

Atari ST  
Amiga  
CBM 64/128  
Spectrum  
Amstrad  
IBM + more

ISSUE #3 • OCTOBER 1988 • £1.50

# ACE

ADVANCED • COMPUTER • ENTERTAINMENT

THE  
YEAR'S

100  
DAZZLING ANNIVERSARY ISSUE

TOP GAMES

RATINGS • TIPS • TARGETS

# THE HISTORY in

## The first 3 years

Computer industry sources spoke of alarm and despair today as US Gold - Europe's foremost in home entertainment software - announced plans for a September release that marks a milestone in the development of the home computer industry. Titled "HISTORY IN THE MAKING", it chronicles the early giant successes of this exciting industry and regarded by many experts to be the finest single collection of computer games ever produced... a real must for computer enthusiasts and a true collector's item to be treasured for years to come.

In just four short years home computer entertainment has grown into a fervent and exciting industry not only bringing much pleasure and enjoyment to many youngsters throughout Great Britain and Europe, but creating a whole industry that has made enormous strides forward in technology and the standards of entertainment.

No company has done more to advance the cause than US Gold. Deriving its name from the early activities of importing software from America and adapting it for the home market, US Gold has

consistently led from the front, outstripping competitors in satisfying the demands of an increasingly discerning public. US Gold now stands firmly at the head of a very noble and vital industry leaving behind it many memorable and outstanding achievements.

Now the company has announced plans to create another landmark - it's taking these early masterpieces from its own outstanding success and bringing them together in one collection - 15 true classics in all. A spokesman for US Gold is not surprised at the market's reaction when he

commented on the experience: "US Gold is an entertainment software industry in the UK and in Europe.

"In short, the collection will appeal to everyone who plays computer games. It's not just a collection of games but a retrospective of the development of this fantastic industry of ours."

It's hardly surprising competitors are unhappy. From the very early in the UK we were the innovative leader and we therefore developed some real innovative games - games that are called classics of their infancy to

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# NEWS

# NEWS

# NEWS

# NEWS

MONDAY, 19TH SEPTEMBER, 1988

## in the Making

As one has achieved so much and so one is able to command such outstanding software. Now a mature market in its evidence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics - collected from only our first three years - and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the original - it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appreciate everyone - it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours.

**BEACH HEAD...** the leader of the pack, US Gold's first quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold.

**SPYHUNTER...** Billy Midway's armored car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOODNIEB...** Splitting his translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epps spectacular on two wheels. Fast and furious - an all-time racing classic. **WORLD GAMES...**

around the world with 8 incredible, and unusual events by Epps. **EXPRESS RAIDER...** a 'crazy', faster, attack action - the leader hit of that year. **INfiltrator...** arcade strategy simulation - all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/7, over 500,000 sold

- the last great arcade conversion, **ROAD RUNNER...** the current No. 1 of that year - cartoon, coin-up capter from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Galop No. 1 - Data East - often imitated, never emulated. **LEADERBOARD...** "This is the apex simulation of the year - if not the decade", Zap 64.

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await supply the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing

them now...". "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

**"But the real winners are the buying public - it's fantastic value."**

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. While we're all happily constructing congratulations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and giveaways will be just as good and up to their usual amazing standard. Quite simply, I think we're all stumped once again, but the real winners are the buying public - it's fantastic value."

Where will US Gold go from here - well no one knows, all we can really say is that if they keep going, our making history for this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.

**"HISTORY IN THE MAKING"**  
The First Three Years



THE ORIGINAL  
EXPRESS RAIDER  
SUPER CYCLE  
SUPER CRUISE  
BEACH HEAD II  
INFLTRATOR  
RAIDER 2  
SPYHUNTER  
KUNG FU MASTER  
BRUCE LEE  
GOODNIEB  
WORLD GAMES  
ROAD RUNNER  
BEACHHEAD

The games selected to honour this special collection are each of outstanding merit in their own right...

## SPECIALS

### 38 Games Milestones

Every so often, a game makes history. From the moment you strap on a 4, from the moment you grasp the joystick and the blood starts pounding, you realize that life in front of your computer will never be the same again. Andy Wilson checks out great moments in games history.

### 23 Pixel Profits

Get your shades and ACE's definitive guide to the software business (as seen in a computer graphics). Sprites, backgrounds, and cash, cash, cash. More from page 161!



A spiffy 3-D scene in the Pappa's game factory.

### 116 Power to the Player

Is 16-bit, guess, yesterday's technology? ACE examines all the thoughts of 23 bit gameplayers.

### 32 It's Showtime!

ACE presents the one and only unofficial guide to the PC show. Even if you miss the show, you can't miss this!

## INTERFACE

### 7 News



What's been done, and what has been said this month in the world of advanced computer entertainment. If it happened, it's here.

How long... what does it mean? By Andy Wilson

### 18 Previews

These games are about to get you. Are you there first?

# 100 TOP GAMES

They're mean, they're tough, they're the 100 top games of 1987/88. These are the tried, tested, and never-tested block-busters of the last year. They've got what it takes, but have you?

### 106 Letters

The unprintable, the unprintable, the unprintable, unprintable. ACE readers discuss the burning issues of today and tomorrow.

### 124 The Bitter End

Sorry, but we just have to have the last word. This is it.

## SIGHT...

### 21 Weather Report

Editor Larkman, the great professor, continues his state-of-the-art guide to CDF graphics. This month he conjures up a series of dazzling skylscapes for those who make heavy weather out of lightwork.



## GAMEPLAY

### 75 Screen Test



Page 75: Starblaster II - Starblaster II's again.

It's here! Starblaster II takes off - and takes most of the ACE Team with it. Fernandez really must die, unfortunately would it be come up against Starblaster II, PLSD Starry, Overlander, Star Soccer, and a host of other red-hot releases.

### 29 Arcade Revolution

GA's 27-coast intercoin-up systems are going to revolutionize the arcade. When was the last time you saw a Starblaster in the past? Andy Smith checks it out.

### 118 Tricks 'n' Tactics

Intelle files in Data the definitive playing guide to Football Director, all the level codes for Better Deal Star Alarm and a host of tips for Pandora Leatherneck, and Count it. Load, pull, and fire forever.

## THE ACE CARD

### Win an Amiga!

Turn to page 11 for details of your chance to win the Amiga we're giving away - and check The Random Access Pages to see if you've won an Amiga or any of the whopping 14 software prizes we offered last month.

## 102 Adventures

Ultima V gets the PC's highest rating ever. The latest Origin Systems role-playing masterpiece delivers. Find out why, and how.



## 114 Play by Mail

The game is the *Trade Bottom*. Is trading Plus more of Mike Gamers' favorites. *Dark Rider* from K&C and the takeover of *Cave Ball*.

## BUY LINES

### 115 The Ace Card

Every month we did out hundreds of pounds worth of yours ACE controllers. And you can get your own card absolutely free...

### 110 Solid US Gold!

Ever looked going on a REAL adventure? ACE and US Gold 528 are going away 1000 worth of travel vouchers. Will you ever come back down to Earth?

### 116 Special Offers

Save up to 24 off a single game. These carefully selected titles really are special offers.

### 109 Subscription

Available year of Britain's best games magazine, plus a special bonus—US Gold booklets at half price.

## ACE PINK PAGES

### 123 Software Buyers' Guide

ACE's monthly guide to the games you've just got to get. Every issue brings a selection of specially recommended titles for your machine. Read it!

### 132 Upgrade Guide

Discover a bigger, better computer, and the search starts here with ACE's comprehensive guide to its powers and pitfalls of today's most sought-after machines.

### 136 Random Access

Can't/Car? Thousands register for our Digifonds? Can you solve the ACE crossword? Can you check the month's puzzle? Can we stop playing *Balkin' Naps*, we can't.

### 147 Readers' Pages

Peep into our exclusive world, the ACE Magazine, for Sex, sex groups... We give you the pages, you fill them.

# 1 YEAR OLD!

When you have a birthday, people give you presents, right?

Wrong. When we have a birthday, we give you presents. And the best present we could think of was this issue.

It's a **celebration** of the magazine you've helped us to build over the last twelve months.

It's **packed with features**, because your response to the magazine has spurred us on to even greater efforts. We want to make sure you get your money's worth...and more.

It's **authoritative**, because we've found ourselves writing about games for people who aren't sporty eight-year-olds. Now we can really say what we think about the games we play and know that you'll understand what we're on about.

It's getting **bigger and better** every month, because there are now tens of thousands of you out there to support us. You've stuck by us, and we'll stick by you...

If we ever let you down, set the phasers to stun...and come out looking for us. The photo below should give you some idea of just what sort of aliens you're alien...



From left to right: Neil Laverick, Andy Smith, Andy Wilson, Trevor Gilman, Steve Cooke, and Neil Smith

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# Your quest is interstellar wealth and to hell with glory



The universe stretches before you. 8 million worlds await your exploitation. Unimaginable wealth is your destiny if you master the art of interstellar navigation, harness the technologies of the photon drive and repel the deadly space pirates. Forget the medals, forget the honors, forget the glory. As a member of the Federation of Free Traders you live for money and will probably die for it.

## FEDERATION OF FREE TRADERS



ATARI ST/AMIGA  
£29.99



Screen shots from Atari ST version.  
ILLUSTRATION: PETER VANDER BEEK,  
COMPOSER: ANDREW L. COOPER  
Granada Graphics Software Ltd.,  
Alpha House, 10 Cannon Street,  
Manchester M1 4PS. Tel: 0742 355421

## AMIGA UPSURGE

**I**f it's cheap, it's powerful, and it's played an important part in changing the fortunes of a troubled company, it's the Amiga, of course, now selling at only £289 and Commodore, since at the brink of insolvency, have just reported an astonishing six-fold leap in earnings. 'There's simply no real competition for the machine,' declared a company spokesman. 'The price cut has positioned the 4000 exactly for games players.'

Meanwhile, dealers in London's Tottenham Court Road have confirmed the upsurge in Amiga sales. One chain has recently stopped selling it's altogether. 'We dropped them as soon as the prices tumbled out. They are really wrong,' admitted a salesman. Can this be true? Is the copolse really over-taking the horse?

A year ago the ST was straggling ahead in the race to become the number one upgrade option for gamers. It was cheap, with lots of software, and relatively reliable. By contrast, the Amiga was expensive, with little software, and prone to operating system problems. Things seem rather different these days...

First, in the USA, the Amiga is reported to be stomping on the ST at every corner. A spokesman for Atari reported that the company's policy in the States was now 'particularly concentrating on the video games market this year, which has shown enormous growth in the States recently.'

When asked about the rumored loss of ST sales to the Amiga, our source maintained that the company was 'pleased but not excited at the current trends.' Hmmmm...

Second, in all European territories except Britain and France, Amiga sales are said to be topping the ST by a substantial margin.

In reply, Atari are rumored to be launching a 'new ST' in 1989, offering 68000 software on screen and three sound. The company deny all knowledge of such a product, but there's no doubt that their Transputer technology could be channelled into a 'Super ST'. A recent suggestion in the national press concerning such a product was endorsed by an Atari spokesman as 'being along the right lines.'

Meanwhile, all Atari have to do is drop the price back to £289 for the ST and watch it fly like Christmas. Keep your fingers crossed...

## SINCLAIR PROFESSIONAL NO-LAUNCH

**S**eptember 12th may be unlucky for some. It could be eggs on the face for all of us (including ACE) if events don't turn out as predicted. 'After testing, of course, about the new PC-compatible £289 games computer, now called the Sinclair Professional, and reported in last month's ACE.'

Atari are now reported to be launching this baby on the abandoned site. Meanwhile there have been a number of reports of details that the company are up to anything, have any new products, and best of all are planning such a machine. 'As soon as we announce a new product, you'll be the first to know,' an Atari spokesman assured us. Of course there's no such machine! And of course we'll be taking out Olympia, when the non-existent launch is supposed to be taking place, on the unlucky 12th. Get your eggs ready...

## PBM GOES LIVE

**T**hree pay-by-mail games are all very well, but would you fancy getting involved in one in real life? This task of metropolitan inspiration, Murray Kingdom, founder of the PBM (P) Murder, has decided to go live and involve gamers in a series of blood-curdling scenarios on the Cornish cliffs.

The first 'The Murder Holiday Weekend' is September 17th-18th and features professional actors and actresses in a Monte D'Arden investigation. For £149/50 (inc. VAT) you get the full works... meals, cocktails, a dance, and of course the chance to catch some dirty devil sticking a dagger in someone

else's back, or pushing them gently over the cliffs.

It... hasn't expected to come the wrong) by Sunday evening. If you're interested, or want details of future events, phone them on (044) 779000.

Photo: John Brooks, Stoke



The cliffs of Stowey, Somerset - reputed to have been a frequent shooting ground of the late King Arthur. Now you too can fulfill your darkest fantasies in wildlife and enjoy a real wilderness setting.

## GREMLIN'S AUTUMN BLOCKBUSTER

**G**remlin have revealed details of their big release for the Autumn, called Federation of Free Traders. Based on the most realistic space simulation available on home computer to date, it's been in development for over 18 months and will be available on the ST, Amiga and PC at £29.95.

It's similar in concept to Elite but with an awful lot of weapons, belts, whistles and flashing lights on. Not only that you get space combat in solid 3D and landing, but it goes into much greater depth than anything previously. There's a computer within the computer that you can actually program to play little sub-games on

You can hold conversations with other pilots and gain vital information from them.

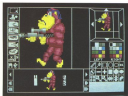
As well as improving your ship by tacking on all sorts of weapons



Federation of Free Traders, from Gremlin

and devices, there are a whole host of missions to be performed. Running out of places to explore will be hard as well because there are 6 million planets to visit. The 16-bit versions of Elite which are on the way will obviously have some stiff competition from FFT, unless it's been considerably upgraded. Elite could find itself being blasted out of the galaxy.

'The 16 bit market thrives on innovative products with lasting appeal,' says Gremlin's MD Ian Stewart. 'Federation of Free Traders has been produced to cater to the every whim of about 16-bit game players.'



A gun-toting warrior produced using the STOS update editor.

## CUSTOMISED GAMES WITH STOS

Modern Software are releasing a games programming Basic that may say will transform the Atari ST into the ultimate games writing machine. It's called STOS and has been developed by French programming guru Jean Interatinal.

However, you can not only create your own games but customise existing ones. Interatinal have already successfully tested it with

several games like Bubble Bobble, Alien Syndrome and Excite Race. They're keen to get software houses producing games using STOS. Mandarin's Chris Payne can't think its primary use will be in the budget sector where games have been a little dull. Good software can be produced quickly – the 'Breaker' game given away with STOS was written in just two days using it.

We hope software houses will leave people uncontented so that you can modify the games! It's full potential. Wouldn't it be great to call up the Bubble Bobble sprites and edit them? That way, even if you don't want to create your own games, you can edit existing ones! STOS comes complete with three pre-programmed games, an icon editor, sprite editor, character set editor, music editor and a room designer, for £25.95 on three-disk.



The Breaker shows that took just two days to program using STOS.

## RARE COINS FROM SUMMIT

New budget label Summit, sister company to Alternative Software, are offering an unusual competition prize. It's a set of old coins – pounds, shillings and pence in mint condition. All you have to do to enter is to work out how much the price of Summit games, £2.99, would be in old money.

The reason for the novel prize is a 1990s card game called Summit, based on the old currency system. Confused? Well the card game was invented by Frederick E. Hulse, father of Summit and Alternative boss Roger Hulse. Entries for the competition should be sent on a postcard to Summit Software, C/O Solution PR, 2 Wellingtons Court, Yarmouth Drive, Brighton BN1 5TG. Closing date 15th October.

Roger Hulse, boss of Summit Software, shows off his set of old coins.



## WIDGETS...

### WATCH THIS SPACE

Those innovative Japanese have done it again. The folks at Seiko have designed a wrist terminal that looks and acts like an ordinary digital watch – but can hook up directly to your PC.

The watch holds some 64 pages of 24 characters each. Simply push the watch on the computer and you can type in all sorts of useful things – credit card numbers, addresses etc etc – via the keypad. Then at the press of a button you can call up the display on your watch whenever you need it. If you're a busy businessman who doesn't want to carry a PDA around, this could be just the thing for you. After the Seiko PC-5000's only available by mail-order in the U.K. from Pacific National, Chiswick House, 53 Regents Street, London W9 3PA, at a price of £95.95, which includes the watch, specifications, data-transfer cable, user manual and software (IBM PC or compatible-only).



### KONIX U-TURN

Those radical British joystick design and manufacturers Konix created something of a stir a couple of years ago when they launched their hand-held Speed King joystick. The joystick broke all the accepted rules of joystick design and Konix reaped the rewards by managing to sell almost 2 million of the things.

Konix are now set to launch their latest range of joysticks at this year's PC show. The names of the joysticks – Predator and Magalaster (Predator's smaller brother) – give no indication of what we can expect the things to look like. Will they be even stranger looking than the Speed King? Will they be cheap things to use that we can strap to our heads whenever we play our favourite slot-ops?

Curiously, the answer to these questions is... no. As you can see from the photo, in which company director Barrie Holloway's holding the Predator, the joystick looks like... er... remarkably standard. O.K., so the joysticks are designed to be placed on table tops but even so, it's not got that bizarre look that we've come to expect from Konix, has it?

### EARTH EXCLUSIVE

Smooth, the American joystick manufacturers, whose products are funded over here by Microsoft, have been blowing their own trumpets recently heralding their latest joystick – the Analog Plus – as 'The first 21 century analog joystick. On Earth!'

Now what does an analogue joystick mean to us gamers players? Most joysticks are digital controllers, which means they're based on switches that are either on or off. There's no middle ground between centre and left or centre and up – a direction's either selected or it isn't. Analogue joysticks, however, are based on resistors (or potentiometers). They tell the computer not only which way you moved the joystick, but how big the move was as well. Unfortunately, your machine has to have an analogue joystick port to be able to support an analogue joystick, which is no problem if you own a PC or Apple II, but it's no good in ST, Amiga, Spectrum or Amstrad owners.







## INCENTIVE ECLIPSED

Incentive have announced the latest game to be produced using their FreeSpace programming system—Total Eclipse. The game is set in Egypt, but further details are included in next month's issue. Start now!

nearing completion are the ST and Amiga versions of the first FreeSpace game, Delta. As you can see from the screen shot above it's had a substantial redesign of the instrument panel and looks a lot better! It'll be out soon.

## BIG BOYS GO BUDGET

Some of the biggest games of recent years are about to make a dramatic re-appearance as budget titles.

Chart-topping titles such as Riddle Riddle, Ultima, and Flying Shark are all set to re-appear at a lower price.

In the case of Riddle Riddle and Flying Shark they are also both



Budget Edition

some of their sparkle but are still great tests of arcade skill.

Silverbird also forms big re-releases from three other major software houses—Microvare, Palace and Digital Integration. The Microsoft games are Aggress (October), Dynamix Jan 7 (October) & 2 and Bal Combat (September). The Palace games are Countdown 1 (out now) & 2 (November) and The Second Armour of Amosid (January '88). Finally Sierra's Fighter Pilot (September) and Night Gusher (February '88) from Digital Integration. All the games are available on the three major 8-bit computers, Spectrum, Amstrad and C64, at £1.95.

## SNIPPETS...

### UP AND COMING TITLES FOR YOUR MICRO

#### BATTLE CHESS

Interplay/Electronic Arts  
Amiga £24.95/\$26  
IBM PC £24.95/\$26  
Interplay Productions, who were responsible for The Bard's Tale series of games, are about to release their little bit as an independent software house. Battle Chess combines the strategy of chess with combat action and contains some 600 of animation and approximately 600 of digitized sound. The Amiga version will be first but with the PC version following shortly after.

#### JORDAN VS BIRD: ONE ON ONE

Electronic Arts  
C64 £14.95/\$16  
IBM PC £24.95/\$26  
Michael "The Gunner" Jordan, top scorer of the Chicago Bulls and Larry "The Shocker" Bird from the Boston Celtics face each other in the basketball sim which is the first line-up in its most successful sports genre of all time. Dr J and Larry Bird Go One on One. There are three events to compete in including the Slam Dunk Competition.

#### DAVEY THOMPSON'S OLYMPIC CHALLENGE

Ocean  
Amstrad £8.95/\$11.95  
C64 £8.95/\$11.95  
Spectrum £8.95/\$11.95  
Amiga £14.95/\$19.95  
Atari ST £19.95/\$24.95

Four years after Ocean first released Davey Thompson's Decathlon—a terrific game even by today's standards—it is out for

sequel. The game features 10 events including 150m sprint, hurdles, pole vault and javelin. Before you compete in the events though, you'll have to undergo a strenuous work-out with weights in the gym.

#### EXTENSION

Interceptor  
Amiga £3.95/\$5  
Atari ST £3.95/\$5



Climb aboard your interceptor and prepare to compete in the Cosmos Tournament on the planet Sigma. Your interceptor emits energy trails as it moves and to succeed in the game, you have to force the computer opponents into the energy trails.

#### THE MARE MARE

Electronic Arts  
C64 £2 £14.95  
The science fiction role playing game offers the depth of play similar to The Bard's Tale series of games in a game set on Mars. Having crash landed on the planet, your only hope of escape is to become a bounty hunter and earn some cash so you can buy your way back. The game includes the all-so-frequently-asked-for pre-generation. Steve Dagnall due for release sometime in October.



By Gary Bland. Both images are licensed by Interplay.

The two big re-releases from Newson's budget label Back II are Ultima and Sensation. Both are horizontal scrolling shoot-em-ups with the emphasis very firmly on non-stop action. Ultima was written by Andrew Braybrook and set new standards in shoot-em-ups for the C64. Today both it and Sensation (a Thalamus game by Warren Peadar) have lost

Official  
**Advanced Dungeons & Dragons**  
Computer Product

**Pool of Radiance**



**Review of the Game**

The Dungeons and Dragons game **AD&D** has become almost a household name these days. The system enables a group of players to create their characters in a complex and detailed environment that is built up by the elected Dungeon Master according to the rules of the **D&D** game system.

**AD&D** has spawned dozens of variations

# GO WILD!

...and go free of charge! US Gold/SSI are celebrating the launch of their two games based on the *Advanced Dungeons and Dragons* products by offering you the chance to create your own real-life adventure.

and is by far the best known role playing game (RPG) on the market. For a long time now computer gamblers who were aware of the possibilities of implementing it as a micro have wanted to coincide to take the leap. Now US Gold and SSI set out to answer this prayer.

Two games are being released initially. The first, *Pool of Radiance*, is a fantasy role-playing epic in which the player must only look to save the city of Phlan from an invasion of evil forces. You don't do this all on your own, however, since in true RPG style you first create a group or party of characters — each with his/her own attributes — and then lead the party into action. Much of the interest in this sort of game comes from the identification you build up with the characters — and looking at *Radiance* can be a true-scale experience!

The second game, *Review of the Game*, is a more amiable offering. Although you will control a party of characters with different attributes, the emphasis is on action as well as adventure as you descend into the cursed temple of *Yale* to destroy the dragon, *Skrold*, and retrieve the stolen *Dials of Maltrick*.

These games have been long created, both US Gold and SSI are obviously aware that they're giving the programs everything they've got. Backed by the definitive reviews in *ACE*, and meanwhile enter the competition and start planning on adventures of your own — for real!

## THE PRIZES

First prize is a stunning **AD&D** hard-weather hat you can spend it any way you choose. How is it all set a top for two in the grand old USA, or spend a few weekends in Paris, or savor 'em in London. You choose, you travel, but you owe for the postcard home!

Second prize is a complete set of *Advanced Dungeons and Dragons* books, worth up to \$100. So even if you can't travel in real life, you can still travel into inner worlds of fantasy and imagination...if you've got the guts!

## PACKED WITH FEATURES!

Just check out these *Pool of Radiance* features...

