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ISSUE 13 • DECEMBER 1988 • £1.95

ACE

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FIRST FULL REVIEW - SEE PAGE 42

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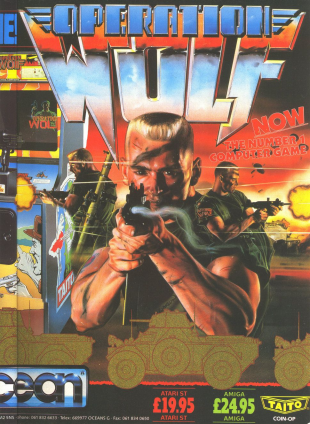


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Do you really want to get an ST or an Amiga (assuming you don't have one already)? Could it be that the machine for you is actually... gone. A PC? ACE takes a close look at the IBM hardware spec and asks whether this could be the game standard of the 1990s.



32 Playing games with IBM

If you bought Amstrad's PC286, what would you have to play with? Having checked out the hardware, we take a close, critical look at PC games.

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We've seen some burly boys in our time, but these games really take the biscuit. ACE instates the Fido awards for those rare titles that aspire to unique standards of excellence. Keep your six bag handy...

91 Get smart!

Andy Wilson calls out for a new kind of game - one that makes you think (and doesn't go mad).

84 Rockford: Role-play?

Plans of Rockford attempt to encapsulate the AD&D experience in an computer game. Does it succeed?

ACE

114 Play your ace!

We've got some goodies to give away to those who've got the guts to tell us what they really think about ACE, its site, the website, and games editors. If you want a real say on what goes in the mag, this is your chance.

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The biggest news in the PC line was a new machine that could change our ideas about consoles. Get your ear to the ground.

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Just what sort of hardware do you need to produce Electronic and a string of other hits? Mark Jenkins investigates.

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Operation that takes the month's pages. If you play in, Rockford: Role-play and what should you state on Jan 21st? We play the games, you get the verdict.



Page 46: Operation Wolf - how much fun and how much hell?

90 Arcade ACE

When it comes to 3D realism, The Last Spartan: Popper's something else... plus Forgotten Worlds, Gangsters, and Robin.



Ready to popper? Pull the strings in The Last Spartan: Popper's arena.

127 Tricks 'N' Tactics

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99 Adventures

Arise! from Level 1. Climb! from Progress. Fly over Land of Time and other towers, plus the final treatment of The Pilgrim's Guide to The Pinn.

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Win an Amiga! Plus dozens of other free gifts every month! The great ACE giveaway.

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It's not every month you get a chance to win prizes like this... **Like itself** on these pages. Look for your self - we've not here to go on! (readers) please.

116 Special Offers

Oh - you're mean, lazy and fat. You need to pay! Why? For your games, too! Why to go to the shops, and/or buy to play anything but fair-quick games. These pages, with great titles at up to 50% off, were made for you.

115 Subscription

A subscription ACE puts you at the front of entertainment technology AND gives you the chance to receive your whole subscription charge by ordering US \$20 games at retail price. Go for it!

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129 Buyers' Guide

The monthly round-up of recommended titles, presents the latest guide and buying games you can buy. It's all part of ACE's monthly service to help you save money by helping you find, test, top-quality software.

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151 Random Access

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166 Reader's Pages

Small ads, log business, ACE readers make their site help on adventures, self hardware, work projects, and form user groups. The reader of the marketplace in the second of your long-term, thoughtful people... you.

PLAYING SAFE?

The whole future of computer entertainment could depend on what happens next. Household name Amstrad have taken no risks by launching a cut-price, unexciting PC-compatible aimed at the home market. Meanwhile, a little known hardware firm are taking a terrifying risk with a high-power, completely non-standard console. They'll both want support from the UK's software houses over the next six months - but who's going to give it?

There's a lot more riding on this than just the bank accounts of the two firms involved. The micro scene is crawling with new-age machines - technical wonders like the Acorn Archimedes, Atari A800 and Flore One - that can't quite seem to break the stranglehold of compatibility. This month ACE sizes up the opposing forces: how does the incredible power of modern custom silicon stack up against the PC's safety in numbers? Is there still money in being original, or do people just want more of the same?

Originality's not just a hardware issue of course. On the software side of things, cloning can mean big business and even bigger trouble. Do you know your Rampart from your Rampart? Can you tell the difference between Road Rascals and Overlander? Check out our expose of copycat games, and find out why the big software houses don't think imitation is the sincerest form of flattery.

Oh, and while we're on the subject, take a look at the ACE masthead (that's the box directly below this one). Notice anything different? In the spirit of originality, we've got ourselves a new editor. Graeme Kidd first wrote for us way back in issue 4, but now we've got his awesome experience and encyclopaedic games knowledge on our side full time. Just as well now that Production Editor Rod Lawton has moved over to work on our startlingly innovative sister publication Now Computer Express. We're still looking for a new full-time staff writer, by the way, so if you think you cut the crumpet, write to us and tell us why. You should be over 18, know games backwards, and be able to express yourself well using the written word. Go for it!

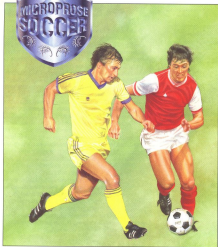
The Ace Team.

Future Publishing Ltd, 4 Queen Street, BATH BA1 1SA Tel 0225 446004

Fax 0225 446018, Telex 64777712

Editor: Steve Cooke, Quarter King; Reviews Editor: Bob Webb; Features Editor: Andy Wilson; Staff Writer: Andy Scott; Generalist Editor: Mark Jenkins (Music and Art); Greg Lockman (Graphics); Art Editor: Trevor Sinton; Additional Design: Angela Neal; Advertisement Manager: Jonathan Brown; Advertising Sales Executive: David Lilly; Publisher: Kevin Cox

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Overall winner: the **WESG** title sequence, designed by Matt Forester and produced by David Hordwood of Snapper Films. Computer animation by Digital Pictures Ltd.

GRAPHICS UNLIMITED

■ Matt Mahoney reports from the Computer Animation Film Festival



Computer animation is an expensive business, and the Computer Animation Film Festival—held in Hollywood on 15th October—was dominated by the flying logos and flashy advertisements of the companies that can afford it. Here was the Strontium ad and the Crest toothpaste 'Spookie Slogans'. But it emerged there was some genuinely inspiring and innovative work.

It soon became obvious that last year's winner 'Lure' had set a style that appealed to advertisers, so it was the Students section that proved the most innovative with four entries from the US (this is an international festival) and one from the UK. From MIT came 'Colder-Cells Reaver', a creature that can affect its environment with some of the least bit techniques, so that the animator can leave the creature to work out what it would do in the real world. Another entry had been animated by a Day II MP, possibly the most powerful computer in the world, and no credits for posting it weren't seen!

It also became obvious that the judges were looking for something a bit offbeat: the time round winner of the Feature & Short section went to 'Technique' 'Three', which used computers to generate characterisations straight out of these Chuck Jones shorts drawn 40 years ago. An award could also have gone to Apple Computer here, whose 'Pencil Test' was created solely on its Mac II micro—faster than on the 100,000-plus machines usually employed.

After some nomination, during which an experimental sequence from the Walt Disney labs was given an exclusive showing, it was announced that the title sequence from Channel Four's 'Wired', by Digital Pictures, was judged the overall winner. And said should be, as it shows what can be achieved in a commercial environment.

SHOW NEWS

The 20th Electron and BBC Micro User Show came from November 19th to 19th, and if you find the Architects an interesting machine, a trip to the new Harcourt Hill, Chesham Street, London, could pay dividends—and the witty named 'Wonderful World of the Architects' service and its associated items may justify a trip to Alexandra Palace for the Atari Show which runs from 22th-27th November in the Regal Hall, which owners of Commodore machines will find plenty of interest at the Commodore show, running in the Regal, Hammersmith, between 19th and 23rd November. Further details from Database Exhibitors, on 0622 073666.

NAVIGATION AND DENIAL...

With hardware wizard Kenix, makers of the magazine Speaking joystick, are set to release again a pair of products that should make the game-playing world a happier place to inhabit.

Official confirmation is available for the release of the Kenix Navigator, a joystick which Kenix claim looks and feels even better than the Speaking. 'The Speaking is a tough act to follow', commented Sente Holloway one of Kenix's Directors, 'and we wanted to be sure that we exceeded ourselves with the Navigator' she continued. Designed to fit snugly in either hand, the Navigator contains microswitch-based levers and should be available in your local computer shop as you read this, priced at £14.95.

While happy to see an acknowledgment about their new joystick, Kenix are at pains to deny rumours of a new games console apparently due for launch in the middle of next year. 'Obviously, what console' was about as far as Kenix supreme Sente Holloway was prepared to go when quizzed, but here on ACE we're pretty certain that Nintendo and Sega will beat themselves getting a good run for their money in the console market during 1988.

While confirmation for the rumored console is high



An officially acknowledged Kenix product - the Navigator, in Atari's Inspiration form...

impossible to obtain, clearly Kenix are preparing to launch a major product of the console variety next year. The 'console that doesn't exist' is set to be a thoroughly amazing piece of hardware packed with custom chips that will give the user more than the computing power of machines such as the Amiga, and will cost about as much as the Spectrum v2. Expect very very fast

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STARDUST ENTERTAINMENT

graphics and sound like you've only ever previously heard coming out of a dedicated synthesiser, and expect to be playing some amazing games on a Kenix-backed console by the middle of next year. Software won't be exclusively cartridge-based, and a variety of interesting peripherals are likely to be introduced to complement the basic unit. (Much more in the way of controllers than Speaking's or Navigators.)

Besides the fact that the console 'doesn't exist', a number of leading software houses appear to be engaging in intense discussions with Kenix. Maybe they're just waiting on a programme/joystick...? We know otherwise.

ACE ON THE ROAD

Miniheader: Home of The Justice League Television and long-standing software house DCcom. The DCU team jumped in the east (initial for Battle Issue 200) and headed up the MI to see what the Newcomer Big Boys were going to be releasing on an unsuspecting game playing public this Christmas... and very next year.

The official version of the title soon got up to Operation Heat (reviewed this issue) is the first game due in the shops, and will be neatly followed by another conversion of a comic plot, this time Data Family: Red Clades Versus Dragon King (which must be



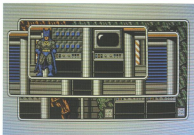
This early shot shows you the kind of graphics you can expect in Dragon Kings for the Amiga.



Another screen from Dragon Kings. That's the girl taken care of, but the big guy at the bottom looks tough.

is the hunting for the 'worse game name of the year' award). Because it's such a mouthful it's not surprising DCcom have shortened the name to plan of Dragon Kings. The game is a temporarily coming-out-on-up in which you have to work your way through hordes of badies (rats and mutants) by gunning and hiding them to oblivion. If you're lucky you might be able to pick up a dagger in need to make your job easier.

And the DCcom team don't skip at all-up. If you're in team they were developing a game based on the character Batman, you'll probably think you were reading a magazine that's some two or three years old. But no... not content with producing a superb comic 3D puzzle written by Pat Littan, DCcom are currently working on another, less arcade adventure game based on the Caped Crusader. The game has a strong 'comic book' feel and though the plotline hasn't been finalized, you'll be controlling Batman and



Batman ready for action. Note the window open window display that gives the feel of the comic book origins.

controlling some of his arch enemies, like The Penguin and The Riddler. Expect plenty of puzzles and objects to collect and manipulate (more than in your Bat Utility Belt) in keeping with the Batman image, no-one will actually get killed in the game.

Continuing the licence theme, DCcom are also working on the comic version of the recent sci-fi film, Robocop and Planes II. Robocop stars in the 3D real-time, set before Christmas with the 3D version following in the New Year. An arcade version of the game is also being developed by team up company Data East and although DCcom may be incorporating features of the coin-op, their version of Robocop won't be a straight conversion, but a game that takes the plot of the film closely - including a confrontation with the impressive 60000.



Robocop slugging it out on the Spectrum with the 60000.

Batman II also follows the film plot and as John Rennie (it's been so you to make Colonel 'Taskman' who has been captured by the Russians in Afghanistan. Playing with a point-of-view perspective, you see things



Others built on the 3D showing the cockpit view of a strange alien structure - should you blow it up or not it to take you to it's leader!

through Batman's eyes and have to regulate movements, by footings and search a Russian camp, blowing away enemies and anything else that moves while you do it. Unlike Batman, Sylvester Stallone's image is far from bloodless, so action fans will find plenty to keep them happy.

DCcom's next original product looks set to be a 3D/2D strategy-based war-up tentatively called Chess Ball for development purposes. Mike Corbett and Barry Gallagher, who used to work with Inter Graphics (it's Star Wars and Empire Strikes Back) are the men behind Omen. Appearing on the ST and Amiga-only, your mission is wipe out aliens will consist of at least ten levels - each one set on a different

moon-around Saturn. The action is viewed from the cockpit and you'll have over 60 robotic adversaries to contend with, all presented in stunning solid 2D-animation. It must be of blowing however expect to contend with puzzles to get extra weapons and equipment for your vehicle, and part of the action will take place in underground mine complexes.

If you like game players count on this one going to be in for some late nights in front of the monitor over the coming months, courtesy of DCcom. Perhaps The Smiths were thinking of DCcom when they said 'Manchester, we built to answer it' that trigger fingers at round...

MMH! IT'S DANISH...

Danish software developers seem to have been making a strong pitch for business recently, with the most notable example being *Search of Sutan*, a notoriously scrolling back-trash software with very large animated figures. Although actually produced in the States, *Search of Sutan* came up and landed in Denmark long before anyone here saw it. So were versions of *Atlanterus*, *Kanaka*, and *Amiga* *Am*. What's going on?

Anyone visiting Denmark soon takes up two facts. First, the Danish are computer-crazy or, more specifically, Amiga-crazy. Computers have really taken up into Denmark, first with the C64 and then not only with the Amiga but also with their PCs. It's an odd feeling to walk into a computer store selling 4- and 16-bit computers plus PC items and see nothing but Commodore hardware, but you can do it in Denmark.

The concentration on a single manufacturer has bred a huge community of enthusiasts, all working on vintage machines. The result? A vast network of...guy...guyes.

And that's the unusual thing you notice in Denmark - all these guys you hear about haven't just been released in the UK and are running in everybody's bedrooms in great numbers. There's nothing weird about it - just check out any old classified ad column (like the one shown here, taken from a well-known Danish newspaper) and you'll see dozens of ads for great software at about prices - often as low as £1, including the deal.

So I tried that so now I found of *Search of Sutan* plus the other titles mentioned above - fully playable versions of *Kanaka*, *Atlanterus*,

Raster/Amiga and *Wind*. Yeah, but developer's seem all these games, so how do you... Oh yes! On the Amiga TT item thing, too, these were all full blown Amiga versions at budget Spectrum prices...

FALLING BEHIND

If some of you out there are intrigued or into a good thing, just consider the following. No British software house is ever going to better selling up in Denmark and probably longer Danish versions of software. In fact no software company with any sense at all is going to even ship its product out there. There are a couple of Danish distributors representing some UK and American software houses, but so far no-one does direct. With pricing like that, it's hardly surprising in the long term, the Danes are going to be left with local and professional titles only.

If you think we're exaggerating, consider this - a great Danish computer magazine sells around 30000 copies. A good German Danish sells... well for it, around 2000 copies. No price for guessing why.

While ACE jumped the Danish bear and started with the hackers, one thing changed quite clearly. None of them thought they were doing anything wrong - in the country they went to go - and the others - and all of them blamed the Danish Government, who got a 20% import tax on software and other items, making the real thing nearly unavailable.

Under these circumstances, it's difficult not to be, at the very least, understanding... and it's certainly NOT difficult to guess why these countries are looking for other countries to publish their games in!



THE MONSTERS RIDE AGAIN AGAIN

Alternative Software have launched a new series, *Again Again*, producing full-price games across all formats. For release it to be *The Monsters*, based on the aged TV series currently being revived on Channel 4.

Programmers Harpal and Holmgren, previously responsible for *Granddaddy* (recently an leading for Topper rockers team on the one, which goes *Grappa*, Herman Lilly, and Eddie the chance to fix their time in an arcade-style environment.

Again Again will also be producing a game written by David, at *Combed* (your time, for which story set up).

Question format is an almost certain scenario with the *Make It* where you must destroy 7 enemy bases using the F10 planes at your disposal. In addition to stopping the anti-aircraft missiles, there are also opportunities for an in-air combat. The game will be released for Spectrum, Amstrad, C64, PC, and ST later this year. If it is as good as *Combed* (your time) step it should be worth watching out for...

DENMARK GET ATARI COIN-OPS

The humble terms have cropped a very impressive-looking deal with Atari, giving Comtek the rights to produce all Atari coin-op titles over the next three years. That could mean as many as twenty big releases to follow *Star Wars* and *The Empire Strikes Back*.

How come Denmark gets the job? After all, all games players are accustomed to seeing coin-op titles being outsourced off to the highest bidder, with little attention paid to the quality or lack of it of the final release.

According to the David Comtek (*Combed* / *Whisper*), it's all down to Atari's desire for a long-term relationship - which could mean that the big arcade companies are at last paying serious attention to us gamers at home, rather than simply off-loading their titles onto the market in a devil may care, give or

take-it-or-leave-it attitude.

So, stand by for *Madagascar*, *Jaws*, *Star Wars*, *Dragon's Lair* and *APL*. Coin-op titles will have already made up on the arcade versions of the last three titles in ACE - and will know that they're not to be touched at. *Dragon's Lair* and *APL* have excellent reputations at home, and Danish pricing releases abroad. Another three titles in addition to the above before the end of next year - all the games will be put out under the new Atari 'Tengen' label, recently

TENGEN

established in the States to handle the company's coin-op conversions. Shows *The Empire Strikes Back* wasn't too bad as coin-op conversions go, the deal looks like being a Good Thing for all concerned.

There are some free or well-known licenses (unpublished) used where what is available. The price are in Danish kroner (DKK) to the £. Prices are also subscriptions for magazines, or items and a whole range of the latest games - often downloaded over the phone line (down from variable daily distances in this State).

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50	Amiga, Intuition programme (for 16 bit) 100,-	50	Amiga, Intuition programme (for 16 bit) 100,-

SNIPPETS...

● UP AND COMING TITLES FOR YOUR MICRO

DARK FUSION

Comix

Spectrum £7.99cc £12.99cc
 C64 £9.99cc £14.99cc
 Amstrad £9.99cc £14.99cc

This exciting shoot-'em-up pits you up against a host of alien attack craft and gun emplacements. Survive the gauntlet of fire and you have to fight the monster from the Pit of Despair before facing the agonising decision of whether to lose life-time with your accomplice for or face the next challenge alone. Watch out for Dark Fusion in early December.

BUTCHER HILL

Comix

Spectrum £7.99cc £12.99cc
 C64 £9.99cc £14.99cc
 Amstrad £9.99cc £14.99cc
 Atari ST £18.99cc
 Amiga £18.99cc

A three-part action game that 'real soon now', Butcher Hill begins in an inflatable dingy. Trapping deep in a jungle, you need to collect supplies and ammunition while avoiding mines and attacks from enemy troops. Then a jungle race full of maniacs and enemy soldiers has to be negotiated before the final showdown takes place in a jungle village.

JOURNEY TO THE CENTRE OF THE EARTH

Soft Gold

Atari ST £19.99cc
 Amiga £24.99cc
 PC £19.99cc
 C64 £14.99cc

Based on the Jules Verne book, this arcade adventure requires you to travel to the Earth's core and return alive. Facing rivers, giant mammoths, dangerous prehistoric and sea snakes are just a few of the perils awaiting the intrepid explorer — cut short!

THE MUNCHER

Comix

Spectrum £7.99cc £12.99cc
 C64 £9.99cc £14.99cc
 Amstrad £9.99cc £14.99cc

First titled as Tiffnuck, Muncher is a modified version of a program Comix was planning to release before they signed a deal with the manufacturers of Comix. Now the suite moves from the Channel TV sets to the home and the action takes place in Japan. Explorers have stolen your eggs...and you won't let that...A real gasteroper of a game.

Muncher



ESPACE

Comix

Atari ST £19.99cc
 Amiga £19.99cc
 PC £19.99cc
 Spectrum £9.99cc £14.99cc
 Amstrad £9.99cc £14.99cc
 C64 £9.99cc £14.99cc
 MSX £9.99cc

This one to four player board game conversion takes you into the distant world of interstellar espionage. The playing area represents the World's capitals, airports, deserts and so on, and each player has to rush around collecting microfilms that contain details of the Ultimate Weapon. A really nasty player could forget about the micro-films and concentrate on bumping off enemy agents. If the dangerous world of Spiny and his people gives you a thrill, watch out for this one...available soon.

ENCYCLOPEDIA OF WAR: PART 1 - ANCIENT BATTLES

CCS

Spectrum £14.99cc £14.99cc
 Amstrad £14.99cc £19.99cc
 PC £29.99cc

Ancient battles is a one or two-player magazine from the author of Armies and Values. It simulates pitched battles in ancient times. Battles from the earliest times up to the fall of the western Roman Empire are offered, and

players choose an army then design the terrain over which battles are to be fought. Could prove a real challenge to Universal Military Simulated, but their US\$10 is on the way so magazines will have to wait while the two programs fight it out...

DUGGS

Level

Amiga £24.99cc
 Atari ST £24.99cc

Herbie Stone is back, in his latest adventure, the star of Crack is in a desperate race to catch the provocateurs and diggers who torpedoe his underground lab. To defeat the mad scientist, he has to attack his allies in the mountains and jump them around they go. Look out for Herbie with the New Year.

DRAGONSLAYER

Level

Amiga £29.99cc
 Atari ST £24.99cc

Provisional prices
 Despite the title, this arcade adventure has no relationship with the classic books. Featuring some 600 screens and over 60 fully-

animated enemies and battleships, the quest involves finding and assembling the parts of a magic incantation and then confronting an evil dragon who is the cause of all the problems in the land. Dragonslayers should be in the shops at the start of January.

NAVY MOVES

Comix

Spectrum £6.99cc, Amstrad, Atari ST, PC

(all prices to be announced)

As the name suggests, this takes you to Navy Moves is set in and around the ocean. Starting out in a dinghy, you have to jump sharks and avoid aquatic marauders before donning scuba gear to penetrate the enemy base. With a mini-sub, navigate another underwater cavern plagued with killer octopi and you're onto the second level. The aim of the mission is to capture and destroy a nuclear submarine, and the second stage takes place in traditional arcade adventure style amongst the platforms and ladders of the sub-Wonder # 8 (Dynamic will have a generous, pushing program on the cover of this one?)



SPITTING IMAGE

Comix

Spectrum £9.99cc £14.99cc
 C64 £9.99cc £13.99cc
 Amstrad £9.99cc £14.99cc
 Atari ST £19.99cc
 Amiga £19.99cc

Hands up who remembers Comix's old game called Spitting Image? You know, the one they renamed Spite Personalities? Well, now Comix are set to release the official Spitting Image game starring some of those wacky puppets. This potentially hilarious iconoclast has to be one of the strangest yet for a computer game. The Spitting Image (ex Gease Design) crew are putting the finishing touches to the game as we write, so expect to see it in the shops before Christmas.



ATARI
ST
£19.95

ENTERTAINMENT



RAMBO III starts you off in a jungle, and you have to multi-task. You'll be able to move around freely, and you'll be able to find out what's going on in the world in the background. It's your job to win a World War II!



This is where the fun really begins. You'll meet computers, tanks and other 'meat and potatoes' that need a bit of you on their own, just when you think you are getting the upper hand. Traps and obstacles transport you - some may be your enemy - inside various buildings and under tanks and more. Build up the firepower necessary to fight off your aggressors. Action and excitement at the very end of the world and unusual game, which has first shown us a convincing way of presenting back to them.



He's back and this time he's taking no prisoners. Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay landmines, avoid defenses, free the Colonel and then... there are to be explosive fun!

RAMBO II (RACER)
SHEPHERD ASSOCIATES/ATARI
P.O. BOX 100, 48100 BIRMINGHAM



RAMBO

ocean

E OF THE ART

COMING SOON

SPEEDBALL



ATARI ST - £24.99, AMIGA - £24.99
PC AND COMPATIBLES - £29.99

SPEEDBALL - TOTAL ACTION,
TOTAL AGGRESSION - THE
ULTIMATE SPORT FROM THE
BITMAP BROTHERS.

"SPEEDBALL IS FAST, FURIOUS
AND GRAPHICALLY VERY
STYLISH." COMPUTER GAMESWEEK 1991



THE DECODER PROGRAM

The new program lets you DECODE the 4-bit code, predictable and a little tricky, from each address to find out what code the address has. You can print out a list of 100 addresses in a form designed using information from our complete 1000000 file.

For full description of what you can do with the decoder and all of the options, please see the coding section of our complete file. You can also find out about the program in our complete file.

For more details on the program, visit our coding section, or only contact. You can also find out about the program in our complete file.

C64, CPC, ST, AMIGA version

10 FOR A=1 TO 255 INPUT "Code?"; B\$
20 B=ASC(B\$) FOR C=1 TO 4: B=B-255
30 B=ASC(B\$) FOR C=1 TO 4: B=B-255
40 IF B=0 THEN LET D=0: GOTO 50
50 B=B-4: GOTO NEXT C: PRINT "Winning Number is"; B: GOTO 50

SPECTRUM version

10 FOR A=1 TO 255 INPUT "Code?"; B\$
20 LET B=ASC(B\$) FOR C=1 TO 4: LET B=B-255
30 LET B=ASC(B\$) FOR C=1 TO 4: LET B=B-255
40 IF B=0 THEN LET D=0: GOTO 50
50 LET B=B-4: GOTO NEXT C: PRINT "Winning Number is"; B: GOTO 50

TYPING IN THE PROGRAM

SPECTRUM

10 FOR A=1 TO 255 FOR B=1 TO 255: PRINT A; B; " "; GOTO 30
20 B=B+1: IF B=256 THEN B=1: GOTO 10
30 PRINT A; B; " "; GOTO 10
40 B=B+1: IF B=256 THEN B=1: GOTO 10
50 B=B+1: IF B=256 THEN B=1: GOTO 10
60 B=B+1: IF B=256 THEN B=1: GOTO 10
70 B=B+1: IF B=256 THEN B=1: GOTO 10
80 B=B+1: IF B=256 THEN B=1: GOTO 10
90 B=B+1: IF B=256 THEN B=1: GOTO 10
100 B=B+1: IF B=256 THEN B=1: GOTO 10

100 FOR A=1 TO 255 FOR B=1 TO 255: PRINT A; B; " "; GOTO 30
20 B=B+1: IF B=256 THEN B=1: GOTO 10
30 PRINT A; B; " "; GOTO 10
40 B=B+1: IF B=256 THEN B=1: GOTO 10
50 B=B+1: IF B=256 THEN B=1: GOTO 10
60 B=B+1: IF B=256 THEN B=1: GOTO 10
70 B=B+1: IF B=256 THEN B=1: GOTO 10
80 B=B+1: IF B=256 THEN B=1: GOTO 10
90 B=B+1: IF B=256 THEN B=1: GOTO 10
100 B=B+1: IF B=256 THEN B=1: GOTO 10

C64/ST

10 FOR A=1 TO 255: INPUT "Code?"; B\$
20 B=ASC(B\$) FOR C=1 TO 4: B=B-255
30 B=ASC(B\$) FOR C=1 TO 4: B=B-255
40 IF B=0 THEN LET D=0: GOTO 50
50 B=B-4: GOTO NEXT C: PRINT "Winning Number is"; B: GOTO 50

AMIGA/ST/MSX

10 FOR A=1 TO 255: INPUT "Code?"; B\$
20 B=ASC(B\$) FOR C=1 TO 4: B=B-255
30 B=ASC(B\$) FOR C=1 TO 4: B=B-255
40 IF B=0 THEN LET D=0: GOTO 50
50 B=B-4: GOTO NEXT C: PRINT "Winning Number is"; B: GOTO 50

ATARI ST

10 FOR A=1 TO 255: INPUT "Code?"; B\$
20 B=ASC(B\$) FOR C=1 TO 4: B=B-255
30 B=ASC(B\$) FOR C=1 TO 4: B=B-255
40 IF B=0 THEN LET D=0: GOTO 50
50 B=B-4: GOTO NEXT C: PRINT "Winning Number is"; B: GOTO 50

AMIGA

10 FOR A=1 TO 255: INPUT "Code?"; B\$
20 B=ASC(B\$) FOR C=1 TO 4: B=B-255
30 B=ASC(B\$) FOR C=1 TO 4: B=B-255
40 IF B=0 THEN LET D=0: GOTO 50
50 B=B-4: GOTO NEXT C: PRINT "Winning Number is"; B: GOTO 50

SPECTRUM/MSX

10 FOR A=1 TO 255: INPUT "Code?"; B\$
20 B=ASC(B\$) FOR C=1 TO 4: B=B-255
30 B=ASC(B\$) FOR C=1 TO 4: B=B-255
40 IF B=0 THEN LET D=0: GOTO 50
50 B=B-4: GOTO NEXT C: PRINT "Winning Number is"; B: GOTO 50

RULES

1. This program is a computer program which is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers. It is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers.

2. The program is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers. It is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers.

3. The program is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers. It is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers.

4. The program is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers. It is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers.

5. The program is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers. It is available to all users of the Amiga, Atari ST, Spectrum, MSX, and other computers.

WIN AN AMIGA!

Has your ACE card come up trumps this month? There are 25 great prizes.



For everyone who's received a free ACE card (if not, see below on how to get one), here's another great opportunity to win prizes.

Using the program listed on the right, just type in the 25 four-letter codes printed on this page. If the program converts one of them into your personal number, you're a winner!

WE WANT A WINNER!

Note that we are now printing FOUR winning codes for the ACE card. If the owner of the 1ST CLAIM code hasn't claimed his prize by the closing date it goes to the owner of the 2ND CLAIM code. If he hasn't claimed his prize by then it goes to the owner of the 3RD CLAIM code...and so on. Should the 1st Claim owner claim his prize, the owners of the 2nd, 3rd and 4th claim codes automatically qualify for one of our SECOND PRIZES.

NEW PROGRAM

If you're a long-standing ACE card-holder, you should make sure you use the listing entered in this magazine and not one you may previously have SAVED. This is because we have to make changes to the program on a regular basis to accommodate the large numbers of people entering the ACE Card scheme each month.

LOOK AT THESE PRIZES!

ONE 1st PRIZE: AMIGA + COLOUR MONITOR

1st claim WMPD 2nd claim WAXD 3rd claim ZTZE 4th claim XHYH

FOUR 2nd PRIZES: 100 of software - chosen from the ACE

Special Offer pages

The winning codes: YSEJ - XCPV - UQLP - UBXK

TEN 3rd PRIZES: 20 of software - chosen from the ACE Special Offer

pages

The winning codes: YXHH - YVVO - YEXP - YXQG - YUCF - WEGZ - YHOM - YVFP - XMO5 - YVPA

TEN 4th PRIZES: A year's free subscription to ACE magazine

The winning codes: YNEU - YCAH - XJCV - WXTS - WNAF - WEJE - XZKG - WFZT - RYES - YAAZ

HOW TO CLAIM A PRIZE

1. You must enter the winning code that you printed in writing on your ACE card together with a note saying what prize you're claiming and the date when you claim.

