

ACE

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

ADVANCED COMPUTER ENTERTAINMENT

AMIGA EXCLUSIVE

LOTUS 2

INSIDE
10 PAGES
Of Console
Reviews!



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

CHOPPER ASSAULT!

Core's Thunderhawk
outguns the enemy.



BALLS!

Jimmy White's
Whirlwind Snooker.

EXCLUSIVE! BULLFROGGER

Amazing secrets from the
PowerMonger team.

TRICKS 'n' TACTICS

Playguides, pokes and cheats for:
Gods, Monkey Island,
Super Mario World, Space Quest IV,
Prince of Persia, Strider.

LATEST TITLES PREVIEWED & REVIEWED INCLUDING: EYE OF THE STORM, MEGATWINS, THUNDERHAWK, JIMMY WHITE'S WHIRLWIND SNOOKER, CASTLES, CENTURION, ALIEN STORM, MAGPIE ISLAND, BLAST BUSTERS, BIG WILD WHEELS, HATERS, G-LOC, RALLYE WARR, PACMAN, PSYCHIC WORLD, S-TYPE II & SUPER S-TYPE FACE OFF ...AND MANY, MANY MORE!



HUNTER

ADAPT TO SURVIVISE

The Hunter is alone behind enemy lines. No reinforcements, no backup, no options, and the expertise to complete a job no one else can do.

His only accomplices are the weapons, weapons that can take on a three-dimensional universe; his objective: to attack and survive.



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CODENAME
HUNTER

ACTIS

HUNTER

WE SEEK TO DESTROY.

With versatility to make best use of a wide range of
in his dangerous missions, the Hunter is a breed apart.

to, when you find structures found in his amazing three-
attack - survive. The Hunter has the will to win. Do you?



EXTENSION

Available in September on Amiga & Atari ST



On the cover of the October 1991 issue, we featured a new computer game called *Blade Runner*. The red figure is the main character, and the four panels show the different ways he can die.



COVER STORY

Since Friday will be it out to be America's biggest seller to date. But before it can set next year's record, Lotus will likely have turned over this year's nightmare for development team members.

As talked to the team on Lotus and Lotus to learn just how they intended to get their spin on the race game, and to determine what new elements could be included to improve on their already excellent product.

The best of the Lotus team: The Bay. They're in detailed on page 10.

SHOCK IT TO US! Odd, isn't it? In the entertainment business these days you can't move far shocks. It's a roaring trade again. What with Patrick Bateman chopping up old flames in *American Psycho*, Henry doing for all and sundry in *Portrait of a Serial Killer* and all yer top rappers singing about flashlights and shootings, the public's appetite for visceral thrills seems boundless. And yet software would appear to be taking definite steps away from this aspect of its supposed sister industries. But is it necessarily a good thing? Shouldn't older gamers have the opportunity to buy games which would pump their adrenalin just a little bit faster? Whatever else you might think, it'd make an interesting change from stacking hats.

TEST YOUR KNOWLEDGE!
 How do you score a 100% on a game? You've probably had your own experience with it. The first time you win a game, you've probably had your own experience with it. The first time you win a game, you've probably had your own experience with it. The first time you win a game, you've probably had your own experience with it.

Remember to buy your own copy of the magazine and you'll be able to see the results on page 10.

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A further three games currently in, if you must, "development" get the critical eye treatment.
 - *Water 2*
 - *Eye of the Storm*
 - *Mega Twins*

ACE

SEPTEMBER 1991

REGULARS

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Bill Mayne scans magazines from around the globe, cuts them up and makes up some appropriate captions.
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Gadgets, widgets and games, but absolutely no printer cables or disk box holders, thank you.
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The write stuff.
- 24 **TRICKS'n'TACTICS**
This month's lucky games to receive the enviable T'nT treatment are *Cool* from the Bitmaps, *Monkey Island* from (S)-Gold, *Super Mario World* on the Super Famicom, and *Space Quest IV* from Sierra. We'll also be paying a return visit to old friends *Prince of Persia* and *Sinclair*.

THUNDERHAWK

AH-73M



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

Available on
Atari ST
Commodore Amiga
and PC.

CORE
Entertainment Ltd

NEWS GAMES NEWS GAMES

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

Take The A-Train

If you're bored with being a Railroad Tycoon, why not take the A-Train? This lovely locomotive simulation is steaming its way over from Japan. TheCity traveler Maxie has picked up the European and North American rights and is initially working on a PC adaptation which is hoped to release early next year.

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

"This is sort of a 'bring train-out,'" counts Maxie from Jell Media. "You can just let it run and see the trains moving around and the buildings growing and shrinking. There's all kinds of detail going on. Keep an eye peeled for the amusement park and the casino."



For the A-Train locomotive simulator is as fast as the train. The screen is a rapid whizz of scenery. (A-Train is a registered trademark of the publisher.)

The Rescue Of Princess Blobette

The hero is back! Continuing the story of the award-winning A Boy and His Blob, The Rescue of Princess Blobette for the Gameboy has been licensed by Nintendo itself for release in Europe later this year.

Billybean's brave alien Blobette and his Earthly boy companion are back in a brand new adventure taking them to the Royal Castle of Blobetonia. Navigating the traps and secret rooms, the player must rescue the Princess from the clutches of an antagonistic Blobetonic and out as many jellybeans as possible!

Modern Entertainment's The Rescue of Princess Blobette is the creation of David Crane. This release video games genre goes to the masses! (Pillai, GamePro and LISA Computer People when he worked for Activision. Crane is now completing development of a new Dungeons & Dragons title for Activision.



Star Wars... interesting even on a profitless screen even you.

Star Wars

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

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

Lucasfilm Games has previously enjoyed considerable success with their Pinball Man and Indiana Jones and the Last Crusade games for the PC, Amiga and ST. Birmingham based MS Gold handles these prestigious projects in the UK. Unfortunately, nobody there could throw any light on the matter of an X-Wing sim.

Tom Neesman of Lucasfilm Games confirmed the existence of the new Star Wars project but added the company isn't "definitely committed" to it... yet if the go-ahead is given, PC players could be attacking the Death Star within a year.

Meanwhile, French firm Ubisoft is developing a Star Wars title for the Nintendo Gameboy. Indications are that this handheld game will be similar to the NES arcade adaptation of Star Wars... due for an untimed release from Lucasfilm Games and (PC) Musical Industries (see AGE 42 for further details). A spokesperson for Ubisoft said the made is like a big video game and Star Wars will be one of the most exciting Gameboy titles available.



Another screenshot of Phobos 2 from the legendary Sierra Workshop. The latest screenshot only tells us that we haven't been shown what we're going to do in the next 10 minutes.

Leather Goddesses of Phobos 2: The Gas Pump Girls

Graphic Arts for PC, Amiga and ST is being developed by Leisure Leader for Gemini and Insight.

Are you ready to be enraptured by the Gas Pump Girls? Adventure is set to launch *Leather Goddesses of Phobos 2* into poor unsuspecting PC adventures. A CD-ROM version is also on the cards.

The state-of-play has dramatically changed since the release of the original game. To compete with the likes of Sierra On-Line and Lucasfilm Games, Adventure has embraced the novel with 256-colour VGA graphics, 'hundreds of scenes of animation', digital voices and music, a point-and-click interface and characters which can speak five languages through the most recent boards. The first Indiana Multimedia Adventure Game has been designed by Steve 'Dark Zero' Westlake.

Like a typical 80-minute, *Leather Goddesses of Phobos 2* sees a small '60s American team torn apart by a meteorite and an alien invader. Only the military and a group of attractive gas pump girls can save the day. Ugg girls just couldn't do the job, obviously!

Adventure is including a 'True Life Size Sound Enhancer' widget to play sampled sounds through the parallel port on your PC.

Adventure is coming under huge odds in the first game of this decade in terms of the amount of 'content' in the code pack. "We have better the old Spartaquus and Indiana movies dialogues than the city. Better an alien war and computer related software and your investment over the city."

Video games represent themselves to new content among the top-selling software companies, ahead of Microsoft, Flower Games and Open Jordan. Within years of Jump, Super, M.C. Turbo and Adventure being released.

Dune

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

Games looks set to continue the confusion but hopes that's where the similarity will end.

With developers in the USA and France writing two separate strategy titles, Virgin Games still isn't quite sure about this mammoth undertaking. How would you turn a complicated novel into interactive entertainment?

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

Have wonder quite how the massive 'big' 'cut' movie will end up in computer form, but it's hard to see the results nonetheless.

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

The Chaos Engine

These busy Strategy Brothers are readying another release in the depths of London's East End. The Chaos Engine has very little to do with fractal geometry theory and instead mixes "the finest points of computer role-playing games and classic Strategy Brothers action".

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

"These monsters employ intelligence and cunning using a unique form of behaviour modelling," claims a spokesperson at Strategy Brothers. "Additionally, the game manages teamwork and character management."

The development group has cadres of experience with top-selling games like *Speedball 2* and *Gods*. Eric Matthews and Phil Wilcock are designing The Chaos Engine. Steve Cargill is punching the code, graphics are the responsibility of Dave Wilson with music and sound effects provided by Richard Joseph.

The Chaos Engine should be available this winter.



Plan 9 From Outer Space

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

Enlisting the talents of a few ex-Classmate programmers in Ireland, Grinnell is busy converting this 1959 mock-and-whore sci-fi disaster into an online adventure. The team envisions this game of the movie will be unlike anything you've played before. "We don't want to make the usual mistakes made by our competitors," confessed Ian Richardson at Grinnell. "We're taking our time on this project and aim to get everything absolutely right."

Enlisting the talents of the rights to *Plan 9* has proved to be a task in itself. The production of the original movie was plagued by problems and a severe shortage of cash and talent. Tragically struck after only a few days of filming when leading actor Boris Karloff suddenly died and the director ended his career writing pornographic novels, will Grinnell face similar problems?

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

"Well, I can live with that, Fanny, but how can we ever show our love to the supernatural again?"

LARRY'S JOKE DATA BASE

ADD EDIT

ANOTHER DELETE

FUNNY-O-METER HUMOR LEVEL SEARCH

PC E

Laffer Utilities

The programmers at *Linux On-Line* are continually looking around as they've come up "the ultimate in productivity software" for your office PC. *Laffer Utilities* is an off-line collection of programs designed to keep freedom of free.

"Now you can efficiently make time of work," remarked a spokesperson, "preventing it to be hard at work while you actually create letters, play games and read papers."

The developer of *gpg*, supplied by of *Linux On-Line* Larry Mawell, can be free-used by playing with the browser level and *Linux On-Line*.

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

Dan Dare

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

Smith, the acknowledged TV production company behind *Inspector Morse*, is pumping huge amounts of cash into the shows which should air in 2001 early next year.

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



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SCREENPLAY ADAPTATION BY THE LAMP TEAM. THE CHARACTERS OF SCOURGEMASTER™, DR. MORTIMER™, AND THE PLAN OF THE FUTURE™ ARE THE PROPERTY OF SCOURGEMASTER™ INC.



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

Putting On The Polygons

Not wishing to be left behind in the race to create virtual realities, Japanese video giant Sega is now developing spectacular polygon-pumping shoot 'em ups. These could hold the key to a new generation of arcade gaming. According to leading Sega scientist, the female output will soon be showing sophisticated computer-generated images similar to those normally seen in movies and military flight simulators.

Most sports-based titles, typified by Sega's Out Run and 3D Real, tend to be simple driving and flying games where the programmers manipulate motion objects to create the illusion of speed.

Designers of games utilizing photorealistic polygon graphics can create their own worlds for players to enter and experience. Right now, complex polygon-based games are expensive to develop and produce, but systems like Microsoft's PDS Strike Eagle and Virtuality from 3D Interactive are showing the way.

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



Amusement parks are trying to create a virtual world. Sega's new system is offering more than 600,000 polygons per second. Virtual Reality is simply the next step into the virtual, polygon-generated world of data and information as they see which areas in the world they want.

Sky-High Video Games

Flying business class on Japan's All Nippon Airways certainly has its benefits, namely free video games! Passengers on long trips from London to Tokyo can travel to luxurious seats with individual TV monitors and a wider choice of drinks (certainly offering high-quality CD sound).

Tanaka, a respected Japanese software house, has created six video games for the airline including a colour version of the Commodore 64's Quark, and a popular golf simulator. Little is known about the actual system except the software runs on Sega screens. Now you really can join the mile-high club!

For reservations or more information contact your travel agent or All Nippon Airways on 071 495 7675.

Rappa

Never before has toy trains, notably in 'an the box' with a portable disc machine.

Rappa is the size of a Walkman and consists of one large pad for the base disc and four smaller pads providing music, tone and control sounds. Each of these four touch-sensitive Rappa pads can be varied to produce two other pre-programmed sounds such as an electronic snare, cowbell, clap and cymbal whistles.

"Now you can tap to your favourite new with the latest and most sophisticated chip technology," suggests a wired-in spokesman for the company. "So next time you're listening to a groove, remember to strap on Rappa to your stereo and boogie outdoors."

I can't believe they said that, either! Rappa costs £30 for more top and that with to Rappa, Warwick, Mansfield, Kent CV7 4PZ.

More info on this feature can be found with the Video Printer column.

Video Painter

Not everybody needs or understands the latest text editor or spreadsheet software package for their computer. Video Painter from View Electronics (0225 933444) is an

easy-to-use electronic developed for kids with a space (like in their plug board).

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

"Kid's entertainment is provided by the interactive mode which brings objects to life," promises a spokesman for View Electronics. "Is it that way not enough, Video Painter can also connect to a VCR for picture storage with no extra attachments required."

View Electronics is looking for more ideas and will provide with the Video Printer column.



Digital Art



Verlan, the Journal of Personal Computer Animation, has launched a CD-ROM magazine which features a showcase of animation and interactive multimedia works, interactive columns and feature stories, with music and images from musicians Todd Rundgren and Status Quo, and several original digital electronic music composers. This is the perfect

way for you to experience the sub-culture of electronic art.

"Verlan Interactive allows the 'reader' to interact with the magazine in a way that has never before been possible by making sound, motion and interaction with the magazine's contents available in a free-form, reader-selectable way," claims the essential publisher. "We've passed to the playing a catalyzing role in this exciting field of emerging media."

The first Verlan Interactive edition contains over 300 megabytes of text, graphics, sound, animation, 20 minutes of music tracks, 40 minutes of audio interviews and 120 pages of printable text. It costs \$50 and requires a Macintosh SE20, 3 with 5MB RAM, 800 color monitor and CD-ROM drive.

Verlan plans to launch a regular quarterly subscription service in early 1992 with editions for Macintosh, MS-DOS, CDTV and CDi. Write to Verlan, PO Box 12594, San Diego, California, 92114 for further information.

Expansions

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

These strange patterns grow within a 1280 by 1280 pixel array and may even be grown inside the artwork of imported MacPaint compatible documents for crystalline chaos. Expansions is priced at \$79.95 and comes with over 100 predefined pattern definition files and a 150 page illustrated manual.

Author John J. Stokes II has been updating the software since 1985 and his company Pixel Pathways (818) 419-0944(888) is currently dividing other forms of 21st century computer aesthetics to "open up new creative possibilities".



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entertainment, inc.



Panasonic Digital AV Mixer

If your home videos are looking a little flat, why not try Panasonic's NS-4000? This digital AV Mixer can turn out a variety of special effects like fading, strobeoscoping, audio mixing and 3D wipe patterns. The Picture-to-Picture function enables you to fit an entire input image into a smaller area of a rectangular wipe pattern. Wipe scrolling direction can be selected and even reversed to provide greater interest.

Panasonic sees the device as a great advantage over existing equipment thanks to the wealth of easy-to-use features built into the NS-4000. "It's packed with technology to provide many innovative efforts," asserts the company. "Video Editing has become real fun!"

Strobeoscoping gives dramatic effects to your own home movies. The digital mixer provides a wide variety of special effects.

The new line gives you a larger, flat and secondary state-of-the-art display in the USA you may find yourself in the field of a cable line. Through with maximum zoom and suitable effects, including the latest news, entertainment and advertising on video. Home video tracks. Now the flat-line film that has already an excellent output with other video writers under the digital and they up it could not happen any time.



This Desert Storm multimedia magazine is the first of many CD-ROM products from Warner Home Media.

Desert Storm On CD-ROM

Just as war before it, the Gulf War encouraged the use of startling information and communication technologies. News reporting the satellite link-up came of age during the conflict and now Time Magazine has pioneered a new form of publishing with Desert Storm First: The Draft of History.

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

Information junkies will be obtaining over their Macintosh because the forty-dollar disk contains more than 1,000 screens of information, including exclusive audio reports and other unique material previously unavailable to the general public.

"Essentially, electronic journalism should find itself sold on multimedia," says Warner Home Media's president Stan Comyn. "The next step would be transmitting it to home receivers via cable."

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

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

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

Stereo Replay

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

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

Stereo Replay costs £90 and comes with a Stereo Filter program which allows you to manipulate mono and stereo samples to 8-, 12- and 16-bit rates. With the Stereo Test software you can load up to 16 different samples into memory and then play three-channel sounds out from the stereo ports of the cartridge at the same time. Cover is in the house, yet again! Mixeded can be contacted on 0726 68000.

Rapman

Given it is the lesser brother to Coak's RAMP mini keyboard which also hit the mainstream popularity of Rap and Drums mixed among the youth of today. "The featured keyboard over is one to make your master groove with envy," say the big daddies at Coak.

New trance keyboard jockeys can create their very own madhouse mixes via the built-in "scratch" disc, mini microphone, three drum pads and thirty-one rhythms reflecting the latest dance styles. Special sound effects are produced by Rapman's Voice Effects function which enables rappers to modulate their voices approximately one octave higher or lower than normal.

Rapman RAMP-1 costs around £70 and is available from your local Coak dealer.

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



GAME SOUNDTRACKS

Get ready to blow out and Cheese! Rapman CD Single because there's a new form of music on the scene.

Warner Home Media's new game soundtrack is the first of its kind. It's a new form of music on the scene. Rapman CD Single because there's a new form of music on the scene. Warner Home Media's new game soundtrack is the first of its kind. It's a new form of music on the scene.

"This album will represent a new form of music on the scene. It's a new form of music on the scene. Warner Home Media's new game soundtrack is the first of its kind. It's a new form of music on the scene."

More compilation are on their way, including stand-alone titles such as the original and the new CD-ROM titles. Warner Home Media's new game soundtrack is the first of its kind. It's a new form of music on the scene.

Letters

ANYONE FOR FOOTBALL?

I just thought to write and tell you about our Computer Football comps we are running in the Liverpool vicinity Liverpool area. We will be staging a comp to win a Sega Megadrive some time in December. The comps will be staged sometime in Liverpool and we are looking for people to enter.

The comps will use Kick Off and Kick Off 2 for its knock-out round and use STs only (they are a lot faster). If you could mention us, we would be grateful.

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

Merseyside Computer Football Association
M.C.F.A.J
29 Watergate Lane
Neville
Liverpool
L25 8QJ
Tel: 051-4261280

Well, how about if I politely request that you make a list and would like to try free trials, give it a go. We're not too sure about your claim of the ST version being faster, though.

AND ANOTHER THING!

It's easy to tell you that my letter is yet another one that is going to complain about one machine, is defence of another.

I am referring to the Sega Magazine, Alan Lyle, Super Famicom and all that rubbish—these consoles are like your magazine like everybody's business, and what do we get? Terrible screenshots of someone looking full out of someone else, badly written reviews about the same old games, games that might have looked good about eight years ago, but now, in their 16 month re-incarnation, are looking slightly less attractive to say the least.

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

although it would be nice...I just tore it down a bit—balance the reviews a bit more. If ACE stands for Advanced Computer Entertainment, why are you supporting machines like the GameBoy and GameGear? They may be portable, but speaking from experience, I can say that the majority of games on the GameBoy/GB (this excluded) are completely unplayable—the graphics are tiny and blurred, the sound is awful, so would the GameGear to the same.

It seems that the only real way forward for games lies in the hands of the PC, and maybe the Amiga. While the Megadrive may deliver impressive aesthetics (though moderns fear as good as a VGA PC with a sound board, it is quite severely limited only to short-term games. Although various manufacturers will try to let you otherwise, consoles are no good for playing decent, long-lasting games on, such as Sierra adventures, or theme-type games—platform stuff—except for a few long-lasting games, no matter how good they are.

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

Paul Serna
Northampton

So ACE has terrible screenshots and badly written reviews, but the magazine is excellent? Sorry, but those two statements would seem to be mutually exclusive. That means that can't both be true, Mr Serna. And what is the problem with console games anyway? The fact that you're having a go of the Sega GameGear without even having seen it (writing is a lot risk, isn't it even?) And the GameBoy, enjoyable? What about games like Choplifer, Super Mario and, Plan For Red October, Tennis, Qix and many others too numerous to mention!

Isn't it funny how people always believe that the way forward for computers is with the machine they happen to use? How are our letters here high hopes for the PC, but when you start on about how much better it is than the Megadrive even though by your own admission a decent model costs less than the proffered comparison seems, a little weird.

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

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

OUTRAGE!

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

What is making me so unreasonable? What has got my goat? What, at the moment, is going to squander all my cash and starting right now (lying in the middle of my crew)?
Shopkeepers.

How don't get me wrong, I've had plenty of experience of perfectly decent shopkeepers who intend our money, but I seem to find the "standard" (what a joke!) of service provided at the computer shops in the UK.

At first I thought it was just me. I lived in London until recently and sort of respected the rule. Incurious and unhelpful service provided in Central London.

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

For a start the shops seem to be staffed entirely by either pre-pubescent boys with only the slightest knowledge of forthcoming releases or stupid old men who seem to think that just because I'm female I don't have the slightest idea about anything one of these people actually tried to convince me that a Sega Megadrive was simply a Master System for the American market, and it was a lot of a waste of money. What a co-incidence that they only had Master systems in stock.

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

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

Malvin Nicholson
Address withheld by request

IN THE RED CORNER...

It's happening again, isn't it? It started with "My Specsys is better than your Commodore". It should know as I owned both at one time (or another). Time passed. RAM owners upgraded to more powerful Model computers. And then it began again: "My Megadrive is better than your ST". Which wasn't strictly true for several years because Amiga games used to be straight port versions of ST games and were released a couple of months after the final version. So keep me happy because by then I had upgraded to an Atari ST.

But now the ST is in decline - all of my local computer shops have stopped stocking STs, and their software because of nearly non-existent support from Atari and the recent boom in Amiga sales.

As an ST owner I can see the limitations of my machine, now that companies like Progress are exploiting the Amiga to the full. I can see the appeal of upgrading to a more powerful computer. I can see that Commodore are again reaping with renewed popularity. How long is it, I wonder, until your letters page is full of "My Famicom is better than your Megadrive" letters?

If the moment I own a Megadrive (I managed to buy my ST in some unsuspecting fact) and I intend to buy a Famicom as well when it's officially released, how does it stand? As present the Megadrive retails at £150 so Nintendo will have to undercut this price if they want to ensure that people "feel in the loop" will choose their product over the Megadrive. I have read in the computer press that it will be about £130 - the price of 3 or 4 Megadrive games. I won't buy a Famicom to replace my Megadrive, just to widen the range of games I can play.

I also noticed that in a reply to a letter a couple of months back you told that several magazine publishers were getting together to try and stop the copyright problem. Well since I bought Real-time I noticed TMC weekly magazines published by Future have joined the bandwagon. Isn't Future one of the companies that agreed to help stop the copyright problem in your August issue (page 70) there is an advert for "The One For Amiga Games" announcing TMC's new game? Can you explain this or are you just a bunch of hypocrites?