- Cities, dungeons, and encounters drawn in 3D-perspective.
- Personalize your heroes with their own weapons, armor, and colors.
- Up to 8 characters including two computer-controlled characters (NPCs) in your party.
- Four classes, six races, nine "alignments" (moral attributes).
- Full adventure's Journal supplied complete with handy maps, clues, and "hints".
- Translation wheel to convert Greek and Scandinavian English.

## WHAT YOU HAVE TO DO

Fill in the entry form on this page (a photograph will do fine, but only one entry per household, please) and answer the three questions correctly, then post it off to us at:

**SSI Competition, ACE Magazine, 4 Queen Street, BATH BA1 1EL**

Your entry must reach us before 06th October 1985. The first prize will be awarded to the first entry drawn at random from those entries received by the closing date above. Second prize will go to the second correct entry drawn. Get to it!

### THE RULES

1. Employees of Future Publishing, US Gold/SSI, or of any company involved in the sale and distribution of ACE magazine are not eligible to enter.
2. Entries from October 6th 1985.
3. The decision of the judges is final and no correspondence will be entered into.
4. Only one entry per household.
5. No purchase of ACE Magazine is necessary and photographs of the entry form are acceptable.

## ENTRY FORM

NAME

ADDRESS

TEL NO



1. In *Pool of Radiance*, which city has been overrun by monsters?

2. Which ruled/temple do your party of characters penetrate in *Review of the Game*?

3. What does NPC stand for?

What computer do you own?

# THE BRONX CLUB

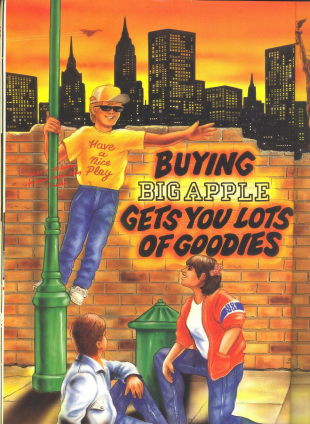
THE SMARTEST GANG  
ON THE STREETS



*D'ya wanna  
be in our gang?*

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*Peppermint*  
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Deluxe sports Walkman



Super stereo cassette player



Triple pack video tapes



Summer Slits' beach band

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Join Bronx Billy in his club and gain access to an ever changing range of superb leisure products.

Simply cut off the Apple Token, found on all Big Apple products, and swap them for anything you desire.

## Street Rules

# THE BRONX CLUB

To join, simply send an 8" x 10" stamped addressed envelope to:  
Bronx Billy, c/o The Bronx Club, P.O. Box 910, London N11 1TJ.

### We'll Rush to You...

...you carry your membership pack, including your personal membership card and number. Always remember to quote your membership number along with your full name and address, when corresponding with the Bronx Club.

### Take Your Pick...

...you can choose absolutely anything you desire from the Bronx Club catalogue, so remember to save the Apple Tokens, found on all Big Apple products, and put them away safely in the envelope provided. When you've chosen your product and collected enough tokens, send us your order and we'll mail you your goods.

### Freebies...

...upon enrolment you will also receive a FREE Big Apple Game Badge. Try and win more Bronx Billy merchandise by entering all our Club Newsletter Competitions exclusive to members.

### Special Privileges...

...yes! you get specialist treatment too! We are releasing some fantastic games that are exclusive to the Bronx Club, so only you, will be able to play them!

### No Obligation...

...You're welcome to use the Bronx Club as often as you like. There is no obligation to purchase or redeem tokens for products in order to retain club membership.

So don't delay, sign up today!

Signed  
BRONX BILLY



and  
Have a Nice Play

## THE DECODER PROGRAM

The decoder program will decode the 4-bit code printed next to the ACE card. It will send instructions to your computer to print your ACE card information in large or small type on the screen in your chosen printer mode.

The ACE program is a value-free download of the software to your computer. You will receive a floppy disk with a 3.5-inch version of the program, or you can download it using internet software to a computer connected to a 3.5-inch disk drive.

You can view the program in action at ACE for Windows users, which includes instructions for using internet software to a computer connected to a 3.5-inch disk drive.

### CGA, CGC, ET, AMIGA version

10 FOR A=1 TO 25:PRINT "Code":BI  
20 B=A\*8FOR C=1 TO 4 B=A-B\*2  
30 B=ASC(CHR\$(B+C))  
40 IF C=20 THEN C=0  
50 B=64-B\*8NEXT C:PRINT " Winning Number is":BNEXT A

### SPECTRUM version

10 FOR A=1 TO 25:PRINT "Code":BI  
20 B=7 B=A\*8FOR C=1 TO 4:LET B=A-B\*2  
30 LET C=CODE(B+C)  
40 IF C=20 THEN LET C=0  
50 LET B=64-B\*8NEXT C:PRINT "Winning Number is":BNEXT A

## TYPING IN THE PROGRAM

### SPECTRUM

BE CAREFUL AND DON'T MISS OUT ANY CHARACTERS PRINTING SHOULD BE AT THE END OF THE LINE. TOTAL FOR EACH CODE IS 1000. YOU HAVE ONE HOUR TO TYPE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE.

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### CGA/CGC

Type exactly as shown. Always hit RETURN key at the end of each line. Type ACE card as the ASCII code. In ASCII, the ACE card is 00000000.

### AMIGA/ET

Type exactly as shown. Always hit RETURN key at the end of each line. Type ACE card as the ASCII code. In ASCII, the ACE card is 00000000.

### AMIGA

BE CAREFUL AND DON'T MISS OUT ANY CHARACTERS PRINTING SHOULD BE AT THE END OF THE LINE. TOTAL FOR EACH CODE IS 1000. YOU HAVE ONE HOUR TO TYPE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE.

### AMIGA

BE CAREFUL AND DON'T MISS OUT ANY CHARACTERS PRINTING SHOULD BE AT THE END OF THE LINE. TOTAL FOR EACH CODE IS 1000. YOU HAVE ONE HOUR TO TYPE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE AND YOU HAVE TO TYPE EACH LINE EXACTLY AS IT APPEARS IN THIS ARTICLE.

### OTHER COMMENTS

The ACE card is being printed in large or small type on the screen in your chosen printer mode. It will send instructions to your computer to print your ACE card information in large or small type on the screen in your chosen printer mode.

## RULES

The ACE card is being printed in large or small type on the screen in your chosen printer mode. It will send instructions to your computer to print your ACE card information in large or small type on the screen in your chosen printer mode.

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# WIN AN AMIGA!

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



For someone who's received a free ACE card of mine, you believe me how to get one, here's another great opportunity to win prizes.

Using the NEW program (see NEW PROGRAM box), just type in the 25 new 4-bit claim codes printed on this page. If the program converts one of them into your personal number, you're a winner!

## WE WANT A WINNER!

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

## NEW PROGRAM!

In order to accommodate the number of entries for the ACE card competition we've had to modify the program slightly. **MAKE SURE** you type in the revised program.

## LOOK AT THESE PRIZES!

### ONE 1st PRIZE: AMIGA + COLOUR MONITOR

1st claim NKZUW 2nd claim YVUZ 3rd claim YDUC 4th claim UYAW

### FOUR 2nd PRIZES: £50 of software - chosen from the ACE

Special Offer pages

The winning codes: ZVYA - UTKY - YMYU - YAGR

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

pages

The winning codes: YUKW - UNSW - WBRC - ZPWF - WUDG - ZUVA - YQPG - WQVG - UZAP - YQHT

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

The winning codes: YFZI - YQEZ - WNAK - UULX - ZQIA - WQDE - YJMW - ZZME - YVTA - XYDR

## HOW TO TYPE A PRIZE

If you would like to see how to type a prize, you can find out more about it in the ACE card program. It will send instructions to your computer to print your ACE card information in large or small type on the screen in your chosen printer mode.

The ACE card is being printed in large or small type on the screen in your chosen printer mode. It will send instructions to your computer to print your ACE card information in large or small type on the screen in your chosen printer mode.

The ACE card is being printed in large or small type on the screen in your chosen printer mode. It will send instructions to your computer to print your ACE card information in large or small type on the screen in your chosen printer mode.

## HOW TO OBTAIN AN ACE CARD

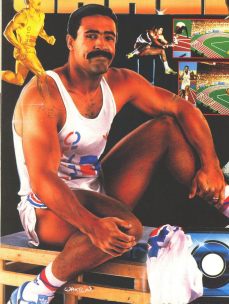
If you would like to see how to type a prize, you can find out more about it in the ACE card program. It will send instructions to your computer to print your ACE card information in large or small type on the screen in your chosen printer mode.

Thank you and welcome!

# DALEY THOMAS

# OLYMPIC

# CHALLENGE



# DALEY THOMAS

star the  
hompson  
out of the  
in tempo  
Ten O  
today, I  
order, I  
as will  
per man  
necessary  
to reflect  
and a p

# COCC

©1992



# PERSON'S CHALLENGE DALEY IS BACK!

Enter the 1988 Olympic Challenge with Daley Thompson as you "work out" in the gym, where your efforts will directly affect your performance in the competition itself — another first from Ocean.

Ten Olympic events include Long Jump.

Hurdles, High Jump, 100m Sprint, 400m, 150m Hurdles, Discus, Pole Vault, Javelin and 1500m.

You will need all your skills to build on what you hope was an impressive work-out, and, as is necessary for all top flight athletes, your judgement to select the most effective equipment for each event is now vital — a decision which can win or lose you a place on the podium.

This isn't just another sports simulation, this is a Daley Thompson "event" where all his talent and humour burst through to make a thrilling and entertaining game play for all the family. Go for the Olympic Challenge!



# Ocean<sup>®</sup>



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Also available for your Amiga



87 • Ready those soldiers...shooting those helicopters...

## VETERAN

● Software Horizons

This latest war software house has been formed to produce top quality software for the IBM machines. One of their first games will be Veteran, an exciting simulation in which you take the role of a tank commander. The game features three separate missions, with the first mission being the destruction of the enemy headquarters.

88 • Nothing about you want to fall, eh?



88 • Only Gun is a Gun!



89 • The X-Files to improve your ratings. X-Files helps it evolve.

## NEUROMANCER

● Electronic Arts

Twenty-first century appears the setting for this game based on the William Gibson novel Neuromancer. Gibson's combined with creating the intense future visualization of cyberspace that's influenced films like Blade Runner, Altered States and Minority Report. The game features a digital landscape by which players themselves goad their avatar and have control that enables the player to Neuromancer at the pleasure of the user. It's a computer leader leading you to further excitement and information. How far you get about it takes to break into government and corporate computer systems?

What have those software houses got cookin'? ACE takes its monthly look into the games oven to see how those hot forthcoming titles are doin'. Will they turn out to be finger lickin' good? Or just half-baked?

# HEY, GOOD LOOKIN'



87 • Interacting with a well rounded information base.

## B.A.T. ● Ubi Soft

As a member of the IBM organization (B.A.T. for Artificially Intelligent) in the twenty first century, you'll get a very important mission to complete. Fortunately, you'll be able to help from the computer that's been transferred into your brains which amongst other things regulates your vital functions. The game's got off from B.A.T. that you're able to expect from the French with all the action you expect through an action mission.



87 • Stunning graphics, but how it is a French game.



64 - Aquila is up to Nintendo and the best on almost.

## SOLDIER OF FORTUNE • Firebird

In Aquila, the death squad the evil empire Gollux is your task in this label-Craftspal game. Monsters walk the streets and across your feet and stone formations. Playing either hero or boss in this two-player game, you're put to test the Duke Power Power for its capabilities and to the best of either best thing.



67 - Just one of over 60 game characters, Luxor's dual is best!

## THE BLACK ORCHID

• Mundane Software

Mundane Software is a new name in the software world, writing games specifically for the 68000 machines. Their first game's called The Black Orchid and it's a hidden killer for one or two players on the PC.

The game takes place on an island with hidden good and evil. Each side has some kind of the Black Orchid staff, and wants the other but before you get the other player's staff you'll have to capture their island. The game's initially only available on the PC.



68 - Good looking, it's hope Fusion is well.

## FUSION

• Electronic Arts

Another product that EA has developed in the U.S. is this game that combines strategy and strategy elements. In your quest you're trying to collect the scattered remnants of an ancient and powerful force. Through playing in cooperation you locate clues, identify methods, and find the right time to open doors and move between levels.

## LUXOR

• Software Horizons

In this space fantasy you have to battle through three planets of horror either to rescue a beautiful princess. The game was produced for the new software house by Paradise Software UK, who have some 60 titles to their credit.



69 - More than hidden, it's well.



70 - Just one of the game's many characters you're able to control well.



67 - Why you should want to have something to do with this character is to be seen!

## FINAL COMMAND

• Ubi Soft

In this game you play the part of a space warrior. You'll find levels like in a Confederation to explore the dark lands from a space station that's been attacked by an unknown enemy, or you'll certainly have your work cut out. That's if you manage to figure out how to fly the space station you're here and use that in the first place!



67 - Powering around the corner, the best's just ahead.

## POWERDROME • Electronic Arts

This looks likely to be EA's first UK release that's been developed entirely on this side of the Atlantic. The game gives the player the chance to fly a futuristic space craft around a fantastic course of tunnels, bridges and mountains.

# NAVCOM 6

## THE NAVAL COMBAT SIMULATION

### THE PERSIAN GULF DEFENCE

Order Commanders up to the minute naval combat simulation, Navcom 6 puts you in the hot seat in command of a U.S. warship stationed in the Persian Gulf.

Experience the tension and drama of carrying out patrol, surveillance and escort duty in these troubled waters.

Your Arleigh Burke Missile Cruiser is equipped with one of the most sophisticated detection and weapon systems. You'll find yourself receiving authentic telemetry from genuine AWACS and navigational satellites, detecting and destroying explosive mines in the shipping lanes, and defending against boat raids and attacks by missile-laden jet aircraft.

But not every contact is hostile and the cost of making an error is high. Will you make the right combat decisions and judgements?

Dive into the explosive situation in the Gulf. Navcom-6 is available for IBM PCs + compatibles (C48/108, Atari ST and Commodore Amiga) computers.

Please send \_\_\_\_\_ copy/ies of Navcom 6:

Format \_\_\_\_\_ Price £ \_\_\_\_\_

(C48 disk \$24.95 Cassette \$24.95)

IBM PC/compatible, Atari ST and Commodore Amiga \$24.95

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I enclose £ \_\_\_\_\_ including £1.00 P&P UK only

(Overseas £2.00)

(Cheques payable to MicroProse Software Ltd.

Or debit my Access/Visa card)

Expiry date \_\_\_\_\_

No. \_\_\_\_\_

For more information on the Command range please

tick box



# COSMI

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Command, MicroProse Ltd, 2 Market Place, Tetbury, Glos GL8 5DA, UK. Tel: (0464) 54320 Te: 43422 MFG 1 UKG

# WEATHER THE SEASONS

One thing we have in excess in Britain is weather! Whatever background scene you choose for a picture, if it is based on a local view you will have to make some decisions about the season and hence the weather shown. Using a computer makes this choice very much easier because, like most other aspects of computer drawing, it is simple to change your mind. This month we shall take the same landscape view that we drew in the last episode and transform it through the cycle of the seasons and changing weather patterns. How poetic!

Let us assume that you have drawn a landscape picture with a far view similar to that used in ACE 10 (if not, go and do that bit now - don't worry about the foreground, it's not needed). It is possible you need to have a few colours spare in your palette, so work in the mode that uses the most colours. If your final picture is anything like our original it will have some foreground trees and bushes that are in the way. Suitable artists will still have a separate file with just the background in it. Load it up.

## SUMMER LANDSCAPE

Picture 1 - Summer Landscape - shows a view with the distant countryside cut from the original as a brushwindow, scaled to fit and positioned in the lower quarter of the frame with lots of sky showing. The sky is where the weather happens - to make you hadn't noticed - and for a busy British summer it is created from pale blue down to very pale yellow. If you have few colours to choose from, just use the palette blue you have if you only have the two - yellow and blue - try an optical mix of the two in two stages: pale blue in a band across the top of the sky pale blue with a little yellow, yellow and blue mixed evenly, yellow with a little pale blue, then a final band at the bottom of the sky of just yellow. You will need to experiment with the pattern used in each of the mixes and the width of each of the bands. The effect is certainly better on cheap monitors and T.S.A!

To exaggerate the summer effect you will need to choose bright, sunny colours for the landscape. If you have RGB sliders, increase the red one not/or decrease the blue. The fields should be pale greens - some of them olive green if you have it - and the trees a dark-green, but wait - do not change colours by fiddling in with raw ones, just alter the colours in the palette with the sliders (or whatever). This technique is the key to most of the months work, the last will need very little drawing.



## SUMMER SHOWERS

To be really accurate in your painting of the British landscape the one art you MUST develop is drawing clouds. It takes quite a lot of practice, but it is well worth the time. Collect pictures of clouds whenever you see them in magazines etc. Here is a look at a book of the cloud studies of Constable, the famous landscape painter. They are some of the best ever painted. Look especially at the form of the light and dark regions.

If you have difficulty drawing the shapes then base them onto transparent plastic (see ACE 8 - Light Tracing). It is even possible to use the plastic under a car or house window and trace direct from nature. This works for trees, houses and almost anything you might see from your window.

The cloud on the left can be drawn with just two colours - white (or very pale grey) and mid grey. If you have a choice the shades should be quite close, and pure white should be reserved for highlights. As usual, work on a plain background and save all the objects. Once the outline then fill with the pale tone. Clouds are almost always darker at the bottom, so fill the lower third of the cloud area with the darker tone, using either in short curved sweeps, paint the pale tone along the edge of the cloud nearest the light source. In the same way, brush up the edge between the two tones, alternating the colour sprayed until a light, W

## GRAPHICS GOLDMINE...

ACE resident guest professor, Brian Larkman, continues his superlative DTP graphics course in this month's section, packed with tips on how to get the best out of your software and onto your screen...

What's more, Brian's joined forces with the rest of the ACE team to give you a glimpse of how games graphics are developed on pages 27 (more next month), and there's more of matters pictorial on page 23.

Don't miss the next issue! There'll also be the first instalment of Pixel Post, in which Brian answers your queries about matters graphical. If you've got a pictorial problem, drop Brian a line to Pixel Post, ACE Magazine, Queen Street, 8-10, 841 102.



### AUTUMN SHOWERS

The autumn colours are perhaps a little exaggerated in this picture, but to create a striking effect this sort of exaggeration is often required, especially if the picture is going to be printed or photographed, as these techniques can cause a washed-out look. The palette colour sliders allow the fields to be turned an earthy brown and the trees a more golden colour. It may be necessary to change individual trees to get a varied range. They slip to blackened in an autumn effect by adding to the misty progress toward the horizon. The mixing together of land and sky via distance is enhanced by leaving out the lowest dark stone-crowd on the right.



### WINTER SHOWERS

Ahead the impact effect is the impression of winter, provided there is snowfall. Using the palette colour sliders, make each field colour white and the trees and bushes a rich brown. When snow is on the ground and the temperature is low there is usually very little moisture in the air, so the sky is a deeper blue right to the horizon. This picture is exactly the same as Summer Showers except for the palette changes. In reality the clouds should be slightly different in the winter, especially that on the left, if the large bank to the right were really full of snow it would be darker and have a slight yellow tinge.



**T**uffy effect is achieved. Save each version and compare them, choosing the best for later use or improvement when you get better. Add the highlights last AFTER saving. Start at the top of each section of cloud and draw down, round the curve slightly into the body of the cloud at the bottom of the stroke.

The streams of rain were a series of rubber banded lines in various tones of grey. Use spray in the background colour to fill out the lower section and break up the bottom edge. The rain on the right cloud was blurred with smooth in OFFset.

The cloud on the right is drawn in a similar way but the top half stretching high into the sky can be drawn almost totally in white, providing the lower part is well shaded. The lower section can use a much darker grey if you have one. These storm clouds are often much longer and narrower (vertical). If you are using Default Paint, experiment with and the greys of the Default palette set as a range.

## ARTSTORE

Even if you are a very capable computer artist - and you must be by now if you have kept up with our CD! section - there will be times when you quickly need a graphic image to incorporate into a particular picture. If you have an image digitiser handy, but often it takes as long to get a cheap 30 or 75 colour image from a 4000 colour image picture as it would to draw it from scratch. The best any other machine can provide is monochrome or false colour digitising. What you need is those situations a clip-art.

Most of the major software companies who market graphics programs also have clip-art collections of full screen pictures and 'textures' or stiles that can be purchased to build up a library of images for later 'mix 'n' match' use. For example, Electronic Arts produce Art Packs #1 and #2, Seasons and Holidays, Art and Utilities etc., each of which contain hundreds of images. Some of these you could draw yourself in minutes, but the majority - especially on Art Packs Vol 1 - are wonderful. Electronic Arts tel: 0753 484849.

A cheaper way to build up a library of images is from the public domain. A growing number of disks and strips are selling P.D. software, but the quality of what you get and the price you pay can vary enormously. CD-ROM Software in Leeds have a collection of approximately 140 strips and 100 Art #3 disks, of which about 20 of each are graphics oriented with a wide range of subject matter. They seem to have made an effort to weed out the dross and make their disks easy to access and very cheap. The ST disks, for example, come with a utility to change file type (Daguer in file etc) and resolution. A free catalogue disk - Update - is available from P.O. Box 188, Leeds LS1 6SS, tel: 0532 430543.

### OVERCAST SKY

Although a more coloured landscape is the most romantic impression of winter, the truly typical view is unfortunately more likely to be of an overcast sky - in almost any season. In these conditions the sky will be plain grey or have waves of slightly different tones of grey, so the pale blue and yellow of summer in your palette should give way to cool and light grey respectively. Similarly, the land will have a washed-out look. Using the more sophisticated paint systems it is usually possible to alter the colour but some using Mac, Refinement and After (M, S and T) sliders rather than R, G and B ones (see ACE 126). To get a washed-out look the saturation of each field colour is decreased (the amount of white in the colour is increased).

**RAINBOW**

After a summer storm, what could be more natural than the magic of a rainbow? Provided the order of colours is correct, a rainbow should be a simple feature to draw. There are one or two problems, however. Working on a background screen, position a centre mark as near the centre as possible. Using this centre, draw a series of concentric rings about 8 pixels apart, starting with red on the outside and working through orange, yellow, green, blue, indigo and violet (Richard Of York Gave Battle In 'Vain'). The gaps between each circle should be filled with the correct colour (but what is the correct shade? An elementary mistake is to use much too saturated version of the colours. Very pale pastel shades are most realistic, even high in the sky. If you have the facility, use the Saturation slider to lower this component of the colour. Don't worry if you cannot find the exact shades. As long as very pale red, yellow, blue and violet are there, the required illusion will be created.

If you examine a real rainbow, few features will be visible. First, the sky within the curve seems to be slightly more vivid (saturated) than that outside and, second, the rainbow will appear very much bolder against the land than the sky. The first can be simulated easily if you have enough shades of sky colours. The second is slightly more difficult. In this picture some of the landscape colours were 'protected' (using alpha) so that the rainbow only affected the sky. A few colours (generated by trial and error) were left unprotected so that a little of the rainbow's hues could be seen against the landscape. This sort of effect is very easy when using an anti-colour paint system like DigPaint or Spectrum II G with blend selected.



**LIGHTNING**

The most spectacular weather effect is lightning. Computers are particularly good at simulating electrical phenomena of this kind because they show a very great contrast between light and dark areas. Also, unlike the etched lightning fork, true lightning is very irregular, as it follows the path of least electrical resistance down to earth. In that circumstance the normally annoying 'aliasing' effect of low resolution screens is almost an advantage.

The picture of lightning here was produced using Deluxe Paint in Shade Mode. Similar effects can be achieved with a little more effort using any package, so long as enough colours are available.

Purple is not normally the colour produced by lightning, but it seemed appropriate for this image. The original range of sky colours (a pale blue/pale yellow) was changed to pale/very purple. Using a large, irregular brush in the shade mode the sky was 'jumbled', first with lighter shading (left bottom) then darker (right bottom). With other systems the sky could be left one colour.