2. You must give us the winning code in writing on your ACE card together with a note saying what prize you're claiming and the date when you claim.

3. You must give us the winning code in writing on your ACE card together with a note saying what prize you're claiming and the date when you claim.

4. You must give us the winning code in writing on your ACE card together with a note saying what prize you're claiming and the date when you claim.

5. You must give us the winning code in writing on your ACE card together with a note saying what prize you're claiming and the date when you claim.

HOW TO OBTAIN AN ACE CARD

If you are a long-standing ACE card holder, you should make sure you use the listing entered in this magazine and not one you may previously have SAVED. This is because we have to make changes to the program on a regular basis to accommodate the large numbers of people entering the ACE Card scheme each month.

For more details on the program, visit our coding section, or only contact. You can also find out about the program in our complete file.

DISPORTING POWER

SPORTS

you receive £11.99
if you get it for £9.99
to attempt
the strategy
of the water
you have to
sell it for £14.99
for winners
to follow
complete in
£12.99

GARY LINEKER'S SUPERSKILLS

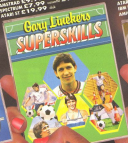
Master the basics of the highly successful Superstar Soccer name Superskills. Again endorsed by England's star striker. To command a permanent place in the national team means dedication, dedication towards both work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

CD-ROM £14.99
AMSTRAD £9.99
SPECTRUM £7.99
ATARI ST £19.99

ULTIMATE GOLF

The ultimate golf simulation for your computer. Use five different clubs and the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tired their hand at computer golf but never met a challenge as heating and enthralling as Ultimate Golf.

CD-ROM £9.99
ATARI ST £19.99
IBM PC £19.99
AMIGA £19.99



AFTERBURNER ● Activision

Take to the skies in your F-14 Tomcat and dog-fight your way through eight after stages of enemy fighters. Flip into the enemy fighters with your tail-con (up or left or right) and loose of controls. You'll hardly have time to think as you back and-forth your way through danger - it's action all the way here (and).



Wright: C&A - Wright's aim is to slow down, general movement more to get.

EA's Spectrum - Looking to avoid the enemy who come all over from in front and behind.



The games are getting hot. ACE takes its monthly look at the products that software houses will be tempting us with in the near future. Let's hope they turn out to be crackers and not turkeys...

CHRISTMAS IS COMING!

**944 TURBO CUP** ● Loriciels

As Loriciels have recently started sponsoring the Porsche 944 Turbo driven by top French racing driver René Metge, they've got together with the great man himself and are currently developing a racing game based on the great French racing event. Turbo Cup features several circuits which, curiously claim, are as authentic as possible. As all the cars are the same in the real race, its driving skill that makes a winner, and the same is going to be true in the game.

TOTAL ECLIPSE

● Incentive

The year is 1938, the setting is Egypt and your mission is to stop the curse of the sun just the being triggered by the moon that is due to pass between the Sun and Earth. You have ten hours to crack the problem. Armed with just a revolver, you'll need quick reactions, cunning and a full water bottle to avoid the curse being activated. This is the third Incentive release to feature the FreeSpace system and if the other FreeSpace game, Order and Dark Side, are anything to go by, this one is going to be a hot contender.

Spectrum - that's your airplane parked outside the pyramid at the start of the game.



F-16 COMBAT PILOT

● Digital Integration

Going head-to-head with Falson this winter will be Ols' combatflight sim based on the American F-16 fighter. Although the game will have a quick-start option, serious pilots will be assigned to the Tactical Fighter Training Squadron where they'll be assigned to the main operations area. Gradually, and you are assigned one of eight squadrons and each squadron is responsible for sorties within their operations area. The game is due for release on the ST and PC.

Looking forwards on the ST as you come into land.



Looking over your right shoulder as you look to fly over the airfield.



Spectrum - viewing the action from behind as you zoom between tower blocks - not dodging the Sab this time!

**THUNDERBLADE**

● U.S. Gold

Following their success with Gun Fish for Christmas, U.S. Gold are hoping to do the same again this year with some more versions of the smash hit gun up Thunderblade. You're piloting an attack helicopter through several stages of hostile territory, with the rise of the action changing with the stage. Sometimes your view is from directly above, sometimes it's from behind. Get your joystick arm and trigger finger in shape now, because the one promise to test over the toughest!

ST - viewing the action from above as you dodge the fish and inflict the damage.

**WEIRD DREAMS** ● Rainbird

Lying comatose in a hospital bed, you drift helplessly into the strange world of your subconscious. In the dark, spooky landscape, amorphous objects become distorted and nightmares come to life. Wander an elaborate description of the environment in the game, so the sooner you can solve the riddles and imaginative puzzles and return to the real world, the better.

Andy Wilson - on a good day perhaps?

**FALCON** ● Microsoft

One of the best ever PC and this combatflight sim is being converted to ST and Amiga. Added features include improved ground scenery and moving ground targets. The game contains some 12 missions and even gives the player the chance to flyright with up to three MIGs. Remember, Falcon's the game adopted by the Pentagon to train pilots in 'situational awareness and BVH' combat, so it has got to be good.

ST - looking over your left shoulder as you test out the runway.



ARCADE ACTION

From the SNK video, the coin-op smash hit now for your home screen. This multi-level, vertically scrolling arena thriller thrives on... *boom!*

into the jungles and trained vision of a nation held in the grip of a cruel oppressor. Freedom is your aim... *Goatilla. War is the answer!*



GUERRILLA

WAR



AMSTRAD
£ 9 . 9 5
COMMODORE



SPECTRU
£ 8 . 9
SPECTRU



...the name
of the game

GRAPHICS GALORE

ACE editor/guest professor, Brian Latham, tries to tell the future this month by looking at Amstrad's new VGA machines from the artist's point of view. The man himself is in doubt as to what MEO go for.

Brian's also co-opted the help of John Downie in the form of a short piece about the Travelling Maths company, who produce computer-generated images for TV (including Hitchhikers and Nightmarer). They probably won't be using the new Amstrads - they go for things in the £20-300 price bracket.

There's even more to be read of reader's letters, the new about windows, and becoming a professional graphics artist. Don't forget... if you've got a problem, problem, drop Brian a line at Mail Post, ACE Magazine, 4 Queen's Lane, South Ockley, Herts.



● This month, some of the secrets behind the TV programme Nightmarer are revealed, as we interview The Travelling Maths Company, the people who bring computers like this to life. We, not an ACE staff writer, created a model that is animated and superimposed on live action by a Supermac computer. Turn the page for more details...

Despite a lead of several years in the Desktop Presentation field with the Amiga, Commodore seem to be cutting things a bit fine as now even Amstrad, together with the other 'X' level companies, Apple, Atari, and Acorn, develop and promote their latest contenders in the graphics arena. With the new challenge of VGA MS-DOS machines from Amstrad, which machine should the graphics fanatic go for?

GRAPHICS WORKSTATIONS

■ CHEAP 'N' QUICK 'N' EASY

A budget graphics workstation has got to be cheap and its got to get good graphics up on their screen, quick and easy. To qualify as budget, it seems reasonable to set a cost limit of about £3000. Most people would think that's bit high, but compared to connected workstations, most of which start at 5-figure sums, £3000 is very cheap. With that limitation it is only the new Amstrad little model that beats competition - the little and little are too expensive for the average home user.

Although it is much cheaper than dedicated professional systems, Apparis stands out at this point. The Mac may be a serious home main in the States but here it's just a fancy Simcity. Atari's new

Topazarc Workstation ATW (currently £8400 or about £5000 take the price tag). They can also both suffer from a lack of software in general, though limited compatibility with older workstations - the AT and little Mac - confuse the issue slightly.

So the only machines able to compare with the new Amstrad on the basis of cheap graphics are the Atari ST, the Amiga 500, and the Acorn Archimedes 500 series. Let's start by examining what the Amstrad has got to offer.

A MESS DOES?

The most exciting development on the Amstrad 286 is the VGA display. As you will see elsewhere in this month's issue, you can choose 286 colours from a 340,000

palette and display them simultaneously at a maximum resolution of 640x400 (currently limited both the Amiga and the Archimedes state capabilities. In most other respects, however, the 286 is a fairly ordinary PC clone.

That's the core of the problem. Although of the top end, such an impressive display specification should make the Amstrad an excellent graphics workstation, there is more to good graphics than looks or colour. It is also important to quickly and easily transform the scene with a wide range of techniques. The Amiga and Archimedes and to a lesser extent the ST, can all support painting, 3D modelling, ray-tracing, image processing, and animation. All these require large amounts of computation. As

9

RISC OBLITERATION?

Computer graphics places the heaviest burden on the computing power of any processor. To get round this, computer engineers use the Amiga and the Architecture are themselves opposed to various hardware and software-oriented solutions.

The Amiga is still the only common home computer to use a full 32-bit floating-point processor for chip. This provides a system of approximation solutions that allow large amounts of number manipulation to be done with a single instruction, rather than the usual sequence of value and movement calculations that place a heavy load on the microprocessor. The Amiga also has several other dedicated chips specifically designed for particular tasks, allowing the processor to operate unimpeded for much of the time. Although this method works well for speed, it stills the screen and sound capabilities. It is of limited use

for many other applications, especially those utilising a 3D design stage. The software for graphics applications on the Amiga is still superior in this price range. The few Amiga-compatible machines using custom chips still do not have all the available image of the computer, but to make sure that a marginal difference in the 300K graphics power.

An alternative way to cope with onerous computational load is to use the most powerful 16-bit 3D instruction number of external instructions so that it can operate at very high data speeds. When a specific task needs to be undertaken, the relevant external instructions are provided in the software so that the computer works most efficiently on any specific job. This sort of dedicated instruction set (RISC) chip is one of the current fashions of the North American

the Architecture range offers the why are available in anything but a budget price. The required software methodology is, at least in the case of the Architecture, an industry that provides that can undertake graphics operations as quickly and in some instances are highly improved.

IBM software for the Amiga PC-Micro, IBM's PowerPC ACE Software's suite of graphics software facilities using the RISC architecture. It is a possibility that the Architecture is unlikely to make much of an impact outside education and science - and perhaps broadcasting - until the PC-Micro ACE may be able to take more business with ACE-based software for the PC market. Several of these are already in the market, any of which could provide direct Architecture power for the Amiga - it a pro.

amount of the more referenced graphics-oriented packages on the standard Amiga at least slower, working with numerous values over a large data set to up the more processor and effectively take up the available for minutes of a line.

This results in excessive low drawing frequency rates to the stage for lettering, rendering, and much less time and frustration. The Amiga 486 chip is considerably slower than the Amiga 4800 and it is unlikely that such advanced graphics software will be able to operate effectively on the cheapest standard. The Amiga 486 and 4886 should probably overcome the difficulty, but they are much more expensive and still just barely as effective as the Amiga Amiga 500 with its better or the Amiga-based Architecture 3D for graphics applications between - 32-bit or 32-bit.

In terms of a budget graphics workstation, the Amiga 500 is the most powerful (but probably not enough power to do much with a Time will tell how limited a graphics engine it really is, but still, there is still a whole lot of graphics software available for it, is there not? What, yes and no.

SOFT BILL

When it comes to painting, there is only a small choice of software available or reasonably priced for MS-DOS machines - and even that is dated or standard VGA de-

FANTASY FACT

Robert Banks, the techno-tech behind the award-winning Enlightenment program, a star of the Travelling Maths Company and also responsible for creating other things, the computer graphics on the Amiga's Enlightenment studio in the 1980s. When we last met him as a programmer at Brighton, he was sitting at a computer terminal displaying a 3D image of the gas, apparently subjected to a mysterious force of lightning and electricity, a striped animal (dog) topped up with a lightning bolt. He was called, he remembered clearly, to do things with reality.

The way things have been Enlightenment is which real people do physical and mathematical better with a bit of reality and enlightenment is a world peopled with computer-animated characters like Eric. Your definition of enlightenment is a bit of a bit to see how, and he went on to make better which can be easily accepted so that Eric appears in watch the adventure with his fan.

The program was the first work by the studio, for Enlightenment is recorded, and a star in a single window to monitor the adventure being held in the fantasy. Eric then, says program creator, The Maths, on the outside line of the adventure.

The Maths now, which is a Travelling Maths studio, is a little like the Maths. The day we visited, during the International

The Travelling Maths Company specialise in passing off fantasy as reality. ACE went to find out more...



Eric, superimposed on a painted background, (Enlightenment) Maths, the most of the controls of the Enlightenment program that makes Enlightenment possible, eyes up the model of Eric.

graphics on-hand. Amiga 500 is numerous in the up the city look, the

er display, for formatting - and feature considerably. It is available software only on the 528K and 1MB different versions and in the basic 512K-based applications.

to install. While this is not enough will tell you only a list of features and what they do.

is only a bit of 1980s - and a VGA ad.

stays at best - 256 colours at 640x480 lines. The Amiga and the Amiga cost, both display approximately 4,000 colours at the resolution as a result of some fairly device programming tricks. Greater resolutions might make 262,000 double displays available on the Amiga, but it requires the will of some enthusiast to do it. The best we can hope for is a 256 colour, 640x480 version of Deluxe Paint PC - and even that will be probably slow and greedy for disk space on an HD.

As for other requirements - 3D modelling, ray-tracing, animation, and image processing, all these still available to run on MDEC machines - at a price that in most cases they can only function if forced into and co-processors are fitted, adding further to the cost. In time, just the presence of a well number of cheap Amiga MDEC VGA machines on the market will result in some of this software coming down in price as it matures, remains being released. This has recently happened with commercial and office packages. MDEC machines may even end up selling a greater volume of some-oriented graphics software, but because of their production problems. Nevertheless, it graphics is one of the software HD costs, as the Amiga is really only competitive for the Amiga 500. If you want an effective and versatile graphics workstation to under \$3,000, an Amiga 500 is still the best professional choice. ■

PIXEL POST

This month the Pixel Post has just enough space to check out scanners and hear how difficult it is to become a computer graphic artist.

Scanners

Do you know if any good but cheap scanners available for the Amiga 500? If so, what improvement would I need and how much would it cost? The first looking in the classified ads but there don't seem to be any scanners advertised.

Wes B. Scott, Meigs, Nevada

As always, cheap is a very relative term. There are three scanners that I know of for the Amiga at present but none of them is particularly cheap.

Scanners are devices that allow flat artwork, photos, text (or sometimes even 3D objects) to be easily digitised for use in graphics and DTP applications. Two types are currently available: a flatbed scanner and a handheld 'mouse' scanner. Flatbed scanners are similar to photocopiers in operation, flat artwork being placed face down on the top surface and scanned from below. Mouse scanners are very much like large versions of the normal computer mouse. In operation the artwork is placed face up on a desktop and the scanner is glid slowly over the required area.

Both types are capable of scanning in black and white or a number of grey scales, though the second option usually costs more. In any case, flatbed scanners are more expensive because they usually cover a larger area and often produce higher resolutions. Mouse scanners only 'grab' a strip about 1 or 2 inches wide. Typically the flatbed types cost \$200 to \$300 and the mouse type \$100 to \$200.

For the Amiga, Bursons (01-807 3636) have MICROM, a flatbed scanner that features as a thermal printer and photocopier reading 2800, which is therefore relatively cheap but probably outside your budget. Close to a realistic price is the Handy Scanner from Cammon UK (01 499 4192) but costing around £250 it is still almost as expensive as the Amiga itself. Even cheaper is the hand scanner (2200) available from the Amiga Centre, Scotland (011 827 4445). All three of these scanners 'grab' at approximately 288 dots per inch.

Dear Brian,

Just a quick letter to the Graphics Cost aimed at anyone who is keen on starting a career as a Computer Graphic Artist. Many people think that getting an arts position within a software house is MEGA TOUGH. In most cases this is true, mostly due to the large amount of artists that are about. I started out on an Amiga 804 and had to get a SAC (game published, but in no way). After this first attempt I was a bit 50/50 but stuck at it.

Rule 1. Keep On Trying. This may take sleep and time, postage money, correspondence, but in the end your efforts will pay dividends. Or could there is no substitute for a good portfolio. There of it may be hobby and enjoy it, sooner or later you will develop a style of your own and then this will get recognised.

Rule 2. Make your first portfolio your absolute best. It may have taken you 2 weeks or 2 years (usually the latter), but at least you will know that it is your best effort.

Rule 3. Protect yourself. It is very difficult for a starter to save up loads of cash for legal advice over breach-of-copyright. Get yourself a registered envelope and address it to yourself. Then have a word with your (or 'or') own manager and pop in the diskettes/albums, which will be put in the letter's mail. Any dubious activities with your work, if not returned, can then be proved to having in you as it is sealed and held safe.

My first work was for Excel Software who received the serial numbers and the screen for Phoenix. Now I have started work for Ocean Software in-house. This job took me five years to land - as far as you can see, it can take ages. There are a hell of a lot of AAAA-ZZZ artists, and it is not out there, why aren't they being snapped up? Roy Lewis, Winton, Lancs.

TRY

ACE



computer
of 1980s.

roadcasting Connection, a guide with guiding a very odd blue lightbulb sign, turning the world into a sort of cinematic fantasy world under the sun, a beautifully detailed video world watching/developed, almost one which is divided into zones with walls to North, South, East and West.

The Excellence program uses electronic memory generated by a borrowed database from an Superword hardware (13 Mbyte RAM, 50 Mbyte hard disk). The stages are commonly keyed or mapped to live stock at a database studio. It adds the advantage of having its quest decided by its team. The artists did the team are the scenery captured and by techniques of lighting control and subtle mixing, creating an effective illus-



travelling through a mobile studio - you'd never believe it could be so small, space.

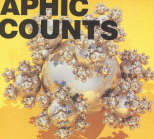
ion in which even transient objects can be automatically introduced.

News claims that the technology to create the fantasy world has only been available for the last two years. Its training and experience with theoretical art design has, however, been built up over many more years and to attract the public the touch of class which makes the programme work.

The next big thing was to 'fit' the 'real' and to state that over the next few years the freedom generated by electronic memory will become like many more TV programs of increasing complexity. The representation of a 2D image on a 3D set means that only one hand control system is possible but, as advance development concepts will be used to complete 3D generated images allowing much more dynamic action than a currently available. He also says that they would like to share scenes as a new deal, though this is not currently possible.

The idea of a mobile graphics studio is a clever one. Not least you're having trouble with your favourite 'game' program, you either work on a laptop, and may encounter the fully work, set pop out into the garage, slip into your Mercedes van, and boot up a few hundred thousand pounds worth of hardware, not to mention the team of professionals ready at your command. This idea is really very attractive.

GRAPHIC ACCOUNTS



Render of globe from Electronic Image, Will Maynard made in James Bond movie this year?

Other than the new Amroads (see elsewhere in this month's issue), the most interesting graphic software at the recent PC(w) Show was the now expanding range for the Acorn Archimedes. Come on a quick trip round the latest developments on the software front...

PRO ARTIST

The most versatile drawing package is for a professional version of Corel Artson, Pro Artson. Easy to use, it includes including Bézier curves, a wide range of fill options, irregular cut and paste, extensive colour manipulations, and image processing has been included.

Using 240 colour on-screen selected from 40% of a resolution of 640x480, Pro Artson compares well with Amiga packages like Photo Free and Deluxe Paint. Its high-quality lines and a wide range of vector stamps are also included in the comprehensive package.

Advanced Memory Systems of 6400惠州 and those based on them to release both the ST and Archimedes versions of Pro Artson originally called Pro Artson Pro Artson Lighted, but since Acorn's Pro Artson is the in colour 640x480 resolution to allow faster operation and smaller file. Both versions are specifically designed to optimize printed output with a large page size as well as all the usual drawing tools thoughtfully implemented. For example, variable stroke operates with the cut section, visible at all times. At the budget price, Pro Artson seems very good value. To be sure, watch this space for a full review. Contact AMS on 0925 412200 for more details.

IT'S ALL GREEN

Continuing the Green theme (Eco-3D 046 00 from ACS Computing on 0222 322554) is a 3D world with an environment system. It's a cool, versatile, and relatively easy to use, though without today's 3D user friendliness. It includes orthogonal or perspective projection, line or surface drawing, fill modes, line and surface removal,

and several scene-and-object transformations. It is even fast enough to rotate objects at real time velocities, or solid 3D objects, something no package on the Amiga can do. Dry tree rendering modes are in preparation. John Deane is getting to grips with it, and as the moment and to report will be on these pages very soon.

HOY DO TALKING

The same time in Flight always make me think of my last review writing that way to the 100-odd. Now in Flight 2 (Amiga - 1) is available from the Amiga Centre, located on 011 887 4342) is a really improved version of the 3D graphics and animation system from Mike Higgs. His unique paths, texture mapping, object shading, and path variations. Flight 2 is a real test to the most of the most advanced graphics packages for a home computer. However, with Knight 40 well on the way it may be out of this world.

MORE PAINT HYPER

That was at the PC Show was the promised steel 3D paint system Hyperpoint (Amiga 046 00) which claims to 'be the best generation of graphics packages'. After 2 weeks of intensive use it became apparent that Hyperpoint was more than just a paint program - better than MacDraw for that, but in comparison to Design Lite or Art Director. The conclusion is borne out by De-graphics from Hyperpoint is a clearly state-of-the-art.

The only unique feature of Hyperpoint is its ability to work on really large coloured images. Only on 1 Mbyte machines or larger, though. To

compare, Hyperpoint 2 must provide a very wide range of image facilities or comparable in doing one job really well. Perhaps a obvious reason of Art Director would be a better solution for a machine that is being presented as a cheap Macintosh. Hyperpoint is an interesting drawing system, certainly between CAD and painting designed to produce illustrations for DTP applications. Look out for the next 2 packages soon on the ST and Amiga.

QUANTUM STIMBLE

Another disappointment is the latest version of Quantum Paint v1.0 for the ST. After months of waiting with level breath because of various delays including the post office, it is all too late to get. Quantum Paint is a screen including a 'ghost' of the control panel coated over occasionally in the drawing area. There there are all too functions that 'actually' use the 512 x 400 state wide local colour mode - i.e. draw and coloring like Quantum Paint ACS have it. Again, despite its considerable merits, Quantum Paint still has its work on Design Lite.

...TO THE BARBERS

Eco-3D Image recently the most innovative producers of low-cost-quality computer graphics is still in the way now occupies the last stage of this new hardware system. Based around an Atari Plus MiniFrame parallel processing render engine, they are now able to produce photo-realistic ray-traced type detailed graphics in minutes. The potential of this machine is such that we might see it being a full-length commercial film with the usual complexity of the Acorn Eco-3D advertisement. ■

T'R I 'A 'D



V O L U M E • 1



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effective imports, but also offer some very healthy imports sales for games outlets in the country.

With a multi-million machine world market - something neither the IT nor the foreign has yet achieved - there's the strength of a focus on software licenses to take their time developing games. They wouldn't want to top the charts to get their money back, because even the software would be selling in retail markets.

INTERESTING

The best thing about compatibility is that it encourages software development. The best thing about it is that once the software base has built up, it gets very tough for manufacturers to improve the hardware design. There would rather have to do it, low-price reverse machine that runs the software than a completely new that doesn't.

Unfortunately the original design of the IBM PC series was not Intel's 8086 family of central processors (see box), and with technology that was a very poor choice. While even the cheapest modern PC is a great deal faster than IBM's original machines, present day users are still paying the price for design decisions made some years ago. That said, the typical out-price PC at today has more than enough processor power for most entertainment purposes, what it lacks is graphic power.

GRAPHIC

Because of the PC's age, and because it was of nearly state-of-the-art when first sold, there was no real graphics standard included in its specification. This meant the designer it would be like the PC's "open architecture" meant that you could plug in video cards some time on a graphics because supported.

It has been made possible for PC would probably be dead and buried by now. As it was, graphics card was never very big business indeed. A wide range of colour digital standards appeared from various third-party manufacturers, but the three dominant ones all came from IBM: they were the Colour Graphics Adapter (CGA), the Enhanced Graphics Adapter (EGA) and the Video Graphics Array (VGA).

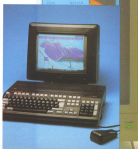
You can check out precise details on the different standards below, but the important point one of colour. VGA can do anything EGA can do, and EGA can do anything CGA can do. It there's no sense in arguing over which one's best. If you can afford VGA, get

it - but be warned, not VGA facilities will be very expensive monitors. Otherwise, go for EGA. If you possibly can.

CGA is very poor that by modern standards, but for many PC buyers it's the only game in town. While EGA is gaining more and more ground with games writers, and is superseding CGA is whole lot better, there's still no other cheap machine available with built-in VGA. (Well, there is, unless green and frolic computer carts will have to carry on paying the extra.

BOX

The original PC video graphics standard, CGA, has looked rather staidly for quite a while now. Most games run on a low-cost 320x200 screen rather like the monitor



PC 200 - The standard PC above most.

THE PC 200

Just about the cheapest PC computer ever sold in this country, the Standard Professional PC200 is a long-standing 8086 machine with a 3.5" disk drive and a CGA display. The use of the Standard name suggests that limited use for the PC200 as a home machine and one likely to deliver 1 for the price. (Only the PC200 range, its not surprising that the cheapest screen, weighing in at around 100g including VLT, has no monitor and is fitted with a TV monitor.

In practice it's rather hard to see the benefits of such a set-up. Plugged into a TV you see the 80-column definition needed for most serious applications. In return you get a colour display, but that's small consolation given how poor CGA graphics handle is.

With a monitor the PC200 will deliver to a very useful machine to have around for all the usual text-based applications. Its replacement potential seems low, and anyone looking for an affordable machine would certainly do better with one of the newer PC 50 (2 or 14) or



resolution made of the Amiga's CGA. The big resolution here is that there's no palette at all—just two color schemes, either white-cyan-magenta-black or red-green-yellow-black. Most CGA games use the latter scheme because of its higher contrast, but still get by very nicely in red, green and yellow.

Though its primitive stuff even by 1-bit standards, the CGA screen does have one big advantage: its very small (small is memory terms, that is to say). The advantage here isn't in the space taken up—all PC display cards come with whatever memory they need—but in speed.

The main trouble in a screen's speed is its power-to-accelerate ratio. Most of the power isn't lost during a game's good old drawing a game goes on drawing the contents of screen memory: clearly a more powerful processor can get the job done faster, but equally a smaller screen (in memory terms) speeds things up by leaving the processor with less to do.

On the power front the typical PC-based processor can't match the MSAT machines' processor (see test), but the CGAs try to. Screen lines from modes up to 16 by contrast the ST has to work with a whopping 328 for a full video display, while the Amiga may have to handle up to 640.

EGA

If CGA is cutting up its bit of the edges, EGA is still alive and kicking. As a games standard it's at least in the same league as the ST and Amiga's with a typical game mode of 320x200 pixels in 16 colors. The

THE MAIST MACHINES

In line with the Macintosh, Amiga and ST—effectively known as the MAIST machines—is one company seen as the first step on the PC-compatible. They certainly are more power to your money, and don't suffer from the PC's memory restrictions. That said, these 16000-based machines don't seem anywhere near challenging the PC's real user base even when the three of them are taken together.

The whole problem is that the three machines can't really be taken together. They've got incompatible hardware and disk formats, are aimed at different markets, and are built by formerly hostile manufacturers. They've also got different operating systems, and because these are based around WIMP look-alikes they're of different things to programmers as well as users.

EGA-equipped PC gives low out on palette size—you only get 64 colors to choose from—but has useful high-resolution modes: the 640x480 resolution mode.

Of course, that kind of color freedom and pixel resolution makes an EGA screen a pretty useful thing. That doesn't mean EGA games run slowly mind you, even with a very standard 16MHz 80486 providing the power. The screen drawing is very cleverly optimized to help speed things up so that for many purposes a 333 EGA screen can take less work to handle than a 1-bit CGA equivalent.

VGA

The hottest display standard around right now, VGA offers screen sizes of up to 640x480 pixels in 16 colors and of 640 x 350x200 in 256 colors out of 262,000 with. Both of these modes require high-end, high-price monitors, making them either a small market or games outside of the moment.

The 256-color mode has other problems too as far as game-writing goes. Its position in the screen is huge 1040 and there's no hardware help to reduce the burden. That kind of load would tax an ST severely, and a typical PC does not even have the power of an ST. The programmer's left with an unenviable choice: either (a) stick to game styles that don't need large, frequent screen alterations or (b) restrict their games to high-speed 80386 or 80486 machines, cutting the potential market still further. But surprisingly, most people go for option (a) and stick to 640x480 modes, on the basis that the VGA can manage these too.

On the other side of things that the 256-color mode really comes into its own. The potential here is enormous: while the Amiga may be able to challenge more colours on screen at once, the VGAs' inventors of colour use and enormous palette move from street this. For say-toasting or toast, printing that is a no-brainer.

PC 2086 - VGA at an impressively low price

THE PC2086

The cheaper of Amstrad's updated PC2000 series, the PC2086 offers VGA graphics at an impressively low price. A single drive system with top-end colour monitor will set you back a hefty £295 including VAT, but that set-up gives you VGA at its best and EGA games potential. It also provides a great workhorse for all those users, serious applications would normally associate with PCs. To justify spending so much money you're going to have to want that serious bit of bang—but you can still have your fun with Deluxe Paint II and Palace II after hours.

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Screenshots taken from ATARI ST

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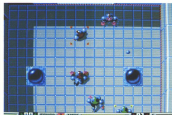
The British public don't know quite what to make of PC games. If the PC belongs in the office, as most people seem to think it does, why are people doing producing leisure software for it? The odd pop-up, high-tech game-like thing makes sense as an executive toy, but in the same boss you could understand adventures with both main systems spreadsheet displays. But what about great space-like titles or Diner?

PC games certainly are strange things. While more and more of the big UK houses are converting their mainframes files to the PC as a matter of course now, these are a recent phenomenon. There's usually little effort made to use the PC's power effectively, and the resulting games tend to make the PC look like an unnecessary extra menu. The great classes of PC gaming had their roots in the Atlantic. This isn't just a legacy of the machines' origin either: the driving force behind PC game development is still the



THE SOFT UNDERBELLY OF THE PC

Never mind the hardware - what about the games? Whether you've got a super-fast 80386 machine with a £1,000 monitor, or just a Sinclair PC200 plugged into a telly, a PC's only as much fun as the software running on it. Andy Wilson investigates the games PCs play.



American market, and it's pushing things far beyond an impressive pace.

THE AMERICAN EFFECT

The PC may be a business machine on its face in the British eye concerned, but across the Atlantic its big name in the games market. PC games are hardly a novelty in themselves of course - after all, the PC's been around longer than the Spectrum or the C64. What's making the headlines now is the explosion in 32A games, and the massive improvement in graphics that has ensued.

A revolution in PC games is long overdue. The average American PC is so powerful that, some ten ways upmarket of its British counterpart, Post 80386 central processors are becoming increasingly common, and 32A capability is reckoned to be just about essential. Running a 32A game on the kind of equipment I'm using on it is to emulate a Spectrum, so it's only natural that there's a big demand for better looking software.