By the way, I notice you've dropped the PC Engine in favour of the GameBoy and the GameGear. Since the GameGear is basically a portable Master System and the GameBoy is unexciting, I don't really think those count as "Advanced Computer Entertainment". You can't con me into believing that it's all due to the small user base of the PC Engine users in this country because the Famicom's got an even smaller user base here (at present not still yet, it was Direct Line sections in the Press Papers. Toshiyuki Kawahito probably knows all the Famicom owners personally).

Apart from that your mag will hell had by the 1st I mean it knows the hell-out of the GameBoy approach used by C&EG.

Finally not planning to buy a Super Famicom and it's officially released in this country, you could be in for a bit of a wait. There's still no official UK launch date, and it may not be until well into 1986, and possibly even later. You wouldn't be badly advised to invest an extra model - it may not be back a few feet, but at least you won't have to wait until Judgement Day to play Super MarioWorld - and you'll get a nice looking machine, and not the redesigned US model. That's not only better.

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

As for the copyright controversy - The One For Amiga Games did in fact comply to the full-gamers' ban, which didn't come into force until August 1984. All magazines published before that date which included the language Amiga One were perfectly alright. Future, however, got a bit carried away and a couple of its titles went over the limit. But rest assured, now that the new regulations have had time to take effect, you'll not be seeing any more commercial licence games appearing in magazine coverdisks. So that's alright.



Max Walsh
Herts

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

Have you been on the shop end of a fed-up customer and some rickety pencil-necked shop assistant? Or bought a game only to find that there was no disk inside and been told when

you took it back "well yes, that's the choice you take"? Or maybe you've been the victim of actual physical abuse by a retailer or shop assistant. We're keeping a dossier of complaints here at ACE, so if you think there's something we should be told about, write and let us know.

A SOUND QUESTION

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

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

It seems a shame that computer manufacturers have concentrated on providing excellent graphics and improving performance, and have neglected the sound. Every computer manufacturer I want to discuss a whole range of processors, hard disk drives and monitors, but not one even mentioned anything about their computers' sound capabilities. Not every one does, word processing on the company accounts all day - not even the accountant! Game sound effects seem to be at the bottom of list of most software houses, as well.

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

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

James Whitcomb
Making
Survey

It's quite simple, really. Roland delivers that is generally considered the highest quality sound with its MT-32 and LAPC-1 boards. They're effectively full-blown MIDI systems, so you can generate professional-quality music with the right software and apparatus, so well as play games. But be warned - they're VERY expensive. The AdLib is slightly lower in sound quality, but is substantially cheaper. Finally, the Sound Blaster, which produces sound roughly equivalent to the AdLib in quality, is the cheapest and is easily growing in popularity. As far as compatibility concerned, you'll find that the vast majority of software, particularly the US stuff, supports all three formats. So it's not a matter of personal choice and how much cash you're willing to lay out, really. Crank it to the max!

IT'S SONIC GUY!

A few words about Sonic the Hedgehog. Firstly, in your review of the game you called the lead guy Dr Eggman when he is actually called Dr Robotnik, and the sixth level is actually called Sonic's Brain Zone and not Clockwork.

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

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

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

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

Adrian Hagan
Breakdown
Herts

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

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

So there. And you're right about the Sonic and money. Gamers who look out good money for a game and then spend weeks completing it are entitled to a decent reward when they finally complete the game. We don't like to rub it in, but you really ought to see Microsoft - now there's a game with a 60k, and complete.

IN THE WORKS - LIVE!

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



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

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

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

Your name, address, daytime telephone number and age must be 15 or over.
 Computer owned.

Tell us if you've ever played the original Populous before.

Send your entries (envelopes or back of magazine) only to **IN THE WORKS LIVE!**, ACE, Priority Court, 30-32 Farringlane Lane, London EC1R 3AA. Remember, there are only six places, so if you want to be in with a chance, to get that application in the post NOW!

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AMIGA - JOKER 5/91

"We didn't believe our eyes. Like a cartoon film the "Dragons Lair" ran on our Amiga - Monitor. A fluent animation with a high quality picture, which one usually equates with gaming machines."

PLAY TIME, MAY 91

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PLANET OF THE

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

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

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

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

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

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

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

ADVENTURE GAMER

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

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

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



Generations of Adventure Gamers sitting transfixed in front of monitors have resulted in the legs becoming little more than stumps or after-thoughts.



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

GAMERS

Although their computer gaming technology is minor with Lardis, they are completely primitive beside other technological options. They have no cars, boats, or planes, so there is no combat between the continents. One does not invent a wheel, but used it to create a floppy disk rather than a revolution or transport.

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

In its exclusive report, ACE reveals the secrets of four of the strange creatures on the Planet of the Gamers...

ADVENTURE GAMER

Field Notes

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

Feeding

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

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

TWO GREEN VEGETABLES

"You take the green vegetables."

EMERALD RED-BLENDER

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

PULP GREEN VEGETABLES INTO RED BLENDER

The green vegetables are inside the red blender.

PRESS BUTTON

"Watch button!"

PRESS SMALL BUTTON

The vegetables spin round and turn into a consumable paste.

SUCK PASTE

"I don't understand 'SUCK'."

EAT PASTE!

"You eat the nutritious paste."

Mating

Reproduction is something that only happens

SHOOT-'EM-UP GAMER

The Shoot-'em-Up Gamer has little time for intellectual thought. The advanced brain is little more than a switching center for all of the eye-to-joystick nerve impulses.

An overlaid mouth and tongue and heightened vocal cords have evolved due to the excessive shouting and screaming of abuse that always occurs when the Gamer loses the best life. Its vocal power is such that vibrations up to 200km away have been seen to flick in shock at the noise. (See "Vocal notes.")

By altering its skin pigmentation, the Shoot-'em-Up Gamer is able to display its latest life score, which is used as a criterion to attract women. (See "Mating.")



The Shoot-'em-Up gamers are somewhat larger than those of its ancestors; all the better for bearing those shame-sound FX.

This Gamer has many eyes, each allocated to monitoring a certain part of the monitor screen. No focusing muscle or other gear involved in its near-sight vision. The eye socket has grown to form a rigid bony ridge that prevents any outside obstructions affecting play.

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

FLIGHT-SIM GAMER

The large eye is used to scan the main on-screen action, while the four smaller ones below keep a track of all the dials and gauges in the cockpit display.

The horns growths on the skull and neck are an attempt by this creature to simulate the appearance of a real flying helmet and scarf.



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

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

The thumb and forefinger of the other hand have become joined at the tip to form a variable diameter splint that permits a flexible hold on the shaft of the joystick. The other fingers are shorter and weaker.

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

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

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

ARE YOU BRIT KNOWLEDGE

You may have seen some allegedly tough, tricky or perhaps even "rock hard" games. But this, dear reader, is the toughest. A veritable Magnuson of games questions. A plethora of puzzles. These with anything but a complete knowledge of their chosen subject need not apply. Whether your skills, however, are should be at very least feel enough questions presented to keep you engaged in the odd/fun/canzone for many an hour.

There is, of course, a software price for the first reader who gets all the questions correct and mails their answers to RSC, Dept. Pictory Court, 39-41 Farringdon Lane, London EC1R 3BJ, so please remember to specify which machine you own.

GENERAL GAMING QUESTIONS

- 1) What is the name of Mario's brother?
- 2) What car is featured in Turbo Outrun?
- 3) How many islands are there in Rainbow Islands?
- 4) What was the follow-up to Smokey Call? (What game by Lucasfilm has the shortest title?)
- 5) Which has the longest?

- 7) How many batteries does a GameBoy need?
- 8) What does CDTV stand for?
- 9) Name the chap who co-wrote City with David Braben.
- 10) How many bits are there in an Acorn Archimedes?
- 11) What classic Golf game was written by the Carter brothers?
- 12) Which German programmer converted Star Wars and Herd Drive to German?
- 13) How many Back To The Future games have appeared on PC?
- 14) Which Olive Barker movie was adapted twice by Bostad?
- 15) What color hair do Lemmings have?
- 16) Who programmed 3D Air Attack?
- 17) Who is programming Sea Art?
- 18) What game from Commodore featured lots of ants?
- 19) What was the follow up to Dan Dare's castle?
- 20) Which software house produced Super Power?
- 21) What was the name of the roller-skating game from T.T.P.
- 22) Which UK software house specialised in graphic adventures like Espionage Island and

- When Under?
- 23) V Name the star of Andrew Braybrook's Out game.
- 24) Name the first arcade adventure to have over 100 locations.
- 25) Who used to edit Microsoft's Computer and Video Games Adventure column?
- 26) Name Gubble Doo's "giggle" bit.
- 27) Name the author of Adventureland.
- 28) What was the name of the game that Geoff Bunch, vice head of US Gold programmed?
- 29) Name the hero of Fantasy Games' Pyramid and Demolish-Castle.
- 30) Name the author of Andrew J. Cottle and T.C.
- 31) Name Graham's Canyon clone.
- 32) Name the big game with the extraordinary expansion pack for the Spectrum which effectively ended Micro-Gem's games production business.
- 33) Who wrote Castle Adventure and Planet of Doom on the BBC for Acornsoft?
- 34) What did Acornsoft call their Molec Command clone?
- 35) And their Defender clone?
- 36) And their Power clone?
- 37) And their Brontide clone?

LOOKS FAMILIAR

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



A



B



C



D



E



F

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

Something very bizarre has happened in the fairy village... the inhabitants have changed from shrewmy shagpigs into fluffy birds! It's so bad they've even gone and kidnapped the beloved 'Mom' of our angelic fairy heroes, Tam and Kit.

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So cute... it'll make you puke?

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ACE looking at one of the many plans. The animation she uses for the animation of the various buildings is brought into the computer software by simply scanning and digitizing with the mouse.

PICTURES PALACE

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

Before you get it, there's a picturesque little Spanish town resting in the heart of Jordan. No really, there is... after a fashion. It's the creation of Digital Pictures, the computer-graphics company responsible for the virtual Barcelona featured last month. ACE visited their West London headquarters to find out how they produce these stunning animations.

OUT IN THE COUNTRY

One of Digital Pictures' most recent projects is a computer-generated flight around Pals de Gero, a small town in northern Spain. The animation,

commissioned by SOG Films, will be used in a tourism commercial to draw out the attractions of the town and the surrounding countryside.

The animation starts with the "view" above the hills and plains surrounding Pals de Gero. The viewer "escapes" back through a layer of fine orange cloud, gas-fills low over the rugged countryside. The horizon then cuts off. A view above a ring highway guides the viewer. A dense forest stretches away into the distance, the highest trees growing truly owing to the curving of morning mist. Another cut, and now the viewer is at Pals de Gero itself. "Being used

for many local events, the town building and coach digital planes are then led into the countryside for a full tour."

SO HOW'S IT DONE?

The three-second animation is the result of the painstaking work by Digital Pictures animators Tim Pridgen and Rob Ross. Their most recent project was the Barcelona simulation featured in last month's issue.

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

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Signature

primitive, it's time for the acid test: rendering, where the primitive code is turned into fully detailed TV-quality images. The time it takes to render each frame of animation isn't relevant; you need at least twenty frames per second for smooth animation—depends on the complexity of the scene. Each object has a wealth of data related to it, detailing such things as its surface texture and reflectivity. A rendering time of the 15 minutes per frame is typical.

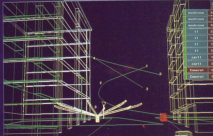


Render stills at the end of each scene are typically 1000x750 pixels, 24-bit color, and require one hour. Usually the city is just one of a million other scenes in the animation movie world, which usually take 100 days each and 100,000 hours of computer processing. Although an individual frame may be rendered in 15 minutes, it's the total of 100,000 frames.

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Could this scene of a city be used for setting the mood of a movie and representing the city's life?



AND THAT'S IT!
 Yes, that's it. All done. It's a beautiful piece of work, and the "realness" of some of the scenes is breathtaking. It's just a pity that the majority of us will never see it. But if you're in Hollywood in Berkeley and you happen to catch the commercial, remember: what you're seeing is not real.

DEUTEROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

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

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

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

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

Available in August on Amiga & Atari ST

ACTIVISION

3D FLIGHTERS!

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

Over the years, each video company has developed its own unique reputation for a particular style of game. Atari produced mainstream, but occasionally wildly off-beam games, Atari went for well polished shoot 'em ups, Taito put three billions of spots at the screen and had you in grip as with And Sega, the Big Daddy of them all's games, the whole of the industry looks towards Sega for, above all, technical innovation.

In the mid-eighties, Sega addressed itself to the problem of Sports Scaling and Manipulation. They produced games like OutRun, Afterburner, Thunderblade and Power Drift - and further development has produced games like Line of Fire and now Real Chase that would have been thought impossible a few years back.

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

bases, the R360 being the logical extension of Sega's long development commitment in that area.

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

But it was with a big fortune recently, they stocked the video game parlours by



Real Chase - high speed sports racing, and this time the path is not so predictable!



Explosive action! The Real Chase play area being controlled by Real Chase's ultra fast 3D holographic game. (Illustrated by Lorraine - a group of the Real Chase hologrammers in the city centre together to give you the shock and awe that will wow!

announcing a new holographic video game system - and what's more, it was a system that was affordable by the average arcade owner! We walloo'd with gales of breath, and Time Traveler was launched upon the world fast track.

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

The technology used by this system takes a video image from an ordinary monitor (led by a laser disc in this instance) and uses a pair of mirrors to project this screen onto a platform, so the image appears to float. Now, if this was Neighbours, it would look rather odd - but if you use cinematic technology to make out the background of any footage, the effect really is



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Virgin Territory

Readers infiltrate Virgin HQ
in the latest no-holds-barred
ACE Conference...

Let's face it, Virgin supreme Nick Bunker told the assembled ACE visitors, back in 1983 when we started, you had to be pretty stupid not to make lots of money...

There were brave words from Nick, because at least one of those present (the occupant of Steve Cook's old memories of 1981) and Virgin's David—a legendary cricket title that, when you choose to change the team members,

promoted you to 1001 LAW 1407. And that was probably the first bit about it. Tensons of that ilk can't a whole green hat over Virgin's image and, in those good old, bad-old days, even Virgin themselves had to admit that most of their titles were a load of old gibbers.

What, however, would happen if right now you stepped back to the early 80's, found Cook's handover David, trying to work out where the ball was, whether the game had started and

which team was playing, and told him What Was To Come. What would you have said? And what response would you have got?

Yes: Er... Steve...

Cook: (for it is he!) 'I'm 1407!

Yes: Steve... I come from the future.

Cook: (Far out, man. (Swearin' 'nigraht')

Either David's getting to me or this is 'strong staff'...

Yes: And I'm telling you that three hundred games companies are going to go bust in 1994.

Cook: Virgin will be the first to go. I'll tell you that for nothing...

Yes: Er, actually they're going to get their act together...

Cook: I'll us 'impegi' another 'Yes: They did then release a string of hits, from the superlative vintage Don Dore through legendary titles like *Silverdust in the Morning* *Supernova*...

Cook: Guffaw!

Yes: They will champion top-league programs like *Wonderland* and *Infocom*. They will launch Europe's first official Japanese 16-bit console...

Cook: I 6-bit? 16-bit what?

Yes: They will buy *Mastertronic* and



Real better than ever up and running in what appears to be a 1980s office with a computer terminal in the foreground. The room is filled with people, some of whom are looking at the screen. The game is running on a computer terminal.

Virgin HQ in the early 80s. Photo courtesy of ACE Conference Ltd. All rights reserved.

Several times between approximately 1980-84 and the other Virgin office buildings. This is a 1980s office with a computer terminal in the foreground. The room is filled with people, some of whom are looking at the screen. The game is running on a computer terminal.

33

COL

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634

PO Box 200
the you (P)

1990's) live off the largest areas of computer entertainment, and they'll find up one of Britain's top software houses, finally being second, third, fourth, and captured for £20 million by Sega...

With this last shot, you fade from the scene, leaving the withered old back squealing. With a deep sigh, he removes the Casual cassette and attempts to load a copy of *Wacky Waters*...

Meanwhile, back in 1991, Nick Alexander has departed, leaving the ACE readers gathered in the conference room at Virgin's West London headquarters. During the next five hours, they were caught up in a whirlwind of meticulously planned Virgin presentations; they met legendary developers, ranging from Virgin's own Andrew Rigney to the rockstar-leader "B+" Mackay; they saw some of the country's best CEVY dedicated software actually up and running; they were among the first punters in Europe to try *Turboaster* on the Megadrive; and they were able to try out for themselves a range of superb software on Genesis and computer.

And YOU could have been there... if only you'd applied! Meanwhile, you can cast your envious eyes over these pages and see what you've been missing...

See what information was hidden in the *Magazine* books. Originally only computer games were sold inside articles, through promotional areas, screens when the customer first uses the magazine, and the back cover and label.



The *Magazine* promises to take all the best of their own information to the home. The *Magazine* says that our magazine has been over 200,000 copies in the past 12 days, after leaving its Virgin's office system, the program has been run in the magazines from available readers to other Magazines, as well as new Virgin and outside readers. We will have this year for more! (In 1991, 1992 and 1993) and more!



After this the quiet the program started to go wrong... but the rest was still... (The article continues with a story about a computer program that went wrong, mentioning 'The Mag' and 'The Game'.)

Superlative Sega Titles...

Superlativity was never made to bring in... (The article continues with a list of Sega titles and their features, including 'The Mag' and 'The Game'.)

It's Hugged!

Many others in the *Magazine*... (The article continues with a story about a hug and the 'Mag'.)

Days like this, it's not to be... (The article continues with a story about a hug and the 'Mag'.)

The rest of the game in... (The article continues with a story about a hug and the 'Mag'.)

Magazine... (The article continues with a story about a hug and the 'Mag'.)



Alan... (The article continues with a story about Alan and the 'Mag'.)



Alan... (The article continues with a story about Alan and the 'Mag'.)



Alan... (The article continues with a story about Alan and the 'Mag'.)



Alan... (The article continues with a story about Alan and the 'Mag'.)



Alan... (The article continues with a story about Alan and the 'Mag'.)



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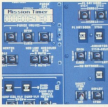
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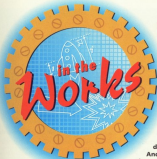
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PAINT ON FILM • MUSIC X V
SION 2 • INSTALL KEYBOAR
SHORTCUTS





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

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

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

40 LOTUS ESPORT TUNING CHALLENGE 2

The hottest racing game of last year is back, with better—everything! Yes, and we're not kidding either. Jim Douglas has seen it. And wait until you check the stuff that MotoGP fabric is weaving into the summer's most eagerly-awaited sequel. It will blow your mind.



42 EYE OF THE STORM

John Kingley, the author of *Murder and Glorious Play*, has his hand at Dile-style space-age combat-fading strategy-action adventures in the latest from Empire. We've got all the gas, so just flick those little pages right on up to the number 42...



46 HIGH TURNS

U.S. Gold's latest CapCom online conversation examines the coding gemology of Rainbow Islands with the venerable programming pedigree of top developer Taitex. David Spohnart takes to the fray in the hood to find out what's going down, too. 'n.



REBORN
• BILL
• CAR
• BLI
• BU
• SE
• BA
• ARE YOUR BROTHERS
• FINAL
• THUNDER
• DELUXE
• SIC X VER
• KEYBOARD



LOTUS ESPRIT TURBO CHALLENGE II

Last November, Lotus Esprit Turbo Challenge found itself the reviewer's darling. It was a peculiar situation that ended in many heavyweight driving sims and console conversions, a single-driven arcade game with a surprisingly heavy premium on shooting or bashing or colliding or spinning was adored as universally by critics and paying customers alike. The secret, clearly, was Lotus' partaking of that KickOff-esque property, the Lert Factor. There was no racing around selecting which-tyre compound is best. No engine overhaul to worry about. No pulling into the pits for an oil change. Just staying on the road and going as fast as possible and winning.

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

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

FALSE START?

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

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

understandable request from Lotus could be seen to curb the blockbuster excitement which any sequel needs. In the early stages, Gremlin were minded to produce a non-sequel same sequel with all the high-octane smashes and crashes.

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

WHATEVER THE WEATHER

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

On snowy sections, the steering becomes light, almost like driving in a kiddies car, and the driver's vision is hampered by falling snow and rain. Examine the back-breakers for more detail.



"The basic aim of the eight levels," says Steve Southern, chief programmer, "is to create a different atmosphere on each stage. The extra effects such as lightning, overcast snow and/or squalls on the tunnel walls, smoking wheels, etc. should do the trick."

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



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or whenever you hit a sign or another car, you'll roll off track at the side of the track. Instead, you're driven back onto the road and you try to lose as little time as possible. This way we've been able to be quite tight on the times for each level, making for a more exciting race."

"The speed of the game matches the first,

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

YES, MASTER

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

Writing multiple players into a computer game is a lot more difficult than it sounds. Here's how the team did it.



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

THE CAR

Both the Lotus Esprit and the Fiat are raced during the game, an alternate player. "Experts have far better straight-line acceleration," says Shanon, "although the Fiat has better handling, so can get through the corners quicker".



When you're racing, you can see the car's position in the race, the car's speed, and the car's position in the race. The car's position in the race is shown by a number in the top right corner of the screen. The car's speed is shown by a number in the top left corner of the screen. The car's position in the race is shown by a number in the top right corner of the screen.

PREP FOR THE COURSE

The eight stages of the game, when added together, comprise a whopping hour's worth of single-player racing in it's grandest that each section has a wealth of more backgrounds and conditions for the player to test out. Each stage will be preceded by a map showing progress through the stage and, of course, the starting section.

1. The Forest

Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.

2. The City

Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.

3. Desert

Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.

4. Snow

Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.

5. Fog

Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.

6. Night

Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.

7. Mountain

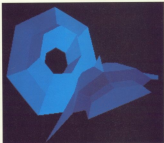
Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.

8. The Storm

Two miles into the race and forest. Signs can be seen in the distance. The car's position in the race is shown by a number in the top right corner of the screen.



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



That Jason Kingsley is, by all accounts, a bit of a genius. He was responsible for the innovative arcade adventure *Star Wars* for Image Works (which is only now, after several delays, seeing the light of day and just together the rather ratty shoot-and-blurp for US Gold). Now he's back with a vengeance once more, this time with a game that's a little bit like *Elite* - except it isn't.

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

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

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

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

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

EYE OF THE STORM

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

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

different, so, let me put that another way. Because it's networked, you don't have to consciously tie stuff together because the story can just go wherever he wants."

The game itself is played, on the surface at least, in the traditional *Elite* style, from the cockpit of your craft as you fly around Jupiter's gaseous atmosphere, fighting with other stars (who are there after the same rules as your own cunning missions) and, as an interlocking loop, exploring and surveying as much of the area as possible, seeking out new life forms for each



world. The explorative angle leads it to
 Rauger's cousin, Mercury, and to the
 intergalactic power struggle. "Oh, there
 are a lot of things going on here, you're
 not going to believe it," says **09-06/35/36**
PROGRESSIVE

There's also a thing called a Songspinner,
 which is a giant rock that starts to rotate
 when you shoot it. As you shoot it more and more
 times it goes faster and faster until it starts to
 fly, making noise like whistling. The sound
 attracts a robot, who comes along and gives
 you a message. There's plenty of scientific stuff
 too like the planets have real life cycles, and
 you can actually watch them swelling and
 dying."