The lightning bolt was drawn experimentally, using a photograph as a guide to the degree of zig-zag (like one if you like), using left button shading (LMB), the purple glow was drawn at the appropriate places. If shading is not available, use suitable colours or some other method to change the colour of the 'tail' and paint on the glow. If possible using a paint' line nearest the actual bolt. Finally the bright white 'tail' of 'bolts' lightning was positioned at the centre of its 'glow'. A trailing 'tail' can be added by feathering the edges of the visible landscape.

**GRAPHIC ACCOUNTS**

**EUROPEANS ARE TO BE TRUSTED**

Further to our comment about Electronic Arts policy regarding protection (or the lack of it) in their productivity software, especially the Deluxe series, it now seems that Europeans are to be trusted after all. As of now, all PAL versions of E.A. productivity software will be available unprotected, making transfer to hard disk and general usability much easier. Existing owners can upgrade for between £2 and £4, depending on the product. (Phone E.A. Customer Service for details, on 0753 44445).

Speaking of Electronic Arts, there is now a PAL version of Deluxe Video 7.2 available - and it is unprotected. Deluxe Video has always had its limitations (maximum of 16 colours), but it is still the most versatile desktop video system available for the Amiga. Now you can use it in the ugly black space at the bottom of your monitor and produce FULL screen-video animations with sound, music and special effects by the score. (DELUXE VIDEO 7.2 PAL, Electronic Arts £28.95)

Can anyone produce a straightforward, non-IBM/pc program for the Amiga to test Deluxe Paint II? Well PAI: Professional Animation Resources (p.3) of Amigauser think the new latest version of Express Paint can do just that, amongst its numerous abilities are some DTP text handling - justification and float/float/float, even at 800 lines - Postscript level support, multiple levels of undo (Extra-shifting) colours and huge screen size. Test and try before you buy! EXPRESS PAINT 2 (P.A.R. Amiga Centre Scotland £38)

Digitaliser/ScanPic was the first and best RAM digitiser for the Amiga - and it looks like holding onto the crown with the latest upgrade of the software. Digitiser II has facilities include normal or reverse operation, 64 colour with halftone mode support, live on mode and a much better setup menu. The hardware remains the same, requiring a special adapter for Amiga 500 and 2000 use. DIGITISER II, (New! Amiga Centre Scotland £ 105)

Anyone who has used Dr. Eric Grafman's SuperD3 or Amiga 3D will realise how wonderful this software is and how unlikely it is that it would ever need an upgrade (but, the SuperD3 - from S. Bennett's, an upgrade (version 1.2.1) is now available, to registered owners ONLY from Amiga Centre Scotland, price £4).

# MENACE



**MENACE** is a pure arcade game — a fast action packed journey through six very different worlds whose lightning fast reflexes and furious fire button action are your only hope of survival.

Your mission orders are simple, you must destroy the planet Draconia, if that's possible, in gradient.

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## PART TWO

## PIXEL PROFIT!

## GRAPHICS

A picture tells a thousand words. It can also sell a few thousand games. This month and next month we'll be looking at graphics and visual games design – two areas of increasing importance in computer software. If you want to cast your image on the silver screen, read on...

**B**ack in the good old days, the attic programmer was a low-salo hater. He not only conceived his own games, he also coded them and designed his own graphics to go with them. As much as he gamed, he spent and background design was often the most recognizable feature of a programmer's work. Gamers were quick to spot the artistic style designs of Jeff Minter (*Demings of the Island*), Corrado Memo Lirio (of the character-based warring screens of Tony Crowther's *Party Space* and *Linko*) and Lindo to name but two.

In retrospect, we can even see that the success of these pioneers was due almost as much to their skill as graphics artists as it was to their coding. Tony Crowther's *Party Space* wasn't a technically brilliant game, but boy-did it look good! Programmers made it through levels of warring WCs, moved to background detail, and applied the degree to which they exploited the colour limitations of their machines. Even then, graphics – as well as game ideas – were selling games.

Nowadays the whole ball game has changed. As competition mounts, the software houses have seen the importance of graphic design in games and sought to poach specialists to work on the project. There's a constant demand for people with past skills in software development. What's worried could you've job in it?

There are three key graphic tasks involved in the production of a good game:

#### ■ THE LOADING SCREEN.

The single screen image can be prepared independently of the rest of the game and ported into the finished program. Since it's the first thing the player sees, it has to be striking, make excellent use of the machine's color capabilities, and get the most out of whatever resolution is available.

Two skills are needed here: first, the ability to take relevant, well-proportioned, well-chosen images, and second, a degree of graphic clarity in designing the type-face displays for the text (the name of the game and other information that may appear on that first screen).

Because loading screens can be prepared independently, it's a possible task to freelance computer artists. You can use your contacts on postage and save the printer as a standard screen file for the software house to integrate into the finished program. You do, however, need to know the program intimately so that you can design an image that properly conveys the excitement of the game.

#### ■ THE BACKGROUNDS.



*Barbarian II (Palace)* - The background here is just decoration. The sprites don't interact with it, so a freelance designer could have produced it working independently.

The action of a game usually takes place against a graphic background that may consist of a single screen, a continuous scrolling display, or numerous individual location designs. Compare the background display to *Revolution*; for example, with that in the boy (see the panel).

Together with the design of the sprites (see

below) the background is essential in establishing the graphic quality of the game. In most cases, designing it will involve close liaison with the programmer, even down to the level of plotting individual pixels on dummy screens beforehand. The approach will vary from game to game, and particularly depends on whether the program is loading the screen to determine sprite behaviour and other matters.

For example, certain shoot-'em-up tests the background as simple scenery to add atmosphere to the game. You can't create anything, and it's only a job to make the scenery look like it. By way of contrast, in arcade adventures they maintain sprite hopping from one platform to another, or making it wry through maze. Several game machines make different demands on the background artist.



*Revolution (Museum)* - The background is an integral part of the game - creating life it can't do life can't have to develop it in co-operation with the programmer.

#### ■ THE SPRITES.

Designing a successful sprite isn't as easy as it may appear. You need to be able to use colour effectively to create a sense of detail that may not be allowed by the poor resolution of the display. Even more importantly, you need to be able to create realistic animation sequences by designing a series of

boxes for many of us for each sprite, sometimes even using shading for in-between positions at the various elements of the figure.

Even there may be many sprites in a game, you also have to keep a close eye on available memory. Sprites - especially large ones - can really swallow up RAM. Sprites is a problem with all graphics programming, but it's often the sprites that cause the most trouble, and sometimes you just have to compromise.

The use of the latest machines has paved an even greater emphasis on graphics design in games. If you're keen on putting your game through its paces, then there's no shortage of possibilities. There are two main ways of working as a graphics artist - either in a development unit or as a freelancer. Several software houses commission development units to produce their games while others use freelancers, and most use a mix of the two. Check out the info elsewhere in these pages.

#### HOW THEY WORK...

Executive here - a full-time, full-time development unit with one member working solely on graphics. They also employ freelancers occasionally.

Your best chance of landing work is yourself. It is hard software houses desire of what you can do. Show how good you are by demonstrating a variety of techniques, as if you can animate sprites well, prove it. We do use freelancers from time to time, and as they often don't get too involved with the game design or programming, they can usually work to a brief from home. But it does depend on the type of game that's being produced. The pay can be good but there are lots of competent artists out there - you have to be special to earn a name for yourself.

Ian Andrew, Executive

**U.S.Gold** have no in-house development unit and contract work out title by title in various development houses.

Anyone with the talent could do well. Any chance we receive are looked at and sometimes we'll pass them onto one of our development units, at which we have between 10 and 15 working on various projects.

David Foster (Development manager for Sid Capeman and Rainbow Arts)

Business use freelancers, but only people they know are paid on a particular machine.

Anyone hoping to break into the graphics business should start by looking at the PC and 16-bit machines. Someone might do the next version of a game on, say, the TT and another person do the conversion to the Spectrum because they know the machine inside out (know how best to give a game that visual impact). The only way into the business if you're an outsider is to spend a lot of money sending disks of your work to software houses. Andrew Brown

#### GET A LOAD OF THEM!

What are the prospects for computer artists who want to try their hand at loading screens?

First, there is the choice between working as a freelancer or as a salaried employee. Many software houses do not use freelance artists at all - Microsoft's specialists do work in-house - while others prefer to deal with programming teams rather than individuals. Ian Mathies (Software Manager at Digital) recommends that artists should get together as a programming team rather than send in loading screens, audio etc individually. About half their games are produced in-house by the Gang of Five, while the rest are commissioned from outside-development teams. Ian explains that TT has proved too much trouble in the past to try to combine different elements.

Andrew Brown, however, welcomes submissions from individuals - loading screens on their own are fine - although large geographical distances could be a problem when arranging schedules. David Doting of CodeMasters was equally encouraging. 'We are always on the lookout for good graphic artists' he says 'not more than 1-2 cities



David Doting of CodeMasters - always on the lookout for artists.

plus of the custom best work should be sent in, including conventional artwork for prototyping for that matter. Material sent in would not be used, but it would give them an idea as to whether an artist was worth commissioning - and not just for loading screens, either. Artists talent is rare then technical ability and we've found it easier to hire people to do sprites and animation than it is to hire talented people to be creative. So you could end up doing the graphics for the whole game, but then sending in samples loading screens. You think it never happens? That's how Neil Adams, who now does the graphics for Day II and Advanced Final Fantasy started. He sent in samples of alternative loading screens to other computer games, and we liked them better than the original!

But what about money? David Doting explains - 'We pay around £80 to £100 for a loading screen, while for a complete game it depends on the type of game - say £200 to £1000'. Andrew Brown was less specific about loading screens. 'I could be very

lucrative - if you were good.'

Freelancing is not everybody's cup of tea, however - what about a full-time job? The cultural scene rarely makes terms kind in samples of your work, and wait for a reply. CodeMasters are clearly looking for a graphic artist to work in-house, while Virgin Ian Mathies explains that 'I can only be a case of your work dropping on the right person's desk at the right time - both how I got my job!'

#### SHOTS IN THE DARK

Taking a picture of the scene as you monitor on TV set isn't quite as straightforward as you might think. Mastering the art of screen-shooting can be a useful process, both for submitting work to software houses and making prints of your work for inclusion in a portfolio. Peter Coupe gives you some tips...

Spending speed countless hours producing your on-screen masterpieces, it's a bit of a shame that it has to disappear when you pull the plug of bedtime.

Of course, if you happen to own, or can borrow, a halfway decent camera the problem is solved. You can make hard copies, at full colour, at anything you can throw up at your printer the expression onto the screen.

#### HARDWARE

You'll need a 35mm single lens reflex camera. Any model will suffice, as long as it is possible to fit additional lenses, and it has shutter speeds of 1/50th of a second and longer.

The best lens to use is a 135mm - a short telephoto in the paper photo jargon. The length of lens will flatten out some of the curves at the edges of the screen. Of course, if you have a zoom lens which has the length included (70-135 or 80-200 for example) then you can use that just as easily. If you only have zooms to a standard lens you could try a 1x teleconverter, which will double the lens length to about 100mm, which should at least get you in the ball park.

You will need something to support the camera, to keep it steady during the exposure. The exposure time will be too long to allow you to hand-hold the camera. A tripod is the ideal solution, but a stack of books, a table and some trestle will all work more or less. The shorter the camera, the cheaper the tripod will be.

Shoot in the dark if at all possible. Always ensure that there are no windows or lights reflecting off the monitor screen. The only way to ensure that the problem is to overcome it is black out the room entirely or tie up an arrangement of blankets or something similar covering the monitor and cutting out ambient light. Note that reflections on the screen which are too hard to detect easily with the naked eye may still show up on film.

#### SOFTWARE

Almost any type of film will do. Black and white is colour, print or slide. If you are



This shot was taken at 1/8 of a second, but perhaps not.

Using video film makes sure you get that shot delivered for daylight. With some darker scenes displays you may find that if you have a lens where the maximum aperture is 1/8 or above, a faster film is necessary - Ektachrome-100 slide film, for example.

The best thing is to do a dummy run with your camera and exposure meter before taping the film. If you can get away with it, use Kodachrome 44 100 slide film, which is said to be the most popular film stock in the printing and publishing industry.

To make prints for social, domestic, and pleasure use, any colour print film should do, though I would personally recommend Kodachrome Gold 100 ISO, simply because I've used it and been happy with the results.

#### SHOOTING

Computer monitors can give a contrary image, and you should leave the camera control a little when photographing your subject(s) if the monitor/TV allows that.

The camera exposure meter will usually give an overexposed exposure reading with most displays, though note the point above



This shot was taken at 1/80 of a second, but the shot is across the screen.

camera meter film speeds. When setting up, ensure that the camera is square with the screen and that the artwork fits the frame. If you have difficulty getting the proportions right and have a telephoto with a manual facility, try moving the camera right up close and using that.

Keep the shutter speed at 1/125 second or less (that is, only you need it tripod). You can try 1/125 of a second if absolutely necessary but you won't always get away with it. Recheck the exposure on either side to be

absolutely sure - i.e. if the meter says 1/8, take three shots of 1/8, 1/4, and 1/2. If you don't have a middle release, use the self-timer to avoid jarring the camera when you press the shutter release. Don't let the shutter speed drop below 1 second - funny things can happen in the colour balance, contrast, and exposure time of film below that speed.

When you load a good roll of exposed film for processing, do remember to tell them what you've been up to. Photographer laboratories use machines to cut negatives into strips, and without the paper frame lines certain won't exist, because you haven't been taking paper photos! They will cut based on the nearest strip of black and start slicing. You could end up with your best film slices frames snipped neatly in two.

One last word: taking a picture from a computer screen will always be a shot in the dark. Results vary, but if you follow the guidelines above you should feel that most of the picture comes out satisfactorily.

#### WHAT TO SLOW?

The reason for moving the slow shutter speed when taking screen shots is not due to the low light of the display, but the method in which the image on your TV set a monitor is built up.

A beam of light traces the screen in horizontal lines, starting at the top-left of the picture and sweeping downwards. The phosphor fluoresces when struck by the beam and the process is repeated 60 times a second.

At faster shutter speeds, you may notice a dark band across the display. The camera has caught the beam 'travelling' down the screen and the phosphor cells previously illuminated are now beginning to decay before being re-energised again by the beam as it next sweeps down the screen. Using a longer shutter speed ensures that the beam 'overlaps' the screen several times during the exposure, reaching the phosphor cells that a faster exposure might not catch.

## NEXT MONTH: BIRTH OF AN IMAGE

We start with graphics development next month as we look in detail at the graphics techniques and working methods of Prognosis - a software house whose recent 15-48 titles have won much acclaim for their graphical presentation.



Three stages in the development of the graphics display for Prognosis: Millennium. The graphic designer has come up with Sigm, which is overlaid by camera movement amongst the development team and then incorporated into the background, as developed separately by another team member. The end result is the whole process laid out.

# 23 WAYS TO ACHIEVE SPORTING IMMORTALITY



HOCKEY (Atari)



TENNIS (Atari)



SOFT BAL FOOT (Atari)



HOT ROD (Atari)



WRESTLE BOUT (Atari)



SOFT GOLF (Atari)



WRESTLE (Atari)



SOFT J. GOLF (Atari)



ATARI (Atari)



ATARI (Atari)



SOFT J. GOLF (Atari)



SOFT J. GOLF (Atari)



ATARI (Atari)



ATARI (Atari)



ATARI (Atari)

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SOFT GOLF (Atari)



SOFT GOLF (Atari)



SOFT GOLF (Atari)



SOFT GOLF (Atari)



SOFT GOLF (Atari)



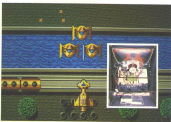
# REVOLUTION!

An arcade machine is an arcade machine is an arcade machine, right? Wrong. A Midlands coin-op company have spent the last year developing an arcade system that could revolutionise the coin-op industry.

The company are the Midlands based, who are reported in ACE issue 40 are based in South Wilts, near Swindon (the home town of Microsoft Theatre) and have been involved in the gaming machine business since 1963. EMI, became a listed company in 1980 and continued operating gaming machines until 1985, when they returned to manufacturing them. They currently employ some eight people. In June/July 1989, EMI's Development Division (Mike Nelson) and one of the company's directors (Darryl Beckett), got two teams to together and came up with the 2010C Video System.

What makes the latest system so revolutionary is the fact that you never have to change the motherboard. Your standard arcade machine is a complex beast consisting of the machine hardware (the motherboard that controls the games), a separate control panel and coin mechanism. If you want to change the game, you either have to get hold of a whole new machine, or have an engineer change the motherboard and possibly even the control panel. Better way, it's not so easy job and can create extra headaches. The 2010 however, uses a standard coin 1080 BT, makes the coin slot keyboard, and has a Rememco 27 High Definition monitor. The monitor sits inside the cabinet with the coin door facing the coin mechanism door. To change the game, all the operator has to do is open the door, remove the emp-

**Is the EMI board in right hand (Darryl Beckett) and left hand (Mike Nelson) view of the body of this machine.**



**Emulator's Black Hole Soccer - opens the game of home before you sit down in the local arcade to play off your skills. (Darryl Beckett) gets a standard 1080 BT of 27 inches for monitor cabinet (the top and a coin mechanism) and fits up the 27 High Definition monitor.**

ty and game, put in the new game-disk and hit the reset interrupt button - the new game then loads, and there you have it.

One of the reasons for EMI choosing the 27" rather than the Arcaze was their belief that the Arcaze motherboard was unreliable and prone to breakdown, when the units were handled roughly or exposed to adverse weather conditions, and the Intel system has undergone some rigorous testing over the last nine months. The hardware was stuffed inside a deep freeze and continued to operate at minus 15 degree temperatures.

Then heat was applied to the hardware and it was left for 16 hours, and still the machine kept running. They even carried a machine to the Commodore show recently, to see how the hardware would survive being shipped all over etc. It passed all tests with flying colours and Alan claims they haven't had so much as a corrupted disk in the last 12 months.

The software saving on the machine is actually identical to the games you play on your own PC, but with extra protection added to ensure the disk will only work on the 2010. Also, the difficulty levels in many games had to be made things slightly harder - some

will be playing tougher versions of Thunderbolt, RocknRoll, Barbarian (Chase) and a host of other titles in your local arcade or fair and clubbing.

As Brian Beckett (EMM's MD) points out, the main reason EMI chose to you and sell out of the business is was only a small part of things, the majority of the units will be sold to public, clubs and various establishments that have multiple one or two machines. This certainly makes sense when you realize to cost only 11400, including two games, and installing a new game could cost just slightly more than the game will do in the shops, though it would cost more if the control panel needed changing, say for a driving crane which required a steering wheel.

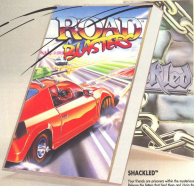
EMI certainly will produce the standard cabinet, but are looking at other designs which could accommodate up to four players at once - Alan was well to point out that coin-op manufacturers are very keen on copyrighting cabinet design, however, as they're so few players yet.

As to the future of the decade game, were we to write, EMI's own the popularity of arcade machines is on the up and up! but would not exceed how many units he hopes to sell in the first year. He still would, however, that EMI, was currently able to turn out some 10 units per week and could easily double that number if there turns out to be enough demand for the machines. Of course, only time can tell if that's going to be the case. ■

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# THERE'S NO BUSINESS...

**LEVEL 2**  
 Britain's number one adventure family look on *Flora* as some sort of a game. Meanwhile, budding gamers advance the stand, while the rest of us look on. Lamented and made a play for Guinness. You can stand out legless. Back as well, but the lady's not for tooting.

**EMPOWERED STAND**  
 Monsieur Boucher will be programmer of Captain Blood, along with his wife. He'll be at the stand, or at least up, except if he's, again, again, again. Checks out the new French games - for computers, of course - and compares with Pavilion games, who finds the PC libraries as pleasant as sitting in the dentist's chair. That's all, up, not an appropriate stand on the Commodore's, Amiga, and PC.

## FREE BLASTING!

If you get the shakes during the show and feel that you just have to loose off a few rounds of air including alien species, or break by the stuff out of a few. Blast it away, here's a brief guide to the freebie arcade machines that are waiting to satisfy your every whim. Of course there'll be more on the day, but here's what's promised as we go to press...

Operation Wolf - Classic  
 Gunzilla Wars - Classic  
 Typoman - Classic  
 Victory Road - Classic  
 WEC Le Mans - Classic  
 Thunderbolt - US Gold  
 Balance Bikerman -  
 Mastering Ninja  
 Pac-Man - Grandstand  
 Pacmania - Grandstand

Class will have at least 15 top-ups up and running. US Gold should have a few machines, and of course don't miss the Super X Simulator on the Microgame stand - 14 people come in, 14's hope 14 come out...

**NEWBORN GAMING FAMILY** - For John Phillips, programmer of *Robotnik* and *Robotnik 2*, in the main it's not. It's some-one-in-the-give, some-one, and possibly on their legs, who then what they did or thought they might have. On second thoughts, don't. They'll be for *Empire*, *Cyberbonds*, and *Exams*, but don't expect the finger of Death - Awards isn't out in the end of October.

**SOFTWARE SELECTION**  
 Who's that man behind the counter, selling equipment? Some other than the Woodruffs, it's time to compare with - he may be selling games at the show, but deep down inside he's a game code programmer (among other things) for US Gold's *Wings*, *Demigames*, and *Dragon's Lair*. What's that man doesn't know about adventures isn't worth a great, but whenever you're, don't ask for those tables.

**TRIBECAST STANDS**  
 They won't have a stand, they won't have a place, but they will have Spectrum, or at least the game anyway. It's called *Supernova*'s stand they don't need to stand to get it in a special booth. They'll also be *Clouse Games*, *Madcat* and a whole new computer family in evidence. Let's hope they don't have a repeat of their first time at the show when their stand kept falling over. Let's hope their software doesn't fall over either. Our manager has got some knowledge here and it's not what it used to.

**CHRISTMAS STAND**  
 The full range of Amiga machines including British Spectrum, PC, CMC and PPC. Watch out for some new machines - see page 17 for more details.

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Yes, you can make it at the show. Microsoft Office 3.0 for the PC, Amiga and PC will be demonstrating a number of pricing options - just might it things look the getting/are list. It does come in looking for the watch, he's probably waiting for Jeffrey Archer, who turned up late in a group conference last year, off early last year. Don't be the Color State with similar areas. There's a PR manager's nightmare, for example, but he turned up in the stand... The rightmost legs for the use of it...

### MICROSOFT

Find out how the *Money* software paid the image of a few weeks, Microsoft's new table, with their latest game *Space Ball*. Take a look at the country with *Demigames* and *Dragon's Lair*. The stand Manager and looks of the stand. See, then grandstand with 17's Amiga version of *Demigames*. Product isn't on the stand, but securing the outside of the stand - but you're they all get pushed.



**STRATEGIC SOFTWARE**

Check a preview of your EAG and the Agreement form, complete the Agreement on the EAG and design. You may even be able to lease off a few months in the main-gate version.

**SUPERIOR STAND**

The big new release in Pipeline — an innovative software selling system. They'll have 10 to 15 machines there and they'll open to requests for not any of their games you want. SuperStar from Columbia apparently doesn't want to be taken to the store and placed with dozens of other titles that they enjoy selling in a separate promotion get away from your favorite who isn't an American, and who else is the got?

**COMMERCIAL STAND**

Companies that have a console and will have plenty of displays in place around with. It's hard enough for their Commercial Software Booth.

**GENERAL ELECTRONICS STAND (NO SHOW)**

Top brands, plenty titles, all Turner's on request on full transport — but you'll need to make sure the stand is turning to still update them, dumping what was before top, and sending it sitting down the stairs. Make sure you give they are the last day.

**BOB STONE Electronic console**

Electronic games, and titles "Electronic Parade" (but, baby like "You won't be appearing to promote the game" — My list would not bring me Parade Booth. They'll be able to offer for the new Electronic console here, as well as the console for for some full-time Nintendo console models, including the PlayStar 12. Conversation piece, even you can sit when I can buy it right.