That's not to say the UK's developers have been left for the 32 games industry, mind you. While the demands in Europe has been with brighter, better, smoother graphics.

The British Software Speed Rail (Image: Microsoft) looks a whole lot better when your PC's got 32A graphics.



"There we were, okay Pat, in our G.I. play, playing the supposedly good game, okay..."



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imitation: It's been going on for years. Chaucer and Shakespeare collected up other people's stories and re-worked them, each producing similar versions of *Troilus* and *Criseyde/Creseida* for example. But *Troilus* wasn't a coin-op, and nobody minded much.

Nowadays, pop producers are sampling recordings, borrowing other people's sounds as well as other people's tunes. Software publishers, too, draw inspiration from each other's work, sometimes to the point of abject plagiarism. In the trade, corporate piracy of ideas and licenses is a hotter issue than home piracy nowadays... With the big companies relying more and more on arcade licenses to provide the hits, they're getting aggressively protective about what they regard as their "property". But the record of time reveals that the sinners against are as much the software sinners, as we discover...

Other versions of coin-op games stand a good chance of showing up at Comdex, to the point where smaller software houses that concentrate on original games can't get a look-in during the native section. No wonder license-holders are leechy about protecting their rights.

Recently, Activision has been getting heavily positive in its *8-Type* license, introducing five games from other software houses (mostly surprising, when one Kotaku demo apparently featured a message from the programmers to the effect of "thank you to *8-Type* and the inspiration it has given us").

A month or so ago, US Gold withdrew *Great Giana Sisters* following pressure from Nintendo who felt it looked a bit too much like *Super Mario Brothers*. Wearing the boot on the other foot, US Gold proposed title to make notes about that after making certain that Nintendo knew too stinking a considerable bit about license boundaries.

Last year there was a *Smashall* revival. The official license to *Atari* was acquired by Imagine and up with Kotaku, Addictivoid, Kelly, and GigaSoft along with a host of others that sold a French magazine to review status games that bore a striking resemblance to *Atari*... and admit that they hadn't covered all the possibilities. Ironically, while the owners of the official *Atari* license granted its defense to their rights, the coin-op company which had sold them the license was itself sued by the people who bought *Super Smashall* into the arcade. Turny still would, isn't it?

THE OLD, OLD STORY

The only thing that is new, is the law. The entertainment software industry came into being with back-bedroom clones of existing

games, and as it grew, it started itself by denoting "inspired" inspiration from existing products. For a long time, people didn't even think about buying licenses.

Despite today's legal shenanigans, publishers and programmers are set to keep on cloning - or at least borrowing and re-working ideas. Maybe there really are only a handful of basic game ideas, which are bound to crop up again and again, or maybe the creative spirit that brought games like *Hellfire*, *Knightrider* and *Manic Miner* has been extinguished by the available to coin-op licensing opportunities.

The nightmare began right at the start, when the first home computers were released. Many of the clones of today's

software industry who are now getting a hot taste the collar about clones were involved in small software enterprises that began by selling totally unoriginal versions of games like *Space Invaders*. But Cosmo's of Activision, he believes, began his career in the software industry with *Galaxian*, but none of that lot. Programmers now coming very tidy brings from producing official arcade conversions often found their cost cloning and cloning games they had seen in the arcades, with never a whit of a license agreement in the lot.

Industry veteran Andrew Stevens recalls the early days: "I simply didn't occur to people that there was any kind of problem with rights. Everyone was cloning versions of arcade games, so you just copied it."

Some companies changed the gameplay and added with the title - like Interceptor, with *Rocky King* (3D with *Rocky King*) or *Attic* with *Monkey Business* - even Ocean started that way, but at least they were the first company to buy the arc-arcade license for *Smashall*, with superior software who need to be BCC rights. Others just went out and cloned shamelessly. Like *Galaxian*, who produced *Defender*, *Invasion*, *GI* *Smashall*, *Atari* and *Defender*.

As official licenses were acquired, direct cloning of classic games continued. Just below it comes, *Micro-Gem* was preparing to launch a series of budget arcade clones, and a few years ago *Radice* Inc had the same idea releasing *Classic Blaster* as a budget *Pac-Man*. *Classic* cloning still hasn't died out. About a year ago, *Pentastar* released *ArCADE Classic* and cloned great games with its quarter of clones - *Space Invaders*, *Atari*, *Smash* and *Space Miss* - which apparently became one of its top-selling budget titles. And not an official license in sight.

"Larger companies, like ourselves and Activision are beginning to realize that if you're going to pay large amounts of cash for licenses, you're not going to put up with other firm's duplication of the game." David Carter, US Gold.

Pentastar's version of *Space Invaders*



SEEKING INSPIRATION

Looking for the creative (or inspiration) was common in the early days of games programming. As David Jewell, of Walling Centre (now Design Design and Crystal) notes: "When we started Crystal, nobody thought two books about language and grammar (books) and coding the game *Spencer* (books). We didn't do exact copies, but borrowed here and there." Frank Butler would quote a lot in *Ballistics*, and from the line tactics columns from *Frank Butler* were inspired and adapted for a sports game, which appeared a little while after the arrival of the *Wes* in the arcade. Don't stop.

"In those days, we were just kids getting on with it," David remembers, "very naive and again we heard of someone being warned off but we were a bit naive - for instance, we wrote a game called *Relief* it *Remedy*, but even knowing that there were no arcade games with that name, it would have cost a lot of money to fight the issue in court, whether we won or lost the case, so we called the game *Memo*."

"You must have heard it said that there are only six jobs in the world, and every job is directly related to one of those six. Well, there are probably only six or seven games in the world too." Steve Nixon, *Elite*

It challenged, companies tended to back at Microsoft, for instance, got up against *Autodesk* with *October* in the *Jargon* as John-ferme remembers: "they said our game was a copy, and that they were going to sue. Talking to our solicitors, we found that it would probably cost us \$10,000 to go to court, better not get a decision, so we went okay, we'll back it out towards." In the absence of legal aid to companies, as John points out a large company can dominate a small one before a new gets to court.

John will believe that you shouldn't be able to copyright an idea. "Copyright exists in the creative content - if someone copies game graphics then there's reason for people to complain."

John also thought the best companies to get protection (and the rights to a game - in 1982, it produced a version of *Panorama* for its cousin, and started making money about total computer sales of the game. Bug life was we went off and wrote *Microsoft*, while sales everywhere while *Commodore* got into a split of bother with *Acorn* over *Jelly* like.

The cloning continued, however, as a fully uncopyrighted material. *Panorama* is one of the great game failures, which has appeared one and over again - while *Grand Slam* had done the same thing and collected about revenues in the more recent *Panorama* (some variations, other companies have continued to invent *Panorama*), right up to *DS Golf* with their second *Legend* like *Mike Challenge* game, reviewed that year.



Arkworld judged to be 'a naive attempt' of *Arkworld* in issue 52

SOFTWARE PROTECTION

Buying remote rights has become a highly competitive and expensive business. Leading software publishers bid against each other for the opportunity to produce the ultimate version of out-of-games. The stakes are high, and the getting higher. Last year, for instance, the *Star Trek* license is rumored to have cost DS *Elite* in the region of £250,000 - that is the cost of programming the version.

As for the advertising bills, count in the expense of producing the title, types, layouts and so on, and you realize that an initial lot of DS total money was riding on the success or failure of the title.

Publishers need to sell a lot of units in order to recoup that out-of-pocket, and they are understandably wary of having an expensive but unprofitable by a 'clone' or 'imitator' game produced without a license. The arguments that there's plenty of room for everyone, so that a real lot of an arcade game will buy the effort versus cheap with unlicensed versions doesn't convince the owners of expensive licenses.

Last year, there was a lot of up-front value selling in *Computer Trade Weekly*, the industry newspaper - several companies announced the acquisition of licenses with aggressive offers pointing out that their solution would be watching to share. The year the time has gone slightly more quickly.

But where does cloning originate and who cloning began? Their programmer such as John Nelson and Steve Crocker guilty of

THE SAGA OF MONOPOLY

Board games were not the only source of inspiration in the early days of the software industry. Traditional entertainment, such as card games and board games were converted for the home computer in-draw. Clearly, to do this meant the rights to these, thoughts or bridge - they are 'the public domain' and anyone can write up with computerized version without fear of offending someone who holds rights.

Property trading games, like chess, go back a long way - all the back as Egyptian times - but *Monopoly* produced in this country by Hasbro's under license since the 1930s, has enjoyed a monopoly on commercial property trading board games for around 50 years. In the early 1980s, a handful of software houses produced monopoly-style property trading games without approaching Hasbro. Hasbro, the company that granted Hasbro's then monopoly license, had sought in the monopoly trading name, and despite the fact that property trading games have a long history.

In the Museum of Childhood in Edinburgh, in 1980, there is a board board game called *Five of the Red* which was manufactured in 1910 by Hasbro game. It has a square board with a Treasury in the center, proper-



ties are ranged around the edges of the board. *Public Domain* are featured, players have to deal with a 50/50 deal square and will cost £200 for completing a circuit of the board (around 'banker') and the game was an commercial release some 20 years before American board game giant *Parker Brothers* bought up the rights to these games - one called *Monopoly* and two others on which it was based, *The Landlord's Game* and *Antisocial*.

In May 1983, Bill Crowther and Christian Permal released a game called *Automanopol* in the *Journal* - published by their company *Automanopol*. It was not one of a number of computerized property trading games released around the time. Hasbro's reaction was an objection, as *Automanopol* changed the name to *DS 50/50*. Late in 1983 just as the game *Christmas* selling game was booming, Hasbro's first and *Automanopol* with another objection to prevent the marketing of *DS 50/50*.

Automanopol made it clear that they wanted a fight, demanding

that their computer game was not based on *Monopoly*, but on a tradition of property trading games, that was nearly as old as chess.

The objection was withdrawn - the doors at the High Court. According to *Mike Crowther*, and about six months later (became clear that *Public Domain* didn't intend to sue the matter any further by this time, most of the other small software companies backed off, however, withdrawing their property trading games. *DS 50/50*, the last of the such software house computerized versions of *Public Domain* - the trademark of *Automanopol* Software became its mark in *Alan Sargeant* one of the first casualties of the entertainment software industry.

Newsday Leisure Center publish the official licensed version of *Monopoly's Monopoly* and took the market to themselves.

Proceedings between April and November 1983 occurred when the 'legal' computer games were selling well, sales of the *Monopoly* board game also went very well for Hasbro's, apparently increasing by 20% over the same period in the previous year. It's an argument that distill a lot more than the original lot of history but actually increases sales they have some grounds.

programers with Activision and Nintendo. Let's see how they just programming in the Ultimate Edition is touch the same way as Master pointed in the Impassioned style? And does the same hold true of Nintendo Ami, the people behind Great Game Studios and a number of other "indies"?

Personality seems into copyright issues, too, it seems. Mark Cole of System 3 had a spot of bother in the States over Activision's Atari, which Data East thought resembled their arcade game Battle Champ. I think that might have been a personal thing between Data East and Ippay who released it in the States. The two were different and the scores were different, but there is only so much you can do in a Karate game - battle a karate, after all, I don't observe.

So long as the theme for a game is in the public domain - like chess, backgammon,

trickster overgames or sports - there isn't too much of a case for copyright infringement. Or can there? Monopoly copied quite a few years ago (see box). Sometimes it's difficult to determine who owns what - as in the case of the Activision/Super Nintendo new that broke out in the decades after the Activision license had been sold to home computer conversions.

Activision had the rights to Backspace, brought from the mirroring company, and then US Gold came up with Backspace while Activision was writing on T17000s (now to be released as part of a licensing deal with the manufacturer of Chewit). These games involving stories involving the plot up, but where does the copyright lie? As for the art at Activision points out, Chewit has been running a commercial that does a Postage-type-variant to three years.

There's certainly an element of publicly facing corporate issues in the disputes about licenses, along with the desire to capture the fruits of an expensive license deal. Sometimes the big boys are involved in harmony, as happened with US Gold's Gears of War, Football Drive and Electric Dreams' Dynasty. Sometimes they fall out. And sometimes they don't care - like Ultimate, who did nothing about the best of instances that in-

formed leaders like Dwight Lee, ACC ACC went behind it. But then Ultimate made their the credits in the last place, inside their memory and word books.

ALTERNATIVE STRATEGIES

Spending money on a license nowadays is a speculative investment, a form of venture capitalism in effect, with most often substantial investments. No wonder the giant of the software industry are protective of their rights, under British copyright law, as it stands at the moment, being strict is expensive and the outcome against a clever lawyer is uncertain.

One strategy that no one has tried yet is to buy an license, announce the acquisition to the trade and at night. After six months or so, several companies would have produced clones from the open-up, so the license holder could step in, produce the best version for publication and issue numbers or all the others, thereby saving all the expense and hassle of being programer...

"We will not tolerate infringement of our copyright. To prove this requires an enormous amount of work and time - often looking at games frame by frame - but we are willing to do it." Rod Cousins, Activision

THE WOLF PACK

The "oldies show-up-up" is hardly new to the home computer or the coin-op machine, and Operation Wolf is the most recent in a line of solid ideas that include Commando and Sun Runner. This Christmas, Code is set to show its most up-to-date with its effort to make of late-innovation-gut high-games. This issue, Street Test looks at Wolf from Cousins, and also takes a critical eye over two other games that could easily have been regarded by the arcade machine: PCW and Wolf Gun. So where does the chair-put? Operation Wolf itself is hardly unimpressive.

Gary Brody of Ocean is philosophical - it's highly unlikely that Ocean will be cutting off to the courts to take action against Wolf-like games. "It's a shame", he



sure that any Ocean license would unofficially maintain but just the pale imitations. "We've tried to get as close as possible to the feel of Operation Wolf - you see the game like WOLF, in terms, Ocean and actually emulate the controls, but we've got as close as possible. Our game stands up - we've created the feel and atmosphere of the coin-op in so far as it is possible to do so."

He's not too impressed by "Wolf" to be very doctored. Our game stands up well as a comparison - we're probably gonna, better control", but it's not owned by PCW "we see it a while ago, and again don't feel too threatened - it's all small operators here."

Mungo Amptson of Software Partners, the people behind Veterans, can illustrate some contacts between the game and Operation Wolf.



(Top left) Veterans.
(Above) WOLF.
(Left) Operation Wolf

Activision's Howard Newman says when he is asked about PCW in the context of Operation Wolf, "It's going back to the same old school", he says. "We have many different types of Karate games are there, or how many different types of game can you have that involved using a gun. PCW is certainly not designed from Operation Wolf", although he admits that PCW might have drawn some inspiration from games like Wolf. Howard Newman's points out that it was being designed in the months ago as a game to go with Activision's lightgun peripheral.

It seems unlikely that Software Partners or Activision set out to do a clone Wolf for a start, it could be argued that they would have done a much better job. As Mungo Amptson says "It's quite a popular game there at the moment, in all sort of people, and you can't really force a game theme. The problem in the marketplace of Activision is to come up with an original theme that is popular with the public."



BY
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06

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SCREEN TEST



Old version - If you run out of rockets, you can always resort to pumping machine gun fire into the tanks.



Spectrum version - your damage meter has reached the top. Another hit and you'll be finished, here.



Amstrad version - out of ammo like up on that magazine and hope you hit it with one of the few few shots you've given.

OPERATION WOLF

OCEAN spray bullets

OR Op-Wolf is as lovingly known by the thousands of arcade fans who've had amusement halls up and down the country clinging to the sound of hundreds of machine guns feathered and falling. The original version of the game has been a while coming to the home main, but now the 8-bit versions are complete with AT and Amiga due to follow shortly by an all-ports release. Has Ocean managed to capture the excitement of the coin-op?

The game is divided into six stages and your prime objective is to get to the fifth stage, rescue the hostages held there in a desolate bar camp and make sure they all get aboard a waiting plane that's bound in stage six.

Armed with a machine gun and a belt of bullets, you have to shoot and blast away at the enemy, killing as many of them as you can before they shoot you. Each hostos-

tally-reaching stage consists in destruction of enemy forces which has to be done every before the section is complete. Larger opponents in the form of tanks, helicopters and gun boats look up the list enemies, and can only be destroyed with multiple bullet hits or a single rocket.

Forgetting the enemy involves running or crawling right around the screen. Hitting the fire button changes the cursor into a bullet box (a bit of dual scrolling up from the foot, if you can't see that great). Getting out with some magazines of bullets and five grenades, you are quite equipped - so rest the urge to keep the button pressed as you try to wipe everything out, and make sure to pick up ammunition as you go. This can prove to be tricky at times, because you have to shoot the extra ammo clips and sockets that are lying on the floor before they go scrolling off the screen. If the enemy is ganging up on the screen, you have to decide whether you can last until the next clip appears, when you might have more opponents on screen, and less chance of restoring hits. Small enemies sweep across the screen, and are an extra source of ammunition - if you manage to shoot them, you're rewarded with extra ammo.

A major obstacle for your health, distracting as you take hits and killing drastically if you blow away one of the non-removable natives, crates or hostages. Shooting small bullets at enemies on the ground reduces your damage level, and completing a section allows for a bit of selective B&B. Other extras that appear on the ground include stacks of dynamite which act like smart bombs, clearing the screen if you shoot them.

084 VERSION

The only one of the three versions that gives you the option to play with either mouse or joystick. Playing with the mouse is the easier option, but you do get more ammo and grenades at the start of the game if you play with joystick. The cursor direction is the opposite on the 084 so you can find yourself shooting through the gas before realising they'd you're not meant to. Playing straight is very tough to begin with, but the more things you manage to get off.

GRAPHICS: 5 10 FACTOR: 1
 AUDIO: 5 FUN FACTOR: 5
AGE RATING: 084

AMSTRAD VERSION

The most colorful and with the lowest cost of the 8-bit of which offers the gamiest style a bit if you're played the other versions. Surely, it very limited fun.

GRAPHICS: 5 10 FACTOR: 1
 AUDIO: 7 FUN FACTOR: 5
AGE RATING: 084

SPECTRUM VERSION

The graphics are all in monochrome (though the color changes for each stage), so it can be tough to see the bodies sometimes. The game loads more on an 084 machine, but is multishot on all machines. You'll find yourself playing this for a long time in some - even if you manage to complete it you'll find yourself using tank whenever you feel the urge to shoot away at some bodies.

GRAPHICS: 5 10 FACTOR: 1
 AUDIO: 5 FUN FACTOR: 5
AGE RATING: 087

Stage one on the Amstrad - with no rockets remaining and the tanks and four helicopters left to destroy, your chances are slim.





Step up on the Spectrum and you've just destroyed one gun boat and you're one more robot left for the other one.



Step up on the Spectrum - you've just destroyed one gun boat and you're one more robot left for the other one.

WOLF

The stages get progressively harder. After Stage Three some of the bonuses get missing and start wearing bullet-proof vests, so you have to shoot them in the head to dispose them.

Operation Wolf was never a game to test your brain power - it's unrelenting mayhem and mass murder all the way. The 3.00 version of the game was surprisingly faithful to the original, not just for all the action and gameplay been captured, but as for the sentiment, making it one of the most satisfying and compulsive shoot-ups to have appeared in a long time.

● Andy Smith

RELEASE BOX

AMIGA 27	£10.99	RECENT
AMIGA	£7.99	RECENT
IBM PC	£10.99	RECENT
GENI 28	£3.99 (£14.99)	REVIEWED
SPECTRUM	£3.99 (£14.99)	REVIEWED
INSTRON	£3.99 (£14.99)	REVIEWED

PREDICTED INTEREST CURVE



UPDATE SPECIAL

SPACE HARRIER I and II

ST • Elite £19.99/£6 each

SPACE Harrier is one of the latest, most colorful and action-packed arcade games around. On the home computer, it was very successful as its 8-bit home cast is proving just as good as its ST brethren.

Harrier takes the interesting perspective of having everything coming straight at you out of the screen. You control a man with a jet-pack who can fly anywhere around the screen and starts from the top with a laser.

The landscape moves forwards, bringing static ground objects and all sorts of alien waves straight at you. With the ground objects are a simple matter of seeing them, avoiding and getting the hell out of the way or blasting them if they're destructible.

The aliens of course aren't such a simple matter. Not only do they have many different movement patterns but they also shoot incessantly, and can come slipping onto the screen from right next to you or gradually advance from the far distance. The element of perspective is what makes the game so enjoyable and yet so difficult. No matter where they are in terms of perspective the aliens can still shoot at you.

There's a very impressive collection of

aliens to deal with, although they haven't been altered much for the additional data disk. They range from massive gun-toting robots to bouncing dragons that look like the alien from the film *Dark Star*. At the end of each level is a massive guardian that has to be well-timed to be blown to pieces.

The laser game is certainly a great one for sheer speed and zapping action. Space Harrier II - essentially a second state title - doesn't really offer much that is new, but fans will probably enjoy the extra challenge.

■ **Rob Miles**

ATARI ST VERSION

The system is great and runs very fast - the best of times. It makes excellent use of color and has some superb designed items. The music is good and has an impressive listening effect.

GRAPHICS 9 10 FACTOR 1
SOUND 7 100 FACTOR 9
ACE RATING 7.29

PREDICTED INTEREST CURVE



ARCADE ACCURACY

Obviously the ST offers the closest of all the computers and best of all the action speed and challenge of the arcade version.

COIN UP SCORE 9

Big, bad robots are just one of the many evilworld aliens.



912

Fortunately there isn't any of that dithered. During of the state warner in the game instead, it concentrates on the battle to crown a King of France and not the French countryside of the scope of the English invasion.

After a history of events presented in a pleasant storybook form, you're shown a map of France that reveals the current political life at the land and the location of cities. Joan of Arc commands an army that is close and under attack. You take the role of Charles, led by the French and can control Joan's army. The last objective is to gain the throne, which involves conquering Orleans and Sens.

The main game means other scenarios, but at the start, all that is available is



A list of the French characters currently available to you. On the right are the attributes of one of them. Clearly he's a good man to send on a diplomatic mission.

The option to commence is a campaign by moving the army commanded by Joan and attacking other armies or towns. Armies meet in combat on the open field, while conquering a town or fortress is a matter of fighting your way inside.

In open field combat you use icons to control soldiers, arches, cavalry and bombard. Generally, weight of numbers will triumph, but a lot can depend on tactics such as the location, which get the high ground and where you control the terrain. Attacking towns is more involved, and there is a combat expansion where you have got to fight and surround soldiers of the garrison. Then the walls must be scaled, avoiding the rocks and falling of towers down at you. The situation is removed when someone attacks one of your towns - you defend the wall by throwing rocks and so.

Failure to gain the crown results in Joan being persecuted and the game ending, but as King you can access the other options as the times and the end game begins. The King has to decide the whole of France from the control of English and other rebel forces, and all the movements of your kingdom need to be used diplomatically, espionage, helping lords, Royal Treasury, Royal Justice, raising an

RELEASE BOX

ATARI ST	£19.99/£6	OUT NOW
AMIGA	£14.99/£6	AMIGA/NT
IBM PC	£19.99/£6	OUT NOW
No 32-bit version planned		

JOAN OF ARC

A well-done game from RAINBOW ARTS



(Above) The initial map of France showing Joan of Arc's army as the blue flag, and French-held territory in blue. The forms at the right access the option menus.

(Left above) Building your way into the castle you have to have scoutsights with several soldiers and avoid the arrows, in order to get to the gate.

(Right) The battlefield where armies collide. All the figures are tiny, but the action is clearly put together as the various groups of soldiers, archers and cavalry clash.

ATARI ST VERSION

The graphics and presentation are very slick and atmospheric indeed, making *Joan of Arc* a joy to play. The unit pictures and animations all look good, but there isn't much sound and no music at all. One problem is the still camera, which leads to a jaded feeling after the action, but the sights don't form the graphics much.

GRAPHICS **B** SOUND **F**

VALUE **B** FUN **F**

AGE RATING **B-12**

IBM PC VERSION

The CD-ROM version is compatible with the ST's and all the graphics goodies it includes the same music. The CD-ROM version doesn't look half as good but it's still well put together.

GRAPHICS **B+** SOUND **F**

VALUE **B** FUN **F**

AGE RATING **B-12**

and as a helping hand. Espionage can reveal what's happening all over the country while the helping hand is a similar option. But unless the King is bump off or inbrogue opponents, if an opponent has been captured, you can dispense some Royal Justice and execute him. French characters can also be executed and executed, or pardoned if you're in a good mood.

The Royal Treasury is absolutely vital because you can't pay armies, open or buy one size if you haven't got the cash. The only way to get cash is to impose taxes on the provinces controlled by the King - don't be too harsh, and remember that one type of tax has to be collected at the appropriate time of year, not the moment, and points to trouble.

There's one obvious comparison with *Defender of the Crown* and *Joan of Arc* isn't confounding. As well as the accurate sequences, the strategy side of the game is well thought-out. When you become King the game isn't over - it has only just begun, and it gets better (and better).

• **Hot Pick**



Royal Army and starting a campaign.

Most options involve dealing with the game's 30-odd characters. These split into three main groups: French characters, English and other potential enemies, and so on. Each character has strengths for politics, strategy, and so on (as being leader). Good preferences are useful for diplomatic negotiations for the release of prisoners, peace treaties and alliances. Good army leaders are obviously good commanders for campaigns, while strategy options to affect most things.

The attributes of the game are somewhat different, because you can train to espionage

PREDICTED INTEREST CURVE



Plenty to do right from the start and the depth to test it out.



925

Imagine a game that has the feel of mouse-control board in *Planet Formula One*, but with up and down controls thrown in as well. A game that takes you into a whole new dimension of race games and is a preview of the future along the way.

Essentially, this is like any other race game. You're taking part in a championship run over six races against five computer opponents. The tracks and weather conditions vary, and pit stops are available - the difference is that the tracks go underground, loop-the-loop and even try to crash your car. The weather includes particle storms and quakes and sulfur atmospheres. As for the pit stops, they consist of replacing large chunks of the ship, which takes a boring 30-second

There's a right-left turn coming up - can you make past that guy in front of you? Well, it's not that easy that time and you'll be plunged into shadow, emerging into the light on the other side.



POWERDROME

ELECTRONIC ARTS pedal to the metal

ring up the walls and floor.

The six tracks will test anybody's flying skills because they twist and turn all over the shop. There are six gaps to squeeze through, walls that close in, and tight hairpins with instantly set redoubts. All but the seven separate but preexisting and modifying your tightly responsive ship will seem change that.

The ship has many variables that affect the way it performs, including different fuel meters, silicon dies, turbo dies, pitch-roll with-out-of-lifts. The dies are necessary for flying through different atmospheres like ammonia and methane - just the wrong one and the engine won't perform at all well in a turbo-atmosphere.

Flying around the course you'll inevitably loop into the walls, burn out engines, [literally] hit it the ship get damaged, and the damage starts to affect the controls. With turbo wings left and the nosecone in toffee, the wall seems like a supernatural bobby with all four wheels located in different directions. The only way to ease this is to make a pit stop.

The pits are a very technical area where damaged body parts can be replaced, fuel can be topped and data on the race corrected. This can also modify the form of the ship to make it handle better, although this is

best done during the qualifying session, rather than during a race.

The other competition-one of varying quality but it's going to be no easy thing to beat any of them, let alone with a race. As for winning the championship, both one of the fastest races-going, if the computer-controlled scores.



There's a lot of fun to be had at the start, as soon as the lights change you've got to react on the engine and race to that first corner.

The pit screen where you can replace bits of the craft and get refueled.



aren't challenging enough, you can use the statistics option to look up a number of ET and Average and by against its human player.

The controls are pretty tough to get used to, but right from the start you'll be hooked on it and have the feeling of things other full-on-leader's pace. A classic concept, beautifully implemented and which will have you totally absorbed in months.

See More

APRIL BY VERSION

The graphics get an excellent reputation of speed and movement, and you control the ship around in all sorts of ways. You really need to get used to the number to get the best after. You'll be moving around around with the ship's frame, status and view. The real enjoyment is the sound - it's really fun to fly and enjoy the game without.

GRAPHICS 9 16 FACTOR 4
AUDIO 8 16 FACTOR 7
ACE RATING 925

PREDICTED INTEREST CURVE



It's a hard to start with but it's always got that special something that keeps you at it.

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OFFICIAL
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COMPUTER PRODUCT



**HEROES
OF THE LABYRINTH**



**FOIL
OF MADNESS**



HISTORY will serve for the same again. This one's based on Dapetta, a real man, American real man, born during World War II? Put really on hold when stepping on your rocket pack because all manner of strange things are going to happen, in fact the further you get the weirder things become.

At first it looks like you're in for a fairly conventional WWII setting, as Hitler starts away on the opening screen. This impressive, rocky impostor as your first task is to get on a rocket pack and chase a Dapetta across the Atlantic ocean from America. This is just one part of the main mission to stop Nazi Germany conquering the whole world. They're doing it using futuristic tanks - produced from mines on the moon. To stop them you will have to get to the moon and destroy the base.

To get to the moon you have to find the five parts that make up a moon rocket, and enough uranium to fuel it and meanwhile stop the Dapetta fleet from invading America. To ensure that you have to complete tricky action sequences getting around the world on rocket tanger, and also the strategy elements from your home base at Fort Os.

In the war room you have a map of the world and five agents. Each agent can be sent to a country to infiltrate it. They will send back information on what is there - uranium supplies, rocket parts or other potential targets. They can also upgrade resistance to slow down the Nazi advance. Unfortunately they can also be discovered and killed, so we have carefully because without them it's very difficult to track down all the rocket parts.

Once OS has tracked up with uranium in the rocket parts he has to go through a whole sequence of Fort Os. This and -exp, particles with a heavy fuel load, but it's essential you practice it because failure wastes a lot of time. You get three attempts at taking off, and you'll be glad of them. Which action sequence you get depends on which location you try to. The journey here gets automatically and depends on how much fuel you get in the parts. Choose the wrong amount and you'll end up spending time in the ocean and sending five guys.

RELEASE BOX

GAME	CD-ROM	REVIEWED
ISSUE #7	CD-ROM	JANUARY

AMIGA VERSION

The graphics and animation are out of the world. There's a tremendous range of scenes that get the best out of the Amiga. The music and effects are also excellent. There's also some digitized speech. Great entertainment value, but still needs regular booting-up.

GRAPHICS: 9 3D FACTOR: 9
 MUSIC: 7 FUN FACTOR: 8

AGE RATING: B-14



After a training test fight you've knocked out the Nazi guard and can message with one of the five rocket parts.

ROCKET RANGER

CINEMAWARE at full thrust



The war room is where you can use your five agents. A rocket factory has been found in the middle east and the Dapetta fleet is busy conquering Europe.



You're in the underground and have to shoot the guards in the temple. Get them all and you'll get lots of uranium.



When you conquer the professor and his daughter that your intentions are good!

There are two types of combat, one against squabbling at Massachusetts 1975 and the other against ground based jet-jet guns. On the ground there's a gas bottle with gasol in a tank temple and tank-to-tank combat will address pursuing the rocket parts. You aren't given much help on how to complete them at first, but the tutorials are relatively easy. However, every time you complete a sequence it gets harder the next time you attempt it.

The subplot that runs throughout the game is to rescue Professor Otto Barncock and his daughter from the Nazis. This will considerably reduce the Nazi efficiency but it's not essential to completing the game.