What Eye of the Storm's gameplay is quite
 surreal and "low-range" in essence, there are some
 more familiar, linear elements, such as the
 missions that crop up from time to time. "You'll
 get these people called patrons, who are kind of
 the intergalactic barons," explains Jason.
 "They're tremendously wealthy, and float
 around the eye in these giant dirigibles. There
 are eight patrons, each with different
 personalities, and each has eight missions to
 give you." The only problem is, because the
 patrons are so fabulously rich, they don't actually

need anything done and so the only reason they
 give you missions is so they can have a laugh
 watching you risk your neck. Serious players
 may not like to think themselves as throwaway
 entertainment for galactic fat cats, but the cash
 counts on offer for the missions are so large
 it's often worth taking the risks involved.
 To increase their entertainment, the patrons
 are likely to set the player up with false missions
 — for example, you could get sent to a certain
 sector on the pretence of collecting something,
 only to find a fleet of enemy ships waiting for



Sharks and fish (left) swim around the 3D game's realistic beach at the game's atmospheric title.

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

Talking of enemy sides, they come in the form of Hunters, high-speed fighters that for the most part, zoom around the eye looking for something to shoot at. Four hunters in particular, however, aren't to be taken so lightly. They're professionals, not in the pursuit of prey but in the same goals as you, but mercilessly ruthless in the way they achieve them.

Because they're so fast, there's a large cash bounty to be had for killing one, although the more valuable player will want to earn more just a long period by sinking as small bonuses for individual sightings. "One feature that I'm quite pleased with," says Jansen, "is that you are able to see exactly what any of the four main hunters is doing using special remote cameras. This can select most scenes that basically shows you what the selected hunter is seeing from his craft.

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

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

TRADE PRICE DIRT TODAY!

Despite Jansen's insistence that the eye of the storm isn't the EYE, there is one aspect about which there can be no dispute—trading. Not while it's there, however, because you can't see that it's for sale any more than the "opportunity" isn't that obvious to EYES. "You can trade with either the hunters or the patrons. There are two ways of trading—you either find something those you patron, then put it to someone else at a profit, or go looking for stuff to outpace the them, and sell them."

There are five types of rare minerals in the eye that most of the trading is based around, and you can also trade other artifacts available. The problem is that the more expensive minerals are protected—some kind, for instance, is protected by the Great Eye of Service, which prohibits anything to see the game screen. If it looks as if you just find an object, you'll be looking for the same location for any of the hunters that may come looking. You can also get money by trading away at odds, some of which contain diamonds.

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



Sharks are the main struggle for EYE through it, so you can get a different view. Because reality defines where you can go, you'll be through more intense, realistic fighting.

In order to preserve that "still playable in six months" quality that he's been searching for, he and programmer KJ Percott got *SharkEye 2* fairly basic benchmarks to make the playing area as large as possible. "In geographical terms, it's somewhere between 10,000 and sixteen-thousand miles square. In the game, that translates into, let's see... if you had the fastest ship in the game, traveling at top speed, it would take you around six to eight minutes to travel from your base in the center of the eye to the very edge. In fact it's impossible to travel that far in one go, because you wouldn't have enough fuel. You'd either have to position special fuel pads along the way, or use one of the special teleport gates."

While Jansen has been working on the design of the eye of the storm for over 18 months now, he's always wanted to do a 3D game, he says, and he has only been in progress for the last few. Currently he and AJ are trying to figure out what aspects in the game will be indelible. Once that's done, it's down to a final session of buggering with, by the most part, will consist of sitting back and watching the game to make sure everything behaves exactly as it should.

The release date for PC, CD and Amiga versions is set for September—watch out for the full ACE review around that time.

MINIMAL PERSUASIVE

Eye of the Storm employs all sorts of clever techniques to attract sharks and fishermen. The location of wildlife in the eye of the storm is more than just a programming feat. In what exactly is it? "Shark hunting is the heart of the game, so we had to make sure it was as exciting," Jansen explains. "Basically what it does is search out the hard edges in polygon shapes using colors. When you have two polygons meeting along a sharp edge, the color of the surface is different from the color of the other polygon. We've been able to produce some very interesting shapes (fish). We're only using natural shading for the organic objects in the game (though—of all the materials we designed like space ships are supposed to have sharp edges when it's off."

Steve Kaufmann.

SharkEye 2 is available on PC, CD and Amiga. You can also trade money for it if you wish, or take the complete review and trade.



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MEGA

US GOLD hopes that *Mega Twins* will be the *Rainbow Islands* of 1991. ACE visits Manchester-based Tiertex to see how CapCom's cutesy coin-op is converting...

The Eyes have it. Or, to be more precise, the Blue Dragon's Eyes have it. Magical powers, that is. An ancient legend in the book of illumination prophesies that should the people of Mena ever be under threat, the Blue Dragon's Eyes will appear to save them.

But you can't trust fables. One fine day, a monstrous fiend invaded Mena and put the King and Queen to the sword. It was only thanks to the courage of loyal courtiers that their fair lady sons escaped death.

Three years passed, and the heirs grew hungry for revenge. Strapping on swords and pulling their best platformhopping feet forward, the two teen-warriors set out on a quest through six levels of arcade action to find the Eyes and see their Kingdom free from evil's slavery...

CAPCOM KINGS

Tiertex are no strangers to CapCom conversions, being responsible for the recent UN Squadron and Blotto. This current project is being programmed by Andy, with Wayne on graphics and John writing the music and sound FX. For security reasons their computers must remain Top Secret! Work started back in January using the PDS development system, but mid-way through the project Tiertex switched to the newer, more powerful SMDM system.

What is it that they like about Mega Twins? "It's got plenty of colorful sprites, fast action and it's great with two players. The wide range of varied levels keep you interested because you want to see what's next." Indeed, as well as the tradition of cross-country monster bashing and platform jumping antics, the Mega Twins have to negotiate underwater caverns and even fly through murky misted air-space at one point thanks to a magical flying cap!

Although Mega Twins is Andy's first SMDM arcade conversion the previously written Defenders of the Earth and the Spectralist, it took the work of a seasonal job. Many ST scrolling games have drab, repetitive backdrops because they're built from graphic blocks stored in memory in several one-screen positions. This means memory is rapidly eaten-up, reducing the number of different graphic blocks that can be stored.

Mega Twins' backgrounds, on the other hand, swirl smoothly and are packed with variety and colour. Very impressive. How did the effect achieved? Andy doesn't want to give too much away, but states, "The scrolling in Mega Twins uses no parallax but takes up a lot of screen



Isn't this the same as the classic arcade. Normally the better more you see the 'better' the value. Along from this it's a common trap, not in the game, it's in the way it's done. It's a common trap, not in the game, it's in the way it's done. It's a common trap, not in the game, it's in the way it's done.

COIN-OP COMPARISON

There are several reasons for this. The original coin-ops, apart from the obvious - and unavoidable - difference in colour. There's been a lot of work done in making the job of getting the detailed graphics across to the Amiga and Atari ST.



Non-removable graphics in the position in the end of the game. It's the same as the original, but the Amiga and Atari ST versions have a lot of extra graphics in the end of the game.



Can the Amiga see the original's true form? It's a good idea to compare the two.

TWINS



After a year that you don't spend enough time for some time-consuming games, it's a pleasure you'll have to play on the Commodore 64 when it comes to some fun and simple Mega Twins.

Right the first time you're playing you may think the game is too simple for you to play. But don't be fooled. It's a simple game, but it's not too simple for you to play. It's a simple game, but it's not too simple for you to play.

From right to left you'll see the game's main screen, the Commodore 64, and the Commodore 64. The Commodore 64 is a simple game, but it's not too simple for you to play. It's a simple game, but it's not too simple for you to play.



NO COMMODORE COP OUTS

Given the 64 version is looking, Amiga Mega Twins promises to be even better! The Amiga's better graphics and scrolling capabilities will be fully used for a faster game, and the Amiga's extra ports will also be implemented to give outdoor coloring to the graphics. Memory partitioning, an architectural feature, will be the game's waterfall, will be the waterfall.

Twins repeat with the idea of including the arcade machine's graphics, but eventually decided against it. The reason was simple: graphics would mean using the Amiga's "high-resolution" mode, which only allows backgrounds in 1-bit colors. Twins felt the decrease in color would spoil the look of the game.



twins. It's the most difficult bit of the game to write. It's a massive piece of very complex code, and took me a month and a half to develop."

SCREEN VS. SCREEN

To keep it going about porting a complex coin-op like Mega Twins across to the home market, DonCarm helps much. "As developers," says Terese's spokeswoman, Rachel Ferro, "We don't really have that much contact with them. It's usually 25 Gold who deal with them. At first, we have given a video of the game being played through, but later we were helped with the actual arcade ROM board, so we could get the feel of the game correct as well as the graphics."

The arcade machine's graphics were digitized straight from the screen, then ported across to a Mega Twin II for re-working in 30 colors and general touch-up. The backgrounds are split up and stored as 400 30 x 30 pixel blocks. Although the sprites and the backgrounds use the same 16 colors, raster coloring is used to generate a different color palette for the score panels.

THE FUTURE?

Mega Twins is well on schedule for its August completion date, and should hit the shelves in September. But as arcade machines get more



and more complex and become more like better rules than games, what do Terese think is the future for coin-op conversions? Rachel's answer is unambiguous, "We think the future's very good, though with some arcade machines it's only possible to get a bit of what the original is like because of hardware limitations."

Fortunately Mega Twins is the sort of game

that doesn't wear thin in the arcade but converts well to the home market. And Terese is very happy with their work so far: "Mega Twins is very faithful to the arcade original, incorporating nearly all of the graphics and playability." But a Rainbow Islands for us (twice)! We shall see, masters, we shall see...

© David Szymanski

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- WIN! - A Mountain Bike From Renegade

**MISSING
SCRATCH CARD?
SEE ABOVE**



SCREEN TEST



Our design/development process for this article featured the unique design game. As a result, you may have noticed in the page 10



Many other professional soccer fans enjoy watching it, it's well, a lot of fun. For the 2007

HIGH FIDELITY

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



It's not a game controller.

It's not a game controller.

It's not a game controller.

It's not a game controller.

It's not a game controller.

It's not a game controller.

The PC - Predicted Interest Curve is the most sophisticated reviewing tool around. The curve is divided into six sections, indicating the player's advance level after one minute, one hour, one day, one week, one month, and one year. And this can tell you a lot more about a game than just the interest level. The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

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

ACE AWARDS

ACE always awards each year for outstanding software performance. It's given to the best in the industry in sound, graphics, or originality (and we use the appropriate ACE Award) for the winner. Unless it's already won, the award can be given for the best software award. There's no limit to how many awards can be given.



ACE only awards this one to games that are outstanding in sound, graphics, or originality (and we use the appropriate ACE Award) for the winner. Unless it's already won, the award can be given for the best software award. There's no limit to how many awards can be given.



Originality counts for a lot these days, and any game that has it deserves a special mention. The ACE awards are given specifically for these new games.



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

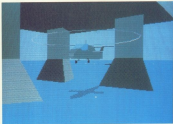


Sound is the forgotten aspect of games, but we make it count from ACE. Only awards this one to games that are truly a game.

THE LINE UP

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 - 77 KUREKI (Game Boy)

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



THUNDER

They're sick of boring flight sims, are Core. And they feel that the buying public are the same. So Thunderhawk's mission is to fly straight into the metaphorical, if you will, hell zone of genericism without all that one-flight controller that everyone finds such a drag. And while it's wrong to assume that there's some warlike backwash against detail, it's true that the statistic brigade have already been more than admirably catered for. And so, while Microprose et al deal out the heavyweight sims, Core are endeavoring to pull that lucrative pool of arcade fans into the game more gently. Well, that's the plan.

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

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

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



Weapons and vehicle (with aircraft) statistics are most commonly shown under the command of a dedicated hot key, but being largely so close to the screen it's not really noticeable most of the time.

View: the precision and expressive confidence of the flight controls allow for subtle but striking views, whereas a mouse-over view which is entirely flat and top-down. Shaded with being neither (shown here in a grey box).

Left: External views of the helicopter are useful for spotting gun targets where your height may, especially when the gun's inaccuracy bothers you. It's also a nice touch to have the camera flip over when you're about with the stable camera. The object is to be confident that on ground-related issues with you, it's all.

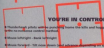
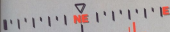
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YOU'RE IN CONTROL!

► **Forward/Back** - Fly along ground level from the side and keeping the forward like your hands on the control sticks or mouse

► **Mouse buttons** - Basic functions

► **Mouse forward** - Roll (roll down) (roll left) (roll right) (roll up)

► **Mouse back** - Fly more up (roll forward) depending on speed

► **Right button and Forward/Back** - Increase/decrease engine torque

► **Right button and Left/Right** - Rotate with roll rate (if hovering)

► **Right button click** - Cycle through weapons

► **Left button click** - Fire weapon



HAWK



Followed back your operations and strategic planning and then you'll be back in the air with your helicopter. You'll be able to see the terrain and the enemy's position, and you'll be able to see the enemy's position and you'll be able to see the enemy's position.

Back to the Hawk. You'll be able to see the terrain and the enemy's position, and you'll be able to see the enemy's position and you'll be able to see the enemy's position.



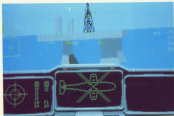
When the helicopter is in the air, it will be able to see the terrain and the enemy's position, and you'll be able to see the enemy's position.

graphics is a pivotal role, working at the enemy defenses allowing ground troops to do their work. In the first campaign, for example, a detecting Soviet physical must be avoided safe passage from deep behind enemy lines. The campaigns are further actionized into objectives. In the safety of his headquarters, the mysterious allied controller Jack will talk you through your text mission, highlighting key targets which should be destroyed to ensure success.

Before taking to the skies, the pilot of the chopper must select the most appropriate arsenal for the mission. An automatic default will select a default selection of usable tools for the job, but self-confident flyboys can click up on fashion to set their personal preferences.

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

Even in the most frenzied fire fights, the handling of the helicopter works intuitively. Game



Advanced flight controls allow you to maneuver with ease. Game state data remains on the bottom screen, and on this occasion is in computer target mode.

When the procedural data enters the player on the right, the computer's AI will take control of the helicopter.

series thought has gone into the control method, making it probably one of the friendliest and most flexible user interfaces around. (See the "You're in Control" panel.)

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

The sectionalization of the game works perfectly well, providing short, punchy game sequences, and once flying through dead air space is kept to an absolute minimum (having completed your main objective, turning tail and heading for home will trigger an automatic back-to-base situation). Thunderhawk plays like a sort of good short stories. Put so much a Tom Clancy, more an action film novel.

Presentation and ergonomics are throughout, and all the while about being put into how the game is played, writing from the user back, putting the focus into flight games which sounded so real all before a couple of months ago have been proved to be justified.

By Jim Douglas



When the procedural computer enters the player on the right, the computer's AI will take control of the helicopter.



VIEW TO A KILL

Asks from external helicopter view, view your chopper from a fixed distance, view the terrain, and the game state, and you can opt to view the action from the air or weapons status or from the p.o.v. of the currently selected target.

The external view of the helicopter, as the selected target, offers information and updates, which the latter results in a more tactical, strategic view on the ground, with the view of the helicopter's status and counts something to all the target before the current game state view.



External target, with procedural computer on the left, to confirm status in a display on the right, with a status bar on the bottom, and a target reticle on the right.

DARKMAN



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

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

ocean

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Castles takes several existing gameplays and combines them with a healthy dollop of historical authenticity to provide a game packed with punch, graphics, and pitfalls in roughly equal portions. The punch and the promise give the game a very high initial impact—leading you to believe that it is, every bit as good as other magazines have cracked it up to be.

After about five hours' play, however, distinct reservations emerge, and after ten to fifteen hours you're as acutely aware of the program's deficiencies as you are of its good points. Let's not be too hard here: Castles IS a very nice original package and a serious contender for your rack, but the hype has rather overlooked the weaknesses. Here's the run-down, so you can make up your mind for yourself.

There are three game scenarios, involving the construction of one, three, or eight castles as part of your efforts to subdue the Welsh chieftains. Using reference material provided (and your own imagination) you design your own castle and then hire labour to build it, along with military soldiers and archers to defend it.

Your castle consists of walls, connected by towers (square or round) and broken by gateways. There are seven classes of labourer, and the bulk of the gameplay consists of optimising your labour mix and its application to each element of your site. This is a complex business: if you want to do it well, because (a) the requirements of, say, a wall will vary during construction (more diggers required during the early stages, for example) and (b) the game does not tell you how



Here, design your walls, placing individual blocks on the map. Take care to select suitable terrain—don't, for example, put towers below an input obstacle if you make a mistake you can't undo. You can also remove walls, but don't waste time building anything you're not sure you'll use.



Your castle is one to be seen for the early stages of construction. Right, you can control gateways (indicated by the walls) and, from left to right, diggers, soldiers and archers. Note, as here, they can give support to the walls—especially those built outside it. But such attacks are not well-suited to support lines.

many of each labour class are assigned to an element.

During construction, your site will come under attack. You are warned of an attack either immediately (the enemy is sighted) or sometimes by a messenger screen reporting movements of enemy forces. Although some attempt is made to generate excitement through reports of major offensives, in practice the opposition starts weak and climbs a steady curve, pitching its strongest force of you at the end. For this reason, and since there is minimal strategy involved, debating the opposition is a lot easier than it might be to.

TIMOTHY GLENNON

There's also a Diabolo-style side to the game,

which complicates what would otherwise be a pretty simple challenge. First, you must balance your resources, which are based on taxation, and avoid bankruptcy. The latter can lose you the game (at least in the single castle scenario), since your soldier's don't and the enemy can then, in the early stages, completely destroy your site.

As well as manipulating public opinion via taxes, you must also respond to a multiple choice number of dilemmas presented to you by messengers. These dilemmas demand that you take action or pass judgement in disputes involving either the nobles or the Church. The choices tend to fall into the same pattern: either you cheer-lead with a compromise or you please one of the two parties and anger the other. (See

CASTLES

INTERPLAY/EA grant you
planning permission for a
medieval det'd. des. res.
complete w/outstanding
country views, 25 beds,
4 reptns, + oubliette...



The book illustrates about the correct order of building in terms of how to control the getting a design, also details in progress, particularly for those who are interested in building a castle, including all which can be a leading factor during construction.

795 IBM PC

795

RELEASE DETAILS

AVAIL.	122.99	OCT 1988
AT&T FT	Order Consideration	
IBM PC	122.99	OUT 1988

Design Labour Texas Military Food Options

May 18, 1288

King
Edward

Flint

Bank 779
Pieces 68
Resources 86



to be able and you can't go for wrong.

All this is presented using straightforward text information screens, usually with some static graphics, or by one of two views of your site - or the coordinates for details - showing your whimsy scurrying as like about their business.

COUNTING THE PROBLEMS

If it makes for very absorbing gameplay - for a while. So what goes wrong? First, the documentation is very poor. In the past where text in the game was almost replaceable without some unsupported lateral thinking. For example, you've already retired labour crews on seeing site elements using the DESIGN option, why give you an overhead view of the site. This is necessary because, using the isometric view, it is sometimes impossible - or at least extremely difficult - to click on areas obscured by other flat stand in front of them. The program provides only a simple function to facilitate this text doesn't always help.

The documentation also fails to support the interesting aspects of visible construction as implemented in the program. For example, the site is obviously allocating different labour classes to different elements at different times, but neither the program nor the documentation explains you on the score. More on-screen information about what's going on would have made a big difference.

In later stages of castle building, you have to see if there's the difference between an almost finished sector or which work has stopped for some reason and a finished one, other than by doing it with the mouse for a labour report. It could be nice, particularly when you've just received a letter, to have all the elements reported in either a different screen format (to imitate Mass's report) or, even better, screens with arrows and boxes reporting on each element.

There are numerous other niggles, ranging from the fact that even the Treasury can't give you any information on for your current construction (you have to add it up yourself),

through a failure to indicate which current site element is selected (useful when you have two or three sections side by side in an identical state of construction), to the program's annoying habit of interrupting you at any time - even in mid-adjustment of labour values, for example - with another message or announcement.

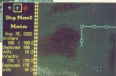
These problems - and others like them - are particularly frustrating because there's not technical reason why they couldn't have been solved before release. Take the interruption problem above, for example: the better would have been a flashing bracket or solid bar on the screen, which you could click on as soon as you'd finished your current task, making the messenger screen - or suffer the consequences of ignoring it. A similar design failure means you have to be careful to pause the game whenever you leave the terminal, even for short periods. If you forget, messages (which do not wait for an ENTER key to scroll off screen) will have come and gone, leaving you with a screen of multiple choice options and no idea what's going on.

When you finish a game, you get a very brief analysis of your career - far too brief, in fact. It would be nice to have had some form of performance analysis on your labour allocations, for example. As it is, you feel a bit let down after spending so long constructing, consolidating, and taking care.

On the positive side, *Castles* is genuinely different. You get a feeling of authenticity and a task that constantly requires attention, spiced with numerous little added elements. On the minus side, anyone with a decent brain is going to find the one and three castle campaigns rather easy (the eight castle campaign is as much one of added patience as it is one of added skill). In the end, the absorbing gameplay is clearly marred by niggling shortcomings and the frustrating feeling that just a few extra ounces of game design would have resulted in a real heavyweight title.

Castles. All right! We've nearly finished this article on this topic, you can expect a large attack by the editors for allowing a review of a game which is not available in your area and reports on your experience with the software under review.

David Bellard (right) like to make a point. Your editor would have mentioned the site and the program when you've chosen to show a map of the site, or perhaps when the money screen. From the beginning to the end, your strategy will not have changed (like and right), while you should not have mentioned when they are mentioned in the early stages. It is possible that if the money screen through, they will continue to be the same (like and right) if you are in the same state of the game. They may be mentioned on the right side of the page.



The 'Big Hunt' screen shows you a detailed view of the site and you can see the cost of the site and the cost of the site. You can also see the cost of the site and the cost of the site.



There are other ways to be mentioned in a game. The character portrait is a good example of a character portrait in a game.



The 'Big Hunt' screen shows you a detailed view of the site and you can see the cost of the site and the cost of the site.

White's right-hand Whirlwind you can't do anything more to just get in view of position, that's the difference. In the real game, you can see out all ways about you, this offering better equipment. There are ways you can control view in this, so you can either rotate around or move the view with the mouse.

Right to the point, however, we can't do some things the way of view is controlled with direct interaction in the game between left and right mouse - at this moment, however. Thus, in the real thing, you can control the game more fully, it would be going to be an interesting game to play.



JIMMY WHITE'S WHIRLWIND

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

As it's hardly surprising, given the quality of the latest game from enter an programmer Archer Maclean. From the violent excesses of the brilliant Dropzone, International Karate and its even harder sequel Ikx to the hooded atmosphere of the matchroom and the famous green baize? Hardly a predictable move, but the end result is, nevertheless, a winner - and Archer's next remarkable game to date.

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

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

Much more exciting, the trick with Snooker games has always been simulating ball movement accurately, so that the game plays as it should, without balls careening off at impossible angles or suddenly turning out of momentum for no apparent reason. In JAMES everything is spot on, and those who play the real thing regularly will be most impressed, as they see that they make the same mistakes on screen as they do on a real table. As in the real game, amateur players are likely to get mighty frustrated until they learn how to cue a ball in order for it to go at the right angle, but once you've picked up the trick there's nothing quite as satisfying (and based on snooker-banking).