**ROMAN STAND (NO SHOW)**

Three new games will be on display and playable: Battle Island and 3D Remaster for the 286, and Hammerhead — Remaster 2 (with 10 machines). They'll have the general capability of the entire new year found 3000 plus of selling items here. Taking orders where a Paul Walker? (We tell you can't find that)

**ROMAN LTD. STAND (NO SHOW)**

Hey, this guy is "Golden Gate" Booth, one of the best-sellers game display, demonstrate his entire complete new titles including Hammer 3 and Transylvania. Will continue on stand over King's Valley II.

**TELEVISION**

Microsoft will be on stand, and as they'll be placed another time, or be pulled. They'll have systems 14 new titles from Nintendo, Nintendo and Electronic including Battle of Britain, Mountain Peak 3, Mountain Peaks, 20 Years, Fish, Mountain Peaks, Remaster with E.A.S., Empire Remaster with the 80 Best (with 10), etc., repeat but, every a good check out. Last year, a 107 manufacturer wearing the new professional while making the console 10 full-continues you will increased (and they'll be at the entrance of 1.1).

**MASTERTRONICVIDEO**

Will include multiple time. 10 days minimum with all the latest games — including a surprise Nintendo — plus full-continues you up including a Deluxe Atari/Atari and a Deluxe Nintendo. You'll see you can't find it any more about and others of new releases Double Dragon, War in Middle East, Mountain Peaks, New Nintendo and more. Keep an eye out for program printers — last year, someone tried to through a replacement but didn't work. If you really are expecting a better system — or other Commercial general game you will see when I can buy it Nintendo?

**PI PIONEER 1200**

Windows games, don't mention thought — see Pioneers you imagine a programmer might give both to a programmer on the spot. Both is the increasingly-coming Microsoft, a new show-up from the Barbara Reg's member of the publisher in Greater-Atlanta, the first Pioneers greater advances with more control and technical support. Which involves 800 call-up with the stand, and show not Pioneers (Nintendo console)? That's because it's the name of the area called game programs, when you called to my site for material sale — for as a game, but as a label. Bruce Easter, who were many.

**BIG APPLE STAND**

Don't miss it for "International" they'll have 1000s with Bruce Will, and the Bruce Will, and make up your own mind about the company who will be Member One in Eighty Nine.

**OCEAN STAND**

A number of stand at least 14 console plus-releases of all games running on computers — every one of their players. There will also be new titles of the latest for computer — Big Boat starring about 10 computers, and it's not even out here yet. (It will) see America (Yea of the show) (2000 will be in local selling a good model), but you might see Windows. The job was offered to our old manager, Jan Butler, but he had to decline or the game of interest.

**KEY PUNCH SOFTWARE 3227**

Key punch? This new company of the PC show booths from the Big 80-20 A and they're bringing new games, applications, and utilities for the Commodore 64, 128, Amiga, and PC machines. Program and software their hands.

# ...LIKE SHOW BUSINESS!



# PCW SHOWS 78-87

David Tebbutt, previously editor of PCW magazine and long connected with the PC Show, casts his eye back over ten years of summer micro madness.

## 1978

### THE MOST CENTRE HOTEL

Comet showed off the fourth 8088 and 8085 based busy busy 16-bit Apple II. However, 1, 8088, 2082, 303, 50, 700-80. Many other 16-bit items included Computer Bookshops, which've been an exhibitor ever since and Newbase - now gone.

## 1979

### THE MOST CENTRE HOTEL

What, to game? Stock control at the PET caused a sensation and Compaq launched a 16-bit, 640, 800 printer system. (What announced is CP81 8088 5100 but mainframe computer 7) and on a more mundane note, Sandy showed the 170-80 (mode 0). There weren't really such things as 'turnovers' in those days. Machines and software seemed to seep into the market...

## 1980

### THE CEMAS-INTERNATIONAL (NOW CALLED THE NOVOTEL)

The new decade opens with a dual video, 640 Spectrum and Amstrad games can give thanks to the 250, but even this year Apple pulled out of the steps and gave us the Apple II.

## 1981

### THE CEMAS-INTERNATIONAL

The big micro-boom is getting underway and for the first time the show was split

into two sections - upstairs for serious users, downstairs for fun and hobbyists. Outside, punters gathered in agility at the end of a 14 mile queue - this despite the organisers having allowed for twice the previous attendance (they get 10000 visitors). You could check out the prototype 8088 micro, Atari 400/800, the Osborne 1 portable (well, laptop), CP/M computer, and the IBM, ABC. However, the most significant event happened the day after the show - IBM announced its PC machine.

## 1982

### THE CEMAS-INTERNATIONAL (CONVERTED CAR PARK)

This year, the business/retail split became firmly established and the show took on astonishing 50000 visitors, making it the largest in the world at the time, beating the West Coast Fair in San Francisco. This was the age of the hardware manufacturer - the Compaq Lotus was shown, along with the Pentium-based Jupiter Ace. (Where are they now?)

## 1983

### THE CEMAS-INTERNATIONAL

Spot the Laminations outside - images were from and the games world was going crazy. So were images - they didn't last much longer. Sir Dave announced another of his low-cost stand-along sites, the Multibus. CD games have been causing him ever since. Microsoft celebrated the high-point of the Age of the Aster Programmer with Jeff Minter's Hyper Server. It's still selling on eBay!

## 1984

### OLYMPIA

Again, ABC business range launched - they should have stuck to 8088s. Amstrad showed every one with their CP/M Plus disk drive - which only gave 38k for programs to run it. Most CP/M software needs at least 68k. Dundas offered a £20,000 price to the value of Sunrisa, but only that, but someone was giving away One Amstrad as prizes. (At your own, 2nd prize best). Atari made their first appearance since Tronix took over.

The Enterprise was launched at last, though people kept calling it the Star, the Star, the Saturn, that machine over time, etc. First signing of CD for sale - the machine that everyone thought was state of the art, but turned out to be an unhappy compromise (1984 probably 1983-1985?)

## 1985

### OLYMPIA

It falls this time and the start of proper segregation. OEM appears on the April 15 and F10. Philips launch their 165 computer - everyone says NO 8086, get everyone excited with the ultra-fast Maribus plus Windows. Amstrad turn the word processor market on its head with the Amstrad PCW8086 and turn 8086 owners on their heads by announcing the CP/OS2. No refunds, huh. Barry Henry is made behind closed doors as the Amiga is shown to a selected audience at the Maccosco hospitality suite. Meanwhile, the SF is the star of the show and probably wish they could turn the clock back.

Oh, yes, and a big welcome to MSX - still in force for the first time. And the last.

## 1986

### OLYMPIA

Atari had its own hall for the first time, 580q, on the tremendous excitement generated by the ST. An

enormous attendance of 60,000+ visitors saw the launch of the Amstrad PC 1632, the SBC Master Compact, and the Spectrum 1284-2. On a quieter note, software lined up a colour printer to an extent and caused a small sensation, while Atari raised funds and started the Great Mouse Revolution (GMR).



## 1987

### OLYMPIA

A big Atari resurgence again, it's all expense behind the scenes ST processor! 70,000+ visitors marvelled at the Archimedes and believed without (almost) that the Z80000 was really in BASIC. Amstrad went (very slightly) apocalyptic with their PCW8086 and PC 1640. Jeffrey Archer launched 'Let a Penny Miss, Not A Penny Less' for Gemtek, and was late for the press conference. Atari announced its CD-ROM, CD-ROM 250, but a year later the announcement is still of no use. The article moved to meet when they launched the ProStar Plus (it sticks on disk holder). Both the board game and the computer version of STB were launched, and we were all told it would become the next big thing in games. It didn't. ■





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...rly and  
...to the

# Street Fighter™



**CAPCOM™**

GIANTS OF THE VIDEO GAMES INDUSTRY

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# GREAT GAMES

Can one game change the world? We name the titles that upped the ante over the last

## TRUSTFUL STUFF

In the world of videogames, the only rule that really counts is a trust with the ultimate intention of cheating. Tapping over the deception game in *Balance of Power* does one twisted operation across the globe with its cunning features: beat your opponent's leader in stealth while info on the floor. Features that we do not trust.

► **THE WORLD'S CHEAPEST CLASSIC GAME: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## BACK TO THE FUTURE

Last 3D games might be a thing, but new adventure creation system that attempts to make computer-controlled characters the protagonists of *Quake*, *Return to Castle* (Xbox) and *King of Kings* (PC) are the new. All-important feature for game's 3D, who were changing again: update into *Return to Castle*.

► **WORLD'S MOST OVER-ALL ADVENTURE GAME: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## SHYTING UP

In its first incarnation, *Star Wars* was a fun (and fun) game. Selling an unprecedentedly large volume, its multiplayer game featured an important point about it: it was as fun as it was a game that they all play on the strength of the original. The 3D version's many higher quality on the other hand, however, why the 1997 version is still going to last.

► **BEST MACHINE'S GUEST: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## READY, SET, GO!

By tapping unique graphics and blending them together, you can see many events for original, but in the *Star Wars* I certainly made for better players. (4)

► **THE MOST MODERN SCROLLING SHOOTER: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## WORLD EFFORT

A lot of games promise simple quality graphics and sound, but *Star Wars* (PC) is the winner. Designed for *Star Wars*'s *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best.

► **THE MOST MODERN SCROLLING SHOOTER: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## BLOOD-BOWLING

To begin with, the starting with the graphics, beautiful graphics will also characters and enemies. Non-linear character development is a game's feature in *Star Wars*, but *Star Wars*'s *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best.

► **THE MOST MODERN SCROLLING SHOOTER: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## FINAL DEFENSE

In fact, a very simple strategy game, *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best.

► **FINAL PROOF THAT *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## DOWN IN THE DUNGEONS

When you're into action games, fast development, complexity, large number of enemies, and many ways to win are the main reason. *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best.

► **ALL THE BEST EXISTING DUNGEON FIGHTER GAMES: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## MAAT'S MATHS

*Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best.

► **THE BEST ACTION GAME: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## HONEY'S BEST

*Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best.

► **THE BEST ACTION GAME: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

## WORLD'S BEST

With the help of its unique sound effects, *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best. The *Star Wars* (PC) and *Star Wars* (PC) are the best.

► **THE BEST ACTION GAME: *STARBUCKS* & *STARBUCKS* (PC OR PS2)**

# S MILESTONES

twelve months

## 3D SCENE

A ground breaker in so many different ways. First, upon the status of visualization software, with the full management of its parameters, enabling the user to control the scene in real-time. The quality of the rendering is so high that it can be used for professional purposes.

It will offer a 3D scene with a high level of detail and a high level of realism.

## ON MANO/TYPE

Factory (United Way) Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

It will offer a high level of detail and a high level of realism.

## ONWARD AND UPWARD

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

It will offer a high level of detail and a high level of realism.

## BEYOND TEXT

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

It will offer a high level of detail and a high level of realism.

## SCENE CREATION

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

It will offer a high level of detail and a high level of realism.

## YOUR MESSAGE

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

It will offer a high level of detail and a high level of realism.

## YOUR'S COMPANY

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

It will offer a high level of detail and a high level of realism.

## PROGNOSE

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

## 4 PUTS ROCK IN SOLID 3D

## YOUR TOWERS

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

## 4 GREAT GAMES WALKED OUT OF THE DOOR

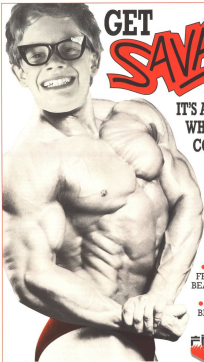
Every once in a while you get a piece of software that redefines computer gaming, putting your entire collection or even your machine in a whole new light. Maybe it sets an impossibly high standard of technical refinement for others to match, or uses a brand new display technique. Maybe it rediscovers traditional gameplay values, or leaps outside conventional boundaries to provide a brand new playing experience. Maybe it just pushes a tired game formula too far, putting you off the whole game-style; bad games can be as influential as good ones!

For whatever reason, the games on these two pages were software landmarks during the last twelve months. Surprised that there are so many of them? Well it's been a busy old year, and games have been changing right across the board. What with the explosive growth of solid 3D in action games, the rising tide of interaction and innovation in adventures, and the relentless onslaught of strategic elements on the mass market, the stakes have risen a long way.

## COLLEGE GAMES

Studio 3D game computer graphics is now the 3D look which helps emphasize the effect of the scene. The look of the scene is very realistic and the quality of the rendering is so high that it can be used for professional purposes.

## 4 TECHNICALLY ADVANCED STANDARDS, PLEASE



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A LEGEND IN GAMES SOFTWARE





# 100 TOP GAMES

Here they are...the top games from one of the most exciting years ever in the history of computer entertainment. Check out the ratings, the playing tips, and the lasting value of the titles that set the standard by which all other games should be judged. If you think you're tough, buy them, play them, and see if you can beat them...

## ADDICTABALL

Alphas

Amiga ST **4.4/5.0k**  
Reviewed Issue 3 -- Original ACE  
Rating: 8/5

A scolding breakout game, ADDI seems like the brightest of ideas, but it added a novel twist to a flagging game style. There are lots of nice elements like jet thrusters on the ball, an erodable back wall and teleports, that make it different from any of the other games in the field. However, it's more frustrating because if you do there are instant points you have to go back to.

### ▶ VINTAGE VALUE 100

It's suffered from the masses of other clones.

### ▶ TIPS

Use some springs to get you out of tight situations. Don't just let the ball bounce off the back wall -- you can do more damage and speed the ball up by trying to hit it at the time. Protect the back wall at all times from breaks and start blocks. Neglect them and you won't last long at all.

### ▶ TARGET

Complete a level without using a teleport.

## ANARCHY

Rock-it

Spectrum **4.8/5.0k**  
C64 **4.8/5.0k**  
Amstrad **4.8/5.0k**  
Reviewed Issue 3 -- Original ACE  
Rating: 8/5

One of this year's few low-budget crackers, this intriguing title turns-on-up holes to light under a board. The game format looks like



**Old Academy** -- The last-life wall is being passed by a bumpy ball, so don't touch your steps.

complexity itself -- drive your tank round a series of mines, destroying the weapons connected to them -- but explosions are long after leave one to tackle powers in one particular order. It's a really enjoyable game, verging on the abstract, which manages to be 100% satisfying and largely non-violent.

### ▶ VINTAGE VALUE 7/5

It looks like great budget fun.

### ATF

Digital Integration

Spectrum	<b>4.8/5.0k</b>	<b>4.8/5.0k</b>
C64	<b>4.8/5.0k</b>	<b>4.8/5.0k</b>
Amstrad	<b>4.8/5.0k</b>	<b>4.8/5.0k</b>

Reviewed Issue 1 -- Original ACE  
Rating: 8/5

The stealth-fighter bomber game was a last-minute fix for C64, a fix that shows its steel-toe simulators. They traded realism for gameplay and produced some of the best tactical action we saw all year, embedded in a very playable arcade style game. Make up your own mission from intelligence briefings, lead your Advanced Tactical Fighter with the stores of your choice and fly out over wire-frame landscapes to help your forces win the war.

### ▶ VINTAGE VALUE 10/4

When it's software this impressive, it hits.

### ▶ TIPS

Stick with Mavericks for ground targets. Slow down to normal hovering speed as you get within 100km, line up, fire, and launch another missile as each one hits to destroy even the extra tough enemy bases before you reach them.

On higher levels, your real task is to keep your ground and sea forces in contention -- mix those big waves where your jets are heavily outnumbered. Maximizing any target you've already got on your computer and searching out the rest. They'll log in automatically as you approach, and a few more Mavericks should turn the job in your favor.

If you're been shut-out and are only just fast enough to stay airborne, don't put your undercarriage down until the last moment. Lowered wheels only reduce your speed by a tiny amount, but this can be enough to steal you.

### ▶ TARGET

Win an early level without using Mavericks.

### ▶ TIPS

The key to unlocking a large structure of computers isn't the structure's shape, but rather the notion of firing gaps toward the edge. Often you only need one gap to unlock a large chunk of the screen.

The guardians of every 8th level follow your course exactly, so by and more in large rather than reducing your steps. That way you stand a far better chance of squeezing past them and escaping.

## BALANCE OF POWER

Microscope

Amiga **4.8/5.0k**  
Amiga ST **4.8/5.0k**  
Reviewed Issue 3 -- Original ACE  
Rating: 8/5

A classic struggle between East and West for world supremacy. You can control either the USA or USSR as they try to win over countries by fair means or foul. It might start out as some economic action, a 1000 third world country, escalate into military intervention and end up as a global nuclear conflict. It's a tremendously complex simulation that tests your powers of organization, diplomacy and leadership in the full. The passage of time has done nothing to diminish its appeal or challenge, even in the age of Glasnost.

### ▶ VINTAGE VALUE 10/5

As good today as it's always been.



**► TIPS**

Initially you'll have to play everything by ear as to what to fight first and so on. Gradually you'll learn what beats the opposition and if you'll back down. There's no point being a nice guy and just defending your own sphere of influence. You've got to get out there and compete, otherwise defeat is guaranteed. Never go off the way to nuclear war yourself. Sometimes it's worth pushing the other side to the final decision to get a big comeback. Never challenge on anything except issues you've got a good chance of winning - it will well repay the challenge.

**► TARGET**

Go to DefCon 4 three times in one game - and survive.

## BIONIC COMMANDOS

CDI

CDI 28	£9.99	£11.99
Spectrum	£9.99	
Amstrad	£9.99	£11.99
Start 67		£10.99
Reviewed issue 10 - Original		ACE Rating 8/10



**Be a Bionic Commando** - Using your own set of extensions can get you past tricky bits.

Another out-of-convention that works well is to use some nice computers. The bonus map in question has extendable, gripping logic pins that allow you to swing obstacles around at the rate of floating platforms. Here's pursued by ripsas at over the plate and faces other death-defiance. As yet there aren't any clues but you can bet someone will be working on one.

**► VINTAGE VALUE 100**

It's hard to have appeared to threaten it.

**► TIPS**

Throwing the book can assist the screen to reveal platforms or defenses. This is frequently handy in making progress.

**► TARGET**

Complete Level 1 without shooting anyone.

## BMX SIMULATOR

Commodore

Amiga 67	£14.99	£14.99
Reviewed issue 8 - Original		ACE Rating 8/10

Viewed from above, this BMX set-up gives you and a friend the chance to pedal your way round seven courses in an attempt to complete the specified number of laps within the time limit. The bumps and berms all affect your bike realistically, so use them to your advantage.

**► VINTAGE VALUE 70**

We expect a bit more from a game nowadays.

**► TIPS**

Some levels have uncommented cheat codes!

**► TARGET**

Complete it without falling off.

## BOBSLEIGH

Digital Integration

CDI 28	£9.99	£14.99
Spectrum	£9.99	
Amstrad	£9.99	£14.99
Reviewed issue 3 - Original		ACE Rating 9/10

This winter sport simulation is still uncalled for in its realistic representation of hurtling down water ways in a metal tube. The CDI version was easily not up to the standard of the others, lacking the control and feel. The original aims were quite difficult and we still a tough prospect today.

**► VINTAGE VALUE 100**

No downward slide in gameplay here.

**► TIPS**

Always keep the team at maximum thrust by training every other race. Good steering is crucial at the top of the run. Lose time here and you'll get a very poor time. Keep on the bottom of the track around the corners - going high usually means fast! Watch out for short links - they'll throw you out of whack very early.

**► TARGET**

Break the track record on every course.

**BONECRUNCHER**

Superior Software

CDI 28	£9.99	£11.99
Amiga	£9.99	£14.99
SBC	£9.99	£11.99
Reviewed issue 4 - Original		ACE Rating 9/10

An intriguing 3-D Boulder Dash rip-off, but that soon reveals highly original gameplay as you attempt to collect items of use on screens full of hazards. Puzzling quality similar to ZOP - addictive, at times exceptionally difficult, and always entertaining.

**► VINTAGE VALUE 100**

As addictive as ever, proving that a powerful game design can sustain the test of time and subsequent releases. Some recent releases however, *Demigant Master* for example, have introduced the boulder-chamber element into more exotic scenarios.

**► TIPS**

Platform entry to different screens varies on different versions, but by Brian Gablett, Gablett, Maphis, Buzak, Hiss of Death, Underground, Horrid. Always make snag-whenever possible.

**BUBBLE BOBBLE**

Promax

Spectrum	£7.99	
MSX	£9.99	£12.99
Amstrad	£9.99	£11.99
Start 67		£11.99
Amiga		£19.99
Reviewed in issue 1 - Original		ACE Rating 8/10

Probably the only coin-up ever to star bubble-blowing, banana-eating dinosaurs. *Bubble Bobble* was one of the first last year in its CDI incarnation. Since then it's surfaced on a host of other formats, but the timeless title gameplay shines through on all of them. Blow bubbles to trap those manuring turtles, keep up to burst the bulky bubbles and then eat the fruit that the turtles turn into. It sounds stupid - but, it is stupid - but when a game's this addictive, who cares?

**► VINTAGE VALUE 910**

Still plays well, but lacks a little old rise.

**► TIPS**

The randomly distributed extras are the key. Progress bars should watch out for the level-up umbrellas, while high-score add-ons will need those poison-bubbles that fill the screen with bonuses.

**► TARGET**

The game's simultaneous two-player mode is a must for sustained progress. Real addicts should be able to finish the game single-handed, and you.

**BUBBLE GHOST**

ESB International Programmes

Start 67	£10.99	
Reviewed issue 4 - Original		ACE Rating 10/10

Bonus obstacles threaten to burst your bubble in this engaging little piece of French surrealism. Move your cartoonish round behind it and puff your cheeks out to blow that tiny little orb past pipes, through periodically rising gaps and across dangerous air currents. Sticky stuff, with bags of Golic charm!

### VINTAGE VALUE #14

Get into full marks for wit and playability!

#### TIPS

Many various obstacles can be moved or switched off by blowing in the appropriate place. Use your obstacle from the bubble to control how much effort your blowing/heat from down you can exert a far greater force.



**IF Buggy Boy** - The only in that bubble, which is only way to get past that level is to blow the ramp.

## BUGGY BOY

1988

MSX	19.95us	114.95us
Spectrum	17.95us	114.95us
Amstrad	19.95us	114.95us
Atari ST	19.95us	119.95us
Amiga	19.95us	119.95us
Reviewed Issue 4 - Original ACE		Rating 8/10

The score of ten driving games began before this one but the concept didn't continue even today. This took the car off-road and added obstacles to avoid and

time bonuses to collect, making it a thoroughly enjoyable drive-up. When Buggy Boy first appeared it offered something new and exciting - this is not the case anymore.

However, it's still a good game but it's not great any more.

#### VINTAGE VALUE #10

It's listed well, but has been suspended.

#### TIPS

These bonus gates are the key to completing the game. Go for 'em whenever possible.

#### TARGET

Complete all five courses.

## CAPTAIN BLOOD

1988

Amstrad	19.95us	114.95us
MSX	19.95us	114.95us
Spectrum	19.95us	114.95us
Atari ST	19.95us	119.95us
Amiga	19.95us	119.95us
MSX PC	19.95us	119.95us
Reviewed Issue 7 - Original ACE		Rating 8/10

Captain Blood's superb looking space quest/adventure that has you searching a vast cluster of stars for some of your stores. You've got to talk with a whole bunch of different alien types - some of whom are not friendly - in order to get any information that may or may not be of use to you.

#### VINTAGE VALUE #10

A novel idea well implemented.

#### TIPS

Now don't let various planets' air activities, don't rely on just remembering them.

#### TARGET

Find all the stores.