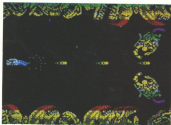
This is probably the best CinemaWare game yet, blending superb graphics with intricate action and strategy. There's enough variety and depth to it to keep you interested, although the pace of the game is still slow because you have to go through a lot of graphic sequences where you do nothing.

● 56 Rick

PREDICTED INTEREST CURVE



Some sequences aren't well explained, but it's a wonder when you have what you're doing.



R-TYPE

The genuine article from
ELECTRIC DREAMS

RELEASE BOX

ATARI ST	£4.95	REVERSED
AMIGA	13.5	
OSCAR	£9.95 • £14.95	REVERSED
SPECTRUM	£3.95	REVERSED
ASTRAZ	£19.95 • £14.95	REVERSED

ARCADE ACCURACY



A superb recreation with the
if anything, missing from the
game.

COIN OP SCORE 5

SPECTRUM VERSION

One thing R-Type doesn't lose, even on the Spectrum, is colour. The sound effects are just about what you'd expect from a Spectrum, but you wouldn't expect to get too close to the programmers' true masterpieces to get to the original colour. No modding-style patches and guarantees give you a new bigger target.

GRAPHICS	5	IQ FACTOR	1
MUSIC	5	FUN FACTOR	5

AGE RATING 871

(Above) Pumping away with your laser at the start of level two.

(Below) Hold the fire button and you get a super-deuper laser beam.



The front of the third anti-level quantum (and you through the last one was tough).



(Above) The middle of the third anti-level quantum. Keep firing! Keep firing!

(Below) You've got really big bullets now, but only one life left.





ACE Did you know you can't sit in the co-op way back in issue One? No, sure it wasn't on Electric Dreams, but you've completed the same retro conversion.

Controlling an E-D interstellar attack craft set to exact revenge against the evil Ecto Empire, you travel through eight increasingly difficult stages, testing death against a tormenting-scrolling background each section (and eventually). In each stage there's a multitude of flying enemy ships and ground-based gun emplacements to contend with, and at least an end-of-level-quest-to-side your advance progressing to the next level.

The action commences with your craft equipped with a fixed firing gun, which can switch to two modes: tapping the fire button releases small laser bolts, while holding the

fire button down causes a meter just below the main playing area to start creeping up. If you release the button as the meter reaches the top, a more powerful laser bolt is fired—well, fairly when you come up against tougher baddies who can take more hits before blowing up.

Extra weapons are available if you manage to shoot the small burrowing creatures that hop across the screen and then perk up the tanks they leave behind.

One of the most useful addition weapons is the probe. The ball-like object comes into the screen from left to right and fires a shot whenever your ship fires. Collect the probe, and it can be placed in the front or the back of your ship where it acts like a shield. Hitting the spacebar on the keyboard detaches the probe from your ship, sending it to the top or



Bottom: On the left, it's not actually finished yet but here's a taste of the game's graphics. Watch out for the update review in a future ACE.

down! The second set of level quarters. Here's proved the touch for you this time...

When pictures...but now you've got the measure of him. Being able to detach your probe is especially helpful here.

back, depending on where it was last attached—that is a fairly nerve-wracking prospect up against one of the most skilled gunners because they each have a vulnerable spot that you need to deal with if you're in an awkward place. Hitting the spacebar again returns the probe to your ship.

Other weapons include three-way laser shots, which beef up the fire power of your probe, and homing missiles. Extra weapons collected from the earlier stages are lost whenever you die a life.

Up to 25 ships are available to complete the game with—you have a total of five credits, and each credit buys five ships. Once the fifth ship in a series has been lost, you have two seconds to press the fire button and continue the game from the last intact position, with another five ships (doing that costs you one of your five credits) or you can elect to start back at the beginning again.

Electric Dreams has done a remarkable conversion job. The gameplay is terrific, the graphics are great and it's tough and addictive enough to keep you playing for a long time. Electric Dreams isn't any game for originality, but for sheer speed, addictive gameplay and total control, it's a winner.

by Bob

4 (best) Collect your tokens and your progress is quickly increased.

When pictures On for that while (best)



SENTINEL WORLDS 1: FUTURE MAGIC

ELECTRONIC ARTS send in the cadets

IN control of an interceptor class spacecraft and its crew, you are led to sort out a spot of trouble out in the colonies. Transporter shipping lanes Cadetes and Marines to core outposts in the Bays and Marsport systems have been attacked by Raider ships that appear from nowhere, take no prisoners and disappear before they can be identified. It's your job to find out who they are, and put a stop to their activities.

The initial briefing is nicely interspersed by an attack, and you are suddenly swept by the lead of the approach tactical screen.

It is immediately obvious that despite the fine 3-D plot, Sentinel Worlds 1: Future Magic is no full-3D battle-simulation demanding instant reactions on the old tin buttons. Indeed play is rather more represen-

tative of future combat: at most of all strategy cost options, simply press one key to 'steal or' and another for 'blast' and so the ships disappear like one. It's all a bit boring as you sit back and watch the elements, unless it is perfectly low-on buttons.

Despite appearances, you have remote-vehicle control over the cadetes, as the Communications Officer can 'level' into the commander's program, taking them to the situation requirements. The degree of success depends on how low system health experience level - which is where the like Hoopoe Game (S&T) elements come in.

In the 3-D horizon, each area (marine base strength, Research, Security, Communication, and Christmas points) - enhanced by experience gained through the game. As the

goal, the more it is pretty jump through, so the immediate concern is money, which is used to buy fuel, ammo, training, and weapons. This is where the fun really starts, as you go pleasure to carry out various missions (100 credits spent), take minerals, and meet natives - some of whom might know about the mysterious Raider.

Calculated players may be found in the policy, from the Metropolitan (Map of the Cadetes' Town) to the interesting 'West' into outdoor (Forest of Mojavia). Most of the character-by pretty (double) but occasionally, particularly as you gain game experience, you need someone who can control it all more about what's going on. With luck, then time to time you are entered to a paragraph from the Rorschach's horizon supplied with the game and later structure and towards solving the mystery.

Sentinel Worlds 1 is oriented in bringing together a well-implemented 3-D system of character development and exploration with a real mystery demanding considerable detective work. The 3-D images are pretty weak and of course the sound up to the PC's usual (spilling) standard, but perhaps it is a bit early to expect (Spectrums 2) realism combined with a plot of this com-

In orbit above Mojavia - you don't get this range of colour on a CGA monitor!



In the surface in your 3-D, stand to explore the delights of Western Town.



You've entered a local hospital and engaged the owner in conversation.



TYPHOON

IMAGINE go carrier-bagging



Stage 2. These attacking aircraft have just landed, but there's going to be the heat of your carrier...

BLOW wing in that tough defense that complete with us levels of win-revolving action.

Things start off quite basic, with an Albatross-style sequence of boosting waves of enemy aircraft following head-on, and missile-bagging. At the early stage you don't lose any of your initial few times - you get hit, but neither do you get any points...

After a short time, the score carries to

RELEASE BOX

SPECTRUM £1.95 £1.45 (incl. VAT) NEW

AMSTRAD £1.95 £1.45 (incl. VAT) NEW

COM128 £1.95 £1.45 (incl. VAT) NEW

the skies above an aircraft carrier. Based on the idea, you're faced with the basic job of dodging big waves, but you now have to shoot the missile launched on the aircraft carrier. Not too difficult once you know how to use it, but the missiles hit you if a life if they take control.

Once you've developed the aircraft carrier the same strategy and the game becomes a very interesting shoot-em-up where you play on emotional feelings along battle with attacking helicopters and and advanced tanks. Apart from your hand-ling game you can also play levels 2.

SPECTRUM VERSION

The graphics are far from amazing, and the sound effects are good. Combined with some fun, tough and interesting and a wide range of elements to control with, it's a fun for some for success. Tough but fun - and plenty of it!

GRAPHICS 3 **30 FACTOR** 3

30000 **T. FUN FACTOR** 3

ACE RATING 65+

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200 3

ently, lines of the graphics look pretty good on an EGA display. But if you have to put up with CGA, be warned - the game was obviously designed for EGA, and can get downright confusing at times. The main disorienting is the ridiculously slow regular fire to the keyboard - almost unrecognizable as a fire button.

It may be a bit rough round the edges, but Menace World 1 is certainly a step in an interesting direction.

Red Luster

RELEASE BOX		
IBM PC	CGA/EGA	REVIEWED

IBM PC		
Auto from the main control sequences, most of the graphics use full advantage of the EGA standard graphics offered by EGA - particularly as you enter the game controls. The CGA display, on the other hand, is pretty nice at its own game graphics, and some of the best can be used to read. The game is still very playable though.		
GRAPHICS 5/10	HD FACTOR 4	
AUDIO 3	FUN FACTOR 5	
AGE RATING 5/10		



ARCADE ACCURACY	
	The number sequences vary from going to have actual work on the Spectrum, but otherwise the game has been reviewed accurately.
COIN OP SCORE 4	

on the keyboard) and smart bombs (M - use per day). And look out for missileable weapons, while you're at it.

Red Luster



MENACE

PSYGNOSIS blast the opposition

THE invasions of Decimus have got to be some of the most gloriously modernised and awesome creations the side of a 2800-offer. They inhabit an unusual place formed by one of the most feared rules that have ever existed. Apparently, a large scale attack would prove too costly as its down to you to try your best through an increasingly difficult level in an attempt to destroy Decimus - what do you mean, you've failed it all before?

Psygnosis makes no bones about the heavy yet shallow arcade blast - and indeed, its laws are very complexly. Back but you take from the moment that seem to be either reduces the strength of your shield (shoot all the stars in a wave and a 1000 points special appears. Either collect the bonus, or shoot the special too, to recycle it through a range of bonuses that include constant speed, increased speed, slower, temporary invulnerability - and shield regeneration.

At the end of each level is the new obli-

gatory end-of-level guardian, and the a leaded and one of you takes the shot. Success with a guardian allows play on to the next level with all your benefits intact - vital, as the levels get harder.

There's nothing to like the old grey cells are into, but there is that short term addictive interest in all good arcade games. You'll either fight through the six levels of low interest quite soon, though, so don't expect to be playing it months from now.

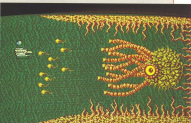
Red Luster

AMIGA VERSION	
Both sound and graphics are up to the usual high standards, but also the gameplay remains addictive. It's not the action's fast and furious, but no better than the other half's decent other good Amiga shoot-'em-up titles available.	
GRAPHICS 7	HD FACTOR 4
AUDIO 7	FUN FACTOR 6
AGE RATING 6/10	



RELEASE BOX		
IBM PC	CGA/EGA	REVIEWED
AMIGA	CGA/EGA	OUT NOW
In the plans for EGA version		

You're at the end of level 1 and up against a nasty alien monster blowing a hole of sorts at... well, things... at you. Your shield's gone, though, and you've picked up a shiny extra weapon along the way.








AFTER BURNER

SHAKE. N

 **ACTIVISION**

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AFTERBURNER - THE ARCONSA

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Available on CD4 cassette (£19.99) and disk (£14.99). Spectrum/Amstrad 486

Amiga (C) 1992

.ATTLE. ROLL IT..



Amiga screen shot above

ST screen shot above

ARCADISATION OF THE YEAR'

AFTERTHOUGHTS - We've played the arcade smash - now experience the white-knuckled **rulzies** of a supersonic **dogfight** at home! Using your feet-rocking **mooles** and laser anti-aircraft **fiex**, can you be **top gun** against a swarming supersonic **swarm**?

Experience brain numbing **C-forces**, bonus **rattling** with the body-jarring **pitak** and **yon**... **stare** with your **rulzies**, **lock on** your target and **FIRE!**

Spectrum (C12) Amiga/Commodore (£9.99) and disk (C14.99), Atari ST (£24.99),

Amiga (C14) £19.99 (£9.99)

HOSTAGES

INFOGRAMES' captive audience

INTERNATIONAL Hostages is the subject of the French blend of strategy and adventure. A group of kidnapped hostages have taken control of an embassy and are holding several hostages for ransoms. As the head of a crack French hit squad, it's down to you to 'neutralize' the trouble and free the hostages.

The game breaks down into three sections. The first part of the game is concerned with guiding three of your team to pre-marked positions outside the embassy. These shops are your marksmen who'll watch the embassy windows. Once you've positioned the marksmen, a helicopter drops off three more men who you have to guide down the outside of the embassy and in through the windows. Once inside, you have to clear the three floors of hostages and remove the hostages before taking them one by one to safe rooms for collection.

RELEASE BOX

ATARI ST	£24.95	Out Now
AMIGA	£24.95	Available

No other versions planned



Several marksmen surround one of your marksmen in the first stage...



Commando Metal conducts a search inside the Embassy.

ATARI ET VERSION

Each section is clean, uncluttered and put together very well, giving a very atmospheric feel. Sadly the game fails to dispel the general impression that a lot of French games have good graphics but previous titles in terms of really gripping.

GRAPHICS	3	IQ FACTOR	4
AUDIO	3	FUN FACTOR	7
AGE RATING 508			

Increased difficulty levels affect the amount of time you have to complete the mission. Though the action of the game may be a little doggy, its fun to play and will have you on the edge of your seat by the most part. However, once the novelty of the graphics has worn off you'll feel that there's actually very little gameplay and after you've completed it a few times you'll be looking for a fresh challenge.

Andy Orr

PREDICTED INTEREST CURVE



Order your materials for more like this.

WHAT'S in Cinema Bubble doing, getting featured in the Pepsi Mad Mix game? Well, the new, gripping title bubble has gone undercover, changed drinks and called himself Mad. What more do you need to know?

For old Mad fans based in the Pepsi Village, a sequence of different tricky stages, and for folk in life as it stumps through the routine cobbling up bubble trying on the line. And if the bubble behind you at Power Pills, you won't be surprised to learn that a quarter of glass can save the streets of Popopolis.

There's no time to get busy up - after all,

RELEASE BOX

SPECT	£7.95	£21.95	Available
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AMS	£7.95	£21.95	Out Now
ATARI ST	£14.95	Available	
AMIGA	£14.95	7.95	

SPECTRUM VERSION

Windows - to work more could effects as to take the game, and despite the ambivalence, the more than a computer game should. Compared, but how much you really want to win a prize from Popopolis.

GRAPHICS	4	IQ FACTOR	5
AUDIO	3	FUN FACTOR	5

AGE RATING 508

MAD MIX

US GOLD's soft drink.

Pepsi comes in one format only - but on the plus side, Mad can stop its guests on the line and temporarily mutate games into other creatures... like a glass-blasting Nipper. Trading on alcohol like makes Mad a Fun Doc - for guests large and small the only out at glasses, sending them Peering, back to their electric life.

The natural beer has a total of five other ages into which he can evolve in order to deal with the threats encountered on the mission - glass-cant - all that are out to stop him on his quest, and as you might expect,

he gets more difficult on later levels. So beware, Mad can't move on to another issue until all the bubble foam has been drained from the current suburb of Pepsi Village on the next level. A bubble-blasting Nipper can save you from some unusual looking life work, and needs to be stopped.

A few cool features entwine the best Popopolis gameplay, but the Pepsi Mad Mix game sites are new or exciting, other than bubble-gathering and the chance to win a prize in the joint promotion between US Gold and Pepsi Cola.

Remember take the bubble out of Pepsi and it goes flat...

Game Aid

PREDICTED INTEREST CURVE



In Popopolis mode, the forged bubble were off a glass.

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 REQUIRING FAST REFLEXES... NERVES OF STEEL... AND A PASSION FOR PAIN.

THE BOBBY YAZZ SHOW



AND TO GUIDE YOU THROUGH IT HELMS THE MAN WHO CAN...
 THE HOST WITH THE MOST... THE ONE AND ONLY... BOBBY YAZZ!!!



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 THE BRONX CLUB IS THE ONLY PLACE IN THE CITY WHERE YOU CAN GET A FREE TALKING HEAD!

The Bobby Yazzy show is a totally addictive and excellently presented game that will bring hours of hard... EASY... CRAZY!

A Novel idea and one that I can see being copied quite a lot... C & VC.

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ACTION SERVICE

INFOGRAMES play soldiers

TRAINING with crack Cobra commandos is certainly not for cowards. Four grueling assault courses must be endured before you can embark on a top secret mission — which has yet to appear in the game of *Action Service II*.

The calculated under your control is a spryly character capable of all manner of movement, the view zooms, though that control takes a little getting used to.

Your heavy physical fitness is checked on the first course where you must negotiate walls, ditches, barred wire, ladders and other objects — and run like hell. Obvious screen orders at you during the tests — "pushup", "go", "get up", "sit down" — and the orders must be obeyed instantly, otherwise



Watch out for Boz, crawling into the monkey bars keeps your weapons silent.

ATARI ST VERSION

Good fun once you have found out what Boz, Amulet is good to use the digital images of your tactics. Simplified graphics, explosions and screens add atmosphere. Enjoyable to start with, but lack of demanding tasks means *Action Service* plays quickly.

GRAPHICS 7 IQ FACTOR 6

AUDIO 6 FUN FACTOR 6

AGE RATING 507

RELEASE BOX		
ATARI ST	024.056	OUT NOW
AMIGA	024.056	OUT NOW
IBM PC	023.056	NOT YET

3.5" 2 version, under development

you lose points. For the dog also needs to be avoided.

Stage Two is the *Oil Snake*. Grenades and bombs must be picked up and thrown while you avoid mines and the like. Again, Boz must be avoided. After that comes the *Command* test where hand-to-hand skills are called for. Suit-up anyone you meet on the way and charge rubber bullets, grenades and opposite number. Stage Four is a combination of the three previous trials.

An interesting video replay feature allows you to record and then replay and examine your efforts over a course. You can see where you went wrong, learn from mistakes and do better next time you attempt the stage. An auto-save continuation mode also exists which lets you create your own route-card file.

Richard Maltby



ALBEDO

Laser-light lampoonery with LORICIELS

DICK in credits and matter of the planet-sized *Albedo*. Made of metallic comets and hosted by a variety of suspicious creatures singing their names in bubble-like forms, *Albedo* is your fare



Do you feel lucky? You'll need to be 'lucky' that *Loricels* calls laser balls for breakfast. A few power shells will make him think twice about attacking you.

RELEASE BOX		
AMIGA	023.056	OUT NOW
ATARI ST	023.056	OUT NOW

Multiple versions planned

with you out of it every galaxy inhabited, including Dick.

The last thing that lets you when playing is the main most complex score like you've never heard before. The music plays throughout the setup procedure, where time surrounds a pulsating info shooting a constant stream of energy that you direct or the core.

Four mission comprise some levels which must be conquered before you get a last-of-its-kind. The last two can be completed in any order, but the remainder must be performed in sequence.

The controls for each level is creative, even surprising... what a pity the levels look so simple. While the backgrounds and colors are different, the layout is very pro-

ATARI ST VERSION		
Wonderful tone. Even the in-game digital effects are excellent. Control is sometimes sluggish — especially when there are lots of screen items and quite graphics lagged.		
GRAPHICS 7	IQ FACTOR 6	
AUDIO 6	FUN FACTOR 6	
AGE RATING 711		



ducible. Although shooting is the theme, alternate levels demand different strategies. For instance, in *Albedo* you must avoid everything quickly before it touches you, while in *Albedo* as you must prevent certain elements from touching other elements.

Albedo will be remembered more for its music and lively menu system than its gameplay. Unfortunately all the plus there is a game — certainly not at the most mind-bending variety, but one that requires at least half a brain and provides enjoyment.

Richard Maltby



BOMBUZAL

IMAGEWORKS on a short fuse

919

Crowbar Attack, Master - three games you'd better expect to find in the aisles for a while, but they're all distributed in the one. Tony Crowbar was responsible for the programming, but both the other two designers had their own favorite levels.

There are 120 levels of explosive action, in which you have to set off all the bombs and mines without ending up as a large red stain on the ceiling. Each level is composed of five tiles all in one plane, but you can view the game from a 2D overhead perspective or from an isometric 3D viewpoint. There also is a map that can be scaled up to cover the whole level.

Each level has to be completed within a time limit. If the mine you like is lit, the time keeps running when you've got the map in screen, although the clock is paused. Fortunately, not everything is rocket science. When you do have the option to restart of the screen, you have an on-line password visible you to return to the game another day and avoid plunging through all the screens you saved in a previous session.

The only way to explode a bomb is to set it off yourself. This might sound a damn silly thing to do, but small bombs only destroy the tile they're on - it won't explode until you've

walked off the tile. An exploding bomb can also set off other bombs and mines that are within its explosion radius.

You can set off larger bombs as well, but only if the obstacle tile you walk onto is a

RELEASE BOX

AMIGA	120000	MSDOS
SPARC	120000	MSDOS
CRAYC	120000/120000	CRAYC

By other systems played

AMIGA VERSION

Both the 2D and 3D graphics are excellent, but you get less time on the 2D view. The music and effects are perfect, making a great package.

GRAPHICS **B** IQ FACTOR **F**
 AUDIO **A** FUN FACTOR **F**
AGE RATING 919

OS4 VERSION

It's much better to set what's what on the 2D view, but it looks good in 3D as well. The levels offer a pleasure from the image version and generally fit a 2D theme. Enjoy an addition.

GRAPHICS **B** IQ FACTOR **F**
 AUDIO **C** FUN FACTOR **F**
AGE RATING 919

teleport that while you sleep from the level. Mines can cause all a problem because you can't drop them like as you can with bombs. They have to be detonated by a bomb set them or by some other remote device.

Two other types of bomb make life even more complicated. Small bombs start to melt because they will melt. They change in size so that depending on what they set off they can produce a small, medium or large explosion. Then there are the lucky A-bombs which detonate all the other bombs on a level when they are exploded.

The four tile bomb-detonator characters, too, too. Manual ones are destroyed by explosions but limited tiles are indestructible. Slippy the tile are impossible to step on, while Deedives disappear when you step off them. Finally there are nitro tiles, which you can use to move bombs around.

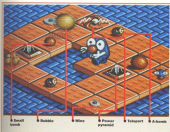
Tile can also have other features on them that affect either you or the bombs. Power pyramids suck in an explosion or an ordinary square, so matter how big the bomb. Spawners blow you off in a random direction, while Portals are a special part of many levels because entering them changes the map.

Unfortunately you're not the only thing that can move around the plane. Two characters called Dealer and Smiler trundle along herring, right and left respectively, wherever they can. Killing you or contact two clocks - Bubble and Speed - can be remotely controlled to set off bombs and mines while you're still, invisible to enemies.

The puzzle can be solved and the levels numerous and tough enough to keep you glued to the screen. That's average of the levels eventually, but you'll really get your money's worth in the process.

B 56/100

Amiga - the 2D view looks great. You're the blue guy with the big eyes.



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NUCLEAR Fusion is the combination of two nuclei to form one nucleus with the consequent release of large amounts of energy. In the game, Fusion is the combination of two game styles to form a third (or programmed) game.

The style is question one a shoot-up-up and a maze puzzle. The two types of games are also played using two different controllers. There's a mothership which flies over the landscape and a crawler which can be steered by the mothership or thralls along the ground. Obviously the crawler is more restricted in movement by the ground objects, but there are tools which only it can complete.

There are 11 game areas which have to be searched for parts of a bomb which then

AMIGA VERSION

The graphics are good for the actual display size in small, not using the full height of the screen. The music and effects are also of high quality, but fail to make an impression on the medium graphics.

GRAPHICS	7	IQ FACTOR	5
SAVING	5	FUN FACTOR	4
ACE RATING 507			

RELEASE BOX

AMIGA	CD-ROM	SEVERAL
STAR 87	CD-ROM	SEVERAL

FUSION

ELECTRONIC ARTS go fission...

has to be defended back in the start area. You'll encounter two types of enemy - one received by ground engagements and the other a static gun. The projectiles released will home in on you, but not all of them can fly over ground obstacles. They can be destroyed by shooting them, or even the projectiles if they're shot while producing an alarm.

The review is much less comprehensive and more relevant than the mothership, so it best to skip the landscape in the mothership before venturing out in the crawler. The mothership can pick up enhanced weapons and shielding but these aren't transferred to the crawler.

The crawler has to operate the switches that allow you access to other parts of the game. Combinations of switches are needed to activate bits of scenery or to open gates to other areas.

The main problem is that the gameplay is too slow when crossing the switches. There's too much wandering around with nothing to do. If you can put up with that it's tough to complete, but it never going to get you very excited.

■ **Not Much**



The skull of the bottom right of the screen will replenish energy. To get at the yellow switch you'll need to get a green circle first and use the crawler.

PREDICTED INTEREST CURVE



Never reaches saturation, promising heights, but isn't easy to complete.

TRACK SUIT MANAGER

GOLIATH over the moon

FOOTBALL games have always been big sellers and finally a month goes by without someone claiming to have released the ultimate simulation. The one dispenses with the tawdry and administration side of things and lets you get on with team management.

Here in control of a European national team - it doesn't have to be one of the home countries - and are trying to qualify for, and win, the Nations and World Cups. Everything is run via the calendar - group matches,

friendly, four and the final.

Your control over the team is extensive - you can choose from a squad of 100 players, each with individual reports on their form and team appointments who you're expected to

RELEASE BOX

SPIC	CD-ROM	SEVERAL
AMIGA	CD-ROM	SEVERAL
STAR 87	CD-ROM	SEVERAL
AM	CD-ROM	SEVERAL
CD-ROM	CD-ROM	SEVERAL
IBM PC	CD-ROM	SEVERAL

SPECTRUM VERSION

There aren't any graphics to speak of, presumably you're supposed to use your own for all get there, later changes and hand-outs.

GRAPHICS	1	IQ FACTOR	5
SAVING	N/A	FUN FACTOR	5
ACE RATING 560			



England and Paraguay are scheduled at 0-0, but there's plenty of time left in the game.

similar depth.

There's the greatest action for the games, but you can't have turn-by-turn reports of games if you want them. There are very detailed led in table in long form. You can speed these up, or for matches not involving your team get set a quick statistical breakdown of the game.

Other teams and players can be scouted to assess their strengths and weaknesses. There's considerable variety in the tactics for the team and individual players can use.

It isn't a football game to be played lightly because you have to analyse a lot of information to get the best team and results. The success it takes a lot of work before you get convincing results. It also means that football teams will be able to get totally overruled in it.

■ **Not Much**

PREDICTED INTEREST CURVE



Lacks quality but football fans are guaranteed many months of challenge.

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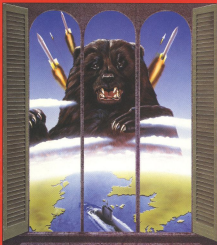
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ELEMENTAL

LANKHOR'S great ordeal.

DIFFICULTY Landing is a fine art, take. It's also a vital one: get it wrong and you've got a warlike lady on your hands. An amount of feedback on all navigation, strategy or skill can save a game that's way too easy or way too hard. Luckily, every game is one or all for common these days, but Lankhor leaves some up with a bit of a rocky here, a game both already filled.

The scene is the planet Elemental, where you're about to go through the Great Ordeal to rescue that is a test that qualifies you as an adult. It's the unlikely event that you actually survive. Most fans will be delighted to find that the Ordeal involves nothing more than shuffling around in series of ever-reshuffled screens collecting things, turning them into other things and putting them down again.

That's quite nasty enough, mind you.

RELEASE BOX

STAR	CRITIC	REVIEW
5	10	10

No other versions planned.

The narrative you control (initially a little ball) is continuously pursued by opponents and rather more exotic-shaped enemies. By clever maneuvering you can use the opponent's reflex into indentations, but their exotic counts not keep after you. To stop them you'll need to pick up yellow blocks from one of the screen's 64 squares.

Drop a yellow block in an exotic enemy's path and the nasty turns into a red capsule. Pick up the red capsule, take it to a 'T' square and it turns into a green capsule. Take this to a capsule holder, and it sets place



That's your ball up for the orange 'T' tile, but it has only seconds to live!

ATARI ST VERSION

Graphics are really attractive and the control panel effects are great, but as a game it comes a poor second to feeling your head against the wall.

GRAPHICS	IQ FACTOR
5	1

AUDIO	FUN FACTOR
5	1

ACE RATING 273

and your hallway to completing the Ordeal. Got us that?

If this doesn't exactly sound earth-shattering, it might at least be nice to try it out. Unbelievably you won't be able to. The rules seem so set out so purposefully that you can't do a thing. It's often impossible to get from your start point to an 64 square without dying, so taking things any further is a matter of luck rather than skill. What is the point?

★ Any files

PREDICTED INTEREST CURVE



Playability will not.

SPACE RACER

LORICIELS future biking

HOVER bikes are the wild card machine of the future. Aside one of these floating machines you can travel at high speeds across the outstanding, near-bottomless landscape.

The death wait of the blue takes place on three courses. On each one you're led a simple - follow the dotted line as closely as possible and avoid the obstacles towards and other bikes. The crucial thing about the dotted line is that the dead is if you stop, the more economical



Whizzing through the pylons, trying to avoid other racers.

the use of energy.

Staying level the center line is tough because not every bike has equal vision left and right, but a side slip up and down. Getting too high above the ground will slow you down, turning into it even more so.

All along the route, at both sides, are pylons.

advertising hoardings, signposts and other hazards. Driving into them can cause a number of effects - instant explosion, stop you dead or spin you out of control for a while. Crashes deplete your energy, which often ends up as a time limit.

ATARI ST VERSION

Virtually the same as the Amiga. The tracks, if anything, easier to follow but there's little to choose between them.

GRAPHICS	IQ FACTOR
5	1

AUDIO	FUN FACTOR
7	7

ACE RATING 702

AMIGA VERSION

The graphics are very fast, smooth and nice, the backgrounds and obstacles last good too. The controls are excellent and have plenty of variety. Sound too is pleasant from the opening title track. Though it's a slight glitch and timing issues.

GRAPHICS	IQ FACTOR
5	1

AUDIO	FUN FACTOR
7	7

ACE RATING 702

The other bikes will try to stay on the outside line as well. You can bump them or shoot them when they get in the way but they can still slow you down considerably.

You can toggle the three courses individually or together as a championship. Its objective is simple and which want to beat on easily. What it lacks a variety in the opposition. A few more levels and types of obstacle would have been nice.

★ No files

PREDICTED INTEREST CURVE



Range of speeded out enough courses or variety.

The meanest fighting machine



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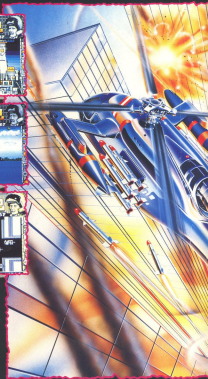


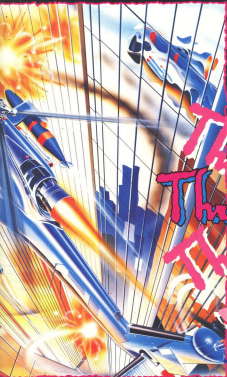
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THE
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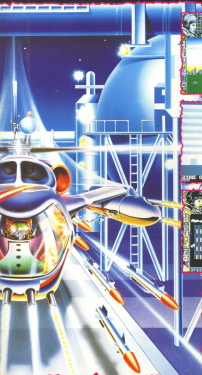
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GAME OVER II

Daring-do from DINAMIC

It is not over yet. There are still battles for the integral hero accounted in Game Over to deal with, and so he sets off on another mission, this time to free the imprisoned hero of the rebellion.