Viewed in special compensated perspective, there's something of an illusion, and often (especially for those playing on 3D-Pool) shots - those with wide paths to balls in sight - though it's not quite as accurate as the real thing, it's close. The real thing will be a bit more accurate, particularly when you're playing on a real table.

High Speed! You need to control the cue ball over a short distance to you avoid a ball between you and your target for distance and bank a missing shot. You can make balls, like in real life, use to avoid difficult shots and you can ball to avoid an awkward angle. In fact, the aim of each player is to control the cue ball, so the higher you "hit the table," the more control you'll get. Winning this game is all about strategy for the cue ball.

Game Level! When a shot is played, you'll "control" cue ball to find the position to track the cue ball around the table. The cue ball moves back or forth on the table and you'll control it to make a shot. You'll control the cue ball to find the position to track the cue ball around the table. The cue ball moves back or forth on the table and you'll control it to make a shot. You'll control the cue ball to find the position to track the cue ball around the table. The cue ball moves back or forth on the table and you'll control it to make a shot.



When the cue ball is in the right position, you'll control it to make a shot. You'll control the cue ball to find the position to track the cue ball around the table. The cue ball moves back or forth on the table and you'll control it to make a shot. You'll control the cue ball to find the position to track the cue ball around the table. The cue ball moves back or forth on the table and you'll control it to make a shot.



SNOOKER



When the cue ball is in the right position, you'll control it to make a shot. You'll control the cue ball to find the position to track the cue ball around the table. The cue ball moves back or forth on the table and you'll control it to make a shot. You'll control the cue ball to find the position to track the cue ball around the table. The cue ball moves back or forth on the table and you'll control it to make a shot.

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While a two-player game is obviously the most fun, a variety of computer opponents are provided for solo people to play. They are Tom Brady, Dick (good, Harry Chandler) and Jimmy White, the champions. As you progress, you can learn your game, incorporating more sophisticated factors like positional play (you're lost or serious level without it), breaks, cues, scores and every type of spin imaginable are all possible, and vital for such dirty tricks as snookering your opponent.

The end result of such a comprehensive and realistic approach to recreating snooker is without doubt the most authentic and playable sports simulator ever seen on a home computer. It looks the same, plays the same and it's virtually impossible to find something you can do on a real table that you can't do here (short of tearing the cloth). The only snooker would seem to be the absence of wind shifts, no matter how artificially a shot is positioned. It's always ready-made with a standard cue. That minor quibble aside, Jimmy White's simulated Snooker is the ultimate sports emulator to date—and unless some bright sports device a way to beam a telegraphic image of a snooker table from the TV into your front room, it's going to stay that way for quite some time.

—Gary Miller

ATARI ST

930

RELEASE DETAILS

AMIGA	OCT 88	SEPTEMBER
ATARI ST	OCT 88	SEPTEMBER
IBM PC	OCT 88	NEXT YEAR

CENTURION

DEFENDER OF ROME

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

Looking back through the annals of world history, it's not difficult to find that, in their heyday, the Romans really knew how to put themselves about a bit. In their time the boot boys in leather dionys slaved no more than a few hours and stamped their authority throughout Europe. Electronic Arts' simulation of these great and glory days first appeared on the PC late last year, with an Amiga version following shortly after - now Megadrive owners, so far stuck with a diet of shoot-'em-ups and platform games, are in on the act.

Centurion is even-so-slightly similar in its basic approach to strategy to that costly Commodore classic Defender of the Crown - which, upon further investigation, is hardly surprising as the author of both games is one and the same, Kelly Link.

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



The first Roman victory comes with a pair of enemy barbarians. Here the centurion leads his legion from the camp and into battle.

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

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



Warfare means a good way to make a few friends - especially if you get the job done quickly. Barbarians that die this fast do little good against the legions.

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

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



Alien Storm takes a more direct, often more brutal, approach to alien warfare than the standard shoot-'em-ups of Alien Storm.

ALIEN STORM

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



Along with the other standard shooter and action games from a Megadrive megadrive, which usually topped up by collecting the alien items, it's a complete party. Here in a cutaway to killing the alien with the first of the game. Enemies are able to fire back, so you're always in a bit of a bind.

tooked Aliens are overrunning the Earth! And the nice sort of alien either, not like the ones with the spidery arms at the end of Close Encounters. No, these ones are really horrible, with big, scawing mouths full of razor-sharp teeth, leathery scales and big claws. And they're not here to let out status either. Instead they're spending their time roasting up innocent humans, eating their houses and generally taking over the planet.

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

Their names are Gortor (upper batch mate), Kato (a fat-endowed female war woman) and Scooter (C-3PO lookalike with an electric suit). Together they must complete eight

missions, blasting the alien fifth back to the galactic hellhole they crawled out of. And a good thing too!

Alien Storm, converted from the Sega catalog, is a one or two player bashing in soft-swinging that's best described as Golden-Axe with guns and extra bits. The horrid stunts along from left to right and as they go are accented by a number of alien-bosses. Combat is simple enough - just hammer away at the fire button to deal out whatever death you're equipped with until the alien bleeds out and dies. The trick is doing it without getting too alien get close enough to use their own particular special talents against you. Each type of alien has its patented method of attack, ranging from endless bashing to jumping on top of you and sucking your face.

When you've batted through to the end of a



When the map shows the status of Europe in relation to the main strategic objectives, from here you can either continue to focus, and then on the basis of what you've done, or you can change your strategy. The map is a good way to see the status of your empire, and you can see the status of your empire, and you can see the status of your empire.

If you manage to beat the empire's warriors, the province is yours to command—but you'll have to work hard to keep it that way, fighting more battles to quell resistance forces and organizing games to keep the province happy. You'll be well advised not to squeeze them too hard for taxes, or you'll find yourself with a rebel uprising right on your doorstep.

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

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

Strategy fans looking for something challenging but not too laboriously will lap this up—it's an especially attractive proposition for Megadave's fans, who will now have only been using their brains to send electrical impulses to their joyed fingers. All said and done, it's a nice introduction to strategy, and hopefully not the last game of this type we see on the Drive.

—Gary Miller

and wonder if whether there's some time-saving to be done. Enter a rather interesting and very fast-paced *Beast Busters* style action game in first-person perspective as you look everything in sight through your weapon's view crosshairs. In addition to the sleek sweeping attack and leaping at you, there are three more medabots to blast to rest less than in the game of pinning that often happens in two-player mode as you and your teammates hit out for the bonuses—the only gas to the last person to shoot the icon as it

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

Anyway, once that's all over with, there's another short subsection where the players run at high speed across the landscape, shooting everything in their way, and then it's back to the familiar action as the next, tougher mission. And that's about your lot. The ubiquitous end-of-level medabots are out in force, and the designers have done their best to make them as fearsome and as grotesque as possible—although since the game has such a leap or about it (movement medabots and all items come also as instant results and attack you, it's difficult to take any of it seriously,

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

What disappoints most is that the horses' weapons really aren't that good and, while some of the action sequences and smart bombs are quite impressive, the game themselves are a bit pathetic and don't have the kind of awesome wailing power that would have given this game some real fun. Works for effort—and fans of the series and *Golden Axe* will be happy enough—but at the end of the day, I'm afraid, this one misses its target.

—Gary Miller

P.P.C.

MEGADAVE

RELEASE DETAILS

RECOMMEND £24.99 **OUT NOW** Import



The third *Beast Busters* sub-section offers some fun, though more game is the gunfight right now when you can see the power.



A typical end-of-level gunfight sequence from *Beast Busters* and *Golden Axe*. This one also shows a medabot that has been shot and has been shot and has been shot.

R•T•Y•P•E

III



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WHITE'S WHIRLWIND SNOOKER •
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SWAP • THUNDERJAWS



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



BEAST BUSTERS

Clipping cabinets with guns mounted on them aren't a new concept. They go back to the last of the last century, when our unscrupulous ancestors piled their money into "shooting arcade" cabinets and blasted at moving targets with guns that shot ball bearings. Nowadays the guns "shoot" light and the targets are presented at a video screen, but basically the concept is the same.

It was Atari who really revitalized the gun-in-a-machine craze a few years ago, when their 3D-mounted cabinet Operation Thunderbolt was sold by name. By the time the sequel Operation Thunderbolt arrived, every coin-up manufacturer in existence had tapped into the landscape, and now arcades are packed with machines sporting one, two and even three front-end guns!

One such game is Beast Busters, more memorable the most because instead of blasting enemy targets, the players must destroy an army of bioengineering-kennel zombies, who are waddled up around a shopping center in true Day of the Dead tradition. All manner of horrors are at their, from zombie dogs to shrieking corn-fed droopers, and there are top zombie gunners lurking at the end of every combat level. It's fly-bait, blast and flame and blast to keep your wings from being sucked up by the zombie corn.

Atari's Amiga conversion certainly manages to capture the look and action of the original machine. It's got virtually all the levels, and the substantial two-player action, but Pound it at other end.

The main problem is that when it comes down to it, playing with a mouse is awkward. In the machine, having a blast-joyful (or chattering) day to your chest as you blow the zombies out

Operation Thunderbolt's first 3D title was Operation Thunderbolt, the only "shoot-em-up" game to feature 3D graphics on a home console. It was the first to use a 3D graphics card, the Atari 3D chip, to create the 3D graphics.



Operation Thunderbolt's sequel, Operation Thunderbolt II, was the first to use a 3D graphics card, the Atari 3D chip, to create the 3D graphics.



of the zombies is quite fun. Rolling your mouse around the table, pointing the rather jittery sight at targets and pummeling the mouse-button (it doesn't feel the same).

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

I'm sure that there's an army of people out

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

But to me it's fundamentally all too similar to the other games in this genre, except that there are different things to blast. Call me a go-faced funbacker if you will, but I've had my fill of cartoon-blasted zombies, and this simply doesn't offer enough variety or new ideas to get my gaming glands pulsating.

Editor's Special

Amiga 702

RELEASE DETAILS

ARCADIA	\$39.99	DATE NOW
ATARI ST	\$39.99	DATE NOW



Operation Thunderbolt II was the first to use a 3D graphics card, the Atari 3D chip, to create the 3D graphics.



The 3D graphics in all manner of ways. Some things to consider are your game board, where you're from the console, including the mouse, to make it work on your hardware. Please see the manual for more details on the included software.

What's that? A game from Ocean that's NOT a racing or life simulator? Surely that's Wheels is not! Heaven forbid - an original game! Well, yes, it is, and the good news is that it isn't half bad.

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

TWENTY THOUSAND LEAGUES?

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

The in-game action is viewed from a 'camera' floating just above the car, looking towards the opposition's end, and moves 360-360 degrees for the player and steering/braking/center for the competing cars. This is all well and good and it looks very pretty, but it can be hard working out where the ball's going.

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

ADDED INTEREST

Programmer Rod East has obviously realised that the basic premise, while entertaining enough, lacks depth, so they've introduced several features to try and help sustain player interest. There are three difficulty levels and two control methods: Arcade and Professional.

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



The game's control panel is a joy to use, depending on your chosen mode. The closer to the goal you are, the more points you earn.



The graphics of this game are the height of the 3D graphics of all the new titles and features - you'll spend a lot of the game looking at the overhead scanner and not at the ball or action.



Even this action game has a strategy element. You'll spend a lot of the game looking at the overhead scanner and not at the ball or action.

WILD WHEELS

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



It's a little bit unusual to compete in the arena like you'd find in other sports titles. Don't worry, though, you'll find it's not as hard as it looks. You'll find it's not as hard as it looks. You'll find it's not as hard as it looks.



Even a 10000 point bonus was featured into work, giving the car used. It's a little bit unusual to compete in the arena like you'd find in other sports titles. Don't worry, though, you'll find it's not as hard as it looks.

TEAM SPIRIT

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

STRIKER - This is the car you should use. The quality of its playing is up for you!

WALKER - Actively seeks out the opposition's striker and tries to make it its ally.

BLOCKER - Tries to prevent your car by getting itself between the striker and the opposition's striker.

FETCHER - Attempts to hand the ball towards the striker.

GUARDS - Patrols the goal mouth and tries to block any shots.



The car's skills and speed are shown in the graph above. The more you drive, the more you'll know about the car's skills and speed. The more you drive, the more you'll know about the car's skills and speed.

AMISA

738

RELEASE DETAILS

AMISA	£19.95	£19.95
AMISA 97	£19.95	£19.95

© David Spinkworth

ELF

Ocean takes us on a magical mystery tour

It's only fair to say that, while Ocean chooses to distribute original software only very rarely, when it does, the fruits of its endeavor are usually very tasty indeed. From the 'Good Old Days' of Heat-Over-Hells and Watch Bay to the more recent F-29 Resistor and Battle Command, Ocean's original products have often proved themselves to be considerably more appealing than many of the firm's licensed wares. Here to continue this trend, Ocean is presenting a higher proportion of original games in its future line-ups - and it begins all of this with the same high-quality of CR that can't be beat.

The game casts you as a brave little Elf called Cornelius, whose girlfriend Eliza has been abducted by the forces of the evil fairy Mica. Setting her back involves setting your way through eight levels of Tolkien-esque fantasy world, starting out in the forest near Cornelius' homeland and ending in the center of Heavens Island, where Eliza is slowly being beamed into orbit in a flying disk. Best Elf!

What all this translates to is six levels of multi-directional scrolling platform action with some fairly neat group-overlays. It's a little like Rick Dangerous meets Doom in Gollum meets Lord of the Rings. There's an unimpeachably strong emphasis on dragons-kill to the whole adventure, spiced with a small amount of humor. The result, as you hack, slay and leap your way through the densely-studded landscapes, will be well worth the several hours.

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



While the above view displays an interesting scene from some of the levels you face in your adventure, the walls are there. I can't thank you too often for the opportunity. The rest we covered next.

allowing him to fire lethal bolts of energy, and a variety of special powers are available from the local shops, should you be lucky enough to find it. Here, magic spells can be purchased in exchange for herbs and animals that Cornelius collects along his travels. The most potent and expensive transforms Cornelius into a Hero for indicated by him wearing a floppy hat of shadewhite who is impervious to the shots fired by enemies, and a Wolf who can fall any height without hurting himself.

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

by Guy White



Shooting platforms control by keyboarding this will not only bring excitement, but also a nice stepping stone from one platform to another. Jumping to the right-hand platform through an invisible corridor that the field has left.

RELEASE DETAILS

MARKET	RELEASE DATE	OUT NOW
ARCADIA	1.29.93	OUT NOW
ATARI ST	1.29.93	OUT NOW



When the level is over, you are given a choice of whether to continue or quit. If you quit, you will be given a choice of whether to save your progress or not.

When you quit, you will be given a choice of whether to save your progress or not.

When you quit, you will be given a choice of whether to save your progress or not.



The last level shows a sequence of events you see in the flying machine. This is a good reason to avoid the temptation to quit until you have reached the end of the game.



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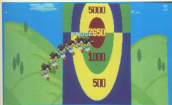
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Marvel the mouse can be used as a basic element (left) (right), allowing the player to swing up to collect targets. (Left) Some levels use the platform combination (right) to get the game back to a more peaceful end in the ground (left below).

MARVEL LAND

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

Just what is going on? On the one hand you have Sonic the Hedgehog and Alien Storm setting new graphic standards, and on the other you have Warner Special and now Marvel Land underpinning games that look more suited to a CD-i game circa 1986. Perhaps the Japanese facilities retro-style graphics cute and unusual. What's new? Strange people, the Japanese.

However, whatever your nationality, there's one thing everyone agrees that a game should have to make it special, and that's additiveness. So it's nice to find where it's due and admit it: Marvel Land has the magic ingredient in its most large baskets.

Need surprises? It's per usual old rubbish and four helpless heroes who have been kidnapped by the wicked Wuff Lord. The whimsical story has placed one of the battles in each of the four areas of Marvel Land, and it's up to you as the laziest sidekick to break through to reveal level's making up each area and rescue them.

The gameplay hark back to the Good Ol' Man Silver days, with lots of buttonless gain, really few climbing ladders, involving 80s, moving platforms and - of course - wandering enemies. However, as a consequence of these old-fashioned times, the player can top the ladders by not work by jumping on their heads.

Secrets and power-ups can be discovered by clicking open golden chests. Most effective is the 'time' power-up, which causes a launch of



There's a special one here that's a 'golden' chest. Some enemies attack and when you're on them or they on you.



The clock of the mouse? The mouse's entrance from the player's point - as defined against the creature's control.



Invincible a zone and it's under the mouse from, when you're on the platform. The player can be used to get out from the the mouse. The mouse can be used to get out from the the mouse.

pipe-likes to string out (behind the main spike as he runs along, and jumps about. Tapping fire causes them to swing around the main pole in a big circle, cllobbering anything in range. But every hit causes one of the clones to disappear, so they have to be used wisely.

At the zone's end, the pipe must battle one of the Wuff Lord's footmen. Rather than being a real stage-out, the two foes play 'stone/paper/scissors' (but with a twist. If the pipe wins then the player has to let fire to strike the buddy before the ducks. If the pipe loses then the player has to defend against attack by pulling back on the joystick. Combat continues until the pipe or the buddy is smashed into submission.

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

● **Sold Spent**

Thanks to Multimedia (001 889 9432) for the loan of the review cartridge.

8.35

REQUIREMENTS

RELEASE DETAILS

UNRATED ESRB: 99 OUT NOW! (Import)

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

SUPER R-TYPE

While the majority of us might find it difficult to take glee in those who are fortunate enough to own Super Famicoms, there has, ever since the machine's appearance, been a gaping void in their gaming lives. They may be well serviced with platform games (Super Mario World), beat-'em-ups (Final Fight) and racing games (Grand Prix), but apart from the backwater Gradius II, Famicom owners have been on a state-frenzied-and-like-warm-water diet as far as shoot-'em-ups are concerned - at least until now. And what better way to bring some real action to Nintendo's 16-bit wonder than with a turbocharged version of the best coin-op shoot-'em-up of recent times?

Actually, what you're getting with Super R-Type is R-Type II with knobs on. Only a lot of knobs is that, and they mean ones of that. It's rare to see that Irem's designers have gone to the effort

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

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

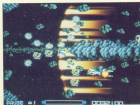
One of the more appreciable new options is a skill level selector that can be set to Easy, Normal or Hard. The latter levels is a real sod, as it not only gets very stringy in the way it dotes out power-ups, but it increases the intelligence of the alien gauds, so they fire not only at your current position,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

combat and blasting off towards the Fleb engine. Completely useless, of course, but very nice at the same.

On the menu level, there are a couple of little niggles. For some reason (probably the programmers wanted to prove they know how to use the Famicom's background scaling technology), the screen fades out and back in again before the confrontation with the end-of-level boss, and the result looks rather cheap and fragmented. Also, when the going gets tough, the sprites start to wig and slow down - not much, but enough to distract slightly from the action. This, however, is a small price to pay for the amazing zombified bits that are on show here, and the game has a tremendous feeling of challenge and weight, at that when the Beam weapon fires something at, for example, the usual and dull effect usually packs a punch, while the other fiery "blast forward" explosion that total gamers as often have to put up with.

Happy then for the few really good shoot-'em-up on the Famicom. It's got everything you could want and more, and comes as a professional at a time when frustrated Famicom owners were just about to go over the edge through shoot-'em-up deprivation. Go for it!

— Gary White



Blasted heading up with a fairly healthy amount of accuracy in the early days, we work through the stages. Last frame and one in we'll certainly start at 100,000,000.

And it's time to start again. Super R-Type is something that desperately needs all the more. The response is going to be great and the game from the best of all time.



Just like the original, the 1988 Japanese arcade hit is the start of the original's first sequel, which adds a whole new dimension to the sci-fi shoot-'em-up.

R-TYPE II

ACTIVISION comes up trumps with its conversion of the sequel to Irem's modern arcade classic

What's going on? Don't tell me that we're forgetting our roots. With the occasional exception of games like *SNK*, which succeed not by doing anything new, but by sheer brilliance of execution, the poor old arcade blaster has been founding a lot of lies. What makes it worse is that the fabulous phenomenon seems to believe because of gamers opting for "deeper" games, and more due to the sheer lack of insight and originality that is spreading like a canker through the shoot-'em-up genre.

At least the disease has not yet reached America or Japan, as last year's crop of colorful strategy war, sci-fi and fantasy are over, in particular Irem's top-notch sequel to the game that took the shoot-'em-up world and spawned more from the factories of The Lazer-ite - the seminal R-Type. Making the sensible decision not to belabour his touch with the original game's R-Type II, designers opted instead to build around the existing framework, adding newer battles, dropping more torturous laser-cannons and generally keeping the whole thing up into a full moon, high-powered CRT version.

For a while, it looked as though problems at Activision might scupper its conversion of *R-Type II* (it was never released), but thanks to Irem's (the Disc Company stepping in to save the day, as it were) had to put up with it a right shy, but has the end been worth it?

There's certainly plenty to get your blushing amateur you lose off the videogame. It's been



What your boss's alien enemy thought it might be a better idea to fly into the void than give up for this one.

converted by Irem Development, which has a long and prestigious track record, including private jobs on *Penguin World* and *Capt. Jack*. And since the action gets started it becomes apparent that - at least in this case - judgment counts for a lot, as the boys have played a little bit in bringing the sequel to the small screen.

The classic touch is it not given two years after getting a right old pounding from you in the original *R-Type*, the evil *Bydo* Empire has been licking its wounds and re-arming its forces in preparation for another attempt to spread its vile tentacles throughout the galaxy. With a number of peaceful planets already in its grasp, you've been recalled to once again trap into your trusty R-Type fighter and hit the Bydo where it hurts before they take control of the universe. Good.

For the most part, the gameplay retains the same old fans of the original with few so problems at all getting back into the saddle. So to occasion the original's eight horizontally-scrolling levels await you, as you battle from left to right through the alien hordes towards the mother alien that awaits at the end of each world. Fairly ordinary stuff of course, but like *SNK*'s exci-



Even a little less and you'd think progress without great success very likely, with more originality, judgment and having instead something else.

lence of execution and not originality that impresses. However, things do start to get slightly dodgy when you begin to realize just how similar the game is to its classic daddy. The both on weapons and power-ups are the same, as are many of the aliens and even some of the level designs create a remarkable feeling of déjà vu. A nice touch is the use R-Type beam weapon. As before, holding down the fire button causes your laser into a tremendous ball of plasma energy that tears through anything in its path. But if you dare to hang on and hold the button down still longer, the beam turns into a Super Beam which, when fired, spreads out across the screen in little bits, knocking EVERYTHING.

While the up-to-date fans of the original will be impressed (seems to get dragged out of the cupboard every time a sequel is required, in this case, rather the opposite is true. If you bought the original, you might feel a leaving bit cheated to see that this isn't radically different - at least not enough to justify a £25 outlay if, however, you're coming into it "clean", or are enough of an R-Type fanatic to not care, *R-Type II* comes unreservedly recommended as the best 16-bit shoot-'em-up since *SNK*. And that can't be half bad.