**IF Captain Blood** - Great and space and space with the others.

## CARRIER COMMAND

1988

Atari ST	124.95us	124.95us
Amiga	124.95us	124.95us
Amstrad	124.95us	124.95us
Spectrum	124.95us	124.95us
Reviewed Issue 8 - Original ACE		Rating 8/10

This mix of arcade and strategy game boasts some terrific 3D graphics and great gameplay. The player plays the commander of one of a pair of aircraft carriers that were on duty in the Southern seas when a series of volcanic islands recently emerged. The other carrier goes topside and is set to destroy the islands unless you can defeat it. This is achieved by capturing the islands and using them to manufacture goods for you. You've got to keep all your islands within a



**Carrier Command ST** - Works in enhanced, great and ready to launch.

network for supplies to be moved around, and this is where your strategic abilities are tested.

#### VINTAGE VALUE #10

Nothing else compares the two games so well.

#### TIPS

When loading up a carrier, get missiles AND a laser cannon in the front compartment. Check out defence islands with a mine to find which side the command centre is on. Approach with the carrier from that side so that you can take the centre out with the deck laser. Take out the carrier before dealing with enemy Marbles. They will run out of ammo and feel even if you can't manage to shoot them down.

#### TARGET

Take out an enemy defence island using only Missiles.

## COLOSSUS MAH JONG

1988

MSX	19.95us	114.95us
Amstrad	19.95us	114.95us
Reviewed Issue 9 - Original ACE		Rating 8/10

Mah Jong is a sunny-like game played with a special set of tiles. With the computer version you form jumps, kings and chows onscreen against three computer opponents. They may not be the greatest ever, but they certainly give you a lot to fear for your money.

#### VINTAGE VALUE #10

Get a terrific piece of bread software.

#### TIPS

The only real skill in the game is choosing which tile to discard. If you don't want to use a tile - especially if it's a dragon or wind - ditch it early that way you can probably force its partner out of your opponents' hands. Fanning a chow may seem like desperation, but if it gets you Mah Jong you should go for one like a shot. If you can't look to Mah Jong then at least one other player probably will be too, so speed is of the essence.

## CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

1988

MSX	19.95us	114.95us
MSX PC	124.95us	124.95us
Reviewed Issue 7 - Original ACE		Rating 8/10

Chuck Yeager's flight trainer is, broadly speaking, a thoroughly enjoyable flight simulator - but that's by no means the whole story. The training options included make this not only fun, but educational fun. It doesn't learn (if you follow Chuck's advice) before you're achieving such complex moves as alien rolls and loops. The game's embellished a series of pull-down menus which are incredibly easy, and all the options make for plenty of testing enjoyment.

#### VINTAGE VALUE #12

Get one of the best flight sims around.

#### TIPS

Listen to Chuck!



## CONQUEROR

Strategy

Artimedia \$24.95  
 Reviewed Issue 2 - Original ACE Rating 3/5

The Zero landscape routine saw action for the second time in this and 32 take-em-up for 1M6 inches only. Choose either Soviet, German or American forces to fight for then bundle off to battle in a realistic 1990 fighting vehicle. Memorable chiefly for the way the tanks were actually recognizable, it's an impressive game but lacks the popular appeal of *Command* stuff, but probably best left to last time.

#### ◆ VINTAGE VALUE 5/5

Does look a little limited compared to the later *Command*.

#### ◆ TIPS

On the lower, less tactical levels of the game, don't assume that having a tougher tank automatically makes things easier. The opposition gets tougher to watch!



## COMBAT SCHOOL

Action

CM \$2.95  
 Spectrum \$2.95  
 Amstrad \$2.95  
 Reviewed Issue 1 - Original ACE Rating 3/5

This multi-event wargame based on the popular *Star Wars* sci-fi had a distinct military flavor. You and a friend can compete simultaneously through 4/16 terrain gridling events including charge-parade and arm-wrestling.

#### ◆ VINTAGE VALUE 5/5

Still one of the better coin-up conversions around, even if the game style is rather old.

#### ◆ TIPS

Learn where the targets pop up before the life ranges. Fiddle like mad!

#### ◆ TARGET

Get through the game without losing 5-00 the ship-ups.

## COSMIC CAUSEWAY

Adventure

CM/128 \$2.95  
 Reviewed Issue 2 - Original ACE Rating 3/5

The sequel to *Trailblazer* that took following fans and warring madmen about as far as they can go. It's fast action that's very demanding on the players reflexes and memory of the course. For 34 owners it's still a game that will set to the limit.

#### ◆ VINTAGE VALUE 5/5

Tough stuff, but aging fast.

#### ◆ TIPS

The only way to make this to be learn the route. If you can remember where you're going then you've just got the aliens to deal with.

#### ◆ TARGET

Kill a dragon without getting hit.



CM/128 \$2.95  
 Reviewed Issue 2 - Original ACE Rating 3/5

## DAN DARE II

Action

CM \$2.95  
 Spectrum \$2.95  
 Amstrad \$2.95  
 Reviewed Issue 2 - Original ACE Rating 3/5

Major's second team 'em up is covered with an and contains four levels. The idea is for the player to take control of Dan and thwart the Major's plans to invade Earth by destroying the life support bases of the Supermen. Good arcade adventure stuff that's great to look at.

#### ◆ VINTAGE VALUE 5/5

Dan Dare is still a worthy game, but there are better games of this sort about nowadays.

#### ◆ TIPS

Time is your main enemy so make sure you map every level and learn the shortcuts.

#### ◆ TARGET

Win at the station.

## DARK SIDE

Adventure

Amstrad \$2.95  
 Spectrum \$2.95  
 CM/128 \$2.95  
 Reviewed Issue 11 - Original ACE Rating 3/5

The second game to use the *Trailblazer* programming system, it is much more of an arcade challenge than *Dare*, as you try to eliminate your forces against a time limit. The graphics are again excellent, as you'd expect, and the more exciting gameplay gives it a much wider appeal.

#### ◆ VINTAGE VALUE 5/5

Only big developments will touch the great value.

#### ◆ TIPS

The excellent is getting.

anywhere to estimate a number of losses early on. This will save the clock-face and allow you to spend time waiting out how to get the broken towers. The broken crystals are in some pretty odd spots. Look carefully at the green soil and some other seemingly useless scenery.

#### ◆ TARGET

Complete 1.

## DEFENDER OF THE CROWN

Adventure

Amstrad \$2.95  
 Amiga \$2.95  
 CM/128 \$2.95  
 Reviewed Issue 2 - Original ACE Rating 3/5

When the game first came out as the Amiga and CM it was a case of brilliant graphics, above about the gameplay. The ST version changed that considerably and really pushed up the strategy elements. The battle between us nobles to gain control of England is superbly presented and continues to be one of the most graphically impressive 16-bit games. *Defender* has produced similar quality products like the 3 *Scorpio* and King of Chicago, but *DOFC* still has an aura of class about it, even if the gameplay is weak.

#### ◆ VINTAGE VALUE 5/5

Looks slightly odd surprisingly is still enjoyable.

#### ◆ TIPS

Starting from the castle next to Wales, head straight



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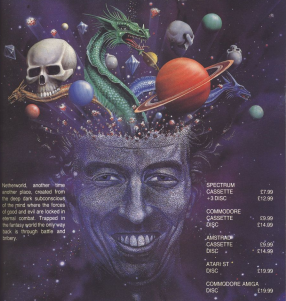
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down to the castle in Conest and 194-1. You should be alerted out of the army from the castle and capture it. Don't forget to call on Piper at the early stage. The early rise to the top of the castle will get attacked in the meantime. If you capture the castle, leaving the rest will prove easy.

Don't forget with classes or less when attacking castles. Just make sure you knock down as much of the wall as possible. If a station looks hopeless then go for a push. It's risky but can be a last chance to salvage the game by gaining some land.

#### ★ TARGET

Win the game and keep the other two classes alive.

## DEFLEKTOR

German

CD-ROM    CD-ROMs    CD-ROMs  
Spectrum    £19.95  
Amstrad    £9.95    £14.95  
Atari ST    £19.95  
Revised Issue 1 - Original ACE  
Rating: 90%

Never mind the flood from the big pipe of lava, here we have a laboratory environment full of robots, fire cycles and light casters. The aim is to direct the laser grids/robots to destroy them. It calls for a sharp mind to work out the robot and light reactions to stop the laser overheating, taking off bombs or running out of energy. You need almost all 8 puzzle games, and on such themes nothing else has it. It's a bit on the easy side but still great fun.

#### ★ VINTAGE VALUE 84%

Unique but too easy.

#### ★ TIPS

On screens packed with robots don't engage them all, just aim around and the beam ends up near a blob and the fire switch to the mirror nearest it. It does seem impossible to hit, spin 450° mirror slowly through all possible positions so as to test out all the possible angles and reflections.

#### ★ TARGET

Complete the game without losing a life.



Deflektor - Level 4, and as yet there are no genuine bonus-up bonuses.

## DIPLOMACY

League of Nations

CD-ROM  
Revised Issue 1 - Original ACE  
Rating: 88%

An computerised boardgame, go, this is one of the best. Take on the role of a major

European power of the turn of the century as the struggle for continental power ensues. Deploy your fleets and armies so as to gain territory from former or computer opponents, and build your military forces with the increased production this gives you. Combine, betray and conquer: out of seven players only one can win, so alliances clearly aren't going to last forever!

#### ★ VINTAGE VALUE 84%

Still indispensable for cerebral wargamers.

#### ★ TIPS

Agreed to computer opponents you should be able to win fairly easily, even from a weak country like Germany or Austria-Hungary. The key is to watch the computer's moves for the last go. If you haven't changed your position, the chances are he'll make exactly the same move this go.

Against humans it's a tougher business altogether, but the general rules still apply. Don't assume the world - if everyone gangs up on you you're dead anyway - and make some allowance for other people's mistakes. You can often win well defended positions with a shrewd guess about what your opponent's orders will be.

#### ★ TARGET

If you really fancy yourself as a negotiator (or Schlieffen, for this one) win the game from Turkey against six computer players, without invading Russia or Austria-Hungary.

## DRILLER

Canadian

CD-ROM    CD-ROMs    CD-ROMs  
Spectrum    £14.95    £17.95  
Amstrad    £14.95    £17.95  
MS-DOS    £19.95  
Revised Issue 4 - Original ACE  
Rating: 88%

The first game to be programmed using the Pascal system that creates solid 3D environments that you can go down, under and into. The task was to explore a mine and replace drifting rigs on its release gas under the surface. The rigs have to be accurately positioned in each location. Finding the boobytraps is where the puzzle element comes in and there are some very tricky things to work out. It matches up to all the more recent offerings and ST and Amiga versions are eagerly awaited.

#### ★ VINTAGE VALUE 84%

So far has followed it yet.

#### ★ TIPS

To use teleporters go to Topaz. Use

it by going upwards switch. Find hidden tunnel and go to complex 401. Destroy the 4 robots to make teleporters appear. In Bony, cover the power lines to the building. Set all the symbols to squares and the doorway to Aquaticus is revealed. Here you'll find the jet in one of the hangars. In Obelisk you have to shoot or break over the slab to cross the ravine.

#### ★ TARGET

Complete it without using the jet.



Before dungeons get hold-ups on them it's better.

## DUNGEON MASTER

Microsoft

Atari ST    CD-ROMs  
Revised Issue 2 - Original ACE  
Rating: 88%

Take charge of a band of four adventurers and wander through the dungeons of the Lord Chaos searching for the treasure. The action viewed through a large window that's surrounded by each character's icons. These icons indicate what the character's holding and how health and stamina levels. There are plenty of spots to learn and read at the monsters that roam the 14 levels of the dungeon, but you could always resort to looking them up with an aid if you have it. Tricky puzzles, devices and settings and magnificent atmospheric graphics and sound make this one of the best role playing adventures to have appeared on any platform.

#### ★ VINTAGE VALUE 84%

Achieves in Advanced Computer Entertainment.

#### ★ TIPS

Try using particularly vicious monsters into dungeons and then leave the doors on them. Or stand one way of a pit (closed) and when the monsters are at the pit, open it

#### ★ TARGET

Complete it using only three characters.

## EAGLE'S NEST

French

Spain    £9.95  
CD    £9.95    £19.95  
Ami    £9.95    £19.95  
Amiga    £19.95  
Atari ST    £19.95  
Revised Issue 1 - Original ACE  
Rating: 84%

This Gauntlet-like just as playable on the larger machines as it was on the 8-bit micros. You view the hero from above as he stomps around a German castle dealing leader-levels of hundreds of Army soldiers.

#### ★ VINTAGE VALUE 80%

Better games of this type have since appeared.



**► TIPS**

Don't collect much ammo at all once you can only carry a maximum of 50 shots at any one time.

**► TARGET**

Don't take more than 100 shots on each level.

**ENDURO RACER**

Adventure

CD-ROM	09/09cs	014/0908
Spec	07/09cs	
Amx	09/09cs	014/0908
Adm ST		014/0908
Reviewed Issue 8 - Original ACE Rating 1/3		



**► TIPS** Enduro Racer is legal! You should have called a sheriff before you hit that police game to be so easily beaten.

The on-ramp conversion gives you a dirt bike on which to scoot through five winding stages of bumps and twisting roads. Watch out for the rock pits, other riders and people that can strand you by printing a tangled trap of twisted metal. Get through a stage with seconds to spare and the wild timer's added to the clock for the next stage, which is handy because the stages get harder.

**► VINTAGE VALUE 2/5**

A good conversion of the arcade game, but we expect our games to have more of a racing challenge nowadays.

**► TIPS**

Try to bring in the world C-ELAF after the conditions. Don't press the enter if you want an extra 10 seconds, or the 30-second timer one level, or the 7 for turbo speed (2/50%).

**► TARGET**

Complete it without crashing!

**FALCON**

Spectrum Hoobyde Minisuit

IBM PC	03/1986	
Reviewed Issue 8 - Original ACE Rating 3/5		

The definitive American flight simulator is complex with a capital C. Play a very realistic F-16 on a wide range of missions, step up the

officially settings as your flying skills increase, and marvel at the attention to detail. The solid 3D graphics should be even better after VGA PC, but ST and Amiga versions come through.

**► VINTAGE VALUE 5/5**

Oh very realistic, but Falconer does show us its capability shortcomings later.

**► TIPS**

Read the manual! It's much, much more than window dressing. You won't get very far at all if you just take to the air and try coupling it out.

**► TARGET**

Land successfully with the HUD switched off in Coconet mode.

**FERRARI FORMULA ONE**

Electronic Arts

Amiga	03/1986	
Reviewed Issue 8 - Original ACE Rating 3/5		

As the title suggests, Formula One racing is the name of the game here, with the player firmly in the driving seat. Although always the main part of the game there are other things to attend to, like a single should the car's engine fail. Can you afford to sacrifice a bit of handling for extra speed?

**FLIGHT SIMULATOR III**

Sublog

IBM PC (input only - prices vary)		
Reviewed Issue 10 - Original ACE Rating 3/5		

The grand old man of flight sims seen in increased version, now with wonderful VGA graphics and some extra features options. Fly a professional Cessna or miniature single Learjet around North America, learning to fly or just appreciating. Either way it's instructive and impressively realistic. Action fans will find it completely unexcitingly mind you, but that comes with the territory.

**► VINTAGE VALUE 5/5**

Hardly out of the wrapper!

**► TIPS**

The slow frame and control rates can make you uncomfortable, so a little rest is in order. As well as really authentic flight sims, there's a checklist to be done first. Stick this and you won't stay airborne long planes aren't as simple to fly as you might imagine, and with power problems on both planes - too little on the Cessna, too much on the Learjet - this can make you at first really inebriated.

**► TARGET**

Make a right landing with your instrument lights off.

**FLYING SHARK**

Aviator

CD-ROM	10/09cs	010/0908
Spectrum	07/09cs	
Amstrad	09/09cs	010/0908
Reviewed Issue 9 - Original ACE Rating 3/5		

A vertically scrolling shoot-em-up this time. You're flying a busy (if ancient) fighter through five levels of increasingly difficult attacks from enemy planes and gun emplacements. There are plenty of extra weapons to pick up, and monster boss tanks and planes to be destroyed.

**► VINTAGE VALUE 3/5**

Good graphics, good gameplay, what more do you need in a shoot-em-up?

**► TIPS**

Learn where the planes and tanks are coming from. Collect all the extras and don't hang around at the bottom of the screen.

**► TARGET**

Complete level 1 without extra weapons.

**GRYPH**

Orion

CD-ROM	08/09cs	014/0908
Amstrad	08/09cs	014/0908
Spectrum	07/09cs	010/0908
Reviewed Issue 8 - Original ACE Rating 1/1		

One of the best shoot-up conversions to make its way into the home market. This mainly stems from the variety in the gameplay, which involves not only horizontally scrolling action but some pseudo-3D (looking as well. Arcade games tend to get continually better, but this one still looks good and plays well in comparison to the opposition.



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### ▶ VINTAGE VALUE 710

Looks up better than most coin-ops.

### ▶ TIPS

On the freestage you want to get hold of the center gun because it's handy for firing up emplacements at an angle. In the combat section you should keep moving continuously from side to side to avoid the enemy fire.

### ▶ TARGET

Complete it without extra weapons.

From the same team that brought you *Impact* comes another wacky additive game. It doesn't look like much, but it conceals some wicked puzzles out of a few straight lines, some numbers and a bounding ball. Strikes on the control for most of its appeal and success here. It's got elements of *Jumble* *Ball* and it will be interesting to see if any other similar games come out.

### ▶ VINTAGE VALUE 806

What could happen in a month?

### ▶ TIPS

Don't panic and don't give up. Even with just a few seconds left you can achieve quite startling screen compositions.

Learn how to deny the bounce because it can save immense amounts of time.

### ▶ TARGET

Score 1,000,000 on the pre-programmed screens.

## HUNTER'S MOON

Trademark

CHI \$3.99ms \$13.99ms  
Reviewed Issue 7 — Original ACE  
Rating: 80%

This unusual eight-way shooter casts you the task of blasting into organic alien structures and collecting star bits only from within them. The chief problem here is that, being organic, the structures rebuild themselves in a cyclic pattern. Blast your way in at the wrong time and place and you're dead! Some rather odd sub-games and a total of 108 levels add depth to a quality but enjoyable test of arcade skills.

### ▶ VINTAGE VALUE 815

Seems a little repetitive in retrospect.

### ▶ TIPS

Use of shielding is vital to getting those star-bits successfully. Power shields are all very well while you're tearing the tin-tubes through each structure, but in firing them you'll have to rely on the momentum of the temporary protection you get from each star-bit.

### ▶ TARGET

Want to try some test setting? Then clear the first three star systems without using any shielding — that is, relying between star-bits for the short-term shield to repair out.



CHI *Hunter's Moon* — Blasting your way through a variety of screens of star bits.

## IMPACT

Autogistic

Atari ST	\$14.99ms
Amiga	\$14.99ms
Aminal	\$5.99ms
CHI	\$5.99ms
Spectrum	\$5.99ms

Reviewed Issue 1 — Original ACE  
Rating: 80%

Shooting games are still pouring onto the shelves even now, but this one still has that something extra. Not only is there the fast action, sharp graphics and musical sound effects, but a screen designer which gives the game much more variety and interest. The sheer weight of stores has devalued *Shooting* games, not that they lost much originality or depth going for their screens. They're still heavily addictive, though, and you'll find yourself coming back to this one the old and true again.

### ▶ VINTAGE VALUE 808

Still the best Breakout clone.

### ▶ TIPS

There are two aims you can go for — points or progress. Points players will select the spinning stages and take the bonus points at the end of a screen. Progress players will use the stages to get additional powers that make turning the level easier. Here are the coordinates for accessing different screens: goal, fish, eat, plus, least, left, read, and later for the user-defined screens.

### ▶ TARGET

Complete 10 levels without using any extra powers.

## JET BIKE SIMULATOR

Code Masters

Spectrum	\$3.99ms
Aminal	\$3.99ms

Reviewed Issue 7 — Original ACE  
Rating: 80%

Having almost saturated the market in high-class budget software, Code Masters decided to up their games for their Plus range of games. These offer game players the chance to play both standard and expert versions of the same game. In *Jet Bike* still you set a bunch of mates (or computer clones) get to

## GUNSHIP

Autogistic

Atari ST	\$28.99ms
IBM PC	\$24.99ms
CHI	\$14.99ms
Spec	\$5.99ms
Ami	\$14.99ms
Amiga	\$24.99ms

A good old gung-to-helicopter fight shoot-out game with an impressive manual. You get to fly missions in several areas starting with flight training in the USA and culminating in combat in Western Europe.

### ▶ VINTAGE VALUE 804

Fades slightly in the face of strong recent competition.

### ▶ TIPS

Be warned — flying a helicopter isn't easy. They respond slowly — but just as inevitably — to the controls, and the keyboard layout is essential.

## HELTER SKELTER

Autogistic

Atari ST	\$14.99ms
Amiga	\$14.99ms

Reviewed Issue 12 — Original ACE  
Rating: 80%

## INTERCEPTOR

Electronic Arts

Amiga	\$29.99ms
-------	-----------

Reviewed Issue 10 — Original ACE  
Rating: 80%

The best combination of flight simulation and combat yet. Not to mention the astounding graphics and realistic sound effects. This combat simulator sets you a series of difficult missions, the star of simply by controlling an aircraft, but it soon escalates into dogfights with MiGs, chasing other cruise missiles, saving the President's plane and even attacking an aircraft carrier. *Intercept* is to be believed for some time.

### ▶ VINTAGE VALUE 824

Nothing even comes close to it yet.

### ▶ TIPS

The mission descriptions shouldn't be taken at gospel. On several of them you'll have to change your plans. Remember it's a combat simulator — if things don't go your way — let 'em have it. Don't just rely on dodging quickly with MiGs to fly very low to the ground under them and then pop-up behind them, where you give them a quick missile or boom as it's in range.

### ▶ TARGET

Shoot down the cruise missile with common fly only.



sea around several water sources competing not only against each other but also against a tight time limit.

▶ **VINTAGE VALUE 810**  
Still a good multi-player game.

▶ **TIPS**  
Try playing the expert level first — then switch to standard level and you should discover an oddball win.

▶ **TARGET**  
Finish first at the Expert level on all five oceans.

## KARTING GRAND PRIX

Amiga

Amiga CD32/68k  
Amiga ST CD32/68k

Reviewed issue 7 — Original ACE Rating 844

This is a viewed from above race on an up, flat fast track of tracks and some hard to beat computer drivers. Not only does the gameplay compare favourably with such classics as Super Sprint, but the price is quite attractive too.

▶ **VINTAGE VALUE 840**  
The game's not very title appealing.

▶ **TIPS**  
Stick to the same track until you get well acquainted with how the kart handles.

▶ **TARGET**  
Lap the computer drivers.



Amiga Karting Grand Prix — Don't get in the line as you just died it twice.

## LEATHERNECK

Microsoft

Amiga CD32  
Amiga CD32/68k

Reviewed issue 10 — Original ACE Rating 867

The first game to have four player action, via an interface that allows four joysticks to be used at once. It's basically just a Commando derivative, but it's packed full of great graphics, really sound effects

and violent action. It's bloodier than other first person shooters. Whoever it has followed it down the four-player path but it hasn't diminished in enjoyment level.

▶ **VINTAGE VALUE 860**  
There aren't many four player games around.

▶ **TIPS**  
Work in teams of two. Each team takes a side-of-the-screen and relies on the other team to covering fire. Don't shoot your buddies in the back — replays are swift. Edge forward slowly up the screen. If going to approach will flood the screen with the enemy and get you dead fast.

▶ **TARGET**  
Score 100,000.



Amiga ST Leatherneck — Player 4 got to close to that machine and too got the shot.

## MAGNETRON

Amiga

Spectrum CD32/68k  
CD32 10.950k £12.950k

Reviewed issue 8 — Original ACE Rating 864

Take a standard isometric 3D arcade adventure, add Steve Turner's game-playing skills, set in some magnetic physics and what do you get? A little cracker of a game, that's what. Steer your truck around eight multi-screen magnetic satellites, shuffle their reactor rods around, shut the power off, and hit or combustible any robot that gets in your way. Pretty cool stuff!