A spot of historical Genaevna means you up. But it's time to Genaevna over a national landscape before descending into a maze system and doing battle with equally serpents, enemy fighters and bits of your enemy. Service that...and it's time to feast a strange meal and gallop across swampland

as the quest for the access code that allows you to sample the second load. A strange speech-pattern sequence leads into a spot of remote advertising underground before you gain the control of a helicopter. By over another mission area to start up the game in the prison that hosts Akiba, the man you're trying to save.

Lots of different things to do, but nothing spectacular - it picks 'n' mix of personalities in a start and level selection.

■ Game 6/10



RELEASE BOX			
ATARI ST	£11.95	OUT NOW	
AMIGA	16 computers for the system		
IBM PC	£11.95	IMMINENT	
640KB	£5.95	£11.95	IMMINENT
SPECTRUM	£5.95	£11.95	OUT NOW
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Major Genaevna is in his ship and awaits away of the incoming waves of attack.

SPECTRUM VERSION

A good deal, in the original Game Over I suggested the package. Offering a comparison of interest but grandstand game that is fun and interesting.

GRAPHICS	5	10 FACTOR	4
AUDIO	4	10 FACTOR	3
AGE RATING 5/10			

ATARI ST VERSION

Features good graphics and realistic effects of making up for the sun and the planets. Offers an interesting new in a strategy, but occasionally uninteresting.

GRAPHICS	5	10 FACTOR	4
AUDIO	5	10 FACTOR	4
AGE RATING 5/10			

SUPERSPORTS

GREMLIN get on the Seoul Train

In the world of the Seoul Olympics comes Genaevna collection of alternative sports, reviewed by Gillian.

The events feature, starting with Gremlin, in which you score 90 seconds to shoot targets that pop up at all cylinders. Mind you don't shoot the enemy units at your score tables. High diving follows, where you jump

off a board from a skydiving between 40 and 60 feet up in the air, aiming to perform aquatic stunts before landing in a pool-diving pool. Then it's on to the state-of-the-art, where two items involve building stone slabs either side of your character - usually as many slabs as possible in 90 seconds. The penultimate event is a Gremlin water where you're wiggling your tentacles on the bow, before you take up the sights and fire a

AMSTRAD VERSION

The games are colorful and well-made. In general it's good and you're off with the old impression that I Genaevna had managed to make more events in this the existing one. Higher in 100% that is a small change in fact.

GRAPHICS	5	10 FACTOR	4
AUDIO	5	10 FACTOR	4
AGE RATING 5/10			

total of six balls at four targets placed in different ranges. The final event is the the water Assault Course where old toys, or old slapping jellyfish, have to be beaten.

Supersports has been well put together and a great fun to play, but the unusual way of using the events can be a bit confusing. The facility to play with two players is a bonus, but slightly odd in that there's just not enough in the price here to play for very long.

■ Game 6/10

Make something on the Amstrad.



SPECTRUM VERSION

Good graphics and good gameplay can't mask the level of challenge.

GRAPHICS	5	10 FACTOR	4
AUDIO	5	10 FACTOR	4
AGE RATING 5/10			

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SDI

ACTIVISION's peace shield

BONZO began may be on his way out of the "White House" but his peace shield - the Strategic Defense Initiative - continues to be developed. As it happens, Bonzo survived it less well in his initial or previous, but it sure provides good experience for game players.

Multi-players of nuclear death-decisions are voting their way through the atmosphere on their way to turning Earth into a radioactive wasteland. Just like bringing a neutron in the microwave, you are a satellite whizzing peacefully around a orbit when suddenly all the nuclear weapons launchers pop into view. Naturally you're going to get your laser eyes warmed up and flip everything getting good!

You control the movement of both the satellite and its laser sight, using the mouse in a mouse in combination with a joystick. Mouse-only control moves the sight, or the satellite when the left button is held down. Alternatively, a joystick can be used to move the satellite, which can allow simultaneous two-player games, one person on the mouse controlling the laser and the other moving the satellite via joystick.

The screen scrolls slowly from right to left, bringing an unimpaired scenery out of focus for miles. The weaponry starts off simple enough: rockets cruise slowly across the screen and ground bases appear on the planet background. The rockets wait even from you if they hit the satellite. Its support

Your satellite has enhanced weapons power via that big blue circle.



The three weapons circle view, choosing to end them shooting for the kill.



The defensive screen where you have to stop the missiles hitting your base.

RELEASE BOX

ATARI ST	11/88	OUT NOW	
CRAYT	11/88	11/88	RAMENT
SPECTRUM	11/88	RAMENT	
AMSTRAD	11/88	11/88	RAMENT

test you try to wipe everything out, because if any offensive weapons get past you enter a defensive stage at the end of the level.

The weapons soon start to get harder and come in greater numbers. There are fast moving ones but try to crash into you, others that shoot at you, and a particularly nasty group that spiral into the middle of the screen, sending you into a spot where they can get on easy kill.

The defensive screen doesn't shoot, but shows the base which has to be defended from the incoming missiles. There is a view from the horizon and from the side. Again, you use the satellite to shoot down the missiles before they hit home. If the base survives the attack, it'll go to the next offensive screen.

There are 12 levels and while the early ones are easy, the action starts to get tough at Level Four. Progress is coded considerably by picking up pods that give a larger firing spread, faster movement and extra sights. These additional sights can be quite confusing because they come in a deep pattern behind the main sight and it's easy to lose track of which-one you are firing directly.

Additive, tough and packed full of features, SDI takes its own steps by being very hard paced to beat. One of the best set-up computers this year.

■ **Kit Fox**

ARCADE ACCURACY



The closest comparison to ARCADE, graphics and even the same method if you load it in the exact pull-out in the ST.

COIN OF SCORE 8

SPECTRUM PREVIEW

The action looks just as fresh as the ST and you'll remember previous to get the best out of it. The background isn't there because of the need to speed, but it still looks like it's going very good.

ATARI ST VERSION

Excellent writing, color, game design and graphics. There's a different piece of music on every level and the sound is good. The two worlds work well, but it's definitely recommended you have either two players or a system that can be switched, stamped or otherwise stopped.

GRAPHICS	8	16	FACTOR	8
SOUND	8	16	FACTOR	8
AGE RATING 3-4-4				

PREDICTED INTEREST CURVE



It's hard to get into, packed with features and has some tough bits.



DALEY THOMPSON'S OLYMPIC CHALLENGE

OCEAN going for gold

DALEY Thompson is not a stranger to Olympic success - it is his real-

RELEASE BOX		
STAR 87	C12.50	MARKET
AMIGA	C24.95	OUT NOW
GRAPHICS	C8.95	C14.95
SOUND	C14.95	C14.95
AMSTRAD	C12.95	C14.95

CGA VERSION

Make sure you purchase the best pricing version first as available on the Amiga version when the prices are found to be equal.

GRAPHICS: IS FACTOR:
 SOUND: FUN FACTOR:

ACE RATING: 94.4

ing games. This is his third (with-wagging game-environment).

The ten discipline events are the 100 metres, long jump, shot put, high jump, 400 metres, 100 metres hurdles, decathlon, pole vault, sprint and 1500 metres. They are all included, along with water testing sequences which help competitors prepare for the events.

The events can be used individually or (with-wagging and button-press timing,

AMIGA VERSION

Unsurprisingly it got the best graphics both for presentation and resolution itself. Music and effects are competent at best. Choosing stars is a bit cumbersome because you aren't told whether you have made the correct choice.

GRAPHICS: IS FACTOR:
 SOUND: FUN FACTOR:

ACE RATING: 90.6



Daley prepares to launch himself into the long jump pit

but there are a couple of additional factors to be aware of. One is the choice of footwear to wear for each event - a range of shoes is available and picking the wrong one for an event can seriously impact performance. The other criticism is the training scenes, in which bottles of Succadee-Cola (a hint after prolonged bouts of hard-wagging which can leave you absolutely famished).

Wagging games aren't exactly new, but this one is nicely put together. It's certainly better than the original OTC Decathlon and should appeal to most sports fans.

• Rob White

PREDICTED INTEREST CURVE



Wagging is fun, but it's not the most challenging game you've ever seen.

POW

Hungry like the ACTIONWARE

BOTH Atari and Nintendo have tight games that attach to their systems, and software that allows you to use the gun to shoot across on-screen borders that cross your living room. Now, thanks to American software house Actionware, Amiga owners can do the same.

What's more you see the tight gun of simply stick to popping the game with the rest of a casual, the objectives the same. You have to walk your way through several stages killing off enemy soldiers before finally reaching the

end of your battles and seeing they make it safely to a post-appear.

Wear a helmet with a machine gun with one ammo clip and six rockets initially, and if you miss the mouse a small sight appears on screen and you use this to line up your shots on the enemy. Care must be taken during several sections as incoming mortars and dogs often invade across the screen. Shooting an animal is not allowed, but it does indicate you were alerted. Shooting the enemy however, is a pretty good idea, especially as many of them drop ammo clips and extra rockets which you need to collect. Stealing tanks and helicopters that appear later in the game is no problem, providing you've got some rockets - save the



In the jungle we found one, which cut for those poor innocent animals.

RELEASE BOX		
STAR 87	C12.95	MARKET
AMIGA	C24.95	OUT NOW
for 300 versions priced		
Optional light gun - £20.00 more or £25.00 for		

AMIGA VERSION

The graphics, sound and control are great. Although it's fun to play, you'll probably burn it out within a couple of weeks and will only need it up in the house for a couple of days.

GRAPHICS: IS FACTOR:
 SOUND: FUN FACTOR:

ACE RATING: 79.3

right end of a vehicle, gives the user a visible launcher automatically.

It's the enemy that's scary, because it doesn't take long to burn in what shooting it you, and doing damage to your health state. That's not to say you can't get off and heal health in life if they're dead on the ground. POW is not going to shake you loose, but it is a satisfying blast when it's on.

• Andy Lee

PREDICTED INTEREST CURVE



It's possible stuff, but not challenging enough.

FERNANDEZ MUST DIE

UPDATE SPECIAL

ST 4 ImageWorks (24-MHz)

GENERAL

Fernandez and his silly, very Fernandez-at-it-again, and you've got the plasma tank of giving them a one-way ticket to oblivion. It's the same basic idea as the O4 mainframe reviewed in Issue 15, but these have been quite a few changes — by no means all for the better.

The 64 version made quite strenuous attempts to distance itself from games like Commando and last Month by having

side rooms and other features. On the ST it has reverted to being a more standard clone. It's purely vertical scrolling and has other features than the 64 like plasma, paralyzants, and gold to collect.

Unfortunately the ST version is actually superior to the 64. It has also gained a cutting edge to the gameplay. It really is extremely tough to survive the constant strafing of the enemy soldiers and gun turrets, but it looks, variety in the look. There are still remains to add, such as blow up cast, prisoners to rescue, but these are last point-scores that help tip-up your number of lives.

ATARI ST VERSION

Here, the graphics are not so good as last month. The updates and sound effects are not in comparison.

GRAPHICS: 7 16 FACTOR: 2
 AUDIO: 2 FUN FACTOR: 2
 AGE RATING: 673



The actual aim of the game has also been modified slightly. Instead of destroying boxes you have to kill the seven members of the Junta. They are found in buildings with red crosses on, so it's Fernandez at the end of the game.

This version is a little disappointing because I'd expect the ST to have more features. However, it still got plenty going for it.

—Col Rob

PREDICTED INTEREST CURVE



Lack of variety means it falls below the 64 version.

DRILLER

UPDATE SPECIAL

Amiga and ST 4 Incentive (24-MHz)

FREESCAPE

Incentive's tremendously impressive solid 3D system, finally makes it onto the 68000 machines with this epic of drilling and puzzle-solving. The scene is the prison main tunnel, where underground gas build-ups are reaching dangerous proportions. First

ST — an aerial view of the short location. The control panel has been jacked up considerably and the graphics more fluid.

task is to place drilling rigs and thereby relieve the pressure, before Mind is blown, it passes.

The game may not demand much in the way of geological knowledge, but you will need to think hard and shoot accurately. You'll also need to have a sense of wonder, because the solid 3D used to depict the gasses' crazy puzzles and hazards is very impressive stuff.

On the 68k machines this visual impact was tempered by the slow frame rate of the display, but there's no hint of that in these latest versions. Considering just how much work goes into each screen, the display is very fast indeed. As with the PC version, the extra speed makes the game a far more appealing prospect for arcade fans, even though the original puzzles are unchanged.

A bold, admirable piece of software when it was launched almost a year ago, Driller has not waning in the meantime. The ST and Amiga may both have a good few solid 3D titles, but the best would feel a Freescape just the one is a class of its own.

—Andy Bell



AMIGA & ATARI ST VERSION

The Amiga and Atari ST version is new to these screens, but it's natural and extra well. The light colour range makes for the best looking 3D on any 68k computer.

GRAPHICS: 8 16 FACTOR: 7
 AUDIO: 4 FUN FACTOR: 3
 AGE RATING: 963

PREDICTED INTEREST CURVE



Great to look at, good to play, but you'll only if occasionally.

NEBULUS

ATARI ST & AMIGA • (Version C19.000)

VEH few games have stood out in the past year as exceptionally original, but this has certainly one of the few. It starts patterns action with amazing tower-building graphics to produce one of the most addictive and challenging games ever. Nearly a year on the Atari remains above, not just with the advanced graphics and sound you would expect, but with extra levels on top.

You needed a rule (the thing called Pogo) who is always centered on the screen. He appears here as subordinate at the bottom of a cylindrical tower, which you view from the side and have to climb to the top of the next original thing about it is the viewpoint you have on the action — as you walk around the tower it rotates, revealing what was hid the last time. It's a very simple idea, but it brings a sense of mystery to the unknown in the gameplay and creates a unique display.

Having exemplified of the innovative graphic style you'll soon get caught up in some astounding gameplay. It's a boiled down to its essential elements in a platform game composed of easy timing puzzles and complex puzzles, often requiring tower building. What makes it different from the run of the mill 2D platform offerings is the impossible tower idea and the same mechanisms that define John Polaris have put into the puzzle.

Climbing up the towers is mostly a matter of following a route of platforms and ladders. Along the way there are plenty of bonus blocks to avoid the enemy. The cheapest trick of all is the disappearing block, that vanishes as soon as you touch on it plunging you down the tower. However, this is where clarity of the game's abstract touches comes in. Falling won't kill you as long as you fall onto a plat-

UPDATE SPECIAL

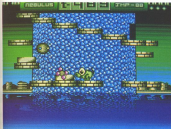


Atari — that pink ball is headed for Pogo. You must shoot it with a cannonball or you'll be tumbling back down the tower.



ST — a nearly brick this one. To complete the tower you have to let the spinning alien in the right of Pogo launch him down to the platform below. There aren't as pink ball enemies here, so you've got to shoot him too.

Amiga — one of the nice touches on the ST and Amiga is the robot at the base of the tower. It spins helpfully and reflects the movement above it. However, in this shot you're about to be plunged into it by the spinning alien — and you can't swim.



form further down the tower — it just seems as a reborn.

What does all this planning lead to a victory game at the base of the tower or falling to reach the top before the time limit runs out. This means you get plenty of chances to learn the towers, even when you're making lots of mistakes at the beginning.

You'll also learn to hate the spinning alien who periodically appears from the edge of the screen heading straight for you. The way you to avoid it is to go up-or-down below it comes, or go through a doorway just behind you. Doomsday take you straight across to the other side of the tower, but you can't let what happens be in what the you.

You can shoot enemies, but there will only take out looking levels that but for why and pink floating balls. The other dangers come in more gases and oil follow similar movement patterns. They also shuttle vertically or horizontally, bouncing back and forth off whatever gets in their way. This means there are a lot of timing problems to be overcome, usually in tandem with some other hazard.

In between towers is a bonus stage where you control the submarine and avoid fish which then have to be collected to give extra time on the next tower. You're also treated to a whole new series of towers which make the game feeling repeated over-grounds.

The game can't be praised highly enough for its engaging, graphic presentation, addictive gameplay and rising challenge. Every bit detail has been well thought out as the programming to make a classic game even better.

■ **AGE RAGE**

ATARI ST VERSION

Graphics are just as good as the Amiga, but the sound effects aren't quite as hot. The levels are all identical to the Amiga.

GRAPHICS 9 IQ FACTOR 9

AUDIO 8 FUN FACTOR 9

AGE RATING 950

AMIGA VERSION

The graphics and sound effects are the best of any of the versions, outpacing the ST. The new levels are superbly designed and will give even experienced Nebulusers a good run for their money.

GRAPHICS 9 IQ FACTOR 9

AUDIO 7 FUN FACTOR 9

AGE RATING 950

PREDICTED INTEREST CURVE



The graphics and addictive gameplay make it an instant hit. The more towers keep it going strong.



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ATARI has announced the opening of its first Atari Games Centre in the UK, in London. The Centre will be the first of a series of centres to be opened across the country. The Centre will offer a wide range of Atari games, including the new Atari XE Games System. The Centre will also offer a range of services, including repairs and upgrades. The Centre will be open from 10am to 6pm, seven days a week. The Centre will be a great place for Atari fans to meet and talk to each other. The Centre will also offer a range of special offers and discounts. The Centre will be a great place to spend your Atari money. The Centre will be a great place to spend your Atari money. The Centre will be a great place to spend your Atari money.

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THE GAMES: SUMMER EDITION

EPYX have fun in the sun

RELIVE all those thrilling events from the Seoul Olympics by taking part in eight mixed events. By leaping pages can you the fun with two players going head-to-head in cycling and football. Yes, these prolific producers of sport simulators are at it again...

The events are speed cycling, hurdles, pole vault, hammer, javelin, ball, rings, archery and diving. None of them are out-and-out woggles, but the cycling, hurdles and pole vault are all involve a lot of cycling

cycles, the slow most technically complicated events, and therefore the ones with most taxing challenges, are the parallel bars, rings and diving, which involve a series of tricky moves that require skill and practice to do well.

The presentation is excellent with opening screens, menu screens and a comprehensive instruction booklet that details



Whoopee! You've taken a tumble trying to do the hurdles. You're not getting up from that one...

CGA VERSION

Graphics and animation are up to the usual high standard that Epix maintain on the disk. The musical score that goes up in between the action are also good.

GRAPHICS 6 IQ FACTOR 4
AUDIO 7 FUN FACTOR 7
AGE RATING 7-13

some memorable moments from each event and offers hints and tips on tactics.

As you would expect from Epix, each sector is both well put together and challenging. Its best played by a group of people - where the competitive element will be strongest. A worthwhile addition to the Epix sporting range.

■ **Top Pick**

PREDICTED INTEREST CURVE



Clearly sporting action that will last.

RELEASE BOX

IBM AT	£19.99	MAR '91
AMIGA	£19.99	MAR '91
SPECTRUM	£9.99/£19.99	FEB '91
AMSTRAD	£9.99/£19.99	FEB '91
CGA/EGA	£9.99/£19.99	OCT '90
IBM PC	£24.99	ANNOUNCED

CYBERNOID II

Pirate prancing with HEWSON

THOSE pirates on both Apple and Acorn's Federation range, so naturally you've been delegated to stop a few boats, pop a few tanks and get it all back again.

The mission is not dissimilar from the original game, although additional features have been added to try to see it up to a full screen cross between a shoot-em-up and an arcade adventure, with the regularity found on the shooting. Each screen pre-

sents a beach of nasty aliens who have to be killed either on-screen or just avoided.

The first guys come in at rates of dozens, ones and hundreds patterns. On later screens they come in great numbers and you'll need all your skill and weapons to survive.

The weapons have been beefed up, which is just as well with all those vicious aliens around. You're now armed with tanks, tow tanks, shields, bouncing bombs, mines, smart tanks and more. There are still virtually all known aliens, dead, but one is short supply of the boat. Extra firepower can be pulled up along the way on commandeers, or extra weapons in the form of a bomb-wrecking gas used to wipe ships that circle the ship.

Despite the impressive firepower it all can be extremely difficult game to play. The

AMSTRAD VERSION

The best looking of the three, with the same exciting gameplay.

GRAPHICS 6 IQ FACTOR 6
AUDIO 6 FUN FACTOR 7
AGE RATING 6-12

RELEASE BOX

SPCC	£7.99/£19.99	OCT '90
MSX	£9.99/£19.99	OCT '90
CMPC	£9.99/£19.99	OCT '90
16-bit version under development		

SPECTRUM VERSION

Graphics and sound up to the standard of the first game - they're very nice. Gameplay is just as addictive and fun.

GRAPHICS 6 IQ FACTOR 6
AUDIO 6 FUN FACTOR 7
AGE RATING 6-12



Entering at the bottom left, you are confronted by a successful alien battle.

with one stacked against you and also dying slow, losing weapons in the process. It's even harder to survive. This sort of tactical gameplay approach is really great, but there are not much enemies and so once you're in those winning low-defending way,

■ **Not Bad**

PREDICTED INTEREST CURVE



Some old thing of that, but the addition makes for a compelling, to have an average game.

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technology."
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RADIANT

You simply can't get the entire system for running a Dungeons and Dragons game onto a home computer - but more and more people are having a good try. American strategy/simulation experts SSI turn their hand to the second AD&D licence, and Andy Smith checks out how well they fare.

POOL OF RADIANCE

US GOLD/SSI start playing for keeps

921

Since *Of The Lands* may have been the last game licensed by SSI to carry the proud Advanced Dungeons and Dragons label, let it stand instead as a role-playing game (RPG). It has some strong role-playing elements, but the emphasis was placed on the arcade-style turn-based action. The second AD&D licence, *Pool of Radiance*, is however very much closer to that one popular board game format.

Pool of Radiance isn't a game you can get up and running in a second - but then, that's true of most 3D-enhanced adventures. Its 3D-native main-submode is structure than games like *The Bard's Tale* series, which again, is not surprising - one of the criticisms levelled against AD&D itself is that the role



Outside the City Council building in *More Phantasy Knight*, with a few more *Ono* looking?

players has become far too complex, replacing imagination with exploration of every possible opportunity. There's little change of that in the case of *Pool of Radiance*, how-

INTO THE FRAY

Try as you might, you won't be able to play the game for very long without getting into a fight. Once a combat situation occurs, then you assume the enemy determines whether you're the enemy. If any level's element emphasis in the screen changes is also based on your party and the opposition. The characters first move, in fact, according to their relative strength - the higher it is, the more moves they get during combat.

You can take over control of characters to the computer or get to make all the tactical decisions yourself. The basic types of weapon at your disposal are ranged weapons (spear, cross-bow, longbow) and so on, and melee weapons (the sword, mace, and spear). Which you can depend on the type of enemy



In combat, don't forget to manage occasional prisoners!



After most battles you get the chance to share out the spoils of war.

you're fighting. For example, a long sword is more effective against large opponents such as Trolls and Gnomes than a short sword would, whereas the latter is more effective against smaller opponents such as Kobolds.

The fight continues until either you kill the enemy or they surrender or your party is destroyed. When a member of your party takes a severe beating, he falls unconscious and the accompanying *Sancti* appears from heaven. If another member of the party then goes to battle the injured colleague (minus unconscious) recovers after a few days rest. Forget to bandage a wounded character and death ensues. After combat, and you 'Oh my up the loot and weapons, carefully the vanquished enemy.

CONTROL PLAY?

in, there no one is ever going to fill ALL the AD&D system into anything under a gigabyte or two.

You start the game by creating a party of up to six characters (see Characters later) before you're given a brief tour of the city of New Haven, and left to seek some, friends and adventures wherever you wish.

The screen typically during the majority of the game is divided into three sections. The top left of the screen is your view of your surroundings and the top right shows the names of your party members and their status and hit point levels. The game is



in the slams. Behind this screen's a party of six the moment launch of time this role of London.

RELEASE DATE

OS/2 1994
PC, ST, and Mega format TBA

OS/2 VERSION

Though the graphics look to be state-of-the-art and its sound effects are excellent, you may become frustrated in the game world and you'll be playing through repetitive events.

GRADES: 7 IQ FACTOR: 5
REED: 4 FOR FACTOR: 5

AGE RATING: G-1

controlled by selecting various options from the menus at the base of the screen.

For example, by selecting a party member from the list at the top of the screen, and then by selecting the "view" option at the base, the screen, deems to show you that character's attributes, job type and so on - you'll observe of the character that you choose at the start of the game. Another menu gives you the option to view that character's equipment. Select the options to choose which weapons the character will have ready when entering battle. By selecting DIRT from the sub-menu, you're taken back to the main menu, where the MOVE option puts you in direct joystick control of

DRAMATIS PERSONAE

Before you start the game, you have to create your band of adventurers, creating a variety of jobs (in characters from a school of magic, including thieves, clerics, batters and humans. Once you've decided who name, race and gender for your character the computer randomly generates an ability score. These include strength, wisdom, dexterity and charisma ratings which affect how the character does during the game.

Next you have to choose a class for your character (Do you want your character to be a fighter? Mage-user? Or combination of several-but-based? Note the use of the character's important items - for example, human characters can only be magic single class, whereas dwarves and gnomes can be parts of all trades.

Finally, you must decide the alignment of the character. Alignment is the philosophy the character lives by. A character with a lawful-good alignment strictly adheres to the law and does not cheat. This program's being the benefits to



selecting it should will character will choose an employer, friends, and any good deeds. Once you've created your party, you can save their attributes and begin to play the game proper.

The character creation screen. Here you get to choose (and retain) your character's default look like.



Your character's vital statistics, including what weapons he/she is carrying, armor class and hit points.

the party and you then get a leader's eye view of the surroundings as you move about the environment, interacting with its denizens.

The City Council building is a good place to start looking for things to do. The Council often has work for killing bands of adventurers that they pay well for a job well done. You don't have to accept any of the jobs if you don't want to, but a good introduction to the game is provided if you start to go out help all the city's slams of members and other mysterious characters.

Once you enter the slams, it doesn't take long before you find some battles (see Encounters later) and battle commences. Victory means that your characters are awarded a number of experience points, which are crucial to the development of their stats and skills. For example, fighters get things as they gain additional experience, magic-users may wield more powerful spells, and thieves become more adept at their art.

Occasionally you might meet non-aggressive characters in the game who may be able to give you some information, or who may ask you to do them a little service.

Whether you pay any heed to what you hear, or whether you decide to undertake extra tasks is entirely up to you.

Trying to capture the complex concept of the AD&D system on a home micro, along with the social aspects to the game is an enormous project. All have gone a long way to capturing that aim and have produced an admirable (and influential) computer product, one that will not only please hard-core AD&D fans but will appeal to anyone looking for a game to keep them entertained and playing for a long time to come.



CAPONE

ACTIONWARE play da Chicago piano

As this point-of-view target game alternates between static scenes and scrolling action scenes, you take it to street the gangsters who snare enemies in peels out from cover. Take looking and they open up with Tommy guns.

Innocent bystanders pop up occasionally, and must be avoided. Explosives also put in an appearance, with gangsters using boxed cases of TNT

to start trailings or dropping sticks of dynamite. These features add a collectible machine gun that easily deserts to thugs, but they're all pretty getting.

Old style mup-ers-ups like this are a big step down from Operation Wolf or ActionWare's own POW, and it's a shame to see an AtariX waited on such shallow gameplay.

—Andy Oakes



RELEASE DATE

ARCADIA	1990	1990
AMIGA	1990	1990
ATARI	1990	1990

PREDICTED INTEREST CURVE



AGE RATING: 424

VETERAN

A sheep in Wolf's clothing from **SOFTWARE HORIZONS**

There are three missions to complete in this DTP Wolf clone. You've got several machine guns to choose from at the start of the missions, each with differ-

ent firing rates and ranges. The screen's lowest level of all—10000, the enemy come onto it from the sides. As you'd expect, you've got a limited supply of ammo and vehicles with which to destroy the soldiers, tanks, helicopters and machine gun nests, but you can pick up extra supplies from the ground by shooting them.

The gameplay's slow, the graphics are awful and it's doubtful you'll be playing this in a year's time.

—Andy Oakes



RELEASE DATE

ARCADIA	1990	1990
AMIGA	1990	1990

Age Rating: 424

PREDICTED INTEREST CURVE



AGE RATING: 403



An ancient curse, an imminent eclipse, giant pyramids, secret panels, a hidden shrine, poison darts, pressure pads, treasure chests, trip wires and mysterious mummies, all in glorious **FREESCAPE Solid 3D**. Set under the burning Sun, **TOTAL ECLIPSE** is the **BIGGEST** and **GREATEST FREESCAPE** experience yet!

BY **MAJOR DECISIONS**

FINAL ASSAULT

EPYX climb peaks

FINAL appeared very back in ACE issue 5 and was then on bigscreen game enclosed by the Acorn, and called Operation Challenge. Since then Epyx have brought the title to the game and have apparently made some OS changes.



RELEASE BOX

ATARI ST	19.95	1997	50%
AMIGA	29.95	1997	50%
SEGA CD	29.95	1997	50%
IBM PC	29.95	1997	50%

You're still left with a 'juggle the joystick' to climb the mountain game that gives you six climbing to complete you can string up to three climbs together if you wish. You have to make sure you're using the right equipment at the right stage of the climb or you could find your climber getting into difficulties, but when the training option and on-screen prompts will tell what equipment you should be using (and why).

The gameplay has been improved but it still won't get you very excited. Next time, be looking for new solutions to try.

by Andy Smith

PREDICTED INTEREST CURVE



ARTURA

GREMLIN travel through time

TRAVEL back to the 18th century in this magical quest-to-collect a series of mystical time stones that allow you to liberate those unfortunate to the wretched tyranny into stone lanes where the sacred houses of Alice are hidden, which you need to.

And so it goes on, figuring the fact that this is really just a World-Lump type arcade adventure. You need to explore (and map) a series of rooms and levels (including the ruins, at the same time involving the deathtrap and the really one tank. Your victory is reduced by

lots, but can be restored if you know where to look for the appropriate symbols.

Artura is a bit tricky about, and the determined player will complete it at last soon.

by Andy Smith



RELEASE BOX

ATARI ST	19.95	1997	50%
AMIGA	19.95	1997	50%
SEGA CD	19.95	1997	50%
IBM PC	19.95	1997	50%

PREDICTED INTEREST CURVE



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Th/ideo-Game

A FEW TASK STANDS BEFORE YOU...



APPROACHING PLANETS

You must rescue **ARNOG**, the hero of the rebellion against **GREMLA**, who has been imprisoned. You combat the kamikaze forces, dodging missiles and avoiding balls of translucent magma. Once you enter the caverns of the planet **PRAMATI** you fight your way through.

STRUGGLING ON

After abandoning the ship you capture an **ARNOG** in order to continue advancing on the planet. A dagger is the sole weapon you rely on to fend off the inhabitants. You fight against the enemy broods. You have to steal a weapon. And advance forward straight ahead. Nothing can deter you.

THE PIGEON

You trap victims, mountains and forests... there are enemies all over. The way to the planet becomes more hazardous the further you advance. You take command of a helicopter, descend into the caverns of the planet, and arrive at the pigeon. It is heavily guarded. Will you be capable of freeing **ARNOG**?