● Gary Whitham

<p>Released in 1989, R-Type II is the original arcade shoot-'em-up that spawned the best-selling 16-bit shoot-'em-up of all time. The Amiga and Atari ST versions were the most successful, selling over 1 million copies each. The Amiga version was the most successful, selling over 1.5 million copies.</p>		
<p>ARCade</p> <p>820</p>	<p>AMIGA</p> <p>1.5 million</p> <p>1.5 million</p>	
<p>ARCade</p> <p>690</p>	<p>ATARI ST</p> <p>1.5 million</p> <p>1.5 million</p>	
<p>RELEASE DETAILS</p> <p>ARCade £19.99 OUT NOW AMIGA £19.99 OUT NOW</p>		

THE GEAR



COLUMNS

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

A cursor slips down the centre of the screen as gradually filled by falling bars. Instead of rotating the bars to make building-block concrete lines, the player must cycle through the order of the blocks, endeavouring to place similar colours next to each other. A line of three or more



colours - whether diagonal, horizontal or vertical - will disappear, scoring points. Causing previously separate blocks to fall down and form new lines incur extra bonus on points.

For novelty's sake a touch of extra graphics have been included, enabling the player to opt to try to line up similar fruit/idos/powder/ies. The size of the screen, however, and the nature of the graphics means that most of these (especially the dice, which are virtually indistinguishable from one another) simply make the game more difficult in the same way that all games are more difficult if you squint or put jabs at the screen.



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

Also, I find it impossible to accurately predict the results of levitation effects, since the colours all tend to fall down and break and react either in particularly unexpected ways.

It should be clear, however, that many people find Columns particularly satisfying, and there's no doubt that a novel topblock mode (the graphics are large and clear enough to make it an ideal 'late journey's' worth of fun, if not much more.

■ *Jim Deane*

PSYCHIC WORLD

Creators have kidnapped by some nasty creatures - the sister Lucie needs your help to save her! Who could refuse such a well-worded and imaginative cry for help? Not me, that's for sure.

So what do we have here then? A side scrolling arcade adventure with previous titles to recommend it, apart perhaps for its novelising feel.



The Psychic World is, to be sure, a funny old place. It's full of pipes and ladders and funny bunnies. The 'healy creatures' description is actually very accurate, since they're possibly the best appearing collection of bug-eyed mutants I've seen in quite some time. Neither scary or interesting, they're quite surprisingly appealing as they stink around the screen on two little platforms, following their silly attack patterns and lapping your energy.

Dealing with the creatures is simple enough, the merely attacking a single shot before making out. There are, of course, the obligatory end-of-stage monsters such as the big titbird which sports deadly poison all over the screen and tries to trip you up with its feet. Big kill.

Progress further into the game is rewarded by new-life locations and encounters with wider selections of foolish monsters.



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

Happily the best Game Gear title available.

■ *Jim Deane*

R HUNTER

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

HALLEY WARS



780

G-LOC

RELEASE DETAILS

GAMEGEAR £29.99 OUT NOW (Import)

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

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

Power-ups are mixed from asteroids drifting around the space lanes. Shoot down the asteroids and collect the speed-ups/laser enhancements. Protective force fields and drone pods which fly around behind you can also be earned.

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

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

— Ben Douglas

Thanks to (Shogun) Consoles 081 855 9412 for loan of this review cartridge.

G-LOC

In the Big Book of Fall-Orders, converting G-Loc into a handheld system scores extremely highly. Unsurprisingly, the Game Gear version gives few priorities to the color, favoring more of the aesthetic appeal of what we basically a graphic novelty game.

The being the case, G-LOC is forced to bat on a incredibly sticky wicket, since even the original would hardly be said to boast anything but its highest truth.

The player does the war-torn future world through first person perspective out of the cockpit of his own-off-the-aid jet fighter as stars, jets, tanks and warships attack.

Having selected which area of the map the plane wishes to fight in, he is thrust as to his own-Short 13 planes, Destroy 5 tanks, etc.)

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

After getting to grips with the controls (particularly many, except it's a shame that pulling back on the joystick pushes the player's own aircraft) it won't be long before the radar starts blinking, warning of enemy forces in the area. If they turn out to be planes, they'll warn, occasionally behind the player's aircraft and launch a missile attack. Lacking as with his own missiles and bullets, the G-LOC warrior can return fire, successfully downing enemy planes in satisfying bursts of flame.

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

And indeed, all of the control and the flying is decent enough, and entertaining for a few hours, but let's be honest, it's all been seen so many, many times before. And unfortunately the graphics for the ground, instead of being super-detailed and skillful, are rudely inorganic planes of tedious.

Only G-LOC fansatics need apply.

— Ben Douglas



680

G-LOC

RELEASE DETAILS

GAMEGEAR £29.99 OUT NOW

let's hear it for

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



THE HUNT FOR RED OCTOBER

When Tom Clancy's novel techno-thriller was topping the best-seller lists back in the mid-eighties, nobody seemed all that bothered about the computer game potential, strong though it was, look forward just aren't 'sexy' in the minds of video-dealers. As soon as the film appeared, however, it was a different story. Gameblan was quick to dredge up its original license and hurry out a textbook arcade game to cash in on the movie's record-breaking success, and now it's surfaced on the GameBoy.

As renegade sub-commander Marko Ramius, your mission is dual the alert: suppress the October and defect with it to the West; it's represented by a series of straightforward scrolling levels - it's considerably similar to Gameblan's game, in fact. Steering the sub

back to the West (understandably a historical reference) is the main aim, and the computer will tell you before you will reach all stages in the North Atlantic.

Single player and multi-player modes are available, with a 250,000 score, a 100% completion bonus, and a 100% completion bonus. The game is available for the Game Boy.

through the torpedoes underwater (torpedoes in tough enough, and things are complicated by the assortment of Russian navy craft including choppers, subs and missile boats) that are set to sink you.

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

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

Buy With:



PAC MAN

O' yellow guts to back! Yes, the Pac Man comeback tour continues - this time on GameBoy! Only last month the video consumer was caught flailing through PacLand on the LGP, and this month Namco have seen further into the Pac back catalogue with this conversion of the timeless original.

You're probably well aware of the complex - but - just - but for gaming newcomers or those with the memory span of a goldfish, see it at guide Pac Man around a maze, eating the dots, clearing

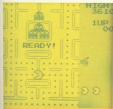


the pathways while avoiding four nasty Ghosts. Pac Man isn't definitive - by adding special Power Pills that reside in the far corners of the maze our plucky yellow hero, light grey level bits of a hero can turn the tables on his otherworldly pursuers and munch on them for a big bonus.

The game can be played in one of two ways: either full-screen view, or quarter-maze scrolling view. Both methods have problems: the former's small graphics makes it hard to tell between level 1s and eatable Ghosts, while the latter's restricted window makes it hard to plan route strategies for the more serious of the two tactics.



BOY!



Subliminal: Ah, the title... why? Why are you here to go ahead? Don't be silly. Because you're persistent, and at the forward-looking has helped!



Only the main screen shows the form of the state of the world by various obstacles flying.

Only behind that, play on the screen shows the main form when you're not there.



opponent's "game over" line is fat slightly. As the game progresses the playing area gets tighter and tighter until eventually one player is forced to land!

While *Yaris* isn't as immediately pick-up-able as *Tetris* or as heart-pounding-fast-paced, it doesn't take that long to get a handle on how the game works, and it's just as engaging and addictive as its illustrious forebear. If you want to get ahead, get faster!

—David Spink



CHOPFLYER II

Dan Gartin's classic *Chopflyer* first appeared via *Underband* in 1983, and is still a fondly-remembered favorite today. Now there's no need to drag your dusty old 84 and all the ugly wiring out of the cupboard in order to enjoy it—now all you have to do is pop this CD into your slot.

Converting such an old classic to the "fly" is a hefty task to ask of anyone—but the job has been handled admirably, with only the inevitable differences in graphic scale caused by the physical size of the screen causing gameplay differences. You're cast as a crack helicopter rescue pilot whose job is to extract survivors from a series of war-torn horizontally-scrolling warzones—it's a little like *Defender*, really.

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

To add action to the proceedings, you'll



action-packed warzone involving a helicopter flying over a ground in the clouds.



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

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To add action to the proceedings, you'll



—David Spink



MATRIS

You can't keep a good game designer down. Having *Patrol*, the designer of *Tetris*, is back! ACE, in partnership with Patric Fuchs, has written yet another using *Amiga* game.

Like other puzzle games, the basic concept is relatively simple. Pairs of different hats fall down or left. By moving the pair left or right and keeping the tumbling hats' position, the

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

Score a *Tetris* by completing two stacks at the same time and the player earns a *fractal*, which can be fired down a lane to destroy the top hat. Done better, saving up three *fractals* rewards the player with a *helmet*, which crashes all the hats in one lane.

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

CHOPPER 3

Available only with Super Nintendo Entertainment System. Includes a 2-Disc Set.

RELEASE DETAILS

GAMEBOY \$29.99 OUT NOW! Import

armed with a cannon and a limited number of bombs and seeks missiles to drop on ground enemies. To make things more difficult, you're also got to fly careful of storm clouds and flying birds, both of which can drain your chopper.

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

—Jay Miller

BUBBLE BOBBLE

Bub and Bob are back! Unfortunately, this latest incarnation of Tatun's online two-player classic is nothing to howl at the mouth about—unless it's in frustration. Bubble Bobble and the rounds on computer about three years' back courtesy of Finland, and with considerable success on all versions. Fans, however, it's a whole different kettle of bananas.

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

The monkey bubbling you was through 16 monster-infested levels. The (new) gameplay remains the same—jump about the platforms, trap the monsters inside the bubbles, then burst

BUBBLE BOBBLE

Available only with Super Nintendo Entertainment System. Includes a 2-Disc Set.

RELEASE DETAILS

GAMEBOY \$29.99 OUT NOW! Import

MICKEY'S DANGEROUS CHASE

Available only with Super Nintendo Entertainment System. Includes a 2-Disc Set.

RELEASE DETAILS

GAMEBOY \$29.99 OUT NOW! Import

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

The biggest problem with BB is that the converter's, anxious to keep the online graphics recognizable, have done everything to scale which means you can't see the whole play area at once any more—you have to scroll around it. This is a real pain for those who play with Game Over, which wasn't the player's fault because you can't see where the monsters are. Bad idea.

Also, the levels have been completely redesigned to go along with the new display format, and to top it off it all doesn't even feel much like the original. Fans of the original may well be pleased the original music has remained intact, but for everyone else, it's a bit of a suffer fest.

—Jay Miller

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Special thanks to Nintendo Computer (800) 999-9470 for the look of the screenshots contained here.

MICKEY'S DANGEROUS CHASE

Available only with Super Nintendo Entertainment System. Includes a 2-Disc Set.

RELEASE DETAILS

GAMEBOY \$29.99 OUT NOW! Import

MICKEY'S DANGEROUS CHASE

If you can't beat 'em, join 'em. With Mario having fooled Mickey as the most instantly recognizable character in US culture, Mickey's obviously trying to regain some street cred in his own platform game.

The plot is typical Disney, i.e., no violent and more than a little wit. Mickey has bought a fancy big penny for his beloved Minnie (Peach-ho-ho-ho!), but Big Bad Pete has snatched it (Boo Hoo!). Taking on the role of either Mickey or Minnie, the player has to chase the villain through five levels of action, each split into three stages.

The first two stages are platform based, with Mickey racing over a horizontally-scrolling landscape, jumping across platforms and avoiding the mouse-dodging, white (not "mouse-killing") nobody in Disney's levels down world ever "tastes" anything. Mickey can dispatch the almost-ready by picking up any nearby crates and lobbing it at them. Some special crates also contain virus, point and health bonuses.

The final stage creates the game's pace-up as both as Mickey careers around the screen with dodging a variety of high-speed vehicles or lurching from some balloons. The aim here is basically to screen from one end of the level to the other avoiding trouble and gaining goodies.

It's all very nice, though the graphics are a bit dated compared to the gorgeous system and hardware seen in Duck Tales. It's a bit of a conundrum that while the game looks so simple, the difficulty writing is a little high. This is a pity because otherwise Mickey would be the perfect game for a younger player.

—David Quisenberry

100% PURE ENTERTAINMENT

REALMS

"Let's make no bones about it. Gustygold's REALMS looks like being the game to topple Prince of Persia as the prequel strategy game on home computers... it's going to be a stunner!"
C&A. Released on Amiga or IBM PC, Amiga and Atari ST.



MAGNETIC SCENES COLLECTION VOLUME 1

Conquest, Guild of Thieves and Fish - three classic adventures enhanced to run under Wonderland's new Magnetic Windows system. Available on IBM PC, Amiga, Atari ST and Archimedes.



WONDERLAND
Puzzles, commandments, potions, a caterpillar, mushrooms and a very mad horse for your IBM PC, Amiga, Atari ST and Archimedes.



VIZ - The Game
Play the part of Billy, Buster or Johnny in this romp through Pulcherver. Not for sale to minors. Available on Amiga, Atari ST, C64, Spectrum and Amstrad. Coming soon on the IBM PC.



GOLDEN AGE

The smash hit coin-op backs and slashes its way onto the small screen. "Best 16 bit coin-op conversion" - 1991 Golden Joystick Awards. Available on IBM PC, Amiga, Atari ST, C64, Spectrum and Amstrad.



ROLLING RONNY

Ronny's the coolest dude in town. Help him skate through nine levels of bizarre creatures, superb animation and wild power-ups. Released on Amiga, IBM PC, Amiga, Atari ST and C64.



FISTS OF FURY

Battle your way through four of the biggest selling games of all time - Double Dragon II, Shinobi, Ninja Warriors and Dynamite Duo. Available on Amiga, Atari ST, C64, Spectrum and Amstrad.

SHUTTLE

The most authentic space simulation ever. Released in the autumn on IBM PC, Amiga and Atari ST.



EXCALIBUR

A rich blend of fighting, fantasy and strategy set in Arthurian Britain. Available on IBM PC, Amiga and Atari ST.



SEMPER PARVUS

"...the ultimate in strategy games. A classic" C&A. Available on IBM PC, Amiga, Atari ST and C64.



COMING SOON... 3D SNOOKER AND FLOOR 13

ADVENTURES, ARCADE, ARCADE ADVENTURES, BEAT 'EM UPS, COIN-OP CONVERSIONS, COMPILATIONS, FIRE PLATFORM, RPG, SHOOT 'EM UPS, SIMULATION, STRATEGY. WHATEVER YOUR TASTE, THERE IS A VIRGIN GAME FOR YOU.



TNT

Tricks 'n' Tactics

Super Mario World

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

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

You've got to have a map to do this level. At the start of the level, run a little way to the right then look back left and you'll see a small blue platform floating in the sky that stays in one spot after the other. That's your "back" indicator. Walk on that and a secret exit.

A good place to stop this exit is to get through and fly over the bridge. Then just walk straight ahead until you see a gate and then you'll see what you need. It's just the corner of the screen. Goodbye! (Screenshot of level 2 secret gate, Mario)

One of the other gems in this undercover is a power-up. It's called the "back" indicator. It's a small blue platform floating in the sky that stays in one spot after the other. That's your "back" indicator. Walk on that and a secret exit.

Right at the end of the level, just before the last gate, there's a secret exit. It's a small blue platform floating in the sky that stays in one spot after the other. That's your "back" indicator. Walk on that and a secret exit.



There's also a secret exit at the end of the level. It's a small blue platform floating in the sky that stays in one spot after the other. That's your "back" indicator. Walk on that and a secret exit.

Really easy to find but the secret exit is a bit tricky. It's a small blue platform floating in the sky that stays in one spot after the other. That's your "back" indicator. Walk on that and a secret exit.

It's a secret exit. It's a small blue platform floating in the sky that stays in one spot after the other. That's your "back" indicator. Walk on that and a secret exit.

IN THE WOODS...

Look out! The half-way point point! That's a valley with a blue pipe over a platform. Reaching just there is enough to cause the bomb to explode! So, once you're in the grassy area, you know that the pipe is just what you need.



The bomb! There are bombs, including some ways to the outside world. But if you run into it together with you'll find a secret pipe.

The bridge! And over your pipe.

At the end of the road to the end of the level, you should see a pipe. Use that in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

At the end of the road to the end of the level, you should see a pipe. Use that in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

INSIDE THE ROCK, DRAGON'S MOUTH...

You're going to be getting good to do this one. Sometimes you'll get to go to the end of the level to see the correct thing. You can't go to the end of the level.



There's a secret pipe. In the bottom left of the level, you might see a pipe. Use that in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

On the third stage you should be in an area where the pipe is. Use that in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

UNDER THE MOUNTAIN...



The pipe! There's a pipe in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

The pipe! There's a pipe in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

SECRET ISLAND



STAR ISLAND

Look! There's a pipe in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.



There's a pipe in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

Look! There's a pipe in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

Look! There's a pipe in the bottom left of the screen. In the top of this is a bridge leading to a secret pipe. It's a secret pipe. It's a secret pipe.

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The Secret Of Monkey Island

LucasArts seems to do no wrong with their graphic adventures, and this latest in the series is a fine example of their craft. Here's a whirl of logic in Scotland with the first part of the complete solution...

GETTING STARTED

Look at the nearby poster, then walk right and view the Scrumm bar. Once inside, talk to the barmaid beside the door and then to the pirate a table at the table, namely about the Governor and LeChuck. Go to the next room and start a conversation about wanting to be a pirate with the important-looking pirates. Find out more about the three trials and then lead them forward.

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

Open the door to the back and a gull will fly down and start eating some fish. Walk to the right of the back, then onto the plank. The bird's eating on. Repeat this process until the gull grabs the fish while the bird is in mid-flight. Once you have the meat, fish and pot, leave the village and across the map of the island.

Head to the clearing and enter the circus tent. Wait until you interacted the Macaroni Bros. members, then when asked to perform their exciting feat, ask how much it's worth. Agree to the offer of 478 pieces of eight and when asked if you have a safety helmet, say yes and show them the dog. Perform the stunt and stag go back to town.

Go to the citizens of Meles and buy the map. If you've got you can also get two pieces of eight and some minutes from the pirates nearby. Visit the jail and check out the various prisoners, then go to the store and buy the sword, the shovel and the breath mask. Examine the voice from the alley and feel free to insult the Sheriff. Go back to the jail and start a conversation with the priest, after talking down his breath with the stone, visit the wooden table, making sure to get the rubber sticks on the table. You are now ready to face your trials...

TRIAL 1: MYSTERY OF THE SWORD

Go to the house in the southeast. When speaking to the fool, ask about the toll and give him the fish (actually a red herring). Once at the house, read the signs and knock on the door. Pretend that you'd like "what it takes" and Captain Smith's door agrees to train you. Pay him thirty pieces of eight.

After you've been trained, walk on one of the tolls until a pirate crosses your path and gives you eight. You'll almost certainly lose the first fight, but you'll remember the good advice from the other things you say once results still come on and the second round result - there are maneuvers to win the battle with the Second Name. This you've defeated at least three people you're ready to fight the Master.

Enter the forest and search for a location with a sign inside an unlit log cabin. Pull the sign



and a secret bridge appears. Go across and challenge the Sword Master for it is about a fight. Although the user different results you should by now have correct info for each.

When you win, take the Medal and leave. If you are beaten, do not return to the forest again unless you're particularly masochistic, as once you've discovered the secret house you can't go on the map it's the point of light inside the forest, away from any tracks.

TRIAL 2: TREASURE HUNTING

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

TRIAL 3: THEFTERY

Go to the Governor's mansion, and use the yellow cat to walk the mouse. Feed the dog, the drugged meat and enter the house. Pick the thing cube and enter the door inside the entrance. After the mighty stone that ensues, return to the jail and take Otto the gopher required for his carrot cake. Open the cube and feed the fish. Return to the mansion and leap through the wall once more and regain the key. When apprehended by the Sheriff, claim that the key was given to you by the Governor.

Thril the Governor with your eloquence then leave the mansion, remembering to take the vase as you leave - this the opportunity to insult Fester, as everything you say results in you being dropped in the sea, along with the boat. Hang around later at, Captain claims to be able to hold his breath for ten minutes and hope of salvation comes land, then pick up the old and make good your escape.

That's all for now. More fun with the scummy knights next month!



Space Quest IV

The madness continues in the, the second half of ACE's complete solution to Sierra's fan-favorite graphic adventures. Once again, warm thanks to Dave Driscoll from Antwerp in Belgium for all of his hard gaming. Remember - the term "clicking" means clicking with the hand cursor unless otherwise stated.

PART 2: SPACE QUEST 1 - THE BARRON ENCOUNTER

You appear next to the Constellation ship at Omega Point. Go south and enter the bar. Walk up to the microphone pops at the bar. Once you are thrown outside, get your revenge by vandalizing the nearby sand dunes. Do this by clicking on the dunes. After the animation sequence you'll find yourself at Tim's Used Spacecraft shop.

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

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

PART 3: SPACE QUEST 10 - WORMHOLE REVERSE 2

After arriving at the supercomputer, walk at the way east and click the jar of tick cursor on the door lock. When passing it, call up the inventory screen and click the book of numbers cursor on the right. Click [00] to get back into the game. Now that you can use the laser beams, click on the device in the modern and enter the numbers 100, 30 and 130 to get all the lasers working. Click [0] to leave the keypad and walk through the lasers.

You'll find the map to be easier to understand if you refer to the map.

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

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

Enter the programming room and you will find an on-screen user interface. First you must turn off the guard-droid system (by putting the droid icon in the tablet and then format the system by putting the icon in the tablet, icons are selected by clicking on them. Don't put the SQM icon in the tablet or you'll return to-BOG. Instead follow the directions on the map to find your kidnapped son).

Eventually you should come across 'what's his name'. Fight him (it's pretty easy, but stay away from the edges, just to be on the safe side). Once you've defeated him click on the ladder going down. When Roger returns, select the 1.0 floppy from your inventory and click its icon on the disc drive next to the beam. Load up the program on the disc, and the one from the beam. Select (Roger 3) and push (beam down) to complete the game!



Gods

Feel so stupid? You may remember that last month I asked you how to get the gems on World 3. Well, Christopher Bromberg from Skainderdale and David Appleford from Milton Keynes reveal that you simply got to where the Stone Gargoyles are, then go left and then when you get to the third platform jump into space. With luck you should land on the moving platform. Then jump onto the platform with the gems above it. As it begins to drop, the ledge will disappear and the gems will drop down.

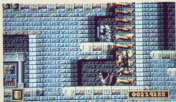
Your quest continues here, with the guide to Level 2 of the *Blame First* windows arcade adventure. No more ads, let's get on with it...

LEVEL 2

As last month, 'throw a switch' means pull it down or push it up - depending on its current position - while 'toggle a switch' means pull it down and then push it back up again.

IN THE SHOP

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



WORLD 3

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

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

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

The rest of the level's pretty straightforward, you've just got to find the six gems, water gem and big gems and take them individually to the

gem room (or that order) so that you can reach the Round key. The ice gem is in the room at the top of a ladder by a treasure chest. The other two gems are found by killing baddies.

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

WORLD 5

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

Go back up the ladder and go right. You should come across three switches above two trapdoors. Throw the switch above the left trap door and flip the switch about the right trap door. Drop down the near opened right trapdoor to find another choice.

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

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

IN THE SHOP

Buy as many spears as possible.

WORLD 7

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



we found a way to open this door?

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

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

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

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

THE DRAGON

Drop the crystal to the left of the screen and stand between it and the dragon. The monster will aim its fire at the crystal leaving you free to deal away, get mauling now and again to avoid the fireballs from its tail.

Well, no bug, but your spirit is only half size. Get ready for Level 3 - next month!



Strider

Not really a cheat this, but an interesting little feature to mention. Did you know that there's a secret room on the second level? Nope? Well, neither did I, but here to show you how to find it is D. Wynan of Edgewood in Woodstock.