▶ **VINTAGE VALUE 860**  
Looks rather dated now, but it says

▶ **TIPS**  
Weight and motive power can be important, but also keep an eye on your level of charge. Floor magnets can become very dangerous indeed since you're carrying a stable rod; nothing frustrates you off quicker than being sent sailing off a ledge!

▶ **TARGET**  
Complete one satellite using only RUP.

## MATCHDAY II

Amiga

Spectrum CD32/68k £14.950k  
Amiga CD32/68k £14.950k  
CD32 10.950k £12.950k

Reviewed issue 5 — Original ACE Rating 866

The definitive football game for 16-bit consoles. The players in charge of half a dozen-jerked footballers, and face to face goals against the other team controlled by either the computer or a friend. Kick strength is determined by the player and is represented by the 'kickometer' that appears above the character that's either in possession, or is in the best position to reach the ball.

▶ **VINTAGE VALUE 860**  
There's still nothing to beat it on the 16-bit machines.

▶ **TIPS**  
Gang up on the computer!

▶ **TARGET**  
Beat the computer by 4 goals in the FA Cup Final.

## MERCENARY

Amiga CD32/68k  
Reviewed issue 10 — Original ACE Rating 866

Amiga CD32/68k £14.950k  
Amiga CD32/68k £14.950k  
CD32 10.950k £12.950k  
Amiga CD32/68k £14.950k  
Amiga CD32/68k £14.950k  
Reviewed issue 6 — Original ACE Rating 864

This 3D vector graphics game set the pace for first environments. You have to get off the planet Targ by first getting to an orbiting space station and then finding a spaceship or interplanetary boat. The game

even goes underground and has a lighting system. It has dated because of the introduction of improved game environments like those created by the Prosepack system in Delta. Faded in graphics and shading help create more atmospheric surroundings. The task remains a good challenge though.

▶ **VINTAGE VALUE 860**  
Vectors lose the realism race to fixed in 3D.

▶ **TIPS**  
Weapons/hangers are located at 00:00, 00:45, 01:00, 11:15, 00:00 and 00:00. That big jump of these levels big enough to get into. Don't mess with alien spacecraft, there's little to be gained and a lot to lose.

## MOONSTRIKE

Microsoft

Spectrum CD32/68k  
Reviewed issue 2 — Original ACE Rating 866

Written in New Zealand and set on the Moon, this vertically scrolling shoot-em-up has strong shades of Asterix. If anything it's even slower though, relying on the sheer weight of enemy fire — consisting of light bolts, comets and





AMIGA  
£24.95



# FUEL FOR ENGINES



Your plane has ditched on a mountainous plateau somewhere in distant Tibet. You and your companions are alive. A large shape moves toward you, you rub your eyes in disbelief. A dinosaur! Where are you... and what? Storming, monochromatic 3D graphics and 8 way scrolling give that '80's cinema mood as you learn not only to survive, but also that your companions are not all they first seemed!



16 BIT

ocean



One phrase sums up the success and appeal of Arknoir - "It's just like another go!" Arknoir is addictive. Using all the capabilities of the 16 bit system the programmer is almost as imaginative with all the possibilities of the original Atari coin-op smash hit, 'Theme Arknoir' - 2D. Rocktopia.



16 BIT

ARKNOIR  
A THE GAME



Exceptional graphics on game design and digital art all add up to create the atmosphere generated in other markets. One of the original classics you must have, offering a new twist on the genre. Be sure to check out the many other titles in the 'Planet of the Apes' series. The 'Planet of the Apes' series is a must-have for any Amiga owner. The 'Planet of the Apes' series is a must-have for any Amiga owner. The 'Planet of the Apes' series is a must-have for any Amiga owner.

16 BIT

Planet of the Apes

# 16 BIT STATE OF THE ART

ATARI  
ST  
£19.95

ENTERTAINMENT



**DALEY IS BACK** Enter the 1988 Olympic Challenge with Daley Thompson as you "work out" in the gym. Where your efforts will directly affect your performance in the competition itself — a whole lot! *Seven Days.*

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This isn't just another sports simulation... this is a Daley Thompson "event" where all his talent and humour burst through to make a thrilling and entire training game play for all the family. Go for the Olympic Challenge.



PEOPLE OF THE ART

any other intensive title a time they can come up with — to put the pressure on you. Backdrops and ground details include planes, 6000 ships and the Mona Lisa. Old hat and mono it may be, but what a load of wonderfuly varied nonsense it is!

#### WINGAGE VALUE 740

It won't be the game's style that fascinates you; it really looks cool.

#### TIPS

Stay well up the screen so as to hit ground defenses early. When you fire and pull back to release a bomb, veer off to one side immediately to avoid defending fire. This goes double for the end-of-level fortresses.

#### TARGET

Lunar experts can feel pretty stupid if they can't reach the Mona Lisa without losing a life, but their expertise'll be a bit of a mess for them.



Old School — Can Pogo make the jump from the 3D to the top of the bounding space?

## NERBULLS

Microsoft

CD-ROM \$9.99/ea. \$12.99/ea.  
Spectrum \$7.99/ea.  
Amstrad \$9.99/ea. \$14.99/ea.  
Reviewed Issue 8 — Original ACE Rating 8/10

The platform game reached new heights of originality and completeness with this clever turn-of-age. Your cute character Pogo has to make his way up screens in the sky. Reaching the top causes the tower to collapse and Pogo to move onto the next one. The towers are superbly constructed with disappearing floors, corridors through them, life, deadly objects and all sorts of nasty traps. You'll need to get plenty of bonuses into solving tricky situations, as well as lighting time limits and the devious aliens. An instant classic that hasn't been bettered.

#### WINGAGE VALUE 800

It remains the ultimate in wacky platform games.

#### TIPS

Watch out for disappearing blocks because they trap you just when you've been lured into a corner of security. Learn the timing of the flying blocks so that you don't get caught in a spot where there's no escape route up, down or through a door. Remember that getting high enough above aliens makes them disappear — so comes in very handy on some levels.

#### TARGET

Complete Tower 7.

## NIGHT RAIDER

Comcast

Atari ST \$19.99/ea. \$18.99/ea.  
Spect. \$9.99/ea. \$12.99/ea.  
CD-ROM \$9.99/ea. \$14.99/ea.  
Amstrad \$9.99/ea. \$14.99/ea.  
IBM PC \$19.99/ea.  
Amiga \$19.99/ea.  
Reviewed Issue 10 — Original ACE Rating 7/10

Not terribly realistic, but nevertheless an enjoyable flight and strategy game which sees you at the helm of a Superman Avenger based on the late Flyer. Set out on one of five hair-raising missions to visit the Bermuda, battling against a variety of U-boats, E-boats and Somers.

#### WINGAGE VALUE 770

It's nearly identical to one reviewed 6...

#### TIPS

Set up your approach carefully using the map screen when going in to strike a U-boat or E-boat — you won't find them by randomly flying around the ocean. Hang on to the last minute before releasing your torpedoes at the Bermuda. Fire too early and you'll miss, and the mission will fail.

#### TARGET

Sink the Bermuda!

## OGRE

Origin-Systems/Amstrad

CD-ROM \$19.99/ea.  
IBM PC \$24.99/ea.  
Amiga \$24.99/ea.  
Atari ST \$24.99/ea.  
Reviewed Issue 3 — Original ACE Rating 8/10

This one or two player wargame's set in the 21st century and is based on the Steve Jackson board game. The action takes place on a 10 x 21 hexagonal map, and the idea is for



Atari Star — The ultimate touch & control tactical unit on the business Open table.

one player (or the computer) to control a monster fighting machine (the Ogre) and try to capture the defending player's Command Post. Wargames have certainly moved on since OGRE first appeared, making it look very dated. The game's too simplistic and too limited by today's standards to warrant the original high-PC value.

#### WINGAGE VALUE 600

The standards of strategy software have risen dramatically in the last year.

#### TIPS

Take out the Ogre's back as early as possible.

#### TARGET

Destroy the Ogre with an anti-Ogre defense.

## OUT RUN

Superior Disk

Sega \$24.99/ea.  
Atari ST \$19.99/ea.  
CD-ROM \$9.99/ea. \$11.99/ea.  
Spectrum \$9.99/ea.  
Amstrad \$9.99/ea. \$14.99/ea.  
Reviewed Issues 2 and 3 — Original ACE Rating 8/10

It was an great game in its time thanks to its realism, a thrilling one on the 8-bit machines and back to greatness on the ST. Its nothing more than a racing game in which there's an undulating road, lots of traffic and many obstacles. It starts started in the arcade and resulted in massive sales of the home versions. It's hard to see how that there was much space about it, even the most recent and much improved ST version. There have been better racing games in the past and doubtless will be in the future.

## ODDS

Amstrad

Atari ST \$19.99/ea.  
Reviewed Issue 8 — Original ACE Rating 8/10



Imagine Thru's Defender, Diggle and Asteroids all rolled into one and this is what you get. The task is to score planet surfaces for Odds to rescue, while battling the overwhelming alien defenses. The controls are superb and the planets intricately designed to be extremely devious. The graphics don't look special but the action's

unending. It's not more of its attraction and doesn't have any competitors.

#### WINGAGE VALUE 800

Set one of the best games around.

#### TIPS

Keep a close eye out for spaces popping out of the landscape. The tip starts flashing as you get near — a warning of incoming danger. Don't puff out around with bases. Get a full load of new bombs, fly in and let it blow things as fast as possible. Always enter weapons very slowly because you frequently pop out in confined spaces. Don't get up Odds until you've cleared the surrounding area of the enemy. Occasionally shooting Odds or flying with some on board is an unorthodox tip.

#### TARGET

Complete Triangles.





The huge wooden board lends an edge to a breakthrough over the last year or two, especially for software of the quality that this board will enable it to play as a leading entertainment market. Of course, it will face stiff competition from the new Nintendo console.

#### ◆ VINTAGE VALUE 800

Racing games become hard to come by.

#### ◆ TIPS

The route stays the same, so make sure you learn the best one for you. Increase. Keep your feet on the floor and use gears to change your speed when necessary. Drive as fast as you can. Don't crash. Mind the trees.

#### ◆ TARGET

Complete the first stage with twelve seconds to spare.

## PHOENIX

IBM IntimateQuest/Megadrain

Start BT \$14.95  
Reviewed Issue 1 - Original ACE  
Rating BT

The abstract piece of French 3Dware sends you hurtling down a wondrous tunnel in the depths of space. Your objective is simply to reach the end without touching the tunnel surface, and that's not an easy proposition. Surface panels can drain or boost your energy, but your controls are so simple that you can't even turn on or off the boost. The controls are tricky to say the least, making it very easy to game itself, even moderately addictive.

#### ◆ VINTAGE VALUE 700

Look a little more for full price now, but it's still worth playing.

#### ◆ TIPS

Concentrate on your controls the whole time, especially on long diagonal stretches. If you lose the rhythm of the controls, movements aren't as good as they should be. The reward for not playing this game is the best-selling factor. In places you simply have to run out of energy loss panel, the alternative being death. Don't let this get to you. The lack of instant points will send you up enough as it is.

When you through a dash of Vietnam-fueled sub-games. Search the village, defend your forts and then escape an air strike in your quest to... well, to be small like the real thing. Positions and trapping skills are at a premium as you struggle to defeat some rather comic-book Viet Cong fighters, not to mention the odd psychopathic American - all of which works great on the CD4 and other poorly on other machines.

#### ◆ VINTAGE VALUE 710

Inevitable deaths and big-league frustration raise their tail.

#### ◆ TIPS

The key to this game is a methodical approach. If you're too fast to map out your go along (and who isn't?) check out for Thompson's guides in ACE Issue 8 and 11. Oh, and on the CD4 version be sure to come up with supplies just after the bridge in Part 1.

#### ◆ TARGET

Complete Level 1 without switching men or getting killed in action.

## FLEXAR

Megadrain

Spectrum \$2.95  
Reviewed Issue 2 - Original ACE  
Rating BT

## POWERPLAY

Anima

CD4 \$9.95 \$14.95  
Am \$9.95 \$14.95  
Start BT \$9.95  
Amiga \$9.95  
Reviewed Issue 0 - Original ACE Rating BT

A clash between Brian Furst and Douglas, Powerplay is set against a backdrop of Greek mythology. Set the answer is a trivia question night and you can make space on a disputed board as you attempt to beat your human or computer opponent (up to four can play). Chaps an enemy player in combat and you have to do battle in a mini-quiz either on Mount Olympus, Medusa's Cave or over a lake of fire. If you win, the opposing piece is defeated. If you lose, you're the one in trouble. A fascinating board of two game styles.

#### ◆ VINTAGE VALUE 900

Set the best of its type

#### ◆ TIPS

Don't let your pieces stand around in one place for too long, or they'll get mighty and start moving about of their own accord. The squares on the board are colour coded according to the subject matter - choose your route according to the subjects you're sure of.

#### ◆ TARGET

Complete the game without mistaking.

#### ◆ TARGET

Complete the first stage with your eyes shut (if possible).

## PHM PEGASUS

Electronic Arts

CD4 \$9.95 \$14.95  
Spectrum \$9.95 \$14.95  
Amiga \$9.95 \$14.95  
IBM PC \$9.95  
Reviewed Issue 0 - Original ACE  
Rating BT

Patrol hybrid Maelstrom, just in case you were wondering what the PHM stand for. You play the commander of one such team (The Pegasus) and it's your job to complete a series of missions each within a time limit. The emphasis is more on action than strategy, though tactics play an important part. For action fans, the game's still a real treat.

#### ◆ VINTAGE VALUE 800

It's aged well.

#### ◆ TIPS

Don't waste ammunition, and watch the radar's range setting. It's no good having it set to maximum range when there are a large number of ships in the immediate vicinity.

#### ◆ TARGET

Complete a scenario without taking a single hit.

## PLATOON

Cosmos

Spectrum \$9.95 \$14.95  
CD4 \$9.95 \$14.95  
Amiga \$9.95 \$14.95  
Start BT \$9.95  
IBM PC \$9.95  
Reviewed Issue 1 - Original ACE  
Rating BT

An above average game of the first, Cosmos' jungles and tunnels give

As a Phoenix (is sets, bonus) that you've got to bounce your way across some 70 levels that open your home world. Some of these levels lead to dead ends, but if you're fortunate you'll be able to switch to an overcast road that might lead you further - but beware, your controls are spread on overhead roads. Tough, addictive and tremendous fun.

#### ◆ VINTAGE VALUE 800

Set a good bonus but game.

#### ◆ TIPS

If you're having trouble in the game, remember that certain squares (diagonal black and white lines) make you bounce backwards one square - only when there are lots of squares next to each other. The colour is simple - bounce on to the square and before you bounce back make the path (or lay) to move you in the opposite direction. The square then you're landed on is from the opposite direction and this bounces you the other way - which is where you want to go!

#### ◆ TARGET

Complete ten levels without being a life.



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Interactive Mystery Adventure Simulation



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COSMI

## THE PRESIDENT IS MISSING

Comix

IBM PC \$24.95pb  
 CD-ROM \$14.95pb  
 Reviewed Issue 11 - Original  
 ACE Rating 7/5

A shoot-'em-up in which you take to task some of the leaders of the Western nations who have been kidnapped by terrorists. There are photographic files, documents and an audio tape that you can examine in your search. It's a tough game to get together with our wayward reporter to succeed at.



It's featured in *Wings* - a compilation out of the site of the kidnapping as the terrorist take their helicopter getaway.

### VINTAGE VALUE 7/5

Unlikely to have much competition to make.

### TIPS

Don't ignore any evidence at all. It may take a while to sift through and follow up, but it's well worth it.

### TARGET

Rescue the President.

## PROJECT STEALTH FIGHTER

Midpoint

CD \$14.95pb \$19.95pb  
 Spectrum \$9.95pb  
 Amiga \$14.95pb \$19.95pb  
 Start ST \$14.95pb  
 Reviewed Issue 8 - Original ACE  
 Rating 8/5

The combat flight sim includes four scenarios, with several missions to be completed within each scenario. The story's easy to fly (though you should think it from the eye of the manual) and there are enough sophisticated features to keep the player entertained with plenty of variety.



missions. Overall, the game's aged well and is still deserving of a high PC value.

### VINTAGE VALUE 8/5

There's enough different and varied missions to keep a player flying their own jets.

### TIPS

Keeping your Jet's fuel is essential while approaching combat, so keep that speed right down. Once you've engaged the enemy, forget about stealth; your weapons systems will light you up like a Christmas tree whatever you do!

### TARGET

Engage General is a very tough level to reach indeed, but you should aim to make Major with at least a DFC to your credit.

## QUADRALIN

Logikon

Amiga ST \$16.95pb  
 Amiga \$16.95pb  
 IBM PC \$24.95pb  
 Reviewed Issue 10 - Original  
 ACE Rating 8/5

Your task is to decentralize a full-time leader using a series of six different levels, but there's a strong strategic edge to complete matters. Manage your resources, solve puzzles as cleverly as possible and explore a large game area. Enticing stuff, but the level's so enormous you may feel overwhelmed.

### VINTAGE VALUE 8/5

It hasn't had time to age yet!

### TIPS

There's no punting into a level with your pants flapping. If you can't solve the early game sections without a whole load of cheating, your energy simply wasn't used very long enough.

## RAMPAGE

Action

CD-ROM \$9.95pb \$14.95pb  
 Amiga \$9.95pb \$14.95pb  
 Spectrum \$9.95pb  
 Start ST \$14.95pb

Reviewed Issue 5 - Original  
 ACE Rating 8/7

Legalized vandalism, as these monsters go on the loose smashing the cities of America into piles of rubble. That's about all there is to it, but with three player action and plenty to smash and eat it's enjoyable stuff. Seems simple by

## QUEDIX

Talman

CD-ROM \$9.95pb \$14.95pb  
 Reviewed Issue 1 - Original ACE  
 Rating 8/4



A bit styled Quedix for 3DAction, the Finnish-programmed title features ten levels so different that you could shoot out from sub-games. In each one you're trying to clear a metallic ball from the starting point to an exit, but the obstacles, techniques you'll need vary. The whole thing's played against the clock, so even when you're beat your way around you'll have a fiddly arcade-style task.

### VINTAGE VALUE 8/5

One year on, originality's not such a rare commodity.

### TIPS

The game revolves around time management and the few choices of what order you do the levels in. Learning a level, you'll want to learn as much time in hand as possible, so work out levels you can make a time profit on beforehand. The only problem with winning up levels time in advance is that the game steps up the difficulty with each level you tackle. In other words, leaving the finished ball could make it even harder.

### TARGET

Head last cases should aim to complete the game levels in numerical order, or better still in order chosen by their word-analogy.

today's standards because of the lack of a long term aim or replay.

### VINTAGE VALUE 8/5

Simplicity and lack of variety have hurt its appeal.

### TIPS

Keep the monsters fed. They only lose strength slowly, but in the end of attention every bit of energy is crucial. The multi-water working as a least. The buildings go down faster - so don't feed up on your friends.

for enhancing power, shield, attack etc. It came towards the end of the game's Counter-ones and still stands out as one of the best containing many different features.

### VINTAGE VALUE 8/1

Has survived better than most clones.

### TIPS

Always increase your power level before anything else. Otherwise shields and weapons will drain your energy too quickly. Collecting coins is crucial to long term survival. Don't just rush through the first couple of levels ignoring them. Cloner plays. Don't charge through the rooms - clear them out systematically.

## RANARAMA

Novoco

Spectrum \$7.95pb  
 Amiga \$9.95pb \$14.95pb  
 CD-ROM \$9.95pb \$13.95pb  
 Amiga ST \$19.95pb  
 Reviewed Issue 3 - Original ACE  
 Rating 8/5

One of the more successful Gartic/humorous titles enhanced the reputation part of the action. The main character is a frog, battling evil forces to return himself to his homeland primarily set. As well as the usual range of monsters and creatures there are a whole range of spells



### TARGET

Complete the game without destroying any generators.



**Target** features a 3-D-rendered view of the base interior.

## REACH FOR THE STARS

SOCC/Electronic Arts

IBM PC C1.9999

Reviewed Issue 10 • Original ACE Rating 90

Just one of the Australian Strategic Studies Group titles that E.A. are now distributing out here, it's a space-conquest-simulation game for up to four players. A multitude of options can be chosen to make life difficult and the inclusion of the advanced scenario means you'll be playing this for a long time to come.

### VINTAGE VALUE 940

A terrific strategy game.

### TIPS

Spend the first few turns building up your economy (and those of a couple of neighboring planets) before you go for the attack.

### TARGET

Complete the game using only M4 technology weapons.

## REBELSTAR

Proton

Spectrum C1.9999

Amstrad C1.9999

Reviewed Issue 3 • Original ACE Rating 100

Originally released by Red (SW) as Rebelstar Systems, this change of 10 or so meters in an attempt to destroy the base computer at the heart of Woodhouse Delta. Either the computer or a friend can play the part of the defenders. Simple to play but hard to put down.

### VINTAGE VALUE 940

Well worth searching out a copy.

### TIPS

Spectrum gamers should be assembling all their men at the top air lock (including combat droids) but leave

the group (and/or droid) at the bottom most air lock—the one between the defense lasers. Send in the combat droid team the bottom group and keep moving them along the outside of the perimeter—save a shot for the defense laser. Keep him moving along the bottom and all the defense droids will come running after him. Drop the droid to clear you can send in your small team to take out the other defense lasers, and at the same time break in through the top air lock and make a dash for the base computer. Get the hang of this and you'll find the game a lot easier to win.

### TARGET

Destroy the base computer without losing a man (or combat droid).

## RED LED

Amstrad

CGA/CGE, Amstrad, Spectrum—currently undistributed.

Reviewed Issue 2 • Original ACE Rating 80

Markie Mathews really shined an eye to produce a unique game. Three droids with different capabilities have to create a route across a board by entering hostile landscapes. Here they have to master some problems, blast items and collect objects.

### VINTAGE VALUE 880

Reviewed well, with few mistakes.

### TIPS

Mapping is crucial—you have to remember which landscapes are where so that you know which of the three droids to use. Extra time capsules are crucial to survival. Plan a route that gets as far as possible. There's a couple in the hexagon (remember the center) (smart bombs) and

triggers are handy at the end of a trail when making a break for the exit, because the droids attack vigorously after you've got the last energy pod.

### TARGET

Try using the same droid on all the landscapes.

## THE R.T. SMITH TRILOGY

CCS

Amstrad	Spectrum	C1.9999
Amstrad	CGE	C1.9999
CGE	CGE	C1.9999
CGE	CGE	C1.9999
CGE	CGE	C1.9999
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CGE	CGE	C1.9999
CGE	CGE	C1.9999



Reviewed Issue 3 • Original ACE Ratings • Amstrad 910, Desert Rate 900, Vulcan 900

R.T. Smith is widely regarded as the undisputed king of the 8-bit wargame scene. Mr. Smith's managed to produce three classics. Amstrad was the first, followed by Desert Rate and Vulcan (arguably the best). The ordering system in each game is the same (and why not? It's simple to use and elegant) so since you've got the hang of one game it's easy to get into the others. Courtesy R.T. Smith's licensee was an arcade adventure (Cybernight from CPC) which was not as good as his wargames. But he's currently working on a new wargame for CGE—who are now planning a reissue some of their games on the larger machines (Desert Rate for the PC will be here first, with others following shortly).

### VINTAGE VALUE

(Amstrad) 910, (Desert Rate) 900, (Vulcan) 900

All of these wargames have lasted well, and it looks like R.T. Smith's got up a winning game formula.

### TIPS

Don't overextend your forces. Keep your supply lines protected.

## RENEGADE

Imagin

Amstrad C1.9999 C14.9999

CGA/CGE C1.9999 C12.9999

Spectrum C1.9999

Reviewed Issue 1 • Original ACE Rating 80

The best-remembered stands out as one of the best around. A sequel, Target Renegade, has recently appeared with even more standout characters and action. The original ran into a storm of controversy (because its release coincided with the Hungerford massacre). Concern was strong enough to get the blood in the game altered to pleasant shades of blue, rather than red. Best-remembered action hasn't become any of its immediate appeal in the meantime, but today the graphics remain sharper and the music too fine.