ARNOG



ARNOG



ARNOG



ARNOG



ARNOG

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SUSPENDED ANIMATION

Andy Smith plays with some puppets and saves a world from destruction before escaping from a prisoner of war camp and capturing some gangsters in this month's round up of what's hot and new in the arcades.

On the second stage, you're about to slug it out with 25 fat flies.



[Right] On stage alone. That small character's a mean one!



[Below] Good! We'll reward you back on your heels.



THE LAST APOSTLE PUPPET SHOW

Homedata 30p

Don't let the wacky title put you off! The best on-up points in the old punch. The game is out in two places and is a joy to watch you run up a mountain fighting various increasingly difficult opponents. So far, so standard, the best feature the game has is the display.

Most arcade have stunning sprites and backgrounds, but somehow they don't have that 'real' look to them, and at best they look like cartoons. LAPS on the other hand has stunning characters and backgrounds with a tremendous 'real' quality. The characters look just like the puppets you might see in a children's TV programme (the puppets as things, not the glove variety). The animation of the characters is not brilliant but the shooting and the backgrounds give it one of the most believable 2D displays yet.

The actual game is fun to play, and you have a wide variety of moves to use against your opponents using the standard punch and kick buttons. As is most of these types of games, how you position the joystick when you press a button affects just what move you make. It's down on the joystick and press kick and you'll do a big energy-punch upward kick and you'll do a high kick aimed at the enemy's head. At the start of the game it's just you versus another puppet, but as you progress up the mountain, the opponents become more numerous and you can be fighting off hordes of the enemy that come running at you from all directions. Don't let the puppet size fool you into thinking the enemies are soft though, they're not and once you're energy bar at the top of the screen, enemies can just keep flying across the screen. Goodness! That's good!

The game concept may be old hat, and the animation may have to be dated, but it has in the way of being what you're looking for in an old arcade game. It's fun to play, it's got some nice graphics, and it's got some nice music.

And it's all over for the shooting. Oh well, time to put some more money in the slot.





Boop! That's got paid to that out-of-level guardian.

FORGOTTEN WORLDS

Capcom 30p

Wasn't gun shopping real fine while you're playing a shoot-'em-up? The latest set of two-player Capcom offerings might be just what you're after.

In the game you take control of an airborne character armed with a cool firing gun, and you slowly fly over several "worlds" shooting all the baddies that attack you from every direction. Controlling your character involves using two joysticks - the left moves your character up and down the screen while the other is one of those paddle things. Tweak the paddle and your character rotates. Push the paddle and you start shooting.

Now, here comes the shopping bit. As you destroy certain classes, they drop bonus coins. Fly over these and collect them, and at various points during the game a shop will appear from the background. Fly in, through the door and you can purchase your power-ups. You can, of course, opt not to buy anything but that's the last stage when you'll have more bonus coins and be able to buy some cooler weapons (but if you survive the initial level guardian).

That everything is right here are going to enjoy playing *Forgotten Worlds*, which may not be a terribly original game, but a great fun to play.

Loft flying through the Egyptian stage with plenty of firepower.



Yahoi! There goes another guardian.



Not quite the corner store is it?



EXTENDED PLAY

SCRAMBLE SPIRITS ● Sega 30p

This mixed from above, vertically scrolling shoot-'em-up isn't the first century and gives you a small, two-angled plane to fly. You're armed with a cool firing gun, and power-up gun give you a lighter metal that you can use to attack either enemies or ground targets depending on what bullet you press. Great fun but again it's nothing original.

P.O.W. ● SNK 30p

Emulating the *Prince of Persia* style, simply to save time - especially when the guards know you're trying to bust out and come after you armed with knives and machine guns. The game is best-kept essentially, but any ammo-guns you manage to possess, you can use. As a side-gate means killing Thunder gods, its not that bad and is well worth checking out.



P.O.W. needs for a fight. Pick up that machine gun and you won't have to bother following guards (at least until you run out of ammo).

ASSAULT ● Namco 30p

And like *Whodunnit* the one (see 40) issue 1), in that you give the two periods to control a tank viewed from above. You're driving through a maze-like network of canyons, and instead of using a common key for the tank you have power-up/overage. This control method seems to give you to enter into a hands method of driving the tank the enemy tanks lie at you.

GANGBUSTERS ● Konami 30p

Large action characters take an appearance in this, viewed from above shoot-'em-up. Some really bad enemies have a whole array of cash and as a police officer it's down to you to round them up. They do have friends, though, and the other characters stop you for shooting you, but should you one of the bank robbers (is no hero) you get them, they usually get in the middle of the road cutting the city, you simply have to shoot them and go back left up. You get better than in the nearest waiting Black Maria when you're rescued, you'll receive a power-up.

It's a tough game to play, but it's a great fun.



SKY SOLDIERS ● SNK 30p

This vertically scrolling shoot-'em-up for one or two players gives you a fast ship missions to complete, each set in a different country and time period. You're flying a spaceship and the enemy will attack the country and time period you're fighting in - double-boss appear when you're fighting over 1944 Germany and in airplanes and battleships show up in 1914 France.

Both weapons are given to you at the start of each mission, and you have a choice of several, including bombing missiles and bullets. You only have limited amounts of extra weapons though, so make sure you save some for the end-of-level guardian!

GABAL ● Ted/Electrohome 30p

It's no long however original idea opens a bank of doors. This one is *Operation Wolf* type game for one or two players. You don't get a machine gun mounted on the front of the tank, however, but a machine that attacks the lights around the screen, picking off the baddies as you go.

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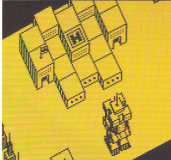


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Tired of dumber opponents? Bored by all those electronic thump-thumps that just wander into your field of fire? Well, so you should be. Just because modern robotics moves in slightly more complex patterns than the Space Invaders of yesteryear doesn't mean they're interesting. If the bad guys are brainless, they don't really test-guy-or-kill - just targets, obstacles or timing problems to be dealt with.

Interestingly, once you get beyond Invaders-style learned behaviour you can take up some fairly programming problems. Even when robots are testing intelligent, they rarely go beyond a mixture of learned and learned behaviour (at least as those are the simplest patterns to program). However, elements can make learning slightly more interesting, but the bad-guy's tactics remain predictable.

The next step after learning is evasion. As it's simplest that's just the learning routine used to evade, so it was in RadRacer case you'd expect power pills, and in Space when you activated your weapons. This was a fairly simple improvement on total stupidity, but better things are possible with a little more effort.



Warrior Earth (Amstrad), a super-cooled maze game where you could use the results of your evasive to read time, sometimes 3D form. If the rendering system had been a little more complex, you'd have had some really smart robots to work with.

GET SMART

What if games were packed with nasties that could think for themselves? What if you could program your own forces to attack intelligently? What if programs could actually slug it out for control of your computer? Andy Wilson looks at how artificial intelligence and programmability could change the face of gaming.

ARTIFICIAL DODGERS

As early as time, bad guys were learning and adapting to try and stay out of your gun-sights. Right now (Microsoft's last title) there has been steadily slipping ever since. In Atari's *Lightway*, *Clash* (Pepsi) even let bad guys who could actually check (although their needs in fact) to avoid your 'Vector' bullets, while in *Viva Death!* (Brosnan) came up with a real mixed bag of behaviour patterns. It's bad enough when pests fall out of your

line of fire, but the way the game's enemies and fighters work at getting a target advantage is positively impressive. In *Warrior*, complex behaviour patterns make things exponentially difficult.

There's still a lot of ground to be covered. Even complex behaviour patterns can be figured out, and an effective countermeasure found. What if it long enough and you'd still be able to find the Achilles' heel of the bad-guy's tactics - and once you've done that the

game falls into a lullaby-sleep. The same technique works against the machine too after time, so the tactical challenge evaporates.

There's the dead-end problem facing us ugly beast. The bad-guy behaviour patterns may be intricate, but they're also fixed. The only intelligent opposition you've got is the programmer's and when you figure out a way to test him he has no way of responding (at all) without publishing a sequel, or (say) Atari of ACE (we've always been keen on multi-player games as a way round the problem, but there could be other answers).

As suggested lately in *Atari's* *Atari ACE* issue 63, there's no reason why bad-guy tactics shouldn't develop to cope with any little techniques you use. *Atari's* *Atari* suggests doing this by an evolutionary process, so that future waves of aliens would be shaped by whatever ones survived, beyond the time count. In practice that probably wouldn't be the best way of doing things. Techniques used in certain experimental chess and draughts programs ought to let code-makers learn quickly from their concealed mistakes, while building up a long-term knowledge base on what tactics seem to work best against you.



Warrior Earth (AT). You can set a destination for your *Warrior's* amphibious tanks, but you can't tell them what to do when they get there - so massed attacks, coordinated bombardments and simultaneous air cover are all out of the question. A higher level of command system would allow games with whole fleets of ships in them.

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This month the Cowled Crusader takes a critical look at Lancelot, brings you the Paladin's guide to Lords of Time, plus the final installment of the Pawn solution. All that, plus more reviews, hints and tips from the country's premier adventure reviewer...

LANCELOT 37 SCREENSHOT



Picture:
Lancelot was in Arthur's study hall. Instead of wall render you'd think you'd see in the room, what is seen outside through its slit. Lancelot looks on however, up to the king's study. On his greenish looking, though he said, King Arthur said, "Welcome to Camelot, Lancelot. So it has foretold that you are fated to become the protect of all knights. In my interest to see you at my court."

Lancelot on the Armitage

LANCELOT

LEVEL 9/MANDARIN's Holy Grail?

THIS game has been expected to come months later. Following level 10 of its web standard, it seems likely that Lancelot will be the last studio adventure produced under that name. What sort of approach does it offer?

A pretty strong one I'm afraid, but surely we saw Legend's Book, developed after Lancelot, and although I wouldn't normally put games before knights, I would in this case. This is a distressing disappointment because the Arthurian scenario is surely one of the great opportunities in adventuring. One that central old-game fans to the Holy Grail, with its exploding robots and flying knights, managed to feature a little before too, the days of Lancelot and the Round Table.

Level 9 takes inside some pretty tough

choices in the game. They are on record as saying it's a free test yet, and furthermore we have been informed that Peter Austin is an expert on Arthuriana. To a certain extent these claims do have some substantiation in the game. To start with, the locations have an undeniable air of authenticity about them, as do the characters at the various knights and the occasional flashes of early English prose.

In which the problems? Simply that the game, while superior to its series best, however, keeps getting pulled by opponent competitiveness and poor design. For example, the characters are great and - as in Legend's Book - just interesting lines that greatly enhance the atmosphere of the game. However, they also have sloppy speech routines that do not do much credit to anyone, least of all themselves.

For example, its quite amusing when the Damocel Mithrilcoat says to Lancelot, who is carrying a hot coal, "Well you drop it." It is not amusing, however, when the lady Elspeth after he's put it down, at other times, the character's responses and outbursts appear even more illogical. Even on innocent suggestion to Arthur can get you the reply "Don't bother me with that! I see the king" or words to that effect, which may cause snags, but never again. Once suspects that the character is simply saying "I don't understand", in which case

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ADVANCED COMPUTER ENTERTAINMENT

why not be more direct?

However, all this can be forgiven when you find characters engaged in interesting activity or, at once, replying with convincing relevance. You can also forgive the poor graphics on some terrain (see screenshots for some idea of the misery here) because

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Some game different versions - Lancelot on a DOS PC and (right) on IBM PC

the locations do convey authority and atmosphere. But you can't ignore some of the obvious flaws, which is unusual in a sword & sorcery where the challenges are as a rule inventive and satisfying.

The real problem is the puzzle level seems to be the scale of the action that level 9 here undertaken to include in the game. For example, at one point Lancelot has to save Paragel from an invading army. That's a tall order for a sub-plot, but solving it with a puzzle of calculating one-minute capacity both disappoints the player and devalues the scenario.

That's not to say that there are several excellent puzzles in Lancelot. It's just to lament the fact that there are also several appalling ones to boot.

The selling points of this game are the scenario, the high level commands (which include GO TO, FIND, FOLLOW, OPEN, etc.)

and the interface. The first sales point is badly undermined by bugs, the second puts its weight and makes the game very easy to play, and the third again succumbs to unrewarded gimmicks. That's a record of one success out of three - not enough for a decent epitaph and certainly not enough for a game that must be one of the great sights here better of 1988. ■

THE ACE VERDICT

A technically impressive game, as one would expect from Level 9, but the expectations evoked by the details are not fulfilled by the execution.

LANDSCAPE 82 SYSTEM 79
CHALLENGE 81 ENCOUNTERS 88

LIVING WITH LANCELOT

Lancelot, in common with most Level 9 games these days, is a three-part story. In Part 1, you meet Arthur, Merlin, Sir Kay and you have to be Sumner. You also explore the south town of Camelot and get used to the game system.

In Part 2 you catch up and prove your worth as a knight by rescuing damians in distress, attacking armies, and about of rescuing various captive knights. There are two scenarios aimed at characters who can (eventually) help you in solving several of the games other puzzles.

Part 3, which you can jump straight to from the main menu,



includes the Queen's Miraculous Seal and features Lancelot's son Galahad as well as the old knight himself.

Throughout the adventure, gameplay is largely shaped by

some of the high-level commands, in particular GO TO which enables you to instantly locate armies and/or armies in place. This means that you have to make a concerted effort to map the game, since it is rather easy to rely on GO TO and FOLLOW to move you about the place. Although convenient, it does somewhat stifle the exploration.

There are several opportunities for combat, but this is limited to simple cut-and-throw with no chance to decide tactics other than deciding whether to accept your opponent's surrender. If you do, this is immediately re-visited you somewhere else.

What's

THE ACE VERDICT?

We're going to be a moment in the Future column for a couple of months. But when we do, we'll have to determine whether we make it a permanent feature.

Basically, the Ace feels that there is a good mix of ratings of adventure games. For some months we've had difficulties weighing and rating games that give a player quite the quality of a life.

Take Lancelot for example. It's pretty obvious that I was disappointed by the product, but the fact remains that even a poor level 9 product is technically very sound and so far as adventure go. To give the rating of, say, 80% would be misleading. On the other hand, to rate 100% is almost certainly equally misleading.

What it all boils down is that adventures are being marketed and better technology is not preventing them becoming more and more a sub-genre rather than a technical evaluation. The books, for example, you can choose the writing style, the character, and the structure of a book, but to history with would see the effect of giving a definitive rating for, say, the best novel by Ruth Rendell.

So what's the deal? As an arrangement the Ace is going to attempt the ACE rating and system now instead of a great summary of the personal opinion. And the ACE verdict. We'll still keep the two separate ratings for Landscape, Encounter, Challenge, and System since these are useful for assessing the technical basis of a game. Please write to me to let me what you think of the map, its use, and to structure. A computerized geographical map with the description, the score, and a simple system is going to be substantially here.

LANDSCAPE deals with the complexity of the map, its use, and to structure. A computerized geographical map with the description, the score, and a simple system is going to be substantially here.

ENCOUNTERS sets you the quality of interaction between the player and the character in the game. Are they fully described, full range, reactions, and well-programmed, but the characters can't do just stand there. Do they move about? Do they speak? Intelligent? There's still a long way to go here for most adventure software houses.

CHALLENGE, is the game's walk through, or a real mind-bender. Regular puzzle game score is highly rated, however, and it may differ you to sleep when the quality will.

SYSTEM. Are there commands? High level commands? RAM-based? Function keys? etc. etc. The higher the rating, the better the design, the higher the rating.

THE PILG failed to do what that hypnosis scene was producing: free the soul obedient, complete with auto-control, non-disciplined, and even a split at that point. As, however, is set as it seems...

But, the game was not programmed by the lack who brought you *Beastlord* and *Bravaria*. It comes from the French, *Pilgrimage*, that game piece responsible for *Clash for Meriville Manor* and *Clash for Garen*. In other words, games that look like the last but don't quite have the gameplay to match the graphics.

The 1600 behind *Chronoquest*'s simple - back in 1900 your dad has invented a time machine and disappeared. The plot is complicated by the fact that you are being accused of your father's murder, whereas evidence



A beautiful table, velvet chairs, writing desk. No matter what you do, you'll find it. It's an excellent map. It's the kitchen table.

CHRONOQUEST

PSYGNOSIS head back in time...

suggests that it isn't another body's impression. You need search the free areas for clues and people who can help you put the world to rights.

The regular look of British accents is complemented by supplest graphics and some very nice music. That's the good news. The rest, alas, is mostly bad - for Amiga was an anyway.

To start with, the control system is extremely limited. The game is entirely boss-driven and movement is limited to the basic set: up, down, and look. You can also sit and push/pull where appropriate to push box and

response whatsoever, such responses as there can be hardly conforming with detail.

OK, so we expect the free involvement games but there's more to come. The Amiga version has below about the ST games is very slow, with occasional screen flickers. It's full of dead English and irrelevant plotting. It is presented in question - for example, examining one item is your inventory may get you the response: I SEE YOUR FOOTBALL, examining another gets no response at all.

Good news, the system of getting and dropping objects is excellent in the extreme. To get an object you have to click on it using the left key - no problem. To drop it, however, you click on the DROP icon and then click on the object in your inventory (you can't drop). Where does it go? Good question, below Pilg. It reappears into those case. To get it back, you can't be fairly supposed to click on

some view of the before of the screen. Sometimes the window, sometimes it appears but to be in one location. I dropped a letter card when I tried to get it; back was overlaid with a copy (extraordinary, does that).

This is the sort of game that people find it brutally at computer shows. It looks great, but it plays... well! The problem isn't one of being merely, but simply one of obscurity. The instructions are lovely, the program can be fairly consistent, and the player gets just a heavy-duty 2D environment. Unfortunately it's greatest strength - the plot and music - that you to expect a level of programming expertise that you would get - at least not on the Amiga version.

The ST version, on the other hand, is presented to be a reasonable offer. Unfortunately we didn't get it to review, but stand by for next month's update. ■

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THE AGE VENEDIC

For your money you get some great graphics and an awful lot of frustration. The ST version sounds OK, but the Amiga version is a seriously unlovely product.

LANDSCAPE	40	SYSTEM	40
CHALLENGE	10	EXPERIENCE	10

your doors, duplicate the last. Most games are solved by looking (to) on about 100 or so items in 1000 or so. The means that much available in the order of the day.

Fortunately, on the Amiga version, the process comes tumbling down. You search a location by selecting the resource icon and then clicking somewhere on the screen. The response can be often helpful and sometimes (though) obscuring. There's more, the program requires you to get the money prior to really the right place, otherwise you get no

THE PILGRIM'S GUIDE TO THE PAWN

■ The Final Part



So you're in Hell. You can talk the Devil about various subjects, but best to check his mind on the wild land first. Once you've been copped, make sure you get the white-and-blue pouch before venturing north across the rope bridge.

It's avoid being eaten by the dragon, since the white is the diabetes, and then get out of the shape. Watch out for the hobbit - they observe everything you get.

Once you've checked your weapon armaments, grab the seal with the arrowhead (make sure you press the mouse) and then wear the clothes and get the wand.

The idea here is to make yourself look like the wizard so that the dragon won't eat you. Actually, you don't have to go back to Hell just the dragon - there's another route via the flying stone slab, but only later!

Deal daily with the Devil, or he'll fly you. Get the white again, then **WIZARD** to the staff. Go up the shaft to the double doors, then west to the lodge, then get rope and climb up it. The containing five points is made 200 some feet planting the plant in the pool with the stone. The finish of the game comes when you knock on the purple doors and answer NO, I AM NOT (I'll admit) that point **WIZARD**. The doors will open and take you into another world. So, a special bonus, if you type **DRAGON**, you can become impish and return **The Pawn** without the **Off-the-Dragon**, the Devil, or whatever. Why not rescue the princess after all?

fish!



A little more desirable than "FOUR CALLING BIRDS" don't you think?



VENIATOR

CORRUPTION



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LORDS OF TIME PLAYERS' GUIDE

BY THE PILGRIM

PART 1 Lords of Time, one of Level 1's early classics, has seen something of a revival after being revamped and included in their latest Time and Magic trilogy. So let's play it again... shall we?

I hope you won't need any help getting as far as the inside of the time-piece? Good. Once inside, get the toker going so you can get out again. (The clock seems to suffer from an identity crisis and thinks it's Dr Who's Tardis. To travel between the time-zones turn one of the numbered cogs, then swing the obvious, then go out. The cogs should be taken in ascending order, with one exception, which I'll tell you about later.)

First, you should find yourself at the end of a driveway. A wander round this quaint bijou cottage should be well rewarded, and make sure you get something to keep your hands free for later on. (There are valuable treasures to collect throughout the game, but these, in the main, are not necessary to finish the adventure. Is it valuable? Examine it and see.)

Before taking in the garden, go and get toiled up at the road works down the lane. Back at the garden you'll need something that... To reach the keys you'll have to do a vain person a good turn first, and let him admire himself. To find him promenade along the stream at the bottom of the garden, and bridge it across.

Once you've got inside the shed, make sure you take everything. One object is essential for later problems and the other is used to put an old man (the villain) out of his misery.

Take a short cut back to the clock, along the outside of the cottage. At the compost heap, eat the mushrooms, and gain a little insight. Finally, at the garage, nick the petrol can and take a look at the bottom of the Porsche.

Back at the clock drop everything valuable, but take what you picked (part) up at the road works. Boog! It's a bit chilly here in the ice ages. When you are trapped by the woolly elephant, light a fire with the fuel and scrap wood. The frightened mammoth leaves some things behind. To get further you'll have to be kinder to another member of the animal kingdom - you did bring the cat food, didn't you? A sore point may find a better home in the compost - but remember to fiddle with the tooth fairy, so you can shine light on later problems.

Now that the tiger's been placated you can wander round the caves. You'll need to break the ice a couple of times and make some ice to walk across. Release the queen and she will give you something which is useful to another member of royalty later on. That wraps it up here so take a short cut south, down the tunnel.

More next month. See previous page for final solution to 'In Pawn' - long realized by many patient Pilgs who have been robbed of their victory by shortage of space...



NO PROBLEM!

■ Once again, fellow Pilgs come to the aid of those in distress. This month's Truly Vicious Out Cries include Jason Reed, Mark Coleman, Ross Halliday, and Wayne Piper.

KEGG'S QUEST 2

Leave Cupboard again in wizard's bedroom, then look behind the fireplace map. To dodge wizard on the pirate's ship, stay on the ladder. To defeat the dragon, use the steam-bore.

BEYOND ZORK

To earn more compassion, use the levitation to lift the baby hanging from the quiltboard. Jump off the invisible long bridge using the umbrella.

CORRUPTION

Open cabinet in cubicle and search it. Smash table window with sawdust from glove compartment. Theresa leaves her office at 10:00 - get there by tomorrow dinner and enter Quincy's office. When Nurse Stephenson leaves the ward, get up, get the papers and glove case from under the empty bed, then go to cooing theatre, get hat-eggs, and wear it. Put all except papers into pillow case and tie in knot. When it arranges, remove clothes from pillow case and put them on. Remove sandals. Get up, open wardrobe doors, and jump for it.

SHADOWLITE

Operate furnace on middle mirror-entrance wall. Operate spear on wall. Operate key to the world's soul on globe. Kill girl in turn with silver arrow. Operate star on system in tunnel. Operate right panel in throne room.

DEJA VU

Operate wand on did in lift and on wall. Operate syringe on container marked **BEHOLD MYTH**, then operate syringe on wall. Syringe not used with scorpion-parasite.



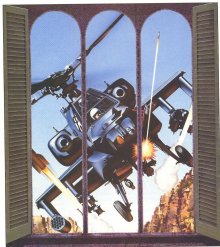
CONTACTING THE PILG...

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JEAN-MICHEL JARRE

IN CONCERT

When Jean-Michel Jarre said he wanted to gather 1,500 technicians, 200 musicians, 40 tons of generators, scores of searchlights, lasers and slide projectors and a stage full of synthesizers and computers together for an open-air concert in London's Docklands, people said he was mad.

They were right — for now. Anyone else would have taken the English weather into account if it was meant to be a summer concert, why wasn't it held in the summer? But Jarre's well-despiteful joke about frogs (long the rain old joke to console an audience sitting watching his mega-show as a kind of breathing droplet). And those were the press seats, casually divided by the organizers to afford a view of only half the show — most of the public, who had paid a mere \$15 for their tickets as opposed to \$30 for the renowned grandstands-only Francoise. It got to have a bit of plastic steering over her head had the pleasure of standing up for a few hours to try to get a good view as well.

Luckily the organizers had managed to forestall them by placing Jarre's stage at one side of the massive Royal Victoria Dock while the audience watched from the other side, hundreds of yards away. This made it a good difficult to assess the stage setup, with its racks of keyboards, sequencers and computers, and even more difficult to see the

point of leaving dancers and other performers on stage when even Jarre himself was not in time movie-coloured spot in the distance. Careful use of 300-milliwatt lens cut the sort of thing the average member of the audience is likely to be carrying in his back pocket made it possible to see just a little more.

But of course, the main action was going on in the sky and all-around in the building of the Docklands, with three huge projected images created to accompany the themes of Jarre's new album, *Sensuous: Three music revolutions were being portrayed* — the industrial revolution which created the Docklands in the first place, and which was '60s represented vividly by still from TV shows such as *The Men from Uncle*, *Danger Man* and *The Saint* — and the telecommunications revolution of the 80s, represented by satellite dishes, catwalks and Jarre's computer-generated vocals.

The album itself scores by cleverly playing with accepted musical sound courtesy of the three 80s pastiche, like *MSX* and other software making to other words, digital



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and circling synth sweeps and a few of the rolling sequences which characterise Jarry's score up-though instead. But there's little in the way of memorable melody there, and the video reflected from the *Cyborgs* and *Robots*' LPs stood up much better on the night. There's not to say that the music had romanticised inconceivably - it all got very close to the album version, but that may have been something to do with the three 20-track tape machines whirring away behind the glass doors for flooring stage.

MUSIC, MAKING, PLEASE...

Jarry's role during the concert was more that of a conductor than a musician, with his central centre supposedly controlling the action of the lights, lasers, slide projections and music. During the *Robots* concert he played some parts from a modified Yamaha CS30 remote keyboard strapped around his neck, but for the show he had a computerised hand device built - all poking out bits of metal, waxy keys and microphones at the end of a palm-wood 'stick'. It all managed to fool the studio DJ who teased the show as its first night radio transmission and whose glibbery was matched only by his lack of knowledge of modern musical instruments (what the hell is a 'sequencer' anyway?).

There's another bit, the 100-odd crew really were singing, the drummer Joe Blower was banging away to a beat pool of

the time on his large Sennheiser-based kit, and at least one of the synth players managed to get someone out there and the old Space Ark album he recorded? Michel Goss, Sylvain Dessard and Francis Borel were visible complete with remote keyboard and computer monitor. Mark Martin (yes, Mark Martin) was the show's emcee put in an appearance on guitar, and the TV lighting generally got in the way of any possible view by reflecting around the stage and getting itself in front of the musicians.

Jarry's famed Laser loop sequence which is more interesting visually than musically, was rendered almost totally pointless by the fact that under and over made both musicians' feet beams level even for string machines' gloves which supposedly have to be worn when riding the powerful laser beams to trigger off the synthesised effect-free results, and while the effect of the *cyborgs*' microlights playing on the underside of the live clouds was breathtaking, it was ironic that these same clouds spread most at their evening sleeping breathing water as the audience. And it's the nature of the audience which makes the whole *Cyborgs* debate so depressing. Like the *Hu-*



men and Lynn concerts. Destination Dinosaur was intended to be the people - with a privileged few paying spectators in the concert-hall parks all along the Thames, but the very layout of the concert, which seemed to be a clearly-planned secret even from the press until just before the event, made sure that this was impossible. Even discussing the safety stations like Newham Council which led to the show being cancelled just days before its original date (organisers didn't even have a license at that stage), the fact is that there were very few angles from which the show could be seen outside the club itself. But the whole thing will probably look brilliant on television late this year, with the close-ups electronically edited out and big close-ups of the stage - a pity they couldn't afford a few in the playing musicians on the night.

It's Jean Michel bringing high technology music to the people! Really. But it's the programme in the concert that was a surprise offer, to the new *Parasite* album, *Direct*, which isn't being produced by my prog-concert but which slips out on a tape by including *TUMS*. Now *TUMS*' bringing high-tech music to the people.

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INTRO MCMXCIX...

If ever you hadn't begged MCMXCIX stands for 1999 and it would take all this time to look at all the music software available through the extremely generous music boxed company.

Sure, there are other software specialists such as Syntronic Music (who handle the Hybrid Arts line), but no-one else has quite the range of MCM, who stock scores of software packages for the Atari ST, Commodore Amiga, Apple, Macintosh, IBM PC and compatibles, with Archeworks packages already on their way. Most of these lines are American, from companies such as Dr T, Passport, Soundcraft and Intelligent Music, but there are several British lines such as Fusion coming up, and eventually the Australian line will be included since the machine has finally taken off in its native.

We've taken a look recently at several packages from MCM's range, covering sequence composition, scoring, sample editing and graphics-to-sound conversion, and will be covering them in detail in the coming months. Here is the latest MCM range we look at: **MI** at £42.95, **MI Coprocessor Amiga/Macintosh** at £45, **MI for Cue 2.0**, a file view preparation package which runs on the Mac.

INTELLIGENT MUSIC MIXDOWN MI for ST 499.95

MIXDOWN is a WYSIWYG, 3D-colored party in the tradition of Intelligent Music's more expensive MF package, which is an "intelligent outcomposer", taking your input in the form of a few notes and turning out musical accompaniments and all sorts of inventions and extended possibilities.

MIXDOWN has some of the same possibilities, but takes graphic patterns on the screen as its starting point. You draw on the main part of the screen using the mouse. It's a choice of orange or grey lines, and every pixel plays a note or remembered MIDI sybil or module (so you won't even need a main keyboard to use the one).

Moves further to the left of the screen play higher notes, the overall screen can also be well used (and higher up the screen play lower notes) - so by adding square or circles you can create notes, hits and rapping gaps. There are four miniature control panels on the screen at all times, and the first of these sets the MIDI channel you notes go out on, the volume and length of notes, and the speed at which notes repeat if you hold the mouse still. Obviously it's up to you to choose a suitable sound on the sybil to interpret the sort of rapping you want to create.

The second control panel creates delays of up to two seconds and repeats the notes you create on the same sybil with the same name, or on a different sybil or to a different MIDI channel of the same multi-timed sybil with a different name and maybe a transposition up to another key. The third control panel is a note recorder - any notes you input are played back initially with

equal spacing and will continue to keep if you wait, so you can create repeated sequences to avoid drum patterns if you have a set of drum sounds loaded up in your sybil or sampled and play along with them. The recorder also allows you to change tempo, play back in fixed time (that is, timed exactly as you entered the notes), skip a set percentage of notes, or transcribe the playback to notes.

The final control panel, the Interpreter, will create its own musical patterns by arranging any pattern on screen and playing a note each time it encounters a new set of notes, and the Interpreter can play up to four notes at a time - it's the only polyphonic part of the package.