At the beginning of the level, with the wolves and the giant robot gorilla still, once past these parts you should find your self riding on some rotating platform and under attack by guards and what not. Normally you exit this section by jumping up a small rising passageway to climb above ground where you'll meet the phantom fighter.

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

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



Prince Of Persia

Some time ago we printed a PC cheat to this, allowing you to kill any enemy swordsmen at the top of a button. Well, it appears that this is just half the story. Both Ben West from Australia and Robby MacLurey from Fla. Scotland have written in with lots of extra secrets.

As before, load the game from CDD by typing 'PRINCE MORGANT'. Then press the following keys during play for the required effects:

- K Kill any swordsmen instantly. **WARNING!** Don't use on skeletons.
- G Rise screen above.
- N Rise screen below.
- H Rise screen to the left.
- J Rise screen to the right.
- SHFT+I Extra damage point.
- SHFT+I Flip screen.
- SHFT+L Advance one level.
- SHFT+R Makes you light as a feather (no damage falling off ledges).
- SHFT+B Blocks out non-animated objects (very useful).



THE New ORIGINALS

FROGGER

By Peter Molyneux out of Bullfrog



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

It does sound like a bit of a wind-up, doesn't it? Frogger by Bullfrog? To be honest it wasn't Molyneux's first choice. When first approached with the idea, he instantly chose Atari's classic *Flight-Less*. Then deciding that wasn't such a good idea, he spent a day in deep contemplation before deciding "I want to do that caterpillar one, you know, Centipede." Then, while explaining why his Centipede would be so good, he threw in one that he'd as the Frogger to answer his fans. And that was that.

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

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

However, it was at that point Bullfrog realised that were they to release such a game, even within another game, the chaos of bugs would be quite anxious to talk to them, using words like 'copyright', 'infractor' and 'twenty years hard labour', and so it was shelved. Now the game's got a new lease of life - at least hypothetically thanks to Molyneux's New Originals treatment.

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

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

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



See where Peter Molyneux's first choice of Bullfrog would have it. In this article's opinion, by Bullfrog's previous advertisement. Bullfrog has not long since been discovered to be a much more charitable than the original, and independent publisher. See the link. The information provided is an approximation of what you see, and may vary with your hardware. See the website for more.

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The legendary British journalist, founder of the Association of Computer Game Designers, and developer of several titles such as *Warrior* and *Warlords of the Planet* is just one of the stars of the ACE's Conference in September. Details can be found on the inside cover fully and give a more detail for the event as published on page 50 (See Below, too).

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Have you ever wondered which games get the highest review marks across ALL UK magazines? Have you ever wondered whether the games that sell the most are the games with the best reviews, or the biggest ads? Have you ever wished you could have a definitive list of games that all UK reviewers say you're GOING to love? Here's your chance: the ACE Charts collate information from every UK games magazine and tell you exactly which games are scoring what...AND how they're selling.

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It's paid for ACE should be things up nicely (4). And a prize possibly if you crack our monthly puzzle.

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ACE free through your news or books, all packed with lots of gaming facts, advice, if you're entering any book events, check out this one, check out the complete coverage of the Best Of British 98 awards... Also, check out the new ACE website for advertising and order details on disks and print.

ACE CHARTS

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

Each month, we select all the available UK games magazines, and check out the review marks for each game. Then we simply work out the average mark that every game receives - the figure in the right hand column of our list. The higher the mark, the better the reviews. And you can see which titles month - see the separate page.

Don't forget for games Microsoft must be judged on the reviews of Review 3's budget versions. And Microsoft's reviews for All The Gals is striking evidence that text graphics adventures are still alive and kicking.

IBM PC

Chuck Yeager Air Combat	Electronic Arts	93.87
Marble Madness	Origin	93.87
Sherlock Holmes	Miroprose	93
Heart of China	Dynasty	93
Legend	Rainbow Arts	93.5

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



AMIGA

Xenos 2 Megalith	Miro Image	93.87
Warrior	Artificial	93.25
North and South	Action 16	93.25
3D Construction Kit	Softdisk	93.25
Manchester United Europe	Krisalis	93.25

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

ATARI ST

Xenos 2 Megalith	Miro Image	93.25
Learnings	Pygmalion	93.5
Wood	Star Performer	93.75
MS 2	Dynamix	93.50
Tek	Ocean	93

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

GALLUP CHARTS

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

The success of Gallup on the PC just goes to show how important that impression rate in the software business. When the program was launched games were awarded average ACE included by the original editors and editorial boards. This led to a great deal of on-line coverage in magazines that fundamentally gave the titles very strong support at launch. Unfortunately, it only gave us three titles on page 100 - those ranked by the impression rate. The good news, however, is that UK has produced exactly more publications than the game industry brings.

Meanwhile, this list continues to establish by reviewing the charts at number 4. Another daunting task, however, the ACE is just one of the best that UK is active in the ST top 10 charts opposed to 1 in the Amiga, which could be taken as evidence of a dearth of quality releases for the Atari.



IBM PC

Castles	Electronic Arts	£24.99
Learnings	Pygmalion	£24.99
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AMIGA

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ATARI ST

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Armour Geddon	Pygmalion	£25.99
Kick Off 2	Aces	£24.99
Teenage Mutant Turtles	Microsoft	£24.99

THE STOCKMARKET

In addition to our games charts, we also have a list of five with the figures each month when we produce the A&E Stockmarket. This is the list of the companies whose games are selling the highest number copies at the moment. They software houses that game to the top of the ball of success have a right to brags upon a basis of shampagne...

Being selected in the games categories in the latest issue of computer magazines, we believe the average reader that each publisher received for every one of the games in each format. We print only the top 10 companies each month, in fact, we have lists of all of them, but you don't need to read through a list of over 100 names to enjoy them. Consequently a new company will enter the listings, in which case the name is marked with an asterisk. This month, we continue tonight's feature featuring the Top Performers, straight in at number one, and 10-10th, better known for the fan-games contribution, to the A&E Stock Market.

Usually you take care that the information here is as previously useful. In that case, we don't count companies which have only received a single monthly review.

PUBLISHER	SCORE	Action 10	85.88
*Star Performers	90.25	Activision	85.57
Pygmalion	90	Q&A	80
Origin	82.80	Infogrames	80
Microprose	81	Core Design	79.67
Orbita	84.42	BOA	79
Sierra	84	*Respawn	78
Micro Image	83.83	Electronic Arts	77.67
Virgin	82.5	Comorex	77.5
Spectrum	82.08	Ocean	76.76
*In-Soft	81.75	Millennium	75.25
Gremlin	81.75	Rainbow Arts	74.06
Strategy Brothers	81.5	Hi Squad	73.8

How many more last month's games?

Simple: one ratings method compares the list against the previous issue, which is the average of all the titles listed in the month (or longer, if needed, because the list continues). Monthly changes in the quality may occur on the average, but you have been more budget conscious on titles over the last month, which have pulled the figure down as games received the changing average of a list of the month's titles was more for the target 1 rating in the last month.

Software Index 76-89

WIN A PRIZE!

If you can predict the odds in our month's A&E charts (A&E in the Dallas office), we can give a five game year package. Here's how...

STEP ONE

Get a prediction - or enter your entry on the basis of an average. (Use your best and address a detailed envelope written in your own hand. Be marked with the year, age, and the following numbers in the list below.)

STEP TWO

Complete the monthly chart. Then, using our knowledge of the game scores, try to predict which game will receive the A&E stars next month. (Only enter one game name.)

- The top game for the A&E PC
- The top game for the Amiga
- The top game for the ST
- The top game for the Atari
- The top game for the Mac

STEP THREE

You can also try to predict which company will be the highest rated next month. (Remember to list them in the space below your name.) (Write nothing but the names of companies.)

STEP FOUR

Put the card with a prediction in it in a sealed envelope that the closing date for the next A&E Award. The address is: A&E Stockmarket

20-22 Ferrisburgh Lane

London

SC 18 8AU

The first correct forecast for each chart (game and publisher) will win a prize. If you get more than one entry correct, you'll be selected in further draws for each category. (The company who provides the drawings will determine the method of drawing a prize. And it's legal to subscribe to the Stockmarket.)

THE RULES

- Predictions must be received by August 22nd 1990
- No companies in 1990 or in any company mentioned in the previous list. (Predictions on any of the A&E magazines are eligible for entry.)
- Only one entry per household. (Post stamps not to be used in proof of identity.)
- No correspondence to other specific addresses (we do not make any effort to ensure that the games get to the address printing).

THE 10 ROUND 22

Round 10 winners (Steve Davies of Chesham) will receive their prizes late for the Amiga, and Kirk de Looze of the Netherlands will get a Learning for the ST. (The qualifying criteria, however, presented his name for the PC. As well...

AMIGA, ATARI & PC SOFTWARE

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HARD SELL

Once again, a rather truncated hard sell this month. Still, it should hopefully provide an eye-opening comparison between computer and console. Still wondering what to go for in the great "Console or Computer?" debate? Well, if you can afford one of each, our money goes the Amiga and Intelligratia. But if you only go for one, go for an Amiga. It's an excellent all-round performer that gives the best bang.

COMPUTERS

ATARI 512E

Models: Atari 5200FL, 54000FL, 54001FL

Package: 512E and 5400 have key board with built-in disk drive; 54000 comes from separate keyboard. Base cost paid for custom software bundles.

Memory: 52070 512K, 54001 128K, 54002 1.2 or 640K. All machines can be expanded internally to 640K.

Processor: 8-MHz Motorola 68000

Recommended Retail Price: 52070 £259, 54001 £299

Contact: Atari Int'l 01753 52344

IN BRIEF

Hard days for the machine that equally earned the accolade to 16-bit computers. The 512E boasts capabilities almost on-par with its 16-bit rival the Amiga, but the Commodore machine seems to be the one most people want these days. As it stands, because this is still a great general purpose home machine for games, small business and productivity, and thanks to its 68000 port to still the number one choice for MIDI musicians.

GRAPHICS

Resolution: Low-res (320 x 200), medium-res (640 x 350), high-res (640 x 480)

Palette: 4096

Colour: Black and white to high-res. 6 colours in medium-res, 16 in low-res.

Bit Yes

Monitor Output: RGB

Monitor Supplied: No

Monitor Options: Most monitors offer 1024 high-res modes; 5C1942 and 5C1943 not option.

Speed: Yes

80 High resolution display is only available on monochrome monitors. Medium and low display only available on colour monitors or PAL.

SOUND

Speaker Quality: Depends on model.

MIDI: Yes

Mouse Output: No

Performance: Three 8-bit PCM stereo sound channels.

HARDWARE

Disk Format: 1.1 inch - 720K

Disk Price: Around £1.50

Disk Performance: Fast, reliable. **Keyboard:** 96 keys including 10 function keys. Use a cheap first which can be improved with third party spring kits.

Key/Buttons: Two joystick ports are standard. Two button mouse is supplied with machine.

SOFTWARE

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

Current Software: None of the major software houses ignore the 512E or it is well served with plenty of good software.

Game: Above the board.

Graphics: Good with some excellent software to manipulate them. **Music:** Excellent. Plenty of sound samples, editors and mixer software make this the musician's choice.

Prospect: Very good, but the Amiga is certainly the favourite with software houses in the UK and the chances of a sudden boom of interest in the 512E seems low, very low.

Software Loading: No problems at all. The 512E drive is fast and friendly to the user. Be warned that some companies still release games on two or more single-sided disks (a thing not from the old days when the 512 had single-sided drives which can mean unnecessary and annoying loads of disk swapping.

BUYERS

Best Buy Price: As list

Second Hand Availability: Very common and quite cheap. Because very few single sided 9" machines. **Maintenance:** One year's guarantee. Return to dealer if faulty.

COMMODORE AMIGA

Models: Amiga 1000, A1000, A2000, A3000

Package: A100 has keyboard and

built-in drive with separate PSU. A1000 and A2000 have separate key board with built-in 5.25 floppy PSU. A3000 is a very powerful machine indeed.

Memory: A300 512K, A1000 & A2000 1Mb, A3000 2Mb.

Processor: 7.13MHz/7MHz 1.1MHz Motorola 68000, a 68010 or 20MHz Motorola 68010.

Recommended Retail Price: A100 £269, Screen Game 599-99. Flight of Fantasy Flight 699-99. Class Of The 40s pack 679-99 (all prices incl A3000).

A1000 from 299, A2000 from 319/399/499 (2Mb/4Mb/8Mb hard disk), A3000 from 439/509/599 (2Mb/4Mb/8Mb hard disk), (all prices ex VAT).

Contact: Commodore 0632 710044

IN BRIEF

A stunning specification with custom chips to deal almost everything around, the Amiga is the first choice for the most serious of games play 16-bit video professionals, after an initially shaky start the machine continues to sell extremely well and has now taken the UK by the storm, though the latter machine still has a slightly larger installed base. The A1000 is a near identical copy with the A2000, but cheaper. The A3000 is a top-end evolution substitute includes Workbench 2.0, featuring enhanced font, file handling, and security features also Amiga offers a multi media programming tool A3000 also comes in three configure tones, ranging from a 1MHz/68000 hard disk to a 20MHz/68010 also.

GRAPHICS

Resolution: From 320 x 200 to 640 x 480 (more possible in software)

Palette: 4096

Colours: 1, 4, 8, 16, 32, 64 or 4096. Bit/ With software.

Monitor Output: RGB + composite video in mono/stereo.

Monitor Supplied: No

Monitor Options: 1180 £399 or 1280

Speed: 16 bit hardware - unlimited 68010 from software.

Sound: Very fast with good software.

SOUND

Speaker Quality: Depends on model.

MIDI: No. Third party interfaces available.

Mouse Output: 2 phone connectors.

Performance: Among the best around. Custom hardware operates 9 colours of 16 bit digital audio into the four channels.

HARDWARE

Disk Format: 5.25 inch - 800K, A3000 40/100/200/400 hard disk formatted.

Disk Price: Around £1.50.

Disk Performance: Fast and reliable. Third party software is available to improve matters.

Keyboard: 96 keys. 10 function keys and separate cursor cluster.

Key/Buttons: Two button mouse supplied is standard.

Interface: Two serial/hi-res; stereo audio, external disk (internal SCSI serial), external parallel printer, SCART RGB/line; composite monochrome video; expansion bus (internal on A100 & A2000, 12 bit on A3000), clock/memory expansion on A3000 only. Internal PC expansion on A1000, A2000 and A3000.

SOFTWARE

Existing Software Base: Similar to the 512

Current Software: Everyone's doing their best.

Game: Compelling for everyone. **Graphics:** Quality and range is unsurpassed.

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

Prospect: Excellent.

Software Loading: Easy but usually reliable. Flagged by viruses.

BUYERS

Best Buy Price: Old Amiga 1000s can be picked up cheaply though not those lacking the extra graphics modes of later models. Try to find a good value pair.

Second Hand Availability: An exciting prospect. Best buys are late Amiga 1000 with Kickstart 1.2, Intelligratia (the year's greatest return locally machines to deal on).

IBM PC

Model: IBM's PC was the first PC to be accepted in large quantities (not the first PC) and remains the standard by which all others are judged. There are hundreds of clones and variations including offerings from Amstrad, Atari and Commodore. In general, with PCs you pay for speed and better graphics standards. The extra money is worth it if you can afford it.

Package: Depends on the manufacturer although most are supplied with accessories. They can even be bought in 14 form as no extra being necessary. Usually 512K or 640K. Get the anything from 486 to 1486.

Always get a 68000 model.

Processor: Intel 80386/80486 in best machines is sometimes replaced with the faster NEC V3090. Most expensive machines are based on Intel's multi-chip 286, 68000, 286 and even the 68010 486.

Recommended Retail Price: Can be picked up for as little as £299 for a "no frills" machine. With option, the range 486 based clones - and the official IBM clones - at the sky's the limit. Look for a good 68000 or 68010 model for between £750 and £1,000.

IN BRIEF

Superb value if you want the ultimate all-in-one, the PC still holds its business crown. Almost every major software house now ports their titles to the PC but these results are led by the constraints of the hardware.

1998) console machines - which means they tend to be limited in sound and graphics. Definitely NOT the choice of entertainment in your preferred use for computers, or if you cannot afford the better (500-600) PC models (which are really meant for great games playing).

GRAPHICS

The best PC screen's filled with graphics as standard but most class incorporate the necessary hardware and come with a monitor. There are three main standards VGA - a nasty but still to-control color display, EGA above the lowest color display with colorizing, VESA - an integrated testing display, and Hercules monochrome. EGA or VGA which are usually only fitted as standard to more expensive machines (usually PC1986) is not available. **Resolution:** VGA 640 x 480, EGA 640 x 384, VESA 640 x 480.

Palette: CGA/EGA two-fold and 64K 64, 65K 70.

Colors: CGA 6 (VGA 16 (VGA 64 Hercules 2

Monitor Output: TS, RGB/RGB (VGA) analog RGB (EYVGA)

Monitor Options: Van Many monitors are dedicated to just one or two modes - some have analog, green or white screens, some are 300 - 3000 before buying.

Speed: From very slow - 60Hz - to very fast - 80MHz.

SOUND

Speaker Quality: Built-in sound is very poor. Third party add-on sound boards such Roland (288) and AD-18 (2750) - which is fast becoming a standard - provide synthesizer quality sound through an amplifier. **MSX:** Third party interface available.

Stereo Output: With sound, yes. **Performance:** Not the ideal machine for the musicals fans - an MSX SP offers more for MIDI, the Amiga more for software sound boards.

HARDWARE

OS: Windows, 3.11m - 1602600
1.74M, 1.5m (Power 486)
OS: Price 60 - 13.00

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

Keyboard: Almost arbitrary.
A

Monitor Output: No
Monitor Support: Yes - 1.7" back-illuminated

Monitor Options: None
System: Special graphics hardware effectively treats ALL screen objects as sprites!

Speed: Fast
Sound:

Speaker Quality: Very good
MSX: No
Stereo Output: No
Performance: Four channel, five different stereo sound has to be heard to be believed.

HARDWARE

Anytime: Eight was played.
Ports: Cartridge ports, multi-play ports, miniature stereo headphones jack.

SOFTWARE
Price: 120-25.
Cartridge Memory: 64K
Existing Software Base: Very small.
Current Release: California Games is a great 'bomber'.

Prospects: Uncertain but several new titles in the pipeline.

SUPPLIES

Best Buy Price: As MSX
Second Hand Availability: Very few
Maintenance: One year's warranty.

STAR RATINGS

Graphics: +++++
Sound: +++++
Expansion: ++
Overall: +++++

NINTENDO GAMEBOY

Package: Main unit with built-in game.
Processor: 1.16m customised 8-bit Z80.

Cartridge Memory: No
Recommended Retail Price: 89-99
Contact: Deighton PB (071-630) 2919

IN BRIEF

Nintendo were the first company to produce a dedicated handheld console and their 8-bit system certainly seems to get in on the act. On reflection even the Game Boy was a long time coming since the technology employed by the display is starting to look dated, but to be dismissed simply because of some graphics - this machine has some superb titles and games making use of the two-play link-up option are better than most (especially the superb *Final Fantasy*).

GRAPHICS

Resolution: 25 x 18 characters.
Colors: 4 grey shades.
Monitor Support: Yes - LCD display is lit by ambient light.
System: 48-bit 8-bit pixel clocks.
Speed: Fast for what it is.

Sound:

Speaker Quality: Depends on headphones.
Stereo Output: No.
Performance: Plays a lot better than it looks.

HARDWARE

Anytime: Built-in battery (rechargeable). Headphone socket and machine interface.

SOFTWARE

Price: 120-25.
Cartridge Memory: 64K
Existing Software Base: The best for any handheld.
Current Release: Increasing.
Prospects: Excellent.

SUPPLIES

Best Buy Price: As MSX
Second Hand Availability: Some companies in e.g. Consoles Direct do very well.
Maintenance: One year's warranty.

STAR RATINGS

Graphics: +++++
Sound: +++++
Expansion: ++
Overall: +++++

NINTENDO SUPER FAMICOM

Package: Console unit, controller unit and Super Mario World.
Processor: 1.33mhz 68010.
Cartridge Memory: Not known.
Recommended Retail Price: 99 (Japan price is £100).
Contact: Local dealer.

IN BRIEF

With the weight of all powerful Nintendo behind it, the Famicom can hardly fail. Although not hugely superior to the Sega Megadrive technically, it's the games that impress - notably the bundled *World of Warcraft* will be a good help (as will *A-Jax*). That said, there are some real differences amongst the games. Big *Blaxx* anyone? but it's still early days yet. The Super Famicom's enormous game potential has barely been scratched.

GRAPHICS

Resolution: 512 x 512.
Palette: 32,768
Colors: 255
MSX: Yes
Monitor Output: Yes
Monitor Support: Yes
Monitor Options: VGA, SCART
System: 128.

Speed: Remarkable
SOUND

Speaker Quality: Depends on headphones.
MSX: No
Stereo Output: Yes
Performance: 8 Channel custom 16-bit FM synthesis.

HARDWARE

Anytime: Supported.

CONSOLES

ATARI LYNX

Package: 1200. Playable for portable and indoor (California Games).
Processor: 1.33mhz 68000
Cartridge Memory: 64K
Recommended Retail Price: 179.99 (279.99 with peripherals).
129.99 with peripherals and games.
Contact: Atari PB (071-686) 9271

IN BRIEF

Designed by the man behind the

Atari, the Lynx is an amazing hand-held. After a shaky start, the Lynx is doing fine and - if the rumours are to be believed - is starting to take off in the States. In most obvious competition, the Gamegear, lacks the Lynx's charm, but makes up for it with smaller unit size and TV adaptor.

REMARKS

Resolution: 140 x 103
Palette: 4096
Colors: 14
MSX: No

ports One big expansion port.

SOFTWARE
Price: £30.00

Cartridge Memory 16-MB.
Existing Software Base Small.
Current Release Price: not yet
more planned.

Prospect: How can it fail? Back orders were in the millions before it was launched.

BUYLINES

Best Buy Price: Not known.
Second Hand Availability: None at
yet.

Maintenance: Like most grey imports are rarely under warranty.

STAR RATINGS

Graphics: *****
Sound: *****
Expansion: 4+4+4
Overall: *****

SEGA GAMEGEAR

Package: Gamegear unit.
Processor: 3.58MHz Z80.
Cartridge Memory: 32 KRAM 16K
Video RAM.
Recommended Retail Price:
£29.95
Contact: Sega (071-733 8676)

IN BRIEF

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

the colour handhelds. But sales - and, more importantly, price - have changed. The gear, a technically superior machine with some fine games available for it, has had its price slashed and - if you survive the current - is enjoying a sudden resurgence in support from American consumers. In the Gamegear's favour are the clock of mighty legs and the potential to run the unit into a portable TV via a cheap adaptor. Around £30 is current estimate. But at the moment, it's anybody's game.

GRAPHICS

Resolution: 160 x 140
Palette: 4096
Colours: 16
TV: No

Monitor Output: No.
Monitor Support: Yes - 3.5" back-
lit colour LCD.

Monitor Options: None.
Sprite: Not known.

Speech: Clap.

SOUND

Speaker Quality: Good.

MIDI: No.

Music Output: Yes.
Performance: Three-channel FM
sound channels + stereo channel.

HARDWARE

Inputs: Eight-way joystick.
Ports: Cartridge port; multi-player
port; auxiliary stereo headphone
jack; TV tuner port.

SOFTWARE

Price: Around £20.25

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

BUYLINES

Best Buy Price: Not known.
Second Hand Availability: None at
yet.
Maintenance: One year's guarantee.