### VINTAGE VALUE 940

Combat games don't age well.

### TIPS

Some levels have ledges. Taking your opponents off them gets a quick kill. Get rid of the weapon carriers first because they really hurt you. When opponents are down, kneel or them and punt for a quick kill. On stage three you have to back away from Big Bertha until the charges finish off. Don't bring too far. The timing is crucial—otherwise you'll smash you in a pulp. On the final stage, near the handover an explosion of chaos is on the line or and he'll stop shooting. Don't back off or he'll stop shooting again.



#### ■ TARGET

Complete without punting.

### ROCKFORD

Adventure House

Atari ST C19.99ms  
 IBM/PC C19.99ms  
 Amiga C19.99ms  
 Spectrum C19.99ms  
 C64/MS C19.99ms  
 Reviewed Issue 8 - Original ACE  
 Rating: 8/10



**Not Rated** - These pixels follow the outline of the gun, or make sure you have your eye on it.

The Boulderblast derivative had the unfortunate misfortune of the original author Peter Lopp, but never quite stirred up as much excitement. It had lots of fun features and screens that added another dimension to the game. It's a game style that looks like it had new depths if unboxed without qualities.

#### ■ VINTAGE VALUE 674

A game style whose time is running out.

#### ■ TIPS

Remember that by using the fire button you can remove the black trail if you without having to move them - very handy in some situations. You can not see objects as they fall - again useful for solving some problems.

### SALAMANDER

Imagine

Spectrum C19.99ms  
 Amiga C19.99ms C19.99ms  
 C64 C19.99ms C19.99ms  
 Reviewed Issue 8 - Original ACE  
 Rating: 8/10

The notoriously scolding hood-antler he forms more confusion of the forest on-go-class. His your success through a series of levels as you try to survive the bombardment from the flying and ground-based zems. Salamander's a tough game to look - partly because frankly you can't look over you lose a life.

#### ■ VINTAGE VALUE 600

As slow as snail or it's still good.

#### ■ TIPS

Learning the routes is essential, as is knowing when a bonus is coming up. Don't try to take everything out, just destroy those obstacles that are blocking your route.

#### ■ TARGET

Get to the first instant point without using weapons.

### SAMURAI WARRIOR

Potter

C64 C19.99ms C14.99ms  
 Reviewed Issue 8 - Original ACE  
 Rating: 7/10

If Waterlily Down had feudal rules of etiquette and a dash of dose of serenity, it still wouldn't quite manage the official claims of its almost funny set-up. The control the samurai rabbit Uragi Tomin in the quest to avenge his master. Getting heavily disguised/misps and showing courtesy to his betters. It's more arcade-adventure than combat game, but managed to combine the two gameplay forms remarkably well. The animator's great test!

#### ■ VINTAGE VALUE 737

Still the one and only for samurai rabbit fans.

#### ■ TIPS

To get extra jumping distance, draw your sword. This puts you into fighting mode, where your running jump is long enough to clear most drains - but remember to put your sword away afterwards!

The closest thing the game has to a free structure is the frame system. You'll soon learn how much damage you need to reach each incarnation point, so you can go yourself! Be honest by giving money to peasants.

Even the funnest yoko-yoko is a trip if dragons, so stay alert at all times.

### SKULLDIGGERY

Currently unpublished

Atari ST C19.99ms  
 Reviewed Issue 8 - Original ACE  
 Rating: 8/10

100 screens of tricky timing problems, false one-liners and cutting will keep you going for a long, long time in this Boulderblast clone. You have to gather the required number of diamonds before you can leave each screen, at the same time avoid the unmerciful attentions of the Crystal Ball and Coxy Ghosts.

#### ■ VINTAGE VALUE 660

A classic of its type as good now as ever it was.

### THE SENTINEL

Probed

Amiga C19.99ms  
 Reviewed Issue 11 - Original ACE  
 Rating: 8/10

This has to be one of the most colossal games ever, with 10000 possible scenarios. Each landscape is a chipboarded of ramps, drops and patterns, dotted with trees - and The Sentinel. This ghostly being slowly rotates, scanning the landscape and absorbing anything it can't turn into more trees - and that includes you. The only way you can defeat The Sentinel is to gain enough light to absorb it. To gain light you'll need leeches to stand on, which needs energy gained from absorbing trees. A simple premise, but an incredibly compelling game.

#### ■ VINTAGE VALUE 960

Still utterly absorbing.

#### ■ TIPS

Every time you move, make sure you re-absorb your old robot satellite leeches. It's not strategic - energy is crucial. Some screens have one or more Sentinels - usually but equally often, mirrors of The Sentinel. Take these out as soon as you can so the squid they're on. If you're half outside and being 'ball-scoped' you won't lose energy, but you must still move, otherwise a 'leech' will be sent to bring you into hyperspace - fatal if you don't have enough energy. If you can survive a landscape with a Sentinel and so Sentinel you're ungranted!

#### ■ TARGET

Reach landscape 500 without taking out any Sentinels...



**87 Skulldiggery** - Have you got 19 diamonds leeches, 14 crystals left and a bunch of diamond gems to convert with.

#### ■ TIPS

Drop skulls on the Coxy Ghosts to get more diamonds - you'll need the extra on some screens. Coxy can explode when 19, so they can be useful for breaking through solid walls.

### SKY CHASE

Imagine

Amiga C19.99ms  
 Atari ST C19.99ms  
 Reviewed Issue 11 - Original  
 ACE Rating: 8/10

A few players are combat game which takes place over a limited-area procedurally-generated. You can fly any one of several different jets and select the level of armaments they carry. The game ends simply when one player (computer or human) has shot down the other. A little hard to look at, but you get the chance to play against a human opponent. Brilliant fun.

#### ■ VINTAGE VALUE 700

The minimalist graphics will surely be beaten by new releases, but this has to be the way forward.

#### ■ TIPS

Makes use a lot more technology than earlier titles. COOTY give the computer the paper start.

#### ■ TARGET

Shoot down the paper dot with your fire.

### SPIDERTRONIC

Imagine

Atari ST C19.99ms  
 Reviewed Issue 8 - Original ACE  
 Rating: 8/10

This game combines weird Exochord-style perspectives with some testing gameplay to provide one of the best games to have come out of the channel from France. The spider you control collects books in a maze of platforms to pave his way to the exit. It's all about quick thinking and sharp reflexes as you try to survive the deadly-bouncing balls. There's not

ing similar to it, so the graphics is still quite fresh and original.

#### ▶ **VERTAGE VALUE 87%**

Annualized game concept that no one else has picked up-on.

#### ▶ **TIPS**

Head-on collision points for the balls because there's no time to react if you get caught going over one. Pick up all the time bonuses you can because you never know when you'll have to do a lot of back-tracking. Check carefully before firing like that nothing will be coming in the other direction or appearing at the bottom, because there's no background-half-way.

#### ▶ **TARGET**

Complete the pre-programmed levels without using any extra.

## SPORE

Macintosh

Spectrum £1.899

CDi £1.899

Reviewed Issue 3 - Original ACE Rating 97%

Manically violent stuff! Your jobs to collect barrels of gasoline from a series of single-screen levels, but to reach them you'll have to blast your way through hordes of ammo-chaining spiders. Conquests turn out more spaces the whole time, so these become important target in their own-right, while security



CDi Spore - fill your tanks, shoot the Spores, and a bonus space will reward you to attack you.

beams blocking your path have to be destroyed first to open up large areas of each-screen. Items for, including a construction set.

#### ▶ **VERTAGE VALUE 90%**

Still a real bargain!

#### ▶ **TIPS**

The best trick for taking these spaces out is to release them, and then run away. This strings them out behind you, so that you can blast them all in one go without taking attack from other sides.

Blasting wildly is a very bad idea. The key to progress is to take out one batch of spores at a time, leaving the others cooped up

behind security beams. Other shots can release vast numbers of them all at once, putting you in real danger. You're better off taking a lot of energy than risk taking this.

The aim is to collect containers - not to blast spores. If you can leave some of the little critters cooped up and still get all the points, so much the better.

#### ▶ **TARGET**

Don't use requiring agent.

## SUPER SPRINT

Electronic Dreams

Spectrum £9.999

CDi 139 £9.999 £14.999

Amiga £9.999 £14.999

Amstrad £9.999 £14.999

Amstrad £9.999 £14.999

Reviewed Issue 2 - Original ACE Rating 97%

A cracking arcade conversion where the emphasis is very much on-sharp reflexes. Multi-player action adds to the fun, as does the ability to improve your start, steering, acceleration and top speed. The construction kit followed soon after to add further lasting interest, even if some graphics quality was lost. Looks-downed three days unless you're heavily into the two-player action.

#### ▶ **VERTAGE VALUE 75%**

Still addictive, but lacked the depth to last long.

#### ▶ **TIPS**

Always grab as many spares as possible because upgrading the car is the only way to stay in contention in the long run. Go for increased cornering grip and acceleration to start with. Leave a higher top speed for later because it causes more time consuming explosions when you coast. Avoid the white-line like the plague - it can split your right-of-center line, right too. The obstacles are less of a problem, particularly if they're on a straight - just keep the power down.

#### ▶ **TARGET**

Try it without spammers.

## TEST DRIVE

Electronic Arts

CDi 139 £9.999 £14.999

Amiga £9.999 £14.999

Amstrad £9.999 £14.999

Reviewed Issue 5 - Original ACE Rating 92%

Every car fanatic's dream is realized in this driving simulator where you can get behind the wheel of a Ferrari, Lamborghini, Lotus,

## TETRIS

Amstrad

CDi £9.999 £14.999

Ami £9.999 £14.999

Spac £9.999 £14.999

Amstrad £9.999 £14.999

Amiga £9.999 £14.999

Reviewed Issue 2 - Original ACE Rating 99%



A geometrical Russian puzzle that runs a lot deeper than it seems. Simply guide the falling blocks onto those holes so that they fit in to form solid lines - which then disappear. What took me something you could program in BASIC in half an hour turns out to be incomprehensibly addictive. You just have to stop those blocks building up to the top of the screen or those going off-screen, the longer you play, the faster they fall.

The PC and CDi versions are the best, while the ST and Amiga versions are, disappointingly, worse than their 3-bit counterparts.

#### ▶ **VERTAGE VALUE 99%**

Simple.

#### ▶ **TIPS**

Try not to use those built-in-high because that gives you even less time to react. And avoid forming long, vertical gaps, as these can only be filled by one or two of the shapes - you can guarantee they never line up when you need them.

Scoring is quite complex, but basically it's best to start on the highest level you can handle. Above all, you have to be quick, decisive - and preferably right. One mistake at the higher levels and you're outmanned within seconds. Don't wait too long for just the right piece to fill a gap, like that line of temporarily and concentrate on the one above it rather than let blocks pile up behind you. Keyboard control is definitely worth a try rather than joystick.

#### ▶ **TARGET**

50,000 points.

Ferrari or Chevrolet. Then it's a hard drive, along a perfidious, mountainous road. As a simulator it's still one of the most accurate, but as a game it's best remembered by other more action-packed titles.

#### ▶ **VERTAGE VALUE 71%**

Real simulation but not enough action.

#### ▶ **TIPS**

On the Amiga version you can keep the car in the same position on the road by holding down the fire button on the joystick.

#### ▶ **TARGET**

Get to the dealer without crashing.

## THUNDERCATS

Jim

CDi £9.999 £14.999

Spac £7.999

Ami £9.999 £14.999

Amiga £9.999 £14.999

Reviewed Issue 1 - Original ACE Rating 94%



Great Thundercats - there has always been a lot of fun in this game, as the character's actions are so addictive.



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# CHRONO QUEST



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ATARI ST/AMIGA/IBM - £29.99

Screen Shots are from the ST version.



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Tel. No 081-207 8425



**▶ TARGET**

Wid at the start of Level 1 until your time runs out. Then complete it...

## U.S.S.

Platform

Start ST 124,000  
 Best PC 124,000  
 Maximum 124,000  
 AtRisk 124,000

Revised Issue 1

Reminds Universal Military Simulator is designed to simulate a conflict between two forces on a computer-driven terrain that can be viewed in three dimensions from any size of eye direction.

The game uses the ST's 68000 display well and the variety of options allow the player to have Napoleon fighting Alexander the Great at Gettysburg! Though U.S.S. was intended as a major breakthrough in 3-D wargaming, its limitations have since come to light. The game's camera gives the simulating atmosphere battles, but larger proportions in the display can often become confusing. That said, it's still a major step towards the sorts of things a large machine can and should be doing.

**▶ VINTAGE VALUE 90?**

You can play this for years to come.

**▶ TIPS**

Don't make the playing area too large when designing your own scenarios, as this makes things very complicated. Use direction indicators when ordering units — a good method for removing yourself of earlier orders.

## WHERE TIME STOOD STILL

Quasi

Best CB 17,000s 114,000s  
 Best 18,000s 111,000s  
 Maximum 18,000s 114,000s  
 AtRisk 17,000s

Revised Issue 10 — Original ACE Rating 7½

The arcade adventure takes you back in time and to foreign lands. It's your job to lead the four alien characters out of the alien game area whenever they've been landed. Playing the game involves the control use of objects in the correct location. Great gameplay and graphics combine to make an enjoyable arcade adventure.

**▶ VINTAGE VALUE 7½**

The sort of thing grows there is a Spectrum joy.



Specimen Where The Road Lies — With its other three team members, lead, it's a stream of escape last year also.

**▶ TIPS**

Keep the party together and don't pay too much heed to their moaning.

**▶ TARGET**

Get off the platform without losing any team members.

## WHIRLIGIG

Platform

Start ST 119,000s  
 AtRisk 119,000s  
 Spectrum 17,000s 112,000s  
 Amstrad 18,000s 114,000s  
 C64 18,000s 112,000s

Revised Issue 11 — Original ACE Rating 8½

The mouse-controlled shoot 'em up gives you 4,000,000,000 locations to search! The game involves around finding six locations among the 4 billion. Finding them is not so tough because you know which ones you're aiming for before you start. Getting to them, though, can be tricky because you have to avoid being shot by the enemy craft and you have to ensure you don't run out of fuel.

**▶ VINTAGE VALUE 8½**

Top one shot.

**▶ TIPS**

Don't let bullets cover your fire — use them.

**▶ TARGET**

Finish it.

## XENON

Shooting/Action

Start ST 170,000s  
 AtRisk 170,000s  
 Revised Issue 7 — Original ACE Rating 8½

A true arcade quality vertically scrolling shoot 'em up. The controls are the car change-not-a-luggy is a pain and back again at the height of a pencil. There are five difficult stages in the game to survive, loads of extra weapons to pick up and some laugh out loud gunplay to

defeat. A special version of the game has appeared on children's Saturday morning TV as an animation test in Carl's frame. Get lucky and you'll learn from each of the red and blue teams by 10-00 score each other, the winning team then have the job of choosing a member from the losing team get glory must poured over them.

**▶ VINTAGE VALUE 8½**

It's all one of the best of its kind around.

**▶ TIPS**

Stick to the same type of extra weapon, don't pick up a drone then pick up wing cannons, then lose them for another drone. Hang on to whichever type you're best at.

**▶ TARGET**

Get to the first quadrant without flying.

## XOR

Logic

Spectrum 17,000s  
 C64 18,000s 170,000s  
 Amstrad 18,000s 174,000s  
 AtRisk 17,000s

## ZARCHVIRUS

Expert and Platform respectively

Amstrad 170,000s  
 Start ST 170,000s  
 Revised Issues 5 and 11 — ACE Ratings 8½ and 9½

The game that moved the graphics on 3D graphics a year ago and still looks beyond the state of the art. This one matches its technical excellence with gameplay, by responsive controls and frenzied addictive combat gameplay. Shoot down the alien warships and bombers before they collide your planet completely. Use the walling panels, and grapple for high altitude dogfighting position with missile drones and fighters. If you want a Defender to the 1990s, this is it (the '90s doesn't apply to the Spectrum version — see Screen Test updates for the gen on this.)

**▶ VINTAGE VALUE 9½**

For a game this good, a year's nothing.

**▶ TIPS**

If you're having trouble hitting unarmored drones, try climbing to maximum height and firing bullets in their general direction. Their rate of the is so low that they're easily beaten this way — but don't do it with missiles or fighters if you see a war machine, shoot it — it's worth 1000 points!

Missiles are best used for the end of a screen, or for when points just about of the next 10,000 point barrier. Shooting missiles then just you points, and you get points for anything you collide with — so crash into something other than get shot down! You'll always get 400 points when you go after a planet, win or lose.

**▶ TARGET**

On the ST anything over 10,000 is a reasonable score — but would be nice if you can for the fresh advantage at the start of wave 5, and a score of 20,000 points in so.



unnecessarily until you can fully analyze the consequences.

# ADVENTURES 87-88

17 of the best text-entry fantasies we've come across since ACE first hit the shelves. More than any other game-genre, adventures hold their own against the test of time. But even here, expect some surprise re-valuations as programs like *Ultima V* and *Dungeon Master* cast their spell over the ratings...

## BARD'S TALE II

Electronic Arts

OS/4128 \$19.99  
AMIGA \$24.99

Reviewed Issue 7 - Original ACE Rating 90

Create characters and plunge off into the dungeons of *Bard's Tale*, doing battle with the undead. Cast dozens of spells, find logs of treasure, and magics of hostile creatures and objects. Fun all the way, plus the added interest of developing powerful characters for loading into *Bard's Tale III* (see below) and the *Ultima* games.

### VINTAGE VALUE 900

Now reworked into its sequel *Bard's Tale III* (reviewed in this issue), but still a great romp nevertheless.

### TIPS

The key to initial success in this game is to make sure you create characters with high enough attributes. Make sure you have at least five magic uses (wisdom and magic), a bow, and a ring in every party. Don't accept less than 17 in the relevant attribute categories.

## BEYOND ZORK

Infocom/Magic

OS/4128 \$24.99  
ST/Amiga/PC \$29.99

First reviewed Issue 4 - Original ACE Rating 92

A text-only adventure (with a limited amount of on-screen mapping) in which you create a character who then has to recover the fabulous

Crown of Quendor. Typical Infocom humor, spells to cast, and backspaceman make this one of the best text-only adventures of recent times.

### VINTAGE VALUE 910

Still superior, but text-only games are increasingly overshadowed by some of the latest graphical adventures, including *Ultima V* (see this issue) and *Compton*.

### TIPS

Hang on to valuables and sell them in exchange for spells and weapons. Try a lightning gun at the middle. Don't venture downstairs unless you're feeling particularly strong.

## BORDERZONE

Infocom/Magic

OS/4128 \$19.99  
IBM PC \$24.99

Reviewed Issue 5 - Original ACE Rating 85

Another Infocom experiment, this time with real-time action. The clock ticks away as you trade the RGB, cross the border, and attempt to halt an assassination. Unusual game design involves seeing the same action through the eyes of three different people. Text only.

### VINTAGE VALUE 825

The originality of the game idea still stands, but the increasing challenge in games such as *Dark* has it and competitors like *Time* and *Wag* now make this game appear to offer less life for less money.

### TIPS

As in all good spy thrillers, make an early visit to the toilet in order to re-arrange yourself.



Magical events reworked has even changed since they first released *The Pawn* for the ST. Compton should first be available from a November publication.

## CORRUPTION

Magical Events/Romance

ST/Amiga \$24.99  
IBM PC \$29.99

SPIC \$19.99  
MAC \$26.99

OS/4128 \$17.99  
PC/AT \$19.99

Reviewed Issue 11 - Original ACE Rating 95

Interactive text/graphical adventure with excellent graphics and an up-to-date scenario in which you must tip drunken stockbrokers and save yourself from jail. The game isn't a text-only affair once you get into it and the game appears to demand more horsepower than it, in fact, does.

### VINTAGE VALUE 900

Still fresh from its recent release, nothing has appeared yet to take a replacement.

### TIPS

Freeing (or do) it work out a list of other characters' activities, which is best done by F00/Cheating Item. Then you can get down to some of your own - by grinding the key from your partner's secretary's desk to start with.

## BARD'S TALE III

Electronic Arts

OS/4128 \$14.99

Reviewed Issue 12 Original ACE Rating 95

Superlative development of the *Bard's Tale* series featuring vast map and numerous sub-challenges. *Bard's Tale III* is so fun and you must penetrate the dungeons below its surface to get things to rights, still not much time required, but great fun and long-term interest in creating your characters.

### VINTAGE VALUE 925

A recent release that will take a very long time to get to the point of unplayability.

### TIPS

Find *Bard's Tale* and spend at least a day wandering round the town getting as much battle experience and gold as possible. Locate the wine board and advance your characters whenever you can. Make sure you find some gems to restore magic user power. Then head for the first goblin's camp...



## DEJA VU

Montage/Mitroski†

OS/116	£14.999
ST AMIGA	£24.999
Mac	£29.999

Reviewed issue 8 - Original ACE Rating 100

Despite its age, this game achieved prominence this year by emerging to us in 3D form, the OS/116. Using the same open-shooter as *Shadowgate II* puts the player in a room with a dead body. Scram before the cops find you. An excellent detective scenario that's lots of fun.

## VINTAGE VALUE 810

Walls to lean through aren't enjoyed, and no-one's come up with a better lean than adventure system.

## TIPS

As with *Shadowgate* methodically OPERATE everything on everything. Some objects have unforeseen applications which you'll only discover by looking this method ignorantly.



Users who desire adventures established some level of quality for text adventures. The way may be weird, but the gameplay is solid and enjoyable.

## GNOME RANGER

Level 8/Rainbird

OS/116	£8.999/9.99
Spac	£9.999
ST Amiga/PC/MS	£14.999
Mac	£19.999

Reviewed issue 8 - Original ACE Rating 100

Level 8's best game with Rainbird before joining new software label Northline. Right! Bottomline the no-to-busy gnome carts spin and make friends in her attempts to find for everyone. Good graphics, good pace, but other latecomer scenarios.

## VINTAGE VALUE 810

Although at the time a rehashing

## JINXTER

Magical/Monster/Planet

OS/116	£14.999
IBM PC	19.999
ST AMIGA	£24.999
CPCE/16	£19.999
SPECT-16	£19.999

First reviewed issue 8 - Original ACE Rating 110

Good adventure decorated with beautiful graphics in which you have to restore talk to Aquarians. Typical of a breed of games where programming techniques outweigh game design and writing style, but still worth looking for adventures and loading game creators' pits.

## VINTAGE VALUE 900

Adventure software houses have now more or less finished reining their systems for the near 16-bit generation and are now concentrating more on style and content than programming. Recent scenarios like *Companion* or *Deus Ex*. Landscape like *Jinxter* look rather quirky and self-isolated. The essential charm of a game like *Beyond Zork* holds its own better than flashy programming and pretty pictures.

## TIPS

Find the glasses to see in the dark - don't rely on the matches. You can open the coal box by melting something... If you want to go up in the world while you're down under, try floating and flying.

change from the complexities of *Knightrise*, the game scenario team's speed as gracefully as the *Knightrise* script.

## TIPS

Interaction is the key to success. Concentrate on recruiting helpers. In past ones, the unicorn and the knight will fall in love, the eagle will rescue the dog, the dog will find the other dogs, the other dogs will find the unicorn...

## KINGS QUEST III

Sierra On-Line/Mitroski

ST AMIGA	£24.999
Apple Mac	£24.999
IBM PC	£19.999

Reviewed issue 1 - Original ACE Rating 140

What, only rated 140? What's this one doing here? Answer - it's original low rating has actually INCREASED with age, the reason being that no-one has since succeeded in emulating this graphic adventure style where a small animated character carries out your every command. Seemingly too clumsy when released, but since then even casualists like (e.g., *Chorus*) have found *KQIII* far better by comparison... and it's a great fun.