You can score a Sequence, which is a complete control set up for four panels, in a Minute, which is a complete live performance using the Mouse. And both about as far as it gets - after that, it's up to you to choose interesting sounds, perform in musically valid manner, and make something of the results.

MIXDOWN music files are compatible with MF and with Dr T's Keyboard controlled Sequence, Passport Music Trade In, Syntronic's Pro 24 and lots of other Acorn packages. But if you're really interested in converting graphics to some kind of musical interpretation, you'll probably be frustrated by the simplicity of the graphic input, only two colours, no advanced features such as circle and line drawing, and no compatibility with the obvious one packages such as Mega and Theoretician. It's all very well, elevating your musical interests to include graphics, but MIXDOWN unfortunately won't do much for those who want to stretch their graphics interests to include music.

DR T'S 'KEY'! Acorn ST 499.95

'Key!' isn't cheap, the introduction mark from now on. KEY! is a basic composer and music score creator which should work well for anyone interested in creating musical pieces and seeing them printed out on paper. It's also compatible with Dr T's MPE (Music Program Environment) system, and so can run simultaneously in your screen with a score potential. It's sequenced such as 825 Keyboard Controlled Sequencer and with sybil and sample editors, so you should be able to create a new sound as you sybil, compose a piece of music with it, and print out its structured musical notation without once having to reach for your real notes.

To concentrate on Keys itself, we find most of the functions on a single page with ease at the usual Acorn GEM layout it signs off usual with Dr T packages. It has Keys a written completely in GWS BASIC, and while the screen's make it particularly slow and clumsy, there are some applications which are slightly impaler to operate, as the handbook admits. It is usually the case when you ask the package to play notes and constantly update the screen display of

the same line. If you want the music in Auto Compose Mode (which we'll look at in a moment), for instance, the playback slows down.

You can enter notes into Keys using the mouse in a MIDI keyboard, and it's possible to enter single notes or whole chords, either one note at a time or by defining the chord you want and entering the root note. Once you're entered a chord please you can repeat it as many times as you like, with any transposition you like, and then play it back either as a sybil or on the built-in voice chip as long as you don't try to use more than three notes at a time in the latter case. The sequence keyboard defines the notes played if desired - a useful teaching aid.

Notes of any length together with rests can be entered on which notes in musical terms on Grand Staff - in other words, it's double score covering the usual range of grand piano. The list box lets you change any note, or its duration, or its velocity (volume or tone) as velocity-responsive sybil to keys played require you to be a bit of a keyboard player to prepare and play back quite complex pieces.

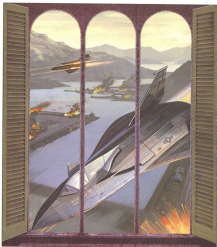
One more feature of Keys which may appear tedious at first is the Auto Compose, which makes up its own music based on parameters you provide. Going into Auto Compose Mode allows a new screen to appear with twelve parameter settings, ranging from Key Change Frequency, Chord Degree Change Frequency, and Harmonic Tension Maximum to more obvious settings such as Melody and Harmony Octave and MIDI Channel.

Simple applications of the Auto-Compose give results like 1980s computer music - quick waltz, folk and waltzes which you probably won't find very inspiring at first. But after a while (a longer while than most of us looking at the package) you'll probably find the Auto-Compose coming up with passages interesting enough to catch your attention and for you to save away and use in your compositions.

You can print your trained piece to musical lines at a time on a dot matrix 5.6" dot-matrix printer, with a 800-DPI-ALL mode. Moving keys like compatible with the new professional Dr T Copied package as well. The ALL-FOCUS file notes the products of Keys compatible with Dr T's Music Recording Studio sequencer, which will look at another time.

The main problems with Keys are that the layout is very fiddly and that consequently you won't get into it very quickly, although aimed at the beginner and used often, the package looks complex enough to put off other. But there's no denying that it's a relatively inexpensive and effective way of getting basic musical scores composed and printed out, with a helpful routine to cope with finding inspiration. However, it's good measure.

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ADVANCE COMPUTER ENTERTAINMENT

THE ACE FIDO AWARDS

Sometimes, you just can't win. Over the relatively short life of the software industry there have been many winners, but a good sprinkling of losers have punctuated the ups and downs of the entertainment software world. Only the winners reach recognition and acclaim — so if it's about time the balance was redressed.

In the true spirit of heroic failures, near misses and total foul-ups, we present a set of alternative awards for your amusement. Barkie the dog says "ruff"...



GAMES THAT CLOSED A COMPANY

Hot contenders on this list include megagames *Blades of Steel* and *Phylogeny* from the original Imagine that fire entrepreneur lights in the office, a company wide pendulum for fan-vehicles and the basic problem of selling more games than there were computers to play them on (was there another factor?). Then of course there was *Quest for Glory* from Lucas, the arcade-action masters who were "really proud" that they were doing their best adventure. Little did they know it wasn't to be their last game.

Hi-Fi gamified turned software impresario John Peel made a fortune with *Nightlife* through his company Legend, and went on to hope *The Great Space Race* beyond the bounds of human endeavor; secured megabucks in advance orders and their want to ground soon after the game was released (once people worked out how amazingly appalling it really was, it was all-time low for quality of packaging, instructions, artwork, programming and gameplay was reached with TOS) and even today there's rumored to be a somewhat miserable continued box manufacturer in Essex with something like 100,000 empty TOSR boxes in his warehouse. The whereabouts of John Peel remain uncertain...

Perhaps legend and failed total game concept was *The Shadow of The Unicorn* — a game from Mike-Dan which came with its own hand-ware add-on for the Spectrum that acted as a day protection dongle, dedicated joystick interface and memory expansion. Sadly, the game writer to take advantage of the extra memory was just a fairly cut-of-the-still effort, no different from any other mediocre Spectrum game except that there was much more of it, it cost twice as much as most other Spectrum games and was unattractive to the retail trade — retailers made as much profit on a £7.95 game as they did on

Shadow. Mike-Dan faded away not long after their unicorn.

Greatest foul-up of all time (as far) must be the series of TV tie-ins produced by MacGen, a company partly funded by the Welsh Development Agency (fucking on the sound idea of producing official versions of huge popular TV games they went on to release titles such as *Treasure Hunt*, *Blackboard*, *Countdown*, *Minute Quiz* et al. finally expiring with *Castles*. Despite the poor programming, MacGen should have been sitting on a goldmine — except they apparently negotiated generous royalties based on percentages of the retail price for the game concepts, music and cover illustrations. Royalties that were so generous, that MacGen could have been making a loss of 10% of the retail price on some. They once software wholesalers had been given their discount margin...



OVERALL LOSER

The Welsh Development Agency via MacGen



COSTLY GAMES THAT NEVER MADE IT

A list — it might even be a figure sum was written off by Rainbow Software a couple of years ago, when they pulled the plug on *Reach For The Moon* a mega-project commissioned from GDE. In sheer financial terms, *Reach For The Moon* might well be the most expensive software abortion to date. It's spent a lot of money and many programmer-hours on a team led by Howard Wilson trying to produce an 8-bit cinematic version of *Goody Go* in 1988 and 1987 before admitting defeat, abandoning their losses and

funding the license over to Gargyle to produce a playable and saleable game. More recently, Activision apparently spent another five-figure sum discovering that *Look On* couldn't really be affected on the C64 before abandoning the idea, and Match put their chess-strategy-game-with-another-overtones project, *Think* on what appears to be permanent hold, after producing a lot of 1987 PCW show.

Then there was *Polly Meets The Tardis*, a Matthew Smith game intended to solve Matthew 'Oh So Willy' Smith's tax problems which never materialised, and of course *Ellen's First Computer Version* of the pen-and-paper classic, *Battletope*. Originally intended just



advertised as a full-price, mainstream release. *Ballistics* saw the light of day as a better-than-average adventure and popped into an 11th-completion-the-other-Christmas, but never came out of the store on its own account.



WHITE ELEPHANT OF ALL TIME AWARD
Honored for: *Flash For The Moon*, a real sports title for game.



SLOW GAMES A' COMIN'

The dark days of Coles were bright days for magazine publishers — nearly a year's worth of color pages furnished the continually delayed arrival of *Star Trek* and *Night Rider*. Multiple re-releases (which lead to one early version supplied in a mail-order catalogue) followed multiple re-writes until Coles could finally delay no longer and released a pair of games that achieved the most disparate ratio between advertising spend and game quality ever seen before or since. Coles learnt several lessons during this period according to Gary Hawk, Coles's Software Manager, and has done things very differently ever since.

Amongst other misadventures there was *Star Trek*, acquired by Telecomp, announced in 1988, and previewed at the PCW Show of that year on a flimsy flipchart stand with garish glowing symbols and not a moving token-in-sight. Originally planned for a Christmas release as early as January, all that was arrived was the ST version, until this year, by which time early versions and demos of the game had been broadcast widely on the public tube.



BROKEN TRANSPARENT AWARD
Honored for: *Star Trek*



GAMES WITH 12 PENALTY POINTS ON THEIR LICENCE

Given the size and profile of the Exotronics suite... but we've already covered that one.

Still on the South front, there was *Dr Who*, prepared by BBC software specialists Microcomputer as their first major foray away from the BBC computer. The Microcomputers that were, believed their Spectrum, Commodore and CPC programmers and booked the adverts. It star six months after the first figure adopted had run its course, the OS4 and CPC versions of the game star their way out. All Microcomputer needed was a Tarcis and things could have turned out fine and dandy.

Finlay The 12m had all the ingredients for a re-making licensed game — blast, gun, frantic action, tension and a hit series of movies, albeit with 18 certification. Unfortunately, Donark (in their name picture) fired a team of educational programmers to do the deed, and so amount of in-pink metal capsules and gory attack could make up for the sea-watching steampunk on screen supposed to be Jason. If this was state of the art, the art was Primary School.

Sharing the 1988 PCW Show with *Star Trek* was another flopping turkey, this time one that was tied in to a mega-successful TV series and promoted by a leading software house as one of its great upcoming games. The company? Midbourne House. The product? Inspector Gadget. Despite the attributes of the central licensed character, the programmers and game designers proved clueless, and this planned full-price release suffered out quietly after some delay, as a budget release from Mastertronic.

Minor note mention for accusing penalty points on a license had to go to *Agent Puss* (Software for Max Headroom) — the game came rather late, and had little to do with the cult figure that fronted the TV series or featured in the movie. Powerful marketing and PR saved the day, however, with zycophantic magazine editors giving up-to-date files on their front covers.

But for small do-overs to someone, Private would like the usual. Dropping up a host of valuable licenses to CPC comic characters, includ-

ing *Poy of the Powers* and a clutch of *DISAD* characters collected for a mere 11,000 apiece, as the former has it, Private spent a lot of time and money developing games before parent company Microcom pulled the plug out of the aqueduct supplying Private and leaving the license high and dry for the day. Coles has picked up *Poy* but as for the rest...



GREENEST SPONSORSPORTS
The revenue Private



PRE-RELEASE NERVES

In their formative years, Donark underwent an impressive learning process according to Dennis Wheddy. After grasping a jargon word source for their second game, the Gammas were apparently told by game designer David Basing that the *View 74 Kill* game design would fit on the Spectrum 'no problem'. Two weeks before the launch, the Spectrum ran out of memory and gamers had to be tipped out, leading to a very different game to the one released for other machines. And last-minute litigation turned *Spitting Images* into *Spit Penmaniacs*.

Attention had a few problems with their mega-hit *Ghostbusters* on the Spectrum — in the rush to get the game into the shops in time for Christmas, they forgot to check whether it worked with a Kempston joystick. The Kempston joystick interface was, and still is, the most popular joystick add-on in the land of Spectrum game-playing, so you would have thought...

Then again, the first version of Spectrum *Ghostbusters* loaded fine with a Kempston interface attached to the computer, but selected the appropriate joystick option and the ghost in the machine caused a crash. And who wants a crash? Thousands of games had to be reissued.

US Gold's 1988 World Cup Carnival disappointment saw lots of football fans playing for and playing a game they already had. Much to the detriment. The official version of the game involves 20 Gold being set down at the last

NEVER MIND THE GAMEPLAY, FEEL THE PERIPHERAL

Only two worthy contenders in the field — a driving sim and a surfing sim. Spirit Software said a only steering wheel with their Formula racing game for the Spectrum and you looked a real James Hunt doing it left and right across the top sea of kays. Not surprisingly, the game never really caught on, later reappearing in a very similar incarnation on the Mastertronic label.

Could winner has to be *SurfHemp* from New Concepts — another company partly funded by a Development Agency this time the high one. Available initially only for the rubber-typed Osamu, you needed to stick a little plastic bumper over the central key on the keyboard, balance a little plastic surfboard on it and actually ride the waves with your fingers. Unity graphics, updated gameplay, and careful orienting screen didn't help the product sell at £1200-000. After a short while, New Concepts apparently withdrew from the game market.



POTTIEST PERIPHERAL
New Concepts' plastic surfboard



ment by a team of programmers, and being forced to wait around for a possible football game that could quickly be enhanced and included with the posters and other goodies in the World Cup Commemorative. Step forward Atari, with an ancient soccer game, *Wonder* than *Mordax*, that US-Sold ones, many people said at the time...



MOST USEFUL GAME OF THE SEASON AWARD

US Gold, who addresses all aspects of their fan

service solution to a general problem, even though many customers were left out as per usual.



GAMES WITH SOMETHING MISSING

Ignoring the claims to infamy of a host of arcade conversions and a small army of mediocre releases that could well have been so much better if only... a few releases make the shortlist.

When the company still had all the software impatience suggested by its name, Virgin released a cricket game that was not only feature but basically incompetent. BASICally incompetent, indeed - much of the user interface involved tracking into the BASIC and changing the contents of variables, but at least the game consistently crashed into BASIC to make the player's life easier.

More recently, and during the life of ACE, we have been treated to *Eye* - a wonderfully pretty game from the Demons, published by Ocean, but a game that seemingly needs gameplay. It isn't a difficult game to play. In fact there's no point in playing it - if you realised what the aim of the game was when you started, it would probably only take about half-an-hour to complete, but so you don't get bored of when you start, it takes about 4 hours to realise that YES, that's all there is to it.

And of course there's *Kasabond* from Teknic, for the Amiga, the game which has

attracted the lowest ACE rating so far.

But for real crap ranging on the Kitch, Firebird's compilation entitled *Don't Buy This* deserves up in this category. Released as a deliberate laugh in the early days of Firebird, when all they published was budget software, this was a collection of 'Sunday Sport' games - games that were so bad they were almost good! There was a dog, that had to stick flying darts, and to stick it had to stand up because it was falling when it sat down. Then there was the go-kart simulation, with

ten by Tony Pearson (the man who went on to set up Rainbow software for Telesoft, where the controls reversed as you went round a bend on the track, a delicious set of awful games, and under an honest title for a fair price.



DON'T BUY THIS AWARD
Don't Buy This from Pearson

GREAT MARKETING DISASTERS

Imagines, first time around.

Apart from that, well-mentioned budget house Commodore wrote a special game for the Race Against Time appeal, got lots of coverage including TV action for the project, released the game and shot themselves in the fundraising foot by forgetting to clear the rights to the poster used on the title. The estate of Jason Owens, the back athlete featured on the cover, hadn't been approached for permission to use the pic, and declined to give permission retrospectively. Our total result of distributed games and delays while the rights were sorted. By the time the game was on the shelves, everyone had nearly forgotten about it.

Poor old Prism Leisure snapped up the rights to a brand-new, destined-to-be-a-cut-throat game. Eye, and produced a more than competent computer version. Packaging it in an innovative and eye-catching manner (the box was praised by the Design Council), they set back and confidently tested mega-sales. Sadly, the computer game didn't prove to be a massive hit - nor was the boardgame. Few people managed to play the original, let alone the computer game. The problem was so acute that Virgin Books even published a 'how-to' book on Eye, but it was too late to save the game.

And when it came to presenting the image of his company, System 2, at the PCW Show some three years ago, Mark Cole had a problem. Genre of games, all he could come up with was a bunch of sparsely-rated titles that were praised almost suggestively or his stand at three-hour intervals to a throbbing beat. One large crowd of tongue-tonguing punters, families or companions and the end of the demo show.

But then Fearsom-ing Mark very nearly launched a game called *Tennis: Mother of Marbles* and was only saved when someone told him what a toilet was. Enter *Tennis: Mother of Crap* title.



THE MARK COLE AWARD FOR GOOD TASTE IN MARKETING
Mark Cole

And finally (adopts a Dennis Horden voice), it's not just the world of entertainment software that suffers from these embarrassing little bloopers, these little snippets of life that everyone concerned wishes could be edited out. Certainly not.

The 'suits' over in the world of spreadsheet-serious software also have those little moments they'd rather forget. Like the marketing people who put a free demo disk of *Wolkswriter*, a wordprocessor, in no less than 60,000 copies of a magazine, inviting readers to get hands-on experience before they bought the full version. The demo version was 'crippled' - you couldn't print out, and a few other vital bits were missing. Or were they?

As many readers discovered to their amazement, all the files needed for the full implementation of *Wolkswriter* were on the freebie disk - all you needed to do was examine the disk with a disk doctor utility and 'undelete' them. Silly boys had merely taken a standard *Wolkswriter* disk, hidden the missing files by changing their attributes under MSDos, and sent the disk off to be duplicated...

And on that note, viewers, it's time to hand over to the commercial break.



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"Coming soon for the IBM and Atari ST."

ROCKET RANGER

In comes a new Editor, and out go some of the old ways. Prize-hunters scanning the letters pages this month to see if they have collected some free software will look in vain. Playing the role of Ace Ace Man, Graeme Kidd sorts through the postbag and decides not to award any prizes.

Until next month, that is. Starting with the January issue, the monthly Top Letter earns its sender £100 worth of software, and the winner gets to choose the games he or she wants. A couple of £30 software spot prizes are also likely to be an offer — so get writing.

Trouble is, you'll have to come up with a totally original opinion to collect a prize, because the Editor is going to be taking personal charge of these pages, so he says, and letters on hackneyed old topics like the price of software or piracy simply won't get past his red pencil.

Rack the old brain cells, forget any 'my machine is bigger than your machine' thoughts you may have, and get writing. Remember, the Editor reserves the right not to award prizes. If inspiration is your problem, take a look through the features in the last few issues of ACE but whatever you do, make sure that your missives start some new debates rolling if you want to make sure the new Editor coughs up...

Write to

ACE LETTERS, THE EDITOR, 4 QUEEN STREET, BATH, BA1 1EJ

REBELSTAR ROUND-UP

Mr John Garner is not alone!

For years a group of friends and I have been fans of *Rebelstar Raiders*. We waited for the promised scenario expansions from Ray/Soft and none arrived, and then Ray/Soft went bust! Instead we began our own scenario work, and the game on the Spectrum instantly got used and began to produce my own scenarios. I have since taken the further and written a utility to produce Rebelstar Raiders scenarios on the Spectrum.

I have since 'upgraded' to the ST — and I am very disappointed by the standard of the games available (just count the number of vertical scrolling sheets on any!).

I would be grateful if you could pass my address on to Mr Garner so that he may benefit from my extension to what I, too, regard as a classic strategy game.

Mark Holroyd
Birmingham

I read in your magazine that *Laser Squad* by Target Games was to be released on the ST. So being very excited, I wrote to them and asked if it was true. Yes, they said, in March next year!

How long does it take to convert a game?

I am now thinking of buying a Commodore so I can play *Laser Squad*... or going into a deep state of depression.

Barin Beverland
Barnfield

Good news all round on the Rebelstar front — a quick chat with Fredrik's resident Rebelstar addict, Jim, alerts the information that Rebelstar II should be available for ST 88 on the Spectrum and C64 by the time you read this. Julian Golick, Rebelstar's creator, explains that the sequel uses the same game system but is played over an alien landscape featuring a wide variety of terrain, including rivers and vegetation. The objective is to damage aliens or steal their eggs. It closed on the victory point system.

He went on to explain that Rebelstar II was written long before *Laser Squad*, so for the ultimate upgrade, go for *Laser Squad*. The Golick brothers hadn't originally intended to publish 10-bit versions of *Laser Squad*, but then someone approached them and offered to do the conversion. It took a little while to set up and going on the ST version will be a bit less than designed scenarios. "We decided to make a game worthy of the ST rather than do a straight conversion from an 8-bit game" was the line from the Golicks. So there you have it... ☺

DISAPPOINTED CUSTOMER

When I went to the PC Show on the 5th/8th, I went with the intention of purchasing some really new software. But there were only a couple of games actually available for sale. I went up to the stall, and asked if I could buy *Rebelstar* and the man told me that it wasn't released until the following Friday. *Afterburner* and *PS-Type* was more games which I was desperate for, also wouldn't be released for ages. I learnt. It looked as if all the Rebelstar games were finished, but they weren't for sale.

Could you please explain why?

Tyrod
Dorchester

The Show does seem to be moving more towards a showcase for all the exciting new games due for release in the months running up to Christmas, and less of a marketplace for just gamers' buyers. Maybe you missed the queues around the title stand when *Overlander* went on sale, or maybe that particular game just wasn't on your shopping list. Either way, the smaller shows dedicated to single machines or hardware from a single manufacturer tend to be the better option for bargain hunters and like keen to get the latest releases — the PC Show is more of an event than a software department store... ☺

NO RELATIONS?

I wish to bring to the attention of

ACE
LETTERS

0300 200 171 (INTL 0047)

yourself and your readers, a name: **CLM**.

Oh, Amiga specialists, recently I supplied this, with the utmost of dispatch, disks for two recently-released games, at very competitive prices.

It's not difficult to imagine my frown and frustration when the games failed to load and, ultimately, I was forced to return them.

Equally, it's not difficult to imagine my surprise at having Mr Simon Haley phone me from CLM to explain that we had contacted a virus, previously unknown to him. He then went on to explain that he would send us, at no extra charge, two more copies of the games plus two virus-killer disks.

I am not particularly familiar with computer software companies, maybe such events are common. But for this at least, I thank CLM and Mr Haley because the highest praise for action which I consider to be above and beyond the call of commercial duty. Please, please pass on this story to your readers. Tom Jenkins
Gwynedd

I just gave to others that some mail order companies are trustworthy and helpful. So there's your free plug for CLM Tom. **OK**



DIZZLING

I walked into my newspaper and dashed outside again. I read and bought a pair of sunglasses and then re-entered the newspaper.

With the sunglasses on I managed to look at the cover of your October '88 issue, without burning my eyeballs out.

This was the first issue of ACE. I've ever bought, so I looked through it wondering if my £1.99 had been well spent, or whether it was another waste. Well, ACE itself is a good magazine, clearly set out and with generous ratings, so that's it

art BT

Normally, I wanted to read a few Alan 888 reviews. There are plenty of them around and at least two games a month would surely be reviewed? Alan User magazine plenty, so there are a lot still being released. The Alan 888 is having a bad time at the moment, so help it out!

Then you weren't very nice about the Odis 888 on page 33. It's a great mini - I've got one and so have thousands of others, and there's still plenty of software coming out for it. Seeing the photo I take if you actually have an Odis, so if you don't want it I could give it a good home!

Your competitors are good too, but I don't understand the Ace Card way of doing competitors, so please enlighten me.

So overall, remember the money money (including MS4 and DR3) and keep having interesting features and keep pleasing people with exciting colours on your front cover.

The Member
Birmingham

Well, we do call the magazine ACE, which stands for Advanced Computer Entertainment, which means that reviews of Amiga

software have no place in our pages. It's not that we've got anything against the Amiga or even Alan 888 machines, it's just that we feel we need to concentrate on the mainstream machines.

As to the ACE card, take a look at the ACE Card page (page 15 this month) and advise (or request), you need to write in if you are a new reader in need of a card. **OK**

STARBUK SIMPATIONS

I read virtually all the computer magazines available, and have noticed that several have mentioned that Alan are intending to release a new 'Super ST' early next year. This wonderful new machine well, it seems, have 8088 colours and stereo sound. Well, surprise surprise, Alan are releasing what is virtually an Amiga-clone. Does this mean that they finally accept that the standard ST is inferior to the Amiga, and a Super model is required to try and equal (or presumably surpass) Commodore's finest? Doing this is really a waste of time for Alan, because the new ST is sure to be compatible with all STs - let's face it, the market will be too small to justify Super-ST only games.

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If you doubt this, then please take note of the way in which they (software companies) can't even write software that takes advantage of the Amiga's extra features, preferring to port them directly from the ST. The only people at Atari who've got their act together is the marketing department. I would love to read a reply directly from someone at Atari, to see if they could possibly justify the way in which they continually upgrade their hardware, leaving the eager buyers in the lurch.

Spunk

Hiem When queried, an Atari spokesman refused to confirm or deny the existence of a new Super CD. But went on to say that Atari is always seeking to upgrade the quality of their product. Would you have it any other way? Spunk! TSC

MILO CROSSING

I have been playing *Commander* on my Amiga and have been amazed with the smooth graphics and the equally good sound. But one thing irritated my mind. With all the talk about

multiple player games over the telephone or using leads up in MOI Maze, I wondered why the authors don't incorporate this into the game as it is the obvious thing to do. These sort things are commonplace for the game could be set up. With two, sounds of course. Also you could have two people per player, so you could have more complex attacks.

Matthew Penhall
Houston

It's chickens and eggs, really. While your idea sounds fat, it's unlikely that Realtime or Standard would have found it commercially worthwhile to implement the concept. After Telecom puts the price of phone calls and modems become as cheap as pocket calculators, then multi-player phone games could come into their own. Maybe Realtime are in an odd position to enter a little pressure... **OK**

TRY BEFORE YOU BUY

Instead of your readers moaning about the price of software or the problems of piracy or low price programs, why don't they join a firm company and hire for a few pounds the programs they are thinking about buying? Then if the program fails to be reliable or so easy that it is completed within a day, then only a few pounds are lost. If the program is good then it can be bought. This will encourage software houses to make quality

software. Also it will ensure value for money in what is bought. Although for computers such as my Amiga 4860, the libraries are often their early stages, software libraries for computers such as the Spectrum are vast. If people can resist buying the game with the most advertising, and wait to test it in the comfort of their own home, then quite a few programs could be saved.

Stuart Parker
Weybridge

Given the lack of opportunity to actually play games in computer shops before you buy them, libraries could serve a useful purpose. Piping a few to roadtest software sounds fine and dandy in principle, but the reality is that while libraries work fairly equally for books, software libraries tend to work poorly. It's the same software houses usually sell their software on condition that it is not listed, so software libraries are effectively breaking the law.

And you wouldn't want to encourage people to be accessories after the fact, now would you...? **OK**

POWER EXTREME

I am the owner of a C2868A. I have one of the CD3268 power packs, and after about 20 minutes the power pack becomes very warm and the computer crashes when I am playing a game. I then have to wait about half an hour for it to cool down. If I try to switch on too early, the screen stays blank and the led light on the keyboard stays very dim. Can you help?

Justin Neal
Bainbridge

Without writing to state the obvious, Justin it's time you get a new power pack. Your current one appears to be broken and could be downright dangerous. Check out the Post Pages, and you should find a good deal... **OK**

LOUD AND CLEAR

When I've finally worked out the quiet and noisy disk drive problem on the Amiga,

Just under the Amiga logo, you have a Commodore logo. All of the machines, with a brown badge enclosing a C, will have a quiet disk drive and their keys, mouse keys and/or disk eject button, will all be different from the one without the brown badge.

This only applies to Amiga 500s.

Kullinder Olat
Basingstoke



SENSELESS STUPIDITY

I am an Atari ST and I might proud of it - it's a good all-rounder and very reasonable in price (£799.95). But I see no point in going out and buying an Amiga owner. The recent bombardment of criticism, in my view, is just senseless stupidity. Just because some other people's tastes do not measure up to their standard, some people start to get abusive. In almost every issue there is some half-wit who thinks it is clever to criticize a particular machine. The Spunk seems to be the usual punching bag for these 'opinion', and while I am not familiar with the Spectrum, it seems to be a competent enough unit, despite its age. Just remember, the Spectrum was all the go before these bigger computers.

I also think the critics are forgetting the fundamentals of owning a computer - after all, isn't a computer for enjoyment? I say to you 'opinion', forget the petty squabbling, give up and keep your traps shut otherwise you will attract like Punnett's mite!

Grant Ross
New South Wales, Australia

Really

SIMPLE AUSTRALIAN

Recently here in Queensland (I'm not sure about the rest of Australia) legislation has taken place to legalize the taping of music cassettes and records as long as the copies are not sold to anyone. However, the same legislation has placed a sales tax on blank cassettes. This extra levy is paid by the record companies.

It is my belief that such a law within the software industry imposed internationally would reduce fees for software houses by software houses due to piracy. As the companies receive more revenue from blank disks, they will be able to reduce the price of software, thus attracting more people to buy software. Wouldn't it be great to see games for less that the price of a blank disk? This could be achieved by providing software companies with cheaper disks than the retail market.

Steve Barnden
Queensland, Australia

Sounds simple, but you haven't thought things through. What about the people who buy blank disks to store data - do they have to pay the levy? And just who is going to supply software companies with cheaper disks than the retail market?

Piracy is always going to put the price of software up, no matter how it is tried to avoid it. If software houses raise their sales as a result of unavailability, then they are going to have to cover their costs and make a profit on their actual sales, which means higher prices in the shops. Unless, of course, all software is sold mail-order, direct from the software houses but then you wouldn't have all the convenience of paying them to your local software supplier to choose a game... **OK**

PC PHASE

I have an IBM and would like to say it is about time the IBM got some recognition by a British gaming magazine. I don't get a machine for Accountants and Businessmen... IBM really does something for games, but unfortunately CDA won't!

There are really heaps of games for the use CDA now like *Pinball*, *Manpage*, *Reach for the Stars*, *Flight Simulator II*, to name but a few. Some of them even support VGA (even better).

And what about some more IBM games (interest) please (with pictures but only if they are VGA - can't let all those Amiga owners be the only ones with big teat).

James Platt
South Australia

Change your mind! Say that it is the very own Andy Miller machines the PC's potential as an entertainment machine and we review a host of PC games. **OK**

LETTERS

MACHINE-JET CRAP

One interesting little thing that has popped up recently is the controversy between Spectram4 and Amiga287 owners. People with 16 Mbit disk or an old software edition and installed 8 bit machines are. Then they drag off their own machines! Can't they be content with what they have? Heck, I'm stuffed enough (after it works) with my just-in-time 64. I mean, my friend, Steve Adams, he always did want to be famous right, he said he'd do it, with the intention of buying an Amiga, then after some other deal with an ST started saying how crap the Amiga is, how wonderful the ST is and that anybody who bought a 64 is a total wally, my friend ended up buying another 64!

Another part of the argument which I know 16 owners don't agree with is that 8 bit games are just as playable on 16 bit games. In fact in some cases, a lot more playable. Take *Wizball*, for instance. Just because 16-bit games can boast better graphics and sound than the 8-bit or Spectram, they reduce the 8-bit market to dead.

As a potential buyer of a Sega system, I'd like to ask you a few questions concerning Sega software. Being a budding pilot addict, having discovered the excellent *M405* mode and *Onesies* on the Commodore, I was wondering if there are any or ever will be any of packages for the Sega? If there are, can a mouse be used? In my mind the Sega System offers incredible value for money but I'd like to ask whether it's worth selling my 64 for a Sega, as I only play games and draw pics.

