition. EA Strategy (S): MegaQuest (S) £9.99. An exciting action game. Battlefield: C2-T6, price £8.8.

Poppage: America (S) Amiga £21.99. First year earth around several planets, destroy anything that moves, marvel at the graphics along the way. Poppage: Gamma: Street Master (Amiga) £3.99. (C) £9.99.

Empire: Megastarveller 2 (C) £9.99. Follow up to an excellent strategy game through it finally scores a week since M77 hit the streets.

Sunday 18

1959: the first Mini, produced by the British Motor Corporation, was unveiled today.

Monday 19

Tuesday 20

Wednesday 21

Thursday 22

The new law allowing pubs to stay open all day took effect on this day in 1965. Cricket: Test match, England vs Sri Lanka, begins at Lord's.

Friday 23

Liberation Day, Romania. Middlesex County Council announced plans to open a new base of school, called 'compost-school', on this day in 1948.

Saturday 24

America: World Championships begin in Tokyo.

29-31st August SOFTWARE RELEASES

Image Works: Roman 2: Magistrate (S) £9.99, price £8.8. The graphics, the handling, and most importantly, the music, all on Amiga CD. Pelican (S) £7.99 price £6.8. Flight sim with heavy emphasis on realistic controls. Spectrum: Skybirds: Flight of the Intruder (Amiga) £29.99.

Midrange/Electronic Arts: Rules of Engagement (Amiga) £24.99.

Larkrise/MI Soft: Magpie Island (S) Amiga £21.99. Mid Soft: Crusader (C) £29.99. Strategically-led medieval saga. Winning Five (S) Amiga £29.99. Compilation complete.

Field: Hunter, Party and Road. Five Thrills: New 2 (C) £29.99. About the nearest you can get to the real thing on a computer at the moment.

Amidation: Street Masters (S) Amiga £29.99. Defeat the zombies invading the city centre. F14: Sunset (C) £29.99. Flight sim based on plane featured in Top Gun.

Sunday 25

Motor Racing: Belgian Formula One Grand Prix at Spa.

Monday 26

Bank Holiday: England and Wales. Tennis: US Open begins in New York. Anniversary of first BBC transmission of TV pictures using both images and sound, in 1930.

Tuesday 27

Wednesday 28

Thursday 29

Friday 30

Saturday 31

National Day, Malaysia: National Day, Trinidad and Tobago.

1-7 September SOFTWARE RELEASES

Domark: Anne's Jewel Collection (S) Amiga £24.99. Compilation comprising almost 400. Last year's 1st Six and Ivy Nine (also) Midrange/Electronic Arts: Battlefield 2 (S) Amiga £24.99. (C) £29.99. Underwater realm with mutant sharks and the like in Teeny side-up conversion, delayed from originally scheduled July release.

Midrange/Electronic Arts: Magic Castle 4 (C) £29.99. Fantasy role playing as you explore the dreaded domains of Gortex. Jane Warner (S) Amiga £21.99. Platform game with five time-travel scenarios and plenty of mazes and puzzles on foot.

Granada: Pegasus (S) Amiga £23.99. Airborne chess: set up on keyboard (S).

Larkrise/MI Soft: Moon £24.99. Racing game. (S) Soft: Mech Master (S) Amiga, (C) £24.99 - 91 and 92 with several scenarios £24.99. Tactical and campaign package.

Empire: Knight 2000 (C) £29.99. Tank simulation. Counterstrike (S) Amiga, (C) £29.99. Multi-scenario arcade-style game with you as tank, even with a sword and a mine also to break tanks.

SEPTEMBER

Sunday 1

All Formats: Computer Fair arrives in Leeds, at the University Sports Centre. Doors open 10.00am. Contact number for organisers: 0225 868000. Athletics: First Day of World Championships in Tokyo.

Monday 2

Tuesday 3

1967: Swastor withdrew from driving on the left, in driving on the right hand side of the road. 'Flow'

Wednesday 4

Thursday 5

Friday 6

The UK industry's biggest exhibition, the Computer Entertainment Show opens at Earl's Court 2, London at 9.00am. Phone the information hotline on 0209 582000 for details.

Saturday 7

8025 continues, plus All Formats fair in Victoria lifts from the organisers on 0225 868000.

THE W I N N E R E N D

PLUS CA CHANGE

Had our report for bogus game scenarios last month had us rolling in the aisles for, well, at least five minutes. The winner, after considerable debate, has to be M. Festival of Horrors, whose entry kept us chuckling the longest.