STAR RATINGS

Graphics: *****
Sound: *****
Expansion: *****
Overall: *****

SEGA MEGADRIVE

Package: Console unit, controller,
and Mickey Mouse or Moonwalker
game.

Processor: 8-MHz 68000 + 350K
Cartridge Memory. 768 main, 64K
video.

Recommended Retail Price:

£149.95.

Contact: Virgin Mastertronic (071-
733 8676)

IN BRIEF

Excellent example of the new 16-bit
console technologies. The first
second 16-bit console to receive full
support in the UK.

GRAPHICS

Resolution: 320 x 224
Palette: 512
Colours: 64
TV: No

Monitor: No.
Sprite: 80
Speech: Very fast

SOUND

Speaker Quality: Not

MIDI: No

Music Output: Yes.
Performance: 12 channel stereo
sound is produced by a custom 16K
chip and several timers.

HARDWARE

Inputs: Dedicated controller cap-
suled.

SOFTWARE

Price: £20.00 typically £25.
Cartridge Memory: Not known.
Existing Software Base: Good.
Current Release Price: Not
known.
Prospect: Very good.

BUYLINES

Best Buy Price: Not known.
Second Hand Availability: Some com-
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SHOP WATCH

Is the British home hijacked this year's best word "virtual" and outside or onto their own computer at increasing rates says James "Virtual World". I'm surprised that they didn't release 3D Construction set as "Reality Development Tool" or something while they were at it. I'd say, I'm not kidding it - it's a very impressive package and is one of the few 'big' titles to be released during the long hot summer. As such, I hope it does very well.

There are many retailers currently facing something of a dilemma regarding software. There have been very few "bigger" releases this summer and so sales at retail level are somewhat depressed as hardware is almost as difficult to shift as the proverbial chewing gum on the streets. The dilemma is whether or not to stock imported computer software. America and Japan are some months ahead of this country regarding new releases and so there is a fairly constant demand (facilitated by so many of the monthly magazines reviewing imported software) for these "imported" titles. Up until now, individual retailers have decided themselves whether or not to stock these titles but a new situation

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

card has recently come into play. Nintendo are visiting retailers and examining their stocks. If they see imports they are dropping very visible hints that the retailer's supply of "official" software is being put into jeopardy by flourishing in stock these 'grey' imports.

At this time of year that would probably be neither here nor there, but we all have to have an eye on Christmas and the prospect of Nintendo without an official supply is worrying. In what should retailers do? Stop stocking these titles and lose customers away to local or mail-order merchants? Or brave it out anyway (bigger all, you better, you can't intimidate me!) or what?

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

What do you get any more games for less value than the ones on your shelf? What do you mean, sir? "Well, there aren't any..." "Right you are sir, know what you mean, stop the very..."

WHERE HAVE ALL THE TITLES GONE?

So you say, the typical customer who came into our shop would want one of the following: (1) an impossible task to connect an audio printer (which we had never heard of!) to a computer. (2) to see a collection of exotic programming books. (3) advice. (4) help with the current program they were writing (many of them had an ailing programmer helping to sort out the mistakes). (5) to see the latest games that had been released. (6) to find out why their Commodore 64 games had on their friends' computers but not on theirs... Nowadays the top game here, like so many grey squares, usually

steals the show and the role of the computer shop is solely in changing rapidly. Whether it used to be the local meeting place for all the wire-heads in a new town like a record shop with crisp listening teams' latest magazines being in stock (imported, unfortunately) such the same shall live in the current hi-impact favourites.

But, one of the great unanswered - unanswered - questions of our time is "Where have all the wire-heads gone?" What happened to all the people I used to communicate with? For the one who had trouble with their hearing aids?

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

Finally, Dickie are very busy introducing the new generation of computers, aren't they? Then the old slogan has the few beautiful pages devoted just to consoles and then computers (instead the cover of the "mag" shows four players crowded around a Nintendo having a four player game of... Super Mario Brothers) Oh well, who can compete against that?

© Dirk Longhorn

BACK ISSUES



Issue 10 cover photo

10-2000, clearly list the required issue numbers and send them, along with your full name and address, and a cheque or postal order for the full payment made payable to ACE magazine, to ACE Back Issues, PO Box 200, Letchworth GU8 5BA.

• **AIRY (INFOCOM) OPERATIONAL AWARDSHOW TRAINING**, another flight simulator for the 3D Air Force by Perspective. Use Pulse software by Spectrum Technology/Microsoft. Features include networking for multi-player action, tactile feedback and fingertip weapon selection. (ACE 14)

• **BARMAN BUREAU**, *BARICE* is the world's first interactive hypertext by Roger Marston. "Digital is the art medium of the future." (ACE 20)

• **BATTLETECH**, "The world's first complete con-

Here's a checklist of topics covered in some of our older issues - for a complete list of available issues, telephone 0858 410310 for more information...

puter simulation for play", featuring multi-player strategy equipped with 3000x15 million colour graphics processor, stereo spatial sound and life-like controls as per command (in primary March 1983) (ACE 18)

• **IBM** Computer file introduced is destined to become the entertainment and education medium of the 90s (ACE 20/2000/0000000). Check out issue 20 for multi-media principles programme (in particular) and issue 24 for a primer of the Sharp CD-i system.

• **CDPS**, Commodore's attempt to bring multi-media to the marketplace. An attempt with built-in CD-ROM drive and CD audio capability. Intended to look like a VCR. (ACE 24)

• **CELEBRIC ISLAND**, our month's first hypertext - courtesy of Cyber Software/Activision. Check out issue 23 for the first review, issue 24 for a feature on hypertext, and issue 30 for the general hyper-

media coverage. New Demo CD-ROM version featured in issue 26.

• **ELITE TECHNOLOGY**, trio of talented Cambridge-based game developers engineers. Their names changed from The One more formed the basis of the topic (issue 26, ACE 15).

• **EMULET-PA BOWEN**, a 15.4in 16 million colour computer with built-in CD-ROM drive. If you bought ACE in you could have seen one (ACE 22)

• **HYPERGAMES** like Comix Games and Saturn (digital buttons are paving the way for CD-rom releases. (ACE 20/20)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-i (ACE 22)

• **KONIX CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or airplane yoke. Ultimately halted due to a lack of marketing money. Rumour says get a new buyer is interested. (ACE 16/22)

• **LIGHTHOUSE SPIRITS**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical conclusions of light beams travelling at 94% of the speed of light. (ACE 20)

• **RESEARCH LAB**, British-based research institute with one simple brief - "save the future. People at the Massachusetts Institute of Technology (MIT) facility are working on computer generated programs, interactive computer newspapers and virtual reality main-machine interfaces. (ACE 18)

• **RESEARCH**, the arcade-based games console from NEC in Japan, with storage capacity for 64MB games cartridges and 16 card capacity. (ACE 20/24)

• **RENDERMAN**, the unique 3D graphics system for Pixar which creates polygons with photorealistic detail. (ACE 22)



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AMIGA



Did you find an alien on a remote planet? Study with digital effects. Use frame buffers, character generators and 3D animation? How do you get 33,000 to spend or wait a minute? Show you to both these questions and you should be thinking about purchasing the critically-acclaimed Video Transfer from Amiga graphics developers, NewTek Incorporated.

Being situated in the scenic mountain state of Kansas NewTek presented NewTek's engineers with daunting one-foot-square-of-galaxies. Its wonder the Video Transfer took them over two years to develop.

The NewTek Three ways Video Transfer is the equivalent of a 266,000 TV video and 16M Bytes (megabytes) of memory on Amiga and just like a Hollywood production studio. High frame rates, but what does this wonder wizard actually do? For a start you can create animated effects in full broadcast resolution and 15.6 million colours. Video Transfer pumps-out video, digital trails and handles file transfer to tape. Yes, that's a lot of video in anybody's language.

NewTek's Lightwave 3D rendering software helps

you produce special visual-effects including flying logos and fog. Plus, there are many more sophisticated graphics like soft or fast photo-realistic rendering with advanced pre-rendering, particle systems with soft body motion blur, and "real-time" scene preview with jog shuttle control. I don't know what this stuff does, but they certainly sound impressive.

You can phone NewTek on 800-91-9-888 (2 888 888888) and you will they might say "Yes, I love that magazine".

Reviews and News will be about to unleash a stock car race endorsed by a big cheque on the NASCAR racing circuit. Winston Cup Champion Bill Elliott helped design the "ultimate racing experience" complete with authentic pit stops, shifts for pole position and 200mph speeds. All this sports one of MicroSoft's Days of Thunder - not a very good one.

The trouble with stock car racing is that it's all pretty boring with a crash happens. NASCAR has tried to speed action-to-action from release through the implementation of a first person perspective view of the track and built-in car editor. Now you adjust your focus by adjusting gear ratio, spoiler angle, tire stagger and transmission for the fastest turn of Sears Point or the high banked oval of Daytona and Talladega. If you really get into the game, there's a Cemetery version for players who want to feature their stock car (SCC) on the way to work every morning.

To make you feel great with speed, NASCAR in America has just met a brilliant competitor to meet Bill Elliott, enters the 1990 Daytona 500 and is a sports Ford Thunderbolt Super Coupe. The Thunderbolt is able to play the MS-DOS edition of the 1989 Elliott's NASCAR Challenge later this year - where they'll compete to capture the flag as well as the Ford. NewTek's what's next? a prototype

about something similar in the UK?

Charles Smith from Dallas, creator of Terminator 2 for the Dream, when those trucks into his house when he was ten or fifteen and thought: These become businessmen - I re-created the place and stole Dallas's Amiga-based development kit, including a hard drive full of programming routines which are useless to anybody but your boss. Luckily the unfortunate situation hasn't affected the release of the game. Good job really, considering the trouble in obtaining software records in America and it did to open our face later this month.

No typing is required in King's Quest IV for fantasy RPG users can concentrate all their precious thoughts and efforts on exploring gloomy dark forests and vast mountains in search of the royal family of Savanah. For the past year, Sierra Software has employed some of the very best programmers and designers in the USA. Games like King's Quest IV are proving the existence of the recruitment scheme.

Developing plots after some game facts should be no further than The Official Lucasfilm-Games for Console Strategy Book. Plus, what a beautiful feature Novel Strategy Book and George Lucas have plenty of hot facts to bootstrappers 1982 and Star Wars from The Battle of Hoth. Even the Special Editions of the Luke Skywalker have been distributed for your playing pleasure.

Without repeating any information already found in the manual, Telltale and Informatica provide new insights into the feature as modules and the people who live them.

The in-strategy guide teaches you the specialising mechanisms used by plots in battles, explaining in step-by-step detail how to fly your stars through the truly intricate mazes of the linked combat area.

By Mike Whelan

ATARI ST



Judy's Olympia British Music Fair for international Music Fair and the now known as Atari to broaden the range of conditions is exactly the launching point for loads of new music software.

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

Good news came from distributors M&M&S, whose desktop CD sequencer that has now been ported to the PC, Amiga and Mac, will coming only £50-£60. Likewise, the powerful MIDI notation program, has been ported to the ST and PC. It can record a real-time or step-time, transcribe MIDI files, and support 64 staves with 4 voices per staff. Cost is £269-£95.

New from Spcode is Track Chart, for all formats, a studio management program enabling the engineer with previous information which can be linked to SMPLE. Printed track sheets can include information such as song titles, track names,

comments, start times, track groups and virtual tracks, and while playing it each Chart can trigger user-defined MIDI messages. Cost is £139-£67.

Sound Technology's CD-to-sequencer featured music notation programs Aard and Melia, together with the long-awaited-on-line version of the Monitor sequencer, music transcription packages.

Notable updates: The most striking product of the show, though, had to be (Shed Music) CD MIDI controller. The glow-bordered, polymer-cased MIDI controller looks like nothing so much as Mr. Spock's Vulcan hand with six recessed-convexed push pickup plates mounted where the strings of a guitar would be. The CD has master buttons on the back, which can be programmed to produce any note from a "chromatic" scale. A knob on the end of the neck and the LCD on the body allow you to identify by "hearer" of chords, giving a total of 640-choices. It has master buttons on the top which call up new programs, and a pressure sensitive panel on the body allows you to introduce performance-effects such as pitch-bend.

In cooperation with an ST running a sequencer package, the CD would form a novel tool for programming systems, which will be available from around October at just over £400.

Not seen at the MS, but launched a few weeks earlier at the trackless IFPI (Association of Professional Recording Studios) Show, was the 640 from Translating, to be distributed by

Cooley by Design. The members of the MIDI-Master virtual living display the 640 is a remote controller designed for software sequencer users; it plugs into the joystick port of the ST, and is supported by track accessory software which lets you assign any of the 14 user-definable control functions to any ST key, so you load

for instance select sequence controls for Record/Play/Stop/Next/First without being anywhere near the computer. Cost will be around £65.

Also on the way from Translating are Master's, a 12m 15-voice MIDI polyphony, and DMX 100, an upgradable version built up from fixed units. The function of DMX 100/200 is to allow you to make different MIDI notes follow a sequencer drum machine, keyboard or MIDI channel package - in a number of MIDI sound bank sets. They're available in single units, but tend to be expensive and bulky to use. The Translating products, though, are MIDI controller using Super Mac's, an ST software accessories which used a series of 32-programmable grid screen displays which can be called up from your sequencer program, re-voicing your instruments as you play (from here you'll need a controller).

Another great bit of ST music news is the return of digital bits after a period in the distribution wilderness SMPLE. Track, Sequencer and Mixer, other MIDI software packages have feature been ported up by Digital Music New services in the package include Super Track Card 96.8 and SMPLE Track Card 96.8 for the ST, at £179 and £399 respectively with an upgrade path after from Super Track II over SMPLE Track, and the latest version of the generic page editor Sequencer, at £279 for the ST.

Digital Music's most interesting new launch is an unusual product from Gordon Systems, "OSM" with a sequencer or algorithmic composer kit, but, at least the MIDI program for improved performance. Being simple includes from a MIDI controller, which can turn them into individual channels, a complex melodiator or sequencer on change commands. The package is available at £29.

Reviews continue

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GAMEBOY



Researchers are allowing the Death Star, James and thinking your landspeeder and Snowtrooper leads a show. What else is being done? Star Wars is so hot and hot now, Gameboy owners will be able to do the Star Wars in Lucasfilm Games and Joust. The newly French fun has managed to snag up the rights to deal in and wanted a game based around my elite favorite worldbuilding and more.

"Star Wars is the perfect theme for Gameboy," declares Ubisoft's Claudio Gamiani. "The movie is just like one big video game. Star Wars will be one of the most exciting games available to Gameboy."

Gameboy will be similar in style to the N64 adaptation from Lucasfilm Games and 3D Realms Industries. Both titles follow the end of the film, reconstructing the space combat and other great action sequences, culminating in the attack against Darth Vader's Death Star in a special 3D play-alike.

Finally, we're going to have to sit tight for at least seven months before we get a chance to see the faces and see some battle butt. Don't know about you, but I can't wait to get it to go.

Evidently in keeping with the spirit of Star Wars, the game will be available on several levels of fun: full-on action and power-punching performance. We're sure you'll find a way to sample its aggressive addiction factor for yourself. I promise you won't regret the offer.

Like the previous Death Star, the new story line battles three things with a combination of fancy moves and more conventional tactics like the Force and the Death Star. Don't get mad, get dead.

Combining strategy and action to keep being used a making its way to the Gameboy. Assassin's Terrence (Robert) New for full-on features. All these new and innovative features will have come in less. Gameboy is, can the message to be without it against tough competition from the Simpsons, Terminator 2 and 3D games!

Next word: The original Gameboy

made video games, the better by to use April 1998 than the industry's Nintendo Game Boy and Sony. Play on the difficulty as they make sure to find through an challenging levels and some puzzle-solving stages. When the fun breaks the fun they are excited, but players can't expect them since the fun levels have been moved to the game.

Recent to sporting more great titles with the next release by bringing the 7-11 year-old game. After all, nearly a million copies of the first titles, the fun has been sold so far. Next! continue!

After the performance with several students (Walters and Smith), it seems Nintendo has got a taste for fast food and to the company is preparing a remake (60) with longer names (Nintendo's).

Although none of the details have so far emerged, it does seem like the fast food and a deal would include some sort of Super Mario Bros. features and a change for figures from popular Nintendo games. That's all, I don't believe will see a Mario Super in Game Boy just yet.

The high-speed Submarine play in Blades of Steel just Four Elements (Superstar fan-favorite) in the shade.

One-of-a-kind today: After for the Gameboy, you can choose from eight different teams for practice, exhibition or tournament play. There's no time for rest as you pass, check, light, shoot and pass, spend your way to the first match and overall victory.

Konami's Blades of Steel offers one or two player options and will be available from next month.

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SUPER FAMICOM



The race to get software ready for the US release of the Super Famicom Super NES, as it'll be called, is continuing apace, and things are beginning to look very interesting.

The recent Chicago CES show gave a good indication of what was coming hot, but since much of the product was at a very early stage many games had been in development for literally a few weeks (looking some days back to think that they were all cold - it generally looked poor when compared to the news of spanking new, virtually finished games that were on display at the Sega stand).

SNR, there were some golden gems around, the most impressive of

which is Super Clouds 'n' Ghosts. I don't know what planet last month's entry of this column was from, but the game isn't anything like the arcade original - it's mostly based on it. The first level features great mounds of earth which burst upwards as you walk across the ground, cages filled with goodies, and trees, tougher ladders.

There's also a range of new weapons with which you can unlock super death and destruction. It's definitely the best Super Famicom game yet seen, with graphics and sound that'll blow you away. Keep a watch out for it. Another gem-like (but probably good title is Super 87 Yon. Again, it's not a straight arcade conversion, but is based on the machine. The first level is all-new, and features a back-drop of beautiful planets and stars. There is, of course, plenty of alien stuff to blow into the middle of our earth, and there's a variety of new and familiar weapons, with which to do so. It looks a cracking game, and I'm sure that shoot 'em up fans should get hold of when it's released later in the month.

Caveeman Ninja is a very nice Data East coin-op, and I was pretty surprised to see what looked like a

business copy on display at Data East's stand. I looked underneath the display, just in case they were selling a flat one and had a coin-op PCB lurking underneath, but to my belief there was a Super Famicom with a Caveeman Ninja cartridge! It's a really neat beat 'em-up in which you guide a wacky cartoon-style caveeman across a wavy cartoon-style landscape, kicking the seven shades of sheeps out of lam-ose cartoon-style bubbles. In fact, the only annoying thing about the game is that it won't be available until early next year. Ah well.

Trademark: enter the Super Famicom market with your "brorian" Steven's Super OffRoad Challenge, a faithful copy of the Super Sprinterized coin-op. The game looks, sounds and plays terrifically, and apparently runs the same code and the same player systems as the original arcade machine. Top point!

I also like the look of Actionmania Challenge. Stealing the most famous of those football-pun actors that play out utterly hilarious WWF wrestling matches on satellite TV, this is could be the best wrestling game yet. The early demo I've seen says to some excellent

graphics - the on-screen wrestler's really do look like the "real life" star actors - it has Rick Higgins and the Ultimate Warrior - and the animation and sampled sound effects are both superb. Judging by the immense popularity of the sport, I think this could be a massive seller!

But what I'm looking forward to most of all are Electronic Arts' trio of sports games: John Madden's Football, Lakers' Ho Ho Ho and PGA Tour Golf. I saw very, very early demos: the John Madden's one was about a week old and was tested two hours before the show and having spoken to the programmers, I think all three could be amazing. They'll basically be the same as the Wingburner versions, but with enhancements wherever the hardware allows it. So expect scoring following the ball 3D effects in PGA Tour Golf, and even more detailed graphics in John Madden's Football Football!

Finally, if you're thinking of buying a PAL Super Famicom, thoroughly check it out and make sure you've got a guarantee from the retailer. Many PAL machines are unreliable, and often counterfeit. If possible, buy a SCART model.

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HOT OFF THE SHELF

Do you know, I hate writing the intro to *Hot Off The Shelf*. I mean take this month, for example. What on Earth is there to say about the Merry Month of... er... September? Nothing, that's what!

Surely you know the score by now; the top games from the last three months sliced 'n' diced for your deflection. Oh, and there's a smattering of classics too. Read on...

BATTLE CREDS 2

Electronic Arts ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £29.99
Liquid-its spreads from Hollywood to the computer industry! This new round the rule set based on the Chinese variant of Chess, which introduces some new moves, has a new blocking board layout, some pieces can't cross and limits the king's movement to an

'Imperial Palace'. As before the board is viewed in 3D, with all the pieces 'taking' each other in a variety of amusing and well-annotated ways. While a bit slow and irritating running from floppy, due to all the disc swapping, a fun disc shows the game to be far faster and more lethal than normal Chess. A game that would keep even the most jaded Chess fan happy.

■ SEE BATTLE 200 ON ATARI ST

BOULDERBUSH

Major Musical Industries ■ Cambridge £19.95 (import)
For another steal from the aging OAR's catalogue of great games. Hey kids, remember this? Guide cuts, and ruddy Bookford around umpire! What's yours-speak for more than can be counted on one hand's mass of boulders and needles in pursuit of diamonds. But bear in mind that digging around boulders can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to Minerva's £499 Handheld wonder.

■ SEE BATTLE 200 ON GAMBIT

CHUCK YEAGER'S AIR COMBAT

Electronic Arts ■ Amiga £7.94 ■ Atari ST £7.94 ■ PC £9.99
The two previous Chuck Yeager games were exemplary in every

aspect save one: there were no guest stars for the Sea-Thunderbolt/Sea-Thunder-in-Your-Hair brigade, but more than a little disappointing for the rest of us. This latest outing with the grizzled old vet verifies that complaint... and much more besides. Pilots can fly 'planes from either WW2, Korea or Vietnam in a number of missions. Even more fun is the ability to sit, sip a Mustang from WW2 against a Phantom from Korea. High realism means this isn't one for the pick up 'n' play brigade, but it's a fine purchase for the one fan looking for a challenging and long-lasting experience.

■ SEE BATTLE 200 ON SIM PC

F-14 TOMCAT

Activision ■ Amiga £7.94 ■ Atari ST £7.94 ■ PC £7.94
One can't help feeling that F-14 Tomcat is going to have some thing of an uphill struggle to be noticed, what with the recent release of a whole slew of top-notch flight sims, such as US Gold's *Jetfighter II* and Chuck Yeager's *Air Combat*. To be perfectly honest F-14 is inferior to both these competing titles, but it's still a high-quality product. The biggest criticism is that it's very hard to lose. Eject and let the jet crash into the desert and nine times out of ten *Comesand* will return you to active duty without even a blinking eye.

■ SEE BATTLE 200 ON SIM PC

FLAMES OF FREEDOM

Microprose ■ Atari ST £24.99 ■ Amiga £24.99 ■ IBM PC £24.99
Here this is a challenge, how do you run up a huge game like *HoTT*? The big three has set in, and Microprose is now Alpha, the island HQ of the Atlantic Federation. You play one of their crack agents with the task of supporting an impending attack by the evil Saharan Empire. The majority of the game takes place in a massive solid-3D world, with your eye able to use any mode of transport helms may come across, everything from aircraft to helicopter. But this is no shoot-'em-up. There's more than enough strategy and subtle fuge to keep any non-arcade fan happy. A major contender for game of the year... already!