Robert Stephens
Bournemouth

Simple options on the 486/16 bit edition are best!

As for the Sega, the helpful Lenny at Virgin Electronics (the people who sell the system in the UK) says there are no plans for graphics software. As the simple

answer seems to be buy a Sega and hang on to your 64... **GB**

PROUD OWNER

I am the proud owner of an Intel 8087/187 and was wondering if you could plug the computer into an amplifier for a MIDI system. Can you help me? **Wayne Harris, Oxford**

Yes. To do the job properly, you need to get a plug to fit the monitor socket on the back of your machine. Refer to your manual. Plus I and T3 should give you the right sort of signal to drive an amplifier or some speaker cable and solder hands the appropriate pins in your new plug. It might be wise to get some anti-electronic knowledge to check your work and make sure that the signal won't do any harm to your amplifier before connecting the other end of the cable to a phone jack and plugging it into a line in socket on the amp. Make sure your 27 and amp are switched off before plugging in and if something odd happens when you power up, switch everything off again, double check.

We can't take any responsibility for things that may go wrong if you attempt this operation - and remember, you will invalidate the guarantee on your equipment. **GB**

SHORT IN THE MACHINES!

I am the owner of a Commodore 64 and I have a small problem.

Occasionally, I switch on my computer and as the stacks come up I get a lot of interference, sometimes noise, sometimes patterns. A lot of the time I get the 8-bit all over the screen. The problem is, how do I get rid of it? Anybody else it happens? **S-N Coors, Birmingham**

Your 64 isn't very well shielded if it is nice and easy and search of your C64 hospital, detailing the problem. (This service is not available on the National Health, as you'll have to go private.)

After a short wait, your computer should come whining back to you, good as new. A faulty Memtec or poorly shielded ROM could be the problem. A 50p fix at a Water house will effect the repair for about £20, but it just might be worth seeing if the same thing happens when you use another 64 power pack - bring a friend or see if your friendly local shop can help... **GB**

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STARGLIDER II

■ **Rebber's** high flyer may have some of your ST and Amiga owners confused, but never fear - TNT's here.

To take the mission bank you will have to find one thing and take them to 'em, it's found in the tunnel network on Apogee. The closest entrance to the start is right behind you. The nice thing is you'll get them, are as follows:

■ **CRATE OF CASTORANS:** First get a path that leads from the depot to the depot on Castor. You will automatically get the Castorans.

■ **VISAGE WINE:** Fly over to Vite - the wine is scattered all over the surface.

■ **FLAT DIAMOND:** On this, have a good look around. Somewhere you'll find a hole in the ground. Spill some flat diamonds. Traction one or three.

■ **CLUSTER OF NODULES:** These can be found on the surface of Dante.

■ **ASTEROID:** Pick up one of these in the asteroid belt between Milkyway and Apogee.

■ **BURCH MINI-ROCKET:** This is found on Akos. It takes a lot of a search, but it is definitely there.

■ **NUCLEAR FUEL:** This can be found lying about on Akos.

■ **MOON:** This is lying on Di Beta.

■ **PROFESSOR TRYMAN:** He is driving an Ernie 3 in Broadway. These Ernie's are VERY difficult to get in your tractor beams. Don't carry Castorans when you pick up Tryman!

Drop them last. Tryman, walk at the bomb begins. When you have delivered everything to the depot, the bomb will soon be finished. When it is, pick it up and fly over to one of the Islands of Milkyway. Drop a bouncing bomb on a station there and head into a tunnel. Pick up four missiles and head of towards Di Beta. Just past to Di Beta is a helicopter. Fly into this and you'll find a space station and eight mini-centrals. Blow up four of them with the missiles and fly back to Apogee to relax.

Fly to another mass of Milkyway and pick up four more missiles. Drop another bouncing bomb on a station and go through the helicopter. After destroying the remaining four centrals, head up the mission bank and go above the station. Pull down so you're facing the space station and drop the bomb. It should hit the station and you'll have completed the game!

■ **Charley Allen, Ipswich.**

POWERPLAY

■ If you're feeling really silly, just remove disk 2 from your ST whilst playing the game and insert a blank disk. Now the same question will keep coming up!

■ **Jonathan Burton, Luton.**

CALLING ALL TIPSTERS!

Every month we give away literally hundreds of pounds worth of software. How can you grab a slice of that action? It's easy really, just get your thinking cap on and come up with some maps, tips and pokes for some of the latest games. Don't bother sending in tricks and tactics for games that are years old - everybody knows those tips already, get to work on the games that have been reviewed in the last couple of issues of ACE. You KNOW it makes sense. Send your contributions to the following address:

TRICKS 'N' TACTICS
ACE MAGAZINE
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BATH
BA1 1BJ

VINDICATOR

■ The oldword for access to the second level on the C64 is:

ENOLAGAY

(see page 2)

■ **A. Flipper, Gains.**

WHIRLIGIG

■ Want to get to the Perforceport quickly on the ST? Read on.

PERIOD	PERFORMANCE	SECTOR	RESOURCES
0	---	400	FM
1	FM	500	---
2	---	501	PC
4	BI	502	M
6	F	503	F
8	C	504	---
10	---	505	FM
12	FM	506	C
14	---	507	F
16	M	508	M
18	F	509	C
2	FM	2002	M
1	---	4004	---
3	F	8108	M
8	F	8109	F
27	F	701	FM
81	PC	702	---
82	BI	703	FM
164	---	70	---
165	F	304	---
400	F	010	FM
400	MC	01	F
401	F	04	---
408	---	102	---

Continue from Egnospace 160 to Egnospace 161 in consecutive steps (160-162, 164...). Post stamps issue every other space. Missile dumps occur every third and Cheat dumps every fifth space. From Egnospace 167 the table continues...

32761	FM	504004	M
32762	---	104044	---
32763	F	200000	MC
32764	BI	4100700	---
60006	---	0207044	BI
100000	MC	1071010	---
202112	---	3300000	MC

(Fuel Minus/Colo!)

■ **Jolyon Smith, St Neots.**



ELITE

■ One of the greatest computer games ever written may be causing new ST owners a few problems. These tips may help you.

TRADING. Trade in food and wires until you can afford to start trading in medical supplies and guns (medical supplies are a new feature, but poor agricultural worlds will pay less for). The quickest way to build up some money is to shuttle between low safe planets that have opposite economic structures (a fancy medical supplies/computer from a rich industrial high tech world to a poor agricultural world, and load up with guns for the return trip).

EQUIPMENT. All of it's useful, but the first thing you'll want to buy is a large cargo ship. With one installed your profits increase that much faster and it's not long before you'll be able to afford a docking computer. Next most essential item is the energy unit, followed by an ECM system. Fuel screens can be handy for picking up free space raps, but remember — you run the risk of picking up combatants. Retro rockets are an expensive luxury. If you're in that much trouble during a fight, resist to dropping an energy bomb.

DOCKING. By the time you've earned enough to buy a docking computer, you'll have docked often enough to be proficient at it anyway. But it's still worth buying one, so it takes all of the worry out of docking. Note — if you're flying towards a station with the docking computer on, and you've got some pirates or Thargoids on your tail, they can still destroy you before you dock.

ISSUES. Obviously the Military Issue's the thing to have installed on the front as soon as you can afford it. A mining Issue's useful if you want to spend your time chasing bits of asteroid around the Cosmos, but for combat forget it.

ENEMIES. Some are easier to kill than others, and it won't take long for you to recognize the high ones (always 10) a target before attacking). Once you get a condition red on screen, stop and line up on the enemy. Keep firing until they're either destroyed or start firing back, and then scoot some speed and start ducking and diving until you get on their tail (always remember to switch your scanner to 30 miles). Note: one of the easiest ways to get into Whitehaven is to put your power up to max before entering Hyperspace. This doesn't always work, but sometimes and you'll soon find yourself in amongst a whole town of Thargoids.

IKARI WARRIORS

■ Suffering on the Amiga? Help's at hand.

Qualify for the high score table and enter your name as **PRINCE**. You'll now be able to play a two-player game with complete invisibility!

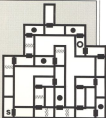
■ Steve Bellie, Leonardo-on-egg.

BARBARIAN II

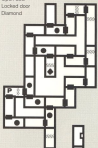
■ Lost in the wilderness? This map will show the way (all you have to do is survive!).

■ John Fowler, Broadbours.

- Shield
- Potion
- Key
- Axe
- Pitfalls
- Pitfall monsters
- Improved resistance to harm
- Stone
- Open door
- Locked door
- ◆ Diamond



Level 1



Level 2



Level 3

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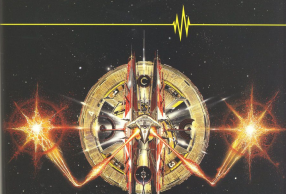


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BUBBLE BOBBLE

Having trouble with the Amstrad version of this wonderful game? For infinite lives, simply type in the following listing.

```

10 DATA 25,25,08,08,04
20 DATA 70,70,20,20,05,11
30 DATA 4,1,1,1,23,00,00,03
40 DATA 20,20,00,00,20,20,20
50 DATA 21,04,00,00,40,30
60 DATA 18,04,00,00,30,20
70 DATA 20,00,00,00,50,03
80 DATA 21,00,00,00,20,00
90 DATA 10,00,00,00,00,00
100 DATA 40,01,04,00,00,01
110 DATA 20,20,00,00,00,01,00
120 DATA 27,20,20,00,00,07
130 DATA 80,80
140 MEMORY 4, 3000, Y=0
150 FOR X=400 TO 499
160 READ A$(A,X)
170 FOR Y=0 TO 15: NEXT Y
180 IF Y=0 THEN THEN END
190 LOAD "BUBBLE"
200 CALL 870
210 PRINT "DATA ERROR"
  
```

■ Barry Swain, Harrogate

WANNA WIN SOME SOFTWARE?

Don't tell everyone, but we at ACE give away copies of software every month to red-foot tipsters who get their maps, tips and pointers printed in the magazine. There's nothing to stop you joining in the fun either, just make sure it's your own original work you send in and you too could win loads of software!

This month's Tip of the Month prize goes to **Arjen Smith**, who wins himself copies of *Eliminator*, *Starflight*, *Elite*, *Powerdrome*, *Joan of Arc* and *Nobelia* for his ST. Pretty good huh? Other winners are **John Fowler** and **A. Thompson** who both win *Removal* for their C64, **Charley Allen** also wins *Removal* for his Amiga and **A. White** collects *Powerdrome* for his ST. Last, but by no means least, the Young Brothers win themselves a copy of *Operator* for to fight over.

Send your contributions to:

T.M.T. ACE,
4 QUEEN ST. BATH,
BA1 1BJ

LASER SQUAD

Here are some handy tips for this great pointish wargame.

QUICK TIPS

1. Always leave your men on opportunity to die.
2. The Mares sub-gun is the best all-round weapon.
3. If a door remains open it means that there is a man (an operative) lurking there.
4. On Level Three (The Mine), examine all the dead operatives when you kill them. You will find that one of them is carrying a "Video Key". Take this to the room with the video camera and insert it into the "vid screen" - it activates the video camera in the mine and allows you to see the operatives when you select summer mode.
5. On the lower skill levels buy the Rocket Launcher.

GENERAL TIPS

1. The price of weapons on each level does not vary so calculate how many credits to spend on armour making sure you have enough left over for weapons!
2. Don't go on a spending spree if you have money left over. Carrying too much equipment reduces the available action-points.
3. Weapon choice (based by cost)
 - Heavy Laser** - powerful, with loads of ammo, but heavy and burdens your men, reducing their action points.
 - Mares Auto-gun** - best all round weapon, powerful and accurate.
 - 3000 Auto-gun** - best "budget" gun, but lacks the accuracy of the Mares.
 - L&C Laser** - not very powerful or accurate.
 - Sniper Rifle** - lacks accuracy, but is cheap, powerful and the most accurate.
 - Mares Pistol** - has accurate but lacks power.
 - Digger** - excellent for using in close combat.
 - MP5 Grenade** - good for blowing up operatives who are waiting around a corner. CALL ON get rid of its long range and ALWAYS remember to prime it before throwing it!
 - Rocket Launcher** - a luxury for the early levels: its power is awesome but it lacks ammunition and has a ready habit of blowing up the user if he's too near.

4. Take your time, you have plenty of turns. Explore the area carefully and ALWAYS leave your men on opportunity-free.

5. Use a couple of men to guard the rear of your squad.

6. On higher levels always scavenge the dead operatives for weapons and ammunition.

THE SCENARIO

1. THE REMAINS

On the first skill level you can equip your men with rocket launchers and blow up the house

(and *Bomber Physics*) without even entering the building! On the later levels better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully. You will find that the credits usually keep some sort of pattern, but that's not always the case. When you find *Bomber*, concentrate your fire on him because once he's dead the game is over.



2. MICHIGAN ASSAULT

The bottom left is probably the best place to deploy your men. Split your squad into two for the best results. Move your men toward the central area where most of the *Exterminator* and *Straytons* are. Gas cylinders and oil drums can be blown up causing large explosions (and even chain reactions). Watch an operative doesn't shoot a cylinder or drum near you!



3. RESCUE FROM THE MINE

Before you use the explosives (which you need to blow up the prison doors) move the prisoner away from the door so he doesn't get caught in the blast. Remember to prime the explosives before dropping it and get close to the blast, far to the sides may.



■ Colin and Gavin Young, Glasgow

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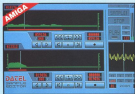
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Upgrading to a more powerful computer? Check the facts. Buying a new game? Check the ratings. Bored with life? Check the puzzles. All this and more in ACE's premier, pinkest pages.

Our thanks go to Dave Gordon of London for his superb Nigel from Rigel cartoon strip.

NIGEL FROM **RIGEL**
By Dave Gordon



INDEX

◆ The GO in the Machine is at it again and things are getting messier. Meanwhile, in the ACE offices the only dirt being spilled is some odd facts about two boys, Graeme Kidd and Kevin Cox. Plus more juicy bits.

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RECOMMENDED GAMES



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CD-ROM Spectrum £19.95 ■ C&A £14.95 ■ 4-Disk
■ Amstrad £19.95 £13.95

Best ever for 640 resolution screens, with choice of 2D or 3D view, computer levels of all skills, and myriad options which enable you to play, watch, work out chess problems, or compete in the computer opponent.



COLOSSUS MAH JONG

CD-ROM C&A £19.95 £14.95 ■ Amstrad £19.95 £14.95

Turns the oriental game of strategy and chance. A user program and great tutorial make this an easy-to-use and highly entertaining piece of software for windows and novices alike.



INFOGAMES' BRIDGE

Programs ■ Amstrad £12.95 ■ C&A £12.95 ■ MSX £12.95

Step-by-step tutorial of all common bridge simulators, with long-playing cards depicted against a suitably green-tinted background. Plays a great game for a computer, which after all is a bit short on the imagination and flair department, and features a wide range of options and bidding conventions which you can toggle on and off according to your style.



POWERPLAY

Amstrad ■ Amstrad £19.95 £14.95 ■ C&A £19.95 £14.95
■ Amiga £19.95 ■ Atari £19.95

If you want to test your general knowledge, an editor could be better off with this original and challenging computer strategy game which has the authority normally only found in board games. Powerplay is graphically very pretty when on Amstrad-Olympic, forms of the book.



SCRABBLE

Amstrad CD-ROM ■ Spectrum £19.95 ■ C&A £19.95 £14.95
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The hugely popular word game translated very successfully into the electronic form, and accordingly, large vocabulary (over 100,000 words) means winning looks very much in your favour. Good enough to give even strong human opponents a tough game at a higher level.

SPECIALS

Original works that are simply unclassifiable feature in this section.



ATP

Digital Integration ■ C&A £19.95 £14.95 ■ Spectrum £19.95 £14.95
■ Amstrad £19.95 £13.95

Excellent essential flight simulator that's a bit of a change for Digital Integration, the simulator specialist. The emphasis is on 4000 hours, the result being a superb title.



DARK SIDE

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The second game using the FreeSpace programming system, which sets more of an exact challenge. The 3-D graphics are again superb as are the looks and sounds.



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 • Amiga £15.95 £14.95
 • BBC £12.95 £4.95 (available from Superior Software)

Set the best space trading game. It's set a standard for other companies to follow. One of the best space games to use vector graphics, it's a shooting and trading effort for across several galaxies, with plenty of variety to the gameplay. You can trade legal goods in relatively safe systems, or run the gauntlet of pirates in the galactic danger zone with your load of 2-containers. Either way there's a nice free to earn ££ fighting, unless by a bit to profit for anywhere.



MAGNETRON

Frontier • Spectrum £7.95 • C64 £5.95 £3.95

Pirates and action (save Turner style). Save the world by demanding eight satellites. One game from the money doesn't to improve your own stock, and hopefully yours over 20 a year. The best game for all (especially for looking for a similar, new challenge).



MATCH DAY 2

Cover • Spectrum £7.95 £7.95 • C64 £5.95 £2.95
 • Amiga £10.95 £4.95

Summit the football game on wheels, magnificent animation, great gameplay, classic and subtle computer opponents. Various improvements over the original make this a must for all computer football fans.



QUEDEX

Frontier • C64 £2.95 £1.95

In this impressively challenging game you hunt other's tracks but through ten different screens of mazes, bonuses and obstacles, all within a set time limit. The simple game conceals a host of added features to make it particularly pleasing, you can carry over unused time to the next screen, for example, and in the different screens or 'pages' in any order you wish. Excellent graphics and utterly absorbing play.



SPINDIZZY

Cover • Spectrum £5.95 • C64 £5.95 £4.95
 • Amiga £10.95 £4.95

Timeless still after your spinning top over rough obstacles and other levels, against a familiar time limit. The game language is a real system of controls, logic, towers, and bonuses combined to make things – and NO safety nets. Four wickets advance life and logic game, but trapping them in the right order can be faster than 1000. A few bad guys and a lot of nice touches, but the exploration is the thing.



STARGLIDER II

Frontier • Amiga £7.95 £6.95 • Amiga £6.95
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One of the finest examples of a game using vector graphics to great effect. Challenge you to safe ££ treasure and across out (including you) a star. You'll get a large run to complete and then a party of Eternity to destroy, making this a real-time shooting and exploration game that stands head and shoulders above the competition.



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WIZBALL

Cover • Spectrum £1.95 • Amiga £5.95 £3.95
 • C64 £1.95 £1.95

A compelling and original ball game in which you become the wheel and must set out to conquer the yellow creature which is intent on destroying the spectrum and sending the landscape grey and dead. Conquering the wheel is great fun and makes this one of the most playable games to have appeared in a long time.

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RANDOM ACCESS

N'Gar Thrombicc plunges the world ever deeper into the mire but could be facing big trouble in the form of an avenging virus. Another batch of ACE odd facts and a couple of TPLs (Totally Pointless Lists). Not forgetting the brain-twisting puzzle and crossword.

Horace Claghande stared at his latest mounted & Mead fly near the water level in the basin as things, his worst nightmares were coming true — he'd feared that one day a malcontent spirit might take control of Grimmythopostol's Municipal Sewerage Disposal Plant and reverse the polarity of the pumping motors, and there it was, actually happening! Heaven knows the number of letters he'd written to Mr. Tard, the main plant superintendent, outlining the danger. There was no excuse, of course, for those replies, and there was some suspicion in little Horace Claghande's mind that his insistence on the problem might have backfired, in some way, to his confinement in the Grimmythopostol Lunatic Asylum.

He measured the level in the Oldfaced basin once more, then wriggled across to the door in his straitjacket and banged it with his elbow. Horace paid much attention, though — hardly surprising seeing that the door was lubricated with three inches of Acme Schizophrenic Lubes Insulative-Puttying. Behind him he heard the first glogging of water on the floor as the level in the basin reached the rim.

N'Gar Thrombicc was lonely. The flood of reports coming in indicated that he plans to bring the world to its knees with progressing evil, but the problem was that there was no one to worship or applaud his greatness. He'd gone through the Sewerage Disposal Plant's nine tanks many times, but the only other spirit who encountered was the cross that sat in the corner of the Flow Rate Indicator Diagram on the main pumping station's terminal. These were stupid, early, stone-wearing barbarians who were far more interested in fecundum collection and methane control than prehabilitating themselves before superior intellects. The best he could do by tinkering with their feeble primitive subroutines was to make them stonier or braver so that every time he made a speech, which was somewhat infrequent.

Eventually the water level in Horace Claghande's cell reached the light fitting. Horace Claghande was beginning to stare the red and was right. By juggling his face down the neck of the straitjacket and leaving his manager's infelix it wasn't long before he'd seen, but if the water didn't get him now, the noxious gas would. Several hours' worth of material had built up in the sewers beneath the asylum since the pumping motors had been reversed and since Horace Claghande's room was in the center, it was all coming out of his face.

Then the light faded. A jagged spark flashed blue in the sudden darkness, eleven different types of

THE ACE SERIAL

The Git In The Machine: Part 4

gas, each more noxious than the last, ignited (mostly recently, and the resulting explosion blew the door of the cell. Horace Claghande was swept out of the door and along the corridor on a floating slab of effluvia and straight past the office of Doctor Stammer, the asylum director.

"Doctor Stammer, you have to listen to me — the world's in mortal danger!" shouted Horace Claghande as he ran/popped in his ventilated straitjacket.

Doctor Stammer stopped writing, put down his pencil and checked his pulse.

It was the gardener who finally apprehended young Claghande, who'd been off high and dry and was all that dry on the dampod heap by the substation feed. Thinking he'd discovered some form of mutated albino marmoset, the gardener had picked the object with his pitchfork, and had then robbed wisely when

he also vigilantly screened and deflated explosively, circumventing the comical trap three times before coming to rest amidst the muckers.

"You must be mad!" said Doctor Stammer as Horace Claghande sat on his haunches.

"But it's true, Doctor Stammer. It's happened or, let me, it always will!" cried!

"We will you looked up in that room too long," said Doctor Stammer, thinking more of the huge quantity of effluvia that had been stagnated with young Claghande rather than any effect his continuance might have had on his mental condition.

"There's only one way to stop him," said Horace Claghande, "and that I think you use my America."

"Well, he's not sure I can't let you use my own personal computer," said Doctor Stammer, doubtfully brushing chocolate blood crumbles off his floral dress and getting down his binoculars. Just what is it you mean to do?"

"It's going to write a virus!" said Horace Claghande with a giggle in his eye.

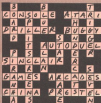
"Oh dear," said Doctor Stammer, who'd only just recovered from a heavy snore.

"Oh dear," said the gardener in his squeak.

"Oh dear," said N'Gar Thrombicc, who'd been monitoring the conversation via Doctor Stammer's telephone...

SOLUTION TO PRIZE CROSSWORD NO7

The first correct entry out of the bag was Patrick Stanley of Clapton, who wins £25 worth of software for his micro. This is what the completed crossword should have looked like...





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THE ACE PUZZLE NOS

Set by Arthur Wiles

James has decided to treat himself to a brand new computer system for Christmas. Drawing out his savings from the bank, he was soon trying out the latest models of the newest computer systems. After much deliberation he decided on the "Superior 501" which comes complete with an integral HD, screen and disk drive. The new system cost him £2400.00 less than the cash he had.

A start cover, as an optional extra, cost him a further £4.95. Realising that he would need some software, he had soon ordered a number of packages. Having already paid for the computer and disk cover, he counted his remaining cash and found the software he wanted would cost two thirds of the rest of his money. A couple of books cost him a further £15.00.

After paying for these items, some bank debt caught his eye. These cost one quarter of the money that he had paid for the software. Finally a joystick cost him an amount the amount remaining.

On leaving the shop with his purchases, he realised he had forgotten the most important thing of all - as he had exactly £2.00 left, he spent them into the shop and soon emerged with a huge grin on his face and the latest copy of ACE order to eat!

Can you say how much money he started the day with?

Instead of working this puzzle out with pencil and paper, why not devise a simplifying that will allow you more to eat it for you?

NAME _____

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SOLUTION TO THE ACE PUZZLE NO7

The first correct entry out of this puzzle was Bob Whisker of Cambridge who wins £25 worth of software.

There are 118 different multiples of seven in the grid. These are shown below.

7	14	21	28	35	42	49	56
63	70	77	84	91	98	105	112
119	126	133	140	147	154	161	168
174	181	188	195	202	209	216	223
228	235	242	249	256	263	270	277
282	289	296	303	310	317	324	331
336	343	350	357	364	371	378	385
390	397	404	411	418	425	432	439
444	451	458	465	472	479	486	493
497	504	511	518	525	532	539	546
550	557	564	571	578	585	592	599
603	610	617	624	631	638	645	652
656	663	670	677	684	691	698	705
709	716	723	730	737	744	751	758
762	769	776	783	790	797	804	811
814	821	828	835	842	849	856	863
866	873	880	887	894	901	908	915
918	925	932	939	946	953	960	967

A bit by the grid can be described into 615 component numbers. For example, a line of six digits also holds two five-digit numbers, three four-digit numbers, four three-digit numbers, five two-digit numbers, and six single digits.

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2	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
3	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
4	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
5	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
6	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
7	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
8	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
9	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
10	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
11	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
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2	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
3	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
4	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
5	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
6	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
7	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
8	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
9	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
10	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95	29.95
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1984

The program works by first dissecting the grid into its component cells and storing these in the array L(1:6). The order of the digits in the grid are first read from the SOUTH line at the end of the listing. The first two SOUTH lines contain the horizontal and vertical lines respectively, while the second two contain the two sets of diagonal values. The two POINTNEXT loops at lines 160 and 170 split each of these lines into as many smaller parts as they contain, each in turn being stored in the array (line 165). This results in 288 different values, each having from two to six digits. Lines 200 to 288 complete the array by computing the reverse of each of the values so far obtained. Single digit values are not considered at this stage as there is only the one acceptable value (7) and this is accounted for later.

The 860 values so far obtained are next tested for divisibility by 7 (line 289 to 320). If your computer has a MOD function, this can be used as an alternative. Any value failing the test has that section of the array cancelled (line 315). Finally all applications are removed in the routine at lines 330 to 370. Once this has been done a count is made of all remaining values in the array. The count is started at 1 (line 368) to take account of the single digit value 7 which we can see is present in the grid.

NOTE: This listing will run on any machine capable of using Microsoft BASIC.

```

100 THE Listing
100 DIM G(6) (30,30)
110 FOR L=1 TO 30: READ G(L):G=NEXT
120 L=L+1
130 PRINT "DISSECTION OF GRID IN PROGRESS"
140 FOR P=1 TO 30
150 G=ABS(G)/G:G=L/P:G=25
160 FOR Q=1 TO G-1
170 FOR Q=2 TO G-1
180 L=L+ABS(Q):G=L:G=L+1
190 NEXT NEXT: NEXT
200 FOR L=251 TO 288
210 G=L-G:G=1:G=L
220 FOR P=1 TO LEM(G)
230 R=L-ABS(Q):P=L-P
240 NEXT
250 L=L-P
260 NEXT
270 L=L-1
280 PRINT "DIVISIBILITY TEST IN PROGRESS"
290 FOR P=1 TO L

```

```

310 IF INT(P/7) THEN LEM(P)=0
320 NEXT
330 PRINT "REMOVE DUPLICATIONS"
340 FOR Q=1 TO G-1
350 FOR Q=1 TO G-1
360 IF VAL(G(Q)-VAL(G(Q))) THEN LEM(Q)=0
370 NEXT: NEXT
380 PRINT "PRINT RESULTS AND COUNT TOTAL"
390 L=1: REMO TO REPRESENT THE SINGLE DIGIT 7
400 FOR P=1 TO 810
410 IF LEM(P)=0 THEN PRINT LEM(P): L=L+1
420 NEXT
430 PRINT "PRINT TOTAL: 17"
440 END
450 DATA 430574,754557,516517,247164,196557,763575
460 DATA 475277,351448,585753,833158,751957,477173
470 DATA 73358,3146,71827,747284,89757,35871,984,77
480 DATA 77,687,221,43287,88162,71787,5459,343,77

```

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THE ACE PRIZE CROSSWORD NO9

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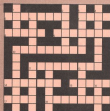
The ACE crossword is cryptic. The answer might be an anagram, or formed from the end of one word and the beginning of another, or simply formed at by the clue, itself - but not quite all - of the answers are cryptic or related.

ACROSS

1. Set they typed in game - it's madness (5)
2. Subtlety dancing maid characters (4)
3. Warm up in preliminary races (5)
4. See 8 down
5. Love (and) playing game that never was from Russia (8,8)
6. Friends returning to war game (5)
7. Dumb man-reverses for software-house (7)
8. See 12 down
9. Fold from (and) say (4)
10. A bit. Name, playing Ocean game (5)

DOWN

1. Get your teeth into, say, game (5) (4)
2. Bad game from Microsoft (5)
3. Point-to-computer language-fundamentals (5)
4. Putting (and) it, say, at beginning of Microsoft game (5)
- 5 & 6. Game causing a complete blackout (1,7)
7. One-bit (and) man (5)
8. Details (and) chapter (5)
9. Book of the year (5)
- 10 & 11. One Name turning around blackhead's (and) game (3,3)
12. Be up to no good (4)



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THIS MONTH'S LISTS...

The ACE team have been bursting with list ideas again but these were the only three that were printable.

TOP 10 FUNNY ANIMALS

1. Opos (Bloom County) - The Quinzler
2. Calouso Cat (Rover)
3. The Three Bears (The Bears)
4. John the Monkey (L... The Guardian)
5. Lamont the Buffalo (Bogart)
6. The Penguins (L...)
7. Bill the Cat (Bloom County)
8. Peter (L... has stopped our minds what he's in)
9. Bullwinkle J. Moose (Fleety and Bullwinkle)
10. SPQ the Komodo (The Young Ones)

TOP 10 SUMMER DANCE HITS

1. Sex Machine - James Brown
2. Somebody to Love - The Blue Beltones
3. Babycom 802 - Sweet
4. The Theme from S-Express - S-Express

5. Tiger Feet - Muff
6. ABC - The Jackson Five
7. Ready Teddy - Little Richard
8. River - Ringo Starr
9. Pump up the Volume - MARRS
10. Rhymer Rock - Ian Dury and the Blockheads

TOP 10 PROGRAMMES FROM THE 50'S AND 60'S

- Top 10 TV Programmes from the 50's and 60's
1. Mission Impossible
 2. Marine Boy
 3. Johnny Staccato
 4. Lost in Space
 5. Howdy Doody
 6. Whizkids
 7. I Dream of Jeannie
 8. The Addams Family
 9. Bonanza
 10. Mister Ed

ACE ODD FACTS

Revealing information plus updates about the ACE team. This month highlighting our new magazine title (bottom) and Kevin Cox (publisher).
OK had a letter published in the Radio Times when he was 11. He never paid a magazine contributor in pence. OK will as old as old as Steve Cade. KC is nicknamed Pigeon. OK has a three legged cat called Steve. KC used to work for Alan. Andy Wilson made great milk. Andy Smith had a pet monkey called Draco. Ben Woods' favourite football teams are Arsenal and the Miami Dolphins.



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