M. Festival's spec for "Premature Death!" introduced the hilarious possibility of virtual reality boot-camps, featuring two game modes: "TOTAL RECALL" - lots of places to hide until those nasty men go away (LUBBERING MURDER) - nowhere to hide, but who cares...you're there to cut human flesh!

The game kicks off liberally as you "Die your head out...and watch in horror as a gang of roughnecks break bottles over the head of your girl."

"Good luck" exhorts the blarney. ...and let's be careful out there! Well done, M! Your game is on its way. And an honorable mention to Nick (Skelton) who managed to come up with a scenario that panned on literally dozens of well-known games.

And now for a mega-camp detour, as you'll find out below, Bitter is departing ACE this month after four years of (mostly) faithful service. He returns you observe something a little bit special for putting up with him, and here it is...

ACE is mounting the Advancing Computer Entertainment conference at the EGCS in Cardiff Court in September (on the 5th and 6th, to be precise). At the time of writing, this conference will give gamers enthusiasts the unique chance of meeting and hearing from such luminaries as Chris Wallace of Power Crawford, Steve Beyond Zork! Moriarty, and a host of others. This is a serious affair - perhaps the first professional computer games design conference ever held in Europe! * and the entry price reflects this: £65 for two days, eight speakers, lunch, and a panel Q&A.

If you think that's pricey, remember that equivalent events cost at least £200 to enter and usually much more. However, we recognise that for some ACE readers this sort of cash is out of the question, so Bitter is stepping in with a unique chance for the lucky chaps for whom entry is not in a duck. If you win, you'll be rubbing shoulders with some of the biggest names in the business.

So here's your chance. Simply write down on a postcard the name of the game you consider to be the best designed program you've ever played, and then tell us why you chose it. The five tickets will go to the five entries that demonstrate to us the lowest design price - you don't have to be literate, just to spell, or even funny - we just want five people who REALLY think they know what makes a good game, and who can tell us what, in their opinion, that killer is. Get to it! The address for entries is:

ACE Bitter Good Bye Camp
Prize Card
30-32 Farringdon Lane
London
EC2R 3AU

...and the deadline for entries is August 30th. You MUST also include your daytime or evening telephone number for contact, and in case you win!

your daytime or evening telephone number for contact, and in case you win!

For many of you, especially those of you involved in entertainment media, this conference is really too important to miss. You can book a ticket by telephoning Steve Cooke or Sarah Caring on 071 251 6222 for details. Attendance is strictly limited and interest is already running very high, so get in touch soon if you don't want to miss out.

And as foretold, after 48 issues, Bitter can exclusively reveal that ACE was originally going to be called Bitter (yes, it's true) but a last minute decision went for ACE instead, with Bitter being reserved for the final page.

Early Bitters make pretty good reading - the first reported how Carol Software's latest strategy program had predicted that the company would get into financial trouble. The company (disappointed) soon afterwards, in the second issue, Stuart Bell and 'Who' Bill Straley of Microprose are seen cutting a celebratory cake together - later they were cutting each other to Bell stomped off to start Electronic Joe. Then it was Rescomsoft and Rescom going to court - now both of them are off the case. Plus Ca-Change...

...And the games...Bitter particularly enjoyed inspect the Arkland derelict, Photo (in early ST featured shoot'em up), Baramonster from Spacnia, Ultra-V, Cosmic Cruise (with it's linked, Linking Horror (with other game too hot) etc. (winning in it), Beyond Zork and, more recently, Marlon Dreamer. Old readers will always be welcome at the Somerville Home for Retired Nerds, but watch out for that laptop...

IN NEXT MONTH'S ISSUE

Next month we're launching the 5th Year of ACE with news of some major advances in magazine technology! We're not giving anything away, but get next month's ACE for the full story! Plus...

- The Berkeley conference: check out the current games in development at the home of the hottest racing line around...
- Exclusive pre-EGCS show reports...
- ...and a host of surprises. Don't miss it!

Dear Newsgator,

You may not have noticed, but I'm a damn slight quacker on the fire button than your average Joe. My excited gamingplay status demands nothing but the best, so please forward me a copy of the world's hottest computer entertainment magazine, ACE. PS ACE is out on the 6th of every month.

Name _____

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CD-ROM EXCLUSIVE!

Next month brings ACE readers a real hot exclusive that could take the lid off the future of home entertainment systems. We've all heard endlessly about CD-ROM, but now Philip has invited us for an in-depth tour of the European software development scene in Dorset. We'll be able to tell you a detail about the sort of games you'll be playing when the system launches next year, how it compares with CD-ROM, how much it's likely to cost and - the biggie - whether it's worth buying at those prices for...

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