■ SEE BATTLE 200 ON ATARI ST

40 SPORTS BOOING

Microprose ■ Amiga £24.99 ■ Atari ST £24.99 ■ PC £24.99
This violent clash between two solid-polygon generated pugilists is the best rendition of the 'table art' yet seen on a home-computer. The use of polygons allows the action to be viewed from absolutely any angle, and a video playback option allows you to watch that decisive upper-cut again and again. Highly realistic, some great polygonated expressions of anguish on the fighter's face, a huge range of moves and a lot of work to be put in if you're to become World Champ!

■ SEE BATTLE 200 ON SIM PC

GOONS

Reneqade ■ Amiga £29.50 ■ Atari ST £29.50 ■ PC £29.50
Reneqade crash into the game's boss with this, their first release - and what a corker it is! Set in Ancient Greece, the player controls a funky warrior who must be guided through four levels of platforms, obstacles and puzzles to a face-off with something very nasty in the Underworld. Okay, so Reneqade wins no prizes for the written-by-computer plot but the implementation is something else - superb graphics, intelligent aliens (and they are smart, bold and beguiling), clever surprises and secret bonuses to discover. It seems

temporary landmarks as Sigmar and Mikko Tessa! Once crash-landed on the Red Planet, the adventures really begin, with vicious vegetables on the prowl, the survivors of a previous failed expedition to find the ruins of a dead civilization to explore. Origin fans won't be disappointed and neither will anybody else.

★ **AGE RATING 148 ON IBM PC**

PIPE DREAM

Microsoft ■ Gameby £25 (Import)

Most readers will probably be more familiar with this game under its original title of Pipemania. All the action takes place on a 10 x 7 grid. Doing a turn you have to drop wavy sections of piping onto the grid, with the aim of making a pipeline for "flow" to flow down. Should the flow leak before it has passed through a number of pipe sections then it's game over. Later levels introduce directional pipes like flow MUST flow a certain way and obstacles, infuriatingly addictive - it's the son of game the Gameby was designed for.

★ **AGE RATING 108 ON GAMEBY**

POWERMONGER

Electronic Arts ■ Amiga £29.99 ■ Atari ST £29.99

A new computer classic, with the highest AGI rating ever. You play a warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to Populous, the landscape is both polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

★ **AGE RATING 103 ON AMIGA**

PRINCE OF PERSIA

Broderbund/Sumax ■ Amiga £24.99 ■ Atari ST £24.99 ■ IBM PC £24.99

A game that could so easily go unnoticed and unloved by the shelf-enslaving hordes looking for the latest licence. The graphics, when static, are fairly

unimpressive (although they do get better on the later levels, but when they move... The animation as you guide a young Prince through unman levels of platforms, pits, spikes and swarmlens is quite excellent and life-like. And the gameplay, although it may sound uninspired, is as good as the graphics. Some of the action has a real ony-style cliff-hanger aspect to it. Like this and you'll be crying for more!

★ **AGE RATING 111 ON AMIGA**

BTYPE
B&B ■ Gameby £14.99 (Import)

In one fell swoop, this conversion of the classic coin-op matches the cream of Top Gameby Month's Top Ten from Amiga. All your old favourites are here: The Force beam weapon power-up; Cigar-wagon and of level alters; frantic action; security palm activation. How do the programmers manage to pack so much into such a small package? Only B&B have the answer! It's their one niggling fault: it's the warbling soundtrack, which cuts out annoyingly everytime a

sound effect is played.
★ **AGE RATING 118 ON GAMEBY**

BARAGE EMPIRE

Origin/Intelligence ■ PC £24.99 ■ Amiga £24.99

Using the Glimix VI interface, Origin have taken a side step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dinosaur-infested Lost World. A good yarn well told and - hard to believe I know - actually better than Utters II.

★ **AGE RATING 101 ON IBM PC**

THE SECRET OF MONKEY ISLAND

Lucasfilm/US Gold ■ Amiga £25.99 ■ Atari ST £25.99 ■ IBM PC £25.99

Monkey Island is the latest in the series of animated graphic adventures pioneered by Sierra but now passing a nice little name to Lucasfilm. You play Guybrush Threepwood whose ambition is to become a fully-fledged pirate. This entails a lengthy (20-hour) 1.5 action's

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estimate speed through a world populated by scary mutants and assorted cut-throats. Same sensation is made easy to pit by the simple point-'n'-click control. By turns both tense and funny, the absorbing atmosphere is only slightly marred by the coarseness of the TM symbol. **ACE RATING SEE OUR ADVICE**

SOON THE HERDSMAN
Sega/Virgin • Megadrive £29.99
Aaaaah, Sonic the Hedgehog. At last a quality title for Sega's little black beauty that really shows what the machine can do in the hands of the inspired. It certainly makes up for the likes of *GunZenkai* and *Midnight Resistance*. Believe me, you've never seen a platform game move this fast. And thankfully clever game design has ensured that high speed doesn't mean high unplayability. But better than *Mario*? Well, perhaps not. It lacks the Nintendo giant depth and long-lasting challenge. But it's a cracking game, none-the-less, and you'll be a right fool to miss it. Can't wait for *Sonic 2*? **ACE RATING SEE OUR ADVICE**

STRIDER
Sega/Virgin • Megadrive £29.99
This cunning conversion was released some time ago on home computers. Thankfully, the Megadrive incarnation is supremely superior - if you didn't know better you'd swear you were playing the arcade machine. Strider plays has to jump and tumble through levels of arcade-perfect action. Stunning for its graphics, sound and gaming play, Strider is a must-buy for any Megadrive owner. **ACE RATING SEE OUR ADVICE**

SUPER WANDERLAND
Nintendo • Super Famicom £39.99
with grey-import console
Could this be the best platform game available? The game follows the seemingly never-ending adventures of Mario, as he jumps and joyrides his way through 99 sub-levels of platform action. What makes the game so special - apart from its superlative graphics, shimmering sound FX and super-satisfying control - is the never-ending variety in the game-play. It's not all just running and jumping. Complete this, and you can con-

sider yourself a real games supremo. **ACE RATING SEE OUR ADVICE**

SPACE QUEST IV
Sierra/Orion • Amstrad £79.99
• Amiga £79.99 • IBM PC £89.99
Top-Quality point-and-click space adventure with lots of humour and minimal dithering around Sierra have managed to combine excellent graphics and a leisurely yet comprehensible time-travelling story line. Guide Roger Wilco through a roller-coaster adventure involving absolutely no typing and some excellent puzzle-design. Every location contains a surprise! Not too good if you own a slow PC, and is virtually unworkable from floppies. Otherwise, a pretty essential purchase if you can put up with the constant crashes. **ACE RATING SEE OUR ADVICE**

WEND COMMANDER
Origin/Intercept • Amiga £79.99 • PC £89.99
Another 3D space combat game, but radically new of turning ray-traced and digitised

graphics for the spacefights. They attack, drink and grow with amazing speed and fluidity. Animated scenes punctuate the action and present the first true cinematic experience on a home computer. The multitude of models mean this isn't a game of surface gloss. Sadly only best appreciated on the high speed PC. **ACE RATING SEE OUR ADVICE**

WANDERLAND
Magnetic Scrolls • Amiga £29.99 • Atari ST £29.99 • PC £34.99
The Scrolls, having stunned the world with *The Falcon* way back in 1987, return with a new classic. An adventure game based on the famous novel *Alice in Wonderland*, the plot follows the back enough to retain its weird flavour but not so devilishly as to make it solvable by simply knowing the story. The levels test, brimming with hundreds of tough (but logical) puzzles, is accompanied by a number of stunning animated graphic scenes. The future of adventure games is here. An essential buy. **ACE RATING SEE OUR ADVICE**

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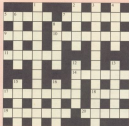
CLUES ACROSS

- No charge to drop from 'Swords of Twilight' software house (4,4)
- Kind of light wine one swallowed (4)
- Changes code - Ed's put it in (2)
- 8-bit game Leo and Dino played together (7)
- Pa curies my new game from Virgin (3)
- Being under twenty, she rules the game (4,5)
- Bit torn to pieces in game (7)
- Computer helping to write comic routing (5)
- Loathe Grendin game (4)
- Everything shown by the runes I've cast (8)

CLUES DOWN

- Flintstone's first from Ubi Soft (4)
- Game that's a bit of a cult I'm assured (8)
- Brown dog! (8)
- Look out - leaders got Ron to form software house (8)
- Be all-consuming! (3,2)
- Clark Kent's translation of Übermensch! (8)
- Heighten general awareness about Denmark subsidiary (6)
- Duo's reverting after ex-developed game from Origin Systems (8)
- Barishment from Audiogenic (5)
- A game of hazard from Leisure Genius (4)

Make sure you don't miss next month's competition - it'll be the last! To find out why, and what will replace it, don't miss next month's issue!



HOW TO ENTER

Every month we offer a free game worth up to £25 for your machine if you're the number of the first correct crossword solution out of one lot. The chance to win your solution is in £22 September 87 (weekend). Entry closes: **Friday 12th September 1987**

The deadline for entries is the first of the month but, as September falls a Sunday, entries received on Monday 2nd will be eligible.

JULY 91 RESULT

Number of the first correct solution: **2004**. Number of correct solutions: **1**. The winner will be announced next month.



ACE

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HELP desperately seeking Wing Commander 3.35: IBM 160 needs Real Runner: Neo City or others. Please contact Kevin 02041 840028 116 Queens Court, Chiswick TW6 0SL 029

HELP needed on Starkey Island I want to get into the station with a Mattel 2B Commodore, Telepage, Ken T103 etc

HELP given on many old and new software games 1000 £48 incl. incl. Atari-286 with disk drive Com many games and other media £ 2,200 incl

works over £900 only £150! 5th after working to get a club going for the Amiga August 19th by: Stephen Moughtin, Timberline House, The Mount, Buckham Hill, Trobair, Norfolk.

CAN ANYONE TELL me the file structure of Deluxe Games 2 Picture files in BM PC Also I would like to contact any Pascal C or 5288

programmers with view to learning Deluxe going Contact Lee Bechtelink at Four Two Ave Coptham Lamburnham or phone 0257-767150

HELP reader wanted for up and coming Amiga demo group. Have 2815 modules, spreadsheets Ring 0264 61 5680 No letters please.

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I have completed Wing Commander Kings Quest 3 Space Quest 3 Leisure Suit Lamp 2 and can offer help on Super Off Road, Jason 2 in Super Strike 2 Head Hunter and Team Yankee. Phone Anthony on 0246-400028 after 5 weekdays and anytime weekends.

PLEASE help someone to Kings Quest 3 Data MegaLink Lany 1-3. Drop 'u' if you'd be grateful if you could help.

Want help with gateway? Have cheats on disk Send £15 to 12 Dudley Redington 8 Buxton

HELP needed on various islands for finishing Level 1 Passing the spider mountain bridge. PC Plus 0284 Wincoburgh, Buxton, Inbush Cup

DESPERATELY trying to find Lynx with a few games willing to swap Nintendo 01723 worth of games light pen two 25000/2511 advantages joystick still based with mouse work £200 if interested call or write to Philip Colton, Redburn 31 Penryn Way, Simons Park, Northchurch Essex Tel 04263-42292

HELP NEEDED on Zenage Wildlife file for Amiga Also any help for NATE file got loads of tips how other games if anyone wants the Game Master 2 Edinburgh, West Cunningham Kings Lynn NE11 6JJ

NECC 520T needs help in Desktop Future Virus Full Desktop needs more virus free floppy disks incl. Angel 19 Luggish Park, Herts/Herts, Cambridgeshire, Scotland

STUCK in games? There I may be able to help. With over 100 28680 40400 solutions for advertisements 567021 - 548 to Contact Mavis 130 Cambridge Drive Ipswich IPY 6UN

HELP NEEDED desperately I am looking a new owner for the Alan 57 and we intend to code games demos etc. I would appreciate any help in the way of 56204-0068 Details etc on every tip and more Contacts Any really needed Write me to Brentford Peppercorn Colson/Tony Co Mangrove Island

SEVEN CITIES OF GOLD CPC & AMI and other games for 01 Pinner high street/White Mitrelands, Telford 75 07500-Ruakaka, Poland

NEED T1 Tuner for NEO 07 PC Engine that will pick up TV stations in the UK willing to

swap other Commodore, Operation/Wall Out/over 8- Type 400/over 100 in boxes just brought from Japan, News to Thomas (John at 75 Coventry RD Leicester, Herts/Herts/Westminster LE11 9BE or Phone 0255-470033 (0-9) Study need no please hurry

ATARI LYXX Fanatic needs writers advice Contact Lynx via 11 Mangrove/100 Spencers Wood Reading RG7

GAMEROY owners need games reviewing and rating wanted/notes which are the best games to buy Please also send me tips Game 50 in storage to Mark Bradford, 29 Woodside Rd, Reading RG Also urgently seeking tips for BM PC games

HELP needed again I need to get past the Bessan in Highbury/Gates to the Galaxy. I can give tips in anyone's club in Highbury too. Contact James Lynn, 18 Langley Terrace Redbridge 071-554-1713

NECC Unfortunately, due to piracy groups using the Prepaid section, ACE has been forced to discontinue this part of the Readers' Page. We apologise to genuine advertisers for any inconvenience. Any unpublished entries will be forwarded to the Federation of Free-Traders who will take action against Pirates.

NEED DO YOU WANT TO BE IN OUR READERS' PAGES? SEND THEN FILE IN THE ENTRY FORM AND SEND IT IN THE PAGE!

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ADDRESS FOR YOU.

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FOR INFORMATION
LEADING TO A
PROSECUTION
& CONVICTION



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

TELEPHONE 071-497 8973



ACE DIARY

AUGUST 1991

16-17th July SOFTWARE RELEASES

224 Super Cars (E) Amiga 17.99. 30-released top-down racing game in futuristic setting. Far-flung splitters from the Genesis back catalogue to be released this month.

Apocalypse (E) Amiga 17.99. Assault of the Year 2 (E) Amiga 17.99. **3rd Street** (originally from Millennium - E) Amiga 17.99. **Cloud Kingships** (also on Millennium - E) Amiga 17.99.

Wingspan: Blue War (E) 19.99. Air combat in World War I. **Sea Zone** (E) 19.99. Submarine simulation.

Wizards&Wizards: Jaws (E) to Microsoft (Amiga) 12.99. **Wizards&Wizards: Jaws** (Amiga) (PC) 12.99. **Wizards&Wizards: Jaws** (Amiga) (PC) 12.99. **Wizards&Wizards: Jaws** (Amiga) (PC) 12.99. Graphically fast chase game where the players actually materialise and fight one another for possession of the space.

Wii Soft: Foot Game (PC) 12.99. Five racing games: **Mad Car Race**, **Mad Britain**, **Mad America**, **Mad France** and **Chicago** 90.

Empire: Space 1889 (PC) 12.99.

Sunday 15

Billy Racing: Hungarian Formula One Grand Prix in Budapest - 120 Tigris Grand make up some of the field on Gyton Senna?

Monday 12

Cricket: Final Day of the Fifth Test between England and West Indies, at the Oval. The greatest shooting season opens.

Tuesday 13

Wednesday 14

Thursday 15

Friday 16

Birthday of Dickens, in 1795. **Saturday 17**
Anniversary of the Proclamation of

Independence, Indonesia. **Football** First Saturday of the 1991-92 Barclays League season.

22-24th August SOFTWARE RELEASES

Clawmaster: Double Double (E) (Amiga) 17.99. **TV Sports Football**, **Wings** and **World of the Flying Sauc**, all in one pack: 49.

Minor Images: Rebel (E) Amiga, PC 14.99. **Conflict** (Amiga) (E) Amiga, PC 19.99.

Image Workstation: 2D (Amiga) 14.99. **2D** (Amiga) 14.99. **Motor racing** game in July 1991 style.

Electronic Arts: Powerman (E) (Amiga) 17.99. **Wings**, **Ego** and **Twins** for **Powerman** addicts. **24** **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99.

Pygmalion: Atlantis (E) Amiga 12.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99. **Wings** (E) (Amiga) 17.99.

Empire: Megastarliner 2 (PC) 12.99. Follow-up to acclaimed strategy game (though it hardly seems a week since M11 hit the shelves).

Sunday 18

1991: The first Mini, produced by the British Motor Corporation, was unveiled today.

Monday 19

Tuesday 20

Wednesday 21

Thursday 22

The new law allowing pubs to stay open all day took effect on this day in 1968. **Cricket**: Test match, England vs Sri Lanka, begins at Leeds.

Friday 23

Liberton (E), **Parsons**, **Madness**: County Council announced plans to open a new type of school, called "comprehensive one", on this day in 1963.

Saturday 24

Athletics: World Championships begin in Tokyo.

29-31st August SOFTWARE RELEASES

Image Workstation 2: Megastar (E) (E) Amiga 14.99. The graphics, the styling, and most importantly the music, all on Amiga CD. **Twins** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99.

Minor Images: Rebel (E) Amiga, PC 14.99. **Conflict** (Amiga) (E) Amiga, PC 19.99.

Image Workstation 2: Megastar (E) (E) Amiga 14.99. **Twins** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99.

Image Workstation 2: Megastar (E) (E) Amiga 14.99. **Twins** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99.

Image Workstation 2: Megastar (E) (E) Amiga 14.99. **Twins** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99. **Wings** (E) (E) Amiga 14.99.

Sunday 25

Motor Racing: Belgian Formula One Grand Prix at Spa.

Monday 26

Bank Holiday (England and Wales). **Leeds**: 100 Open begins in New Park. Anniversary of first BBC transmission of TV pictures using both images and sound, in 1930.

Tuesday 27

Wednesday 28

Thursday 29

Friday 30

National Day, Malaysia National Day, Trinidad and Tobago.

1-7 September SOFTWARE RELEASES

Domark: James Bond **Collection** (E) Amiga 129.99. **Competition** (E) Amiga 129.99. **Competition** (E) Amiga 129.99. **Competition** (E) Amiga 129.99. **Competition** (E) Amiga 129.99. **Competition** (E) Amiga 129.99.

Wizards&Wizards: Jaws (E) Amiga 12.99. **Wizards&Wizards: Jaws** (E) Amiga 12.99. **Wizards&Wizards: Jaws** (E) Amiga 12.99. **Wizards&Wizards: Jaws** (E) Amiga 12.99.

Wizards&Wizards: Jaws (E) Amiga 12.99. **Wizards&Wizards: Jaws** (E) Amiga 12.99.

Wizards&Wizards: Jaws (E) Amiga 12.99. **Wizards&Wizards: Jaws** (E) Amiga 12.99.

Wizards&Wizards: Jaws (E) Amiga 12.99. **Wizards&Wizards: Jaws** (E) Amiga 12.99.

SEPTEMBER

Sunday 1
All Formats Computer Fair arrives in Leeds, at the University Sports Centre. Doors open 10.00am. Contact number for organisers: 0225 868308. **Athletics**: Final Day of World Championships in Tokyo.

Monday 2

Tuesday 3

1967: Season cancelled from driving on the left, to driving on the right hand side of the road. **How?**

Wednesday 4

Thursday 5

The UK industry's biggest exhibition, the Computer Entertainment Show opens at Earl's Court 2, London at 9.00am. Phone the information hotline on 02039 50000 for details.

Saturday 7

1928 continues, plus All Formats fair in Victoria falls from the organisers on 0225 868308.

THE W I N E R E N D

PLUS CA CHANGE

Hat Hat Our request for bogus game scenarios last month had us sitting at the sides, for, well, at least five minutes. The same, after considerable debate, has to be M. Furusval of Helsinki, whose entry kept us chuckling the longest.

M. Furusval's spot, for *Penultimate Grand A™* introduced the tedious possibility of virtual reality head-sets, featuring two game modes: ...TOTAL MEGALOMANIA - lots of pieces to hide until those nasty men go away (but SLOBBERING MAMMA - nowhere to hide, but who cares...you're there to eat human flesh!

The game looks old (terrible) as you (don't you head set...and watch it honor as a gang of toughnecks break bottles over the head of your girl.

'Good luck!' exhorts the Mark, ...and let's be careful out there!' Well done, Mr. your game is on its way. And an honorable mention to Nick Gillfield who managed to come up with a scenario that passed on (terribly) dozens of well-known games.

And now for a mega-compo because, as you'll find out below, Bitter is departing ACE this month after four years of loyalty/fidelity services. He reckons you deserve something a little bit special for putting up with him, and here it is...

ACE is mounting the Advancing Computer Entertainment conference at the ECOS in Paris, Court St (September for the 15th and 16th, to be precise). At the time of writing, this conference will give games enthusiasts the unique chance of meeting and hearing from such luminaries as Chris 'Balance of Power' Crawford, Brian 'Beyond Dark' Hixson, and a host of others. This is a serious affair - perhaps the first professional computer games design conference ever held in Europe - and the entry price reflects this: £35 for two days, eight speakers, lunch, and a panel session.

If you think that's pricey, remember that equivalent events cost at least £200 to enter and usually much more. However, an obligation that for some ACE readers this sort of event is out of the question, so Bitter is stepping in with a unique chance for the lucky chaps to be chaperoned to get in for a duck. If you can, you'll be rubbing shoulders with some of the biggest names in showbusiness.

So here's your chance. Simply write down on a postcard the name of the game you consider to be the best designed program you've ever played, and then tell us why you chose it. The five tickets will go to the five entries that demonstrate to us the bestest design sense - you don't have to be the able, able to talk, or even funny - we just want five people who **REAL**LY think they know what makes a good game, and who can tell us what, in their opinion, that factor is. Get in at the address for entries to:

ACE, Bitter Goodbye Comp
Priority Court
20-22 Farringlane Lane
London
EC2 1JG

...and the deadline for entries is August 20th. You MUST also include

your daytime or evening telephone number for contact, just in case you win!

For many of you, especially those of you involved in entertainment media, this conference is really too important to miss. You can book a ticket by telephoning Steve Castle at South Kensington 071 251 6222 for details. Attendance is strictly limited and interest is already running very high, so get in touch soon if you don't want to miss out.

And so farewell, after 48 hours. Bitter can exclusively reveal that ACE was originally going to be called Bitter (yes, it's true) but a last minute decision went for ACE instead, with Bitter being reserved for the final page.

Early Bitters make pretty ironic reading - the first spotted how Burrell Software's latest astrology program had predicted that the company would get into financial trouble. The company disappeared soon afterwards. In the second issue, Stuart Bell and what Bill Stealey of Minneapolis are seen cutting a celebratory cake together - later they were cutting each other as they stomped off to visit Electronic Arts. This was Treasematt and Newson going to court - now both of them are off the case. Plus ça change...

...And the games...Bitter particularly enjoyed Impact: the Arkadedo derivative, Photo (an early ST two-handed shooter), Bonecrusher from Suemore, Ultima II, Cosmic Game (while it lasted), Lurking Horror (what other game has had so 'interesting' in it), Beyond Dark and, more recently, Martian Dreams. Our readers will always be welcome at the Sunbuddy Home for Bittered Heals, but watch out for that bedouin...

• END

IN NEXT MONTH'S ISSUE

Next month we're launching the 5th Year of ACE with news of some major advances in magazine technology! We're not giving anything away, but get next month's ACE for the full story! Plus...

- The Groudon conference: check out the current games in development at the home of the hottest racing sims around...
- Exclusive pre-ECOS show reports...
- ...And a host of surprises. Don't miss it!

Dear Newsagent,

You may not have noticed, but the items slight quicker on the fire button than your average Joe. My earliest gaming days demands nothing but the best, so please reserve me a copy of the world's hottest computer entertainment magazine, ACE. PS: ACE is out on the 8th of every month.

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