## VINTAGE VALUE 810

Has held its own so well that it



## TIPS

The first part is easy, provided you can fly as the horseman. Real success comes only once you realise the significance of the vision (try removing it and experimenting) and you've acquired the superweapon in *Flames of the Mountain King*. To do this, get yourself killed, then remove vision after opening the door, go east. This will help you scout the dragon, as well as the red and the mouse.

## LEGEND OF THE SWORD

Rainbird

ST AMIGA	£14.999
IBM PC	£14.999

Reviewed issue 11 - Original ACE Rating 810

Very attractive icon-driven adventure that combines gameplay with excellent graphics presentation. On-screen scrolling map, command menus, movement icons, and other options combine to create a powerful system that supports a complete scenario. Defeat the legendary sword and find the wicked wizard Suzzo.

## VINTAGE VALUE 810

Still impresses with the presentation. Expect other similar programs in the near future, which may offer more elaborate scenarios.

## TIPS

Don't be too foolhardy at the beginning of the game, or you won't get very far. If something really this way comes, escape.

deserves inclusion, even though the original rating wasn't anything to write home about.

## TIPS

Preserve with the books in the library, sleep-sleeping when the Wizards around!

## KNIGHT ORC

Level 8/Rainbird

ST Amiga	£18.999
Spectrum	£14.999
MSX	£14.999
Apple Mac	£19.999
IBM PC	£18.999
OS/116	£14.999/9.99
Amx	£14.999/ £18.999
Atari/16-bit	£14.999/9.99

Reviewed issue 1 - Original ACE Rating 100

Level 8's fourth best game on their new system. Interactive characters populate an environment loosely modeled on MUD, in which the player finds himself being the piece of one of the computer-controlled entities.

## VINTAGE VALUE 810

Holding up reasonably well out the next year should be strong competition from Level 8's own titles and Magician's Scrolls.

## NORD AND BERT

incom/Mitroski

OS/116	£29.999
ST AMIGA-PC	£29.999

Reviewed issue 4 - Original ACE Rating 800





the Death Valley Trek or the Baja Challenge. So far, we must not desert all combine to make Off-Road Racing the most hazardous road game yet. It makes the Grand Prix look like child's play.

Another Wilson experiment, but this time definitely for fans of pure adventures, not arcs and dragons. The town of Funland is in confusion and you must sort it out by entering a series of mini-games which can only be played for entering parts and other workday necessities. Some of the scenarios are split by their dependence on American humor; others are Mexican. All are difficult.

#### ▶ VINTAGE VALUE \$\$\$

For most, this is not anything like the usual. If it were a little more British, by Jove, it would be up in the nine hundreds for best input puzzle fare.

#### ▶ TIPS

Persistence is all in this game. Concentration to tackle the old-fashioned. Add the Post and Get Your Friends. By eating furniture and unquitting the computer on your head. Anything for a laugh...

### PLUNDERED HEARTS

Intercom/Medigames

CD-ROM \$24.95/MS

ST/AMIGA/PC \$29.95/MS

Reviewed issue 8 - Original ACE Rating \$\$\$

Wilson's experiment with romance takes makes a few, it rather many, but only adventures. Capturing an old great, can you water his flames? The graphics are beautiful and the battles are goodies as you stonor ship and rescue your

kidnapped father (Excellent description).

#### ▶ VINTAGE VALUE \$\$\$

The atmosphere is outstanding, and so's the ease with which you'll finish it.

#### ▶ TIPS

Make sure you put out the fire in the front (by shooting something next to it). Then it's plain sailing if Lafford traps you in his bedroom. Blow something in his face.

### SHADOWGAME

Midcom/Interfloat

SE/Amiga/PC \$24.95/MS

Apple II/MS \$29.95/MS

Reviewed issue 8 Original ACE Rating \$\$\$



One of the later best games - although the system hasn't developed necessarily it remains impressive, and the atmosphere is tremendous.

Excellent icon-driven adventure system with good graphics and clever puzzles. Managed to combine the atmosphere of an adventure with the ease of use of an arcade game as you penetrate a haunted house. Particularly recommended on the Apple Macintosh if you're lucky enough to have one!

#### ▶ VINTAGE VALUE \$\$\$

Still looks great, though games like Dungeon Master and Ultima IV have broadened the base of graphics adventures and raised the quality.

#### ▶ TIPS

In the bar, make sure you take the thief key. The key in the lake is also noisy - by putting something in the lake it'll freeze it.



### SHERLOCK HOLMES

Intercom/Medigames

CD-ROM \$24.95/MS

IBM PC \$24.95/MS

ST/AMIGA \$24.95/MS

Reviewed issue 8 - Original ACE Rating \$\$\$

Wander around Victorian London locating the crown jewels, stolen and distributed about the city. Start off on Saturday morning and complete the quest by Monday. Clearly time passes fairly slowly and some of the puzzles are very easy, but the atmosphere just about wins through and there are one or two real puzzles to baffle even the best detectives.

#### ▶ VINTAGE VALUE \$\$\$

It's very handy by the prominent improvement in the last year of British adventures and American

RPG software. Games like Conqueror Blade take it combine to lower the production rating dramatically.

#### ▶ TIPS

Make sure you choose the girl with the right medicine - get it from Helmut first. You can get up 500 \$m by plugging your ears.

### TIME AND MAGIC

Level 9/Morden

SPEC \$24.95/MS

CD-ROM \$24.95/MS

AMS \$24.95/MS

ST/AMIGA \$24.95/MS

IBM PC \$24.95/MS

Reviewed issue 8 - Original ACE Rating \$\$\$

A superb value compilation of three classic Level 9 adventure games complete with upgraded systems and improved graphics. The time honoured gem. Loads of time, plus Red Moon and The Power of Magic. Excellent value.

#### ▶ VINTAGE VALUE \$\$\$

timers.

#### ▶ TIPS

Gods of Time is the one to match yourself against. The key puzzle here is getting the keys from the garden shed. You'll have to reflect on the Narcissus, then wave the telescope to the door. Don't forget to pay the boat-fairy, but you won't see her unless you change your diet.

### WASTELAND

Electronic Arts

CD-ROM \$24.95/MS

Reviewed issue 12 - Original ACE Rating \$\$\$

An excellent RPG in the *Star Wars* tradition (and by the same team) set in post-apocalyptic America. Tasty bits around the irradiated countryside including mutant bunnies and solving problems on your own. Heavy emphasis on developing powerful

characters with lots of skills and much to macho weapons. No brains required, but lots of fun.

#### ▶ VINTAGE VALUE \$\$\$

Has been taken down a peg or two already by the excellent *Ultima IV* but still definitely one for the shelf.

#### ▶ TIPS

The key to success is choosing a proper spread of skills for your party at the beginning. Make sure you include as many medical and lock-breakers as possible - you'll need them. If someone asks for help during the game, help them - they'll further your quest as a reward.



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## WINDMILL



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form whose pseudo-fish  
companion is just here on a  
journey into hell and beyond.  
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Nuclear Spiders, Infernal burning  
like raging seas in torment.  
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beyond the dimensions  
of our minds.

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LARGELY AGAIN IN SEVERAL COUS AS NOT  
BUTTE THROUGHOUT THE CHAIN OF WINDMILL  
DOWNWARD HURT AND CONSIDER FLUID  
WITH A LITTLE SPACIOUSLY AND HE  
REACHED THE FINAL CONCLUSION OF  
THE GAME THROUGH TO  
CONVINCE THE FINAL SLASH OF  
RETRIBUTION BECAUSE THE  
WINDMILL IN THE END  
DETERMINED THAT IT QUINCY  
AT ONCE IN THE AIR QUINCY  
LAST YEAR ON THE  
ADVENTURE OF A LITTLE  
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# SALAMANDER



...the name  
of the game

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# ...AND THE EVIL

# SCREEN TEST

Solid 3D is making the news again with the impressive appearance of **Starglider 2**. Gone are the vector graphics of the original game and in comes lots of solid colour. It also takes you both above and below the planet surface, boldly going where no Starglider has gone before.



**Eliminator** is the latest blockbuster from John Phillips, following in the footsteps of *Impossible* and *Nebulus*. No more tower twisting though, it's a thrilling ride down a winding road in the face of massive alien forces.

**Barbarian II** takes gory hack-em-ups into new realms of bloodiness, while **Overlander** hots up the battle of the roads in response to *Roadblasters* and *Fire and Forget* last month. The tarmac gets a hefty pounding from **Super Hang-On** as well - has *Out Run* met its match?

## THE RATINGS

### HOW they're calculated...

If you buy a game, how much enjoyment will you get out of it, and for how long? Just check out our revolutionary PC (Predicted Interest Curve) for the hot story. Without arcade games that get high on the curve, and then steadily fall off as you lose interest, powerful puzzle games may rise to the crest of the curve for months - but for instant joy when they're being written down, simple strategy games may ramp you at first - but climb up the scale as you begin to appreciate the scope of the strategy. And as for the strategy - that start low, rise low, and have nowhere to go but down, down, down.

First you've seen how long the game can hold your attention, or you need to game it is the crucial ACE RATING. This is calculated according to the area under the PC. The bigger it is, the better the game. And it's that our definitive ratings for 12 Pulse (tell you your brain cells are working!) and Fun Factor - a measure of instant appeal and entice-

ment as you slide into the game. And of course, we rate the Graphics and Audio effects too, for DTPP machine the game's available.

### WHY you can rely on them...

The ACE reviewing team covers a broad spectrum of computer entertainment games. Andy Miller - ACE's resident technical wizard - is as handy with a small bomb as he is with hexadecimal. Andy Smith wouldn't know hexadecimal from a hole in the ground (but can eye the floor with any number of aliens - then shoot them. Bob Black (on Personal Computer Games, Zap64 and Limited Action) has played more computer games than any one person ought to. And Steve Cooke (on PCG and former columnist for magazines ranging from Zap64 to *Hot Games*) and you've got age and experience as well as youthful enthusiasm.

Every game on the following pages has been used by at least five computer magazines offering opinions, and only then do we decide what is taken into responsibility for getting our views into print. What follows, then, isn't just a collection of casual comments, but the definitive ACE verdict on the month's software. We've checked it out - see for yourself.

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ACE RATED

**NOVENIA** is under fire—again—from those pesky Egrons. They've located another distant planet to destroy the planet. The story is related in another novel by James P. Hunt, but this time it's a lot more humorous—the Egrons being totally incompetent. Unfortunately, it's only in the novel that the Egrons are comically stupid—in the game they're a much sadder prospect.

Everything takes place in the Solar star system, which consists of five planets, some with moons. You begin on the planet Apogee. The planet surfaces are disjunct—brown—each planet being a different color. The view operates in a similar way to *Vista*—not switching away to the bottom but maintaining a limited view around the ship. Thrusting away from the surface will eventually take you clear of the planet's atmosphere. You can now see a starfield, the rest of the planets, moons, and the sun.

To travel between planets you need to use the shuttles. As well as moving you at high speed, the also avoids the dangers of space pirates, but drains your fuel quickly.

One planet in the system, Milkyway, has seven moons on which are being constructed projects bases. These are to defend the space station which will destroy Novenia. You have to make a Neutron bomb before



ATARI ST: a danger zone is fast of you.



AMIGA: a few blasts of fire for the evil Egrons.

# STARGLIDER 2

RAINBIRD battle the Egrons again

the Egrons can build the space station. To build the bomb you're going to need objects from all the planets and moons. It is described on Apogee.

The objects are fairly strange and include an asteroid, a cube of *Vista* wire, *Castro*, an Egron mini robot and—used occasionally at all—the Professor, who knows how to put the bomb together. Most objects are found on the planet surfaces, but some are out in deep space or have to



ATARI ST: a space pirate floats across your view of the sun and two distant planets.



AMIGA: a starship is engaged, leaving the planet for orbit.

## ATARI ST VERSION

It's better than the Amiga version, but certainly the doesn't really improve its graphics. The sound effects are OK but don't give the same feel as on the Amiga. Slightly better than any other version out.

GRAPHICS  IQ FACTOR   
AUDIO  FUN FACTOR   
AGE RATING 927

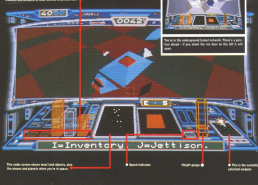
## AMIGA VERSION

It's the best sound effects when really able to create the feel of flight. The ST version graphics aren't too bad.

GRAPHICS  IQ FACTOR   
AUDIO  FUN FACTOR   
AGE RATING 927

▲ A completed *Sigyn* projector beam. It can be destroyed with a homing bomb. If all 7 are completed work on the space station begins.

These 20 gauges show the number of homing bombs, missiles and elements of beam energy, shield and fuel.



This is the underground tunnel network. There's a junction ahead - if you shoot the air duct on the left it will open.

The main camera shows what land objects, plus the screens and panels when you're in space.

Speed indicator

High gear

This is the currently selected weapon.

be exchanged for at supply depots.

The depots are located in underground tunnel networks found on some of the planets. They are entered by flying into custom portals, and once inside the ship is able to use any *Sigsyn* effects. The cause of hazards isn't too hard to find your way around after a while because the tunnels follow fairly standard patterns. You'll encounter the doors,

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energy barriers and junctions, but nothing that can do you much harm.

The hangars in which you can exchange items can also contain weapon supplies. Initially you're armed with just a laser but can pick up missiles, bouncing bombs, energy subroutines and the custom bombs. They vary in usefulness and effect, the most important being the homing bombs, with which you can take out projector boxes, and the nuclear bomb, which destroys the space station.

Each planet surface has different types of defenses and features. You'll encounter *Sigsyn* defenses virtually everywhere, but the level of opposition varies greatly from planet to planet. There are even weird mechanical beasts like Pac-Manoids, space turtles and *Sigsyn* chads.

Players of the original game will recognize most of the defenses - gun turrets, walkers, stomps, tanks and all manner of flying craft, but they all look interestingly better with filled-in graphics.

As you blast around the *Sigsyn* system, there are three important gauges you need to keep an eye on - fuel, shield and speed. Blasting out of the fuel tank will prove fatal and the latter will leave you defense-



It will expand after your ship has met a planet and in the high-pressure atmosphere of the planet itself.

less. The gauges can be replenished by several means - some of them easy.

There's flying ice and fat ore points that, flying through, refuel defenses, use ammunition, and other useful rebuilding methods.

The action hangs together extremely well. Unlike the original, it isn't a straightforward shoot-em-up, but a combination of exploration and blasting. Indeed, the action parts tend to take second place to the quest for objects. It's been well thought out and is full of superb touches that take it out of the ordinary.

—Bob Niele

927  
ACE RATED



The overhead view of the action. There's no better place, outside one of the side towns (which has already been blown away), than to sit for the hours the game is dragging. They can't exactly blame your health.

# FERNANDEZ MUST DIE

IMAGEWORKS come out guns a-blasting

**EL DIABLO** sits in a cockpit. Not only for the domestic government, been toppled in a military coup led by the evil general Fernandez, but his set himself up as dictator.

Guess what gonzo sees the day? Does what gonzo initiate and destroy the eight military bases left set up to protect his newly captured state? Yup, you.

This viewed from above shooting shoot-up-up follows freely in the footsteps of such classics as Star Phoenix and Commando. You start the game with a machine gun and a list-



Inside the zone — you're matched in a couple of POWs and so get them out in various guises.

CGI VERSION			
The graphics are nothing to get excited by, but Fernandez does get an extra point out here for his use of a special but unused 3D/2D transformation.			
GRAPHICS	5	IQ FACTOR	3
AUDIO	5	FUN FACTOR	5
ACE RATING 764			

ful of grenades. You then have to blast and blast your way through the velocity-soaking levels, hunting out the right bases you need to destroy before you can be sure to take with the evil dictator for the final showdown.

Also to be found on the various levels are side classes that allow access to bonus-like items that contain POWs. Let a grenade at the end does that implosion your chance and they're freed — they give you a nice wave to indicate that they can now look after themselves (though they don't seem to be in any particular hurry to leave their cells). Also to be found in the towns are grenades and gold boxes. Picking up gold chests helps you survive city battles but you do get extra points, whereas grenades come in handy for destroy-

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ing the side doors and the larger pieces of hardware that make up the mission's entry.

These large pieces of equipment include tanks, motorcycles and trucks that the particularly accurate shots if you're on foot, and which are easier to avoid if you can find yourself some well-transported. The duty jeep are the best thing to ride on. Climb in, and you can not only shoot all the enemy soldiers that are running around the bases, but you can also drive over them, forwarding the story's main drive but its two-player mode (because both players can get in the jeep). One drive and you die in the direction the jeep facing and the other player can fire in any direction. Taking hits reduces your health by varying amounts (getting hit by a tank shell does more damage than a rifle shot, for example) and you only have five lives to complete the game with. Fortunately, checkpoints make regular passes overhead and frequently drop red cross grenades which help to keep you going. They also drop enemy troops, so you have to be careful when going to the packages.

Though we've seen a lot of the Garcia set-up style of games in recent months, Fernandez gives you more to think about than many other shoot-em-ups. The straightforward two-player mode is nothing new or surprising but the extra touches help to add points to what's already a tough but enjoyable game.

—Andy Kelly



In the jeep, outside one of the bases.



# The games they said couldn't be written

## QUADRALIEN



## STARGOOSE!



## STARRAY



**ST Screen Shot**

You are entering Jupiter space. Your destination, Astra, the vast cybernetic nuclear-fusion complex they orbited mid-21st century. Something strange has happened there. Astra has sealed itself off from the outside world, the control mechanisms won't respond, the temperatures rising. Meltdown is nigh. But it's worse than that, for in the very heart of the reactor itself, the sinister QUADRALIEN forces have established their foothold in our solar-system. You have just six days to sort it out. QUADRALIEN is ACTION-STRATEGY-TENSION-FAST!

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**DRIVING** games are still big news, and the competition is getting even hotter. The latest batch have equipped cars with weapons and other cool modules. *Overlander* came top of the pile last month — so can *Out Run* game do better?

Your aim, as with most driving games, is to successfully get from A to B. In this case you've got a really good reason for it as well — money. Each mission you go on requires you to carry some sort of cargo — some are just important, others are highly illegal. The more damage the cargo, the higher the bounty. So, get 50% up close and the rest on delivery.

The reason the cash is important is that you need it for purchasing extra weapons and enhancing the car. This is done before taking a trip, so at the start you won't be able to afford much.

The level of opposition you meet on the road depends on how far through the game you've got and which of the two missions you accepted at the start of the level. The more



The opponent car on the left of the road is one of many that can both sides of the road. As you drive through the narrow alley of other vehicles, cars will appear that in fact will be lured to try to bump you into them. Fortunately, you can do exactly the same to them, or just shoot them with your gun.

# OVERLANDER

ELITE take the money and drive

valuable cargo actually prompt tougher encounters.

The side of the road is littered with rocks and trees that should be avoided at all costs. Apart from that there are six main types of obstacle: overturned cars, barriers, cars, trees, gun emplacements and trucks. The overturned cars are at the edge of the road, leaving a narrow strip down the middle. The barriers are placed at intervals all over the road. The cars will try to bump you off the road but you can do the same to them, or shoot them. Gun emplacements stroke bullets across the road and, come in groups so that you have to weave from side to side. Trucks



The gun on the left of the road is shooting the car on your path. Both reactions and good timing are needed here.



The gun in the back of the truck is shooting explosive devices at you. You can just gun off your right.

also swoop off the back and take several hits before exploding.

The instant enemies are the obstacles, which try to hit your car — including both vehicles in sports. The devilish bonuses themselves is made more dangerous by the fact that they are very manoeuvrable and weave all over the road to confuse you.

Your forward firing gun is the usual way of dealing with bad guys, but the additional weapons can come in handy. There are flame bombs which catapult forward in a curve, rockets, acid bombs, wheelies and lightning rods. The emplacements you can make in the car are a help for extra protection, but the main engine is your best weapon, remove piling fuel and providing better brakes and extra lives.

Most of the obstacles is going to make the

too easy but they do help eliminate some problems. Beforehand more power is required, the better, a four-cylinder engine allows you to drive slower and not run out of fuel, and bullet-proofing helps you out against the gun emplacements.

The best thing about the action is the way in which the player has a great deal of freedom in what he does. You can fuel up with whatever you can afford and deal with the hazards in a number of ways. For instance you could change just the gun emplacements of full speed or handle up in them slowly and shoot them. The more you shoot the better, because you get additional money for wiping out the enemy.

It's the best driving-testing game of the current batch, combining the unobscuring twists of *Out Run* with plenty of must-have excitement. There's a feeling of actually getting somewhere, you can learn the ropes, and the action is demanding and gets progressively tougher.

By Mike

## ATARI ST VERSION

The game falls at the money-making end of the scale but the fun factor is what you need to be looking for. The graphics are the main reason it got instant speed, as it runs at 60 frames per second.

GRAPHICS	B	IQ FACTOR	4
VALUE	4	FUN FACTOR	5
AGE RATING E3E			

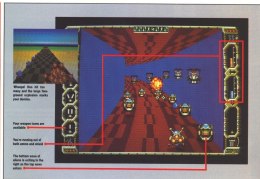
## RELEASE BOX

ATARI ST	£19.99	OUT NOW
SPIC	£19.99 + £12.99	IMMEDIATE
AMS	£19.99 + £14.99	IMMEDIATE
SHARON	£19.99 + £12.99	IMMEDIATE
AMIGA	£14.99	IMMEDIATE

## PREDICTED INTEREST CURVE



Now, during and beyond development, get us hooked — downloading information on our new games.



# ELIMINATOR



**JOHN** Phillips is the programming genius behind titles like *Impressario* and *Motocross*. Now he's turned his attention from rotating platform games to a wackier shoot-'em-up.

Loaded as you is it tooheavy that dips, climbs and curves, throwing up obstacles and enemies every inch of the way. The road travels through many different settings.

- barren wasteland, turns out  
- out into space. It's viewed from an ever-changing perspective - sometimes you'll be able to see a long way ahead and know exactly what's at you, while at others you won't know what's on the way until it hits you.

You can't leave above the road and levels of a set speed. You can't control it left/right movement and firing. The thing the code there is to react to avoid - do the wrong thing and there's no slowing down to correct the mistake. This may be a cause for some frustration, but it means you learn the levels so that you know what to expect. It's not just that you can't move through, because road changes can be dealt with if

you've got your wits about you.

There are two basic types of danger on the road - moving items and static obstacles. The static ones sit where in the screen, moving around the screen like invisible water. They're like spheres of fire that damage your car. If you're careless enough to run into them it's a certain life loss. The other explanation that

will lose, but not very quickly, so you have to work hard at avoiding the obstacles.

Knowing when and where opponents come and disappear is essential to progress. You can be positioned to wipe them out quickly and have them return to be when they change off the screen.

The static objects may be rather dull, but you need to identify them quickly in order to know how to deal with them. There are large barriers across the road with gaps in the middle or sides, sometimes blocked by objects you can shoot. They can also extend off the way across so that you have to use traps to jump over them. The obstructive objects are usually positioned at crucial points

**904**  
ACE RATED

## ATARI ST VERSION

The reality is a single screen, giving an excellent impression of movement and producing action all perspectives. The strong graphics compensate the screen's high quality.

GRAPHICS: 5 HD FACTOR: 3

AUDIO: 7 FMV FACTOR: 5

AGE RATING: 9/04

## RELEASE BOX

ATARI ST	D/2000	D/2/90R
AMIGA	D/2/000	RECENT
SPEC	D/2/000 • D/2/000	RECENT
MSX	D/2/000 • D/2/000	RECENT
CD-ROM	D/2/000 • D/2/000	RECENT

on the road where you're got to get it position, quickly and blast them.

Initially you're armed with a single shot weapon, that can be upgraded by picking up spawning blue pyramids. The five additional weapons are a dual-fire cannon, side-fire cannon, bouncing bombs, double-fire cannon and triple-fire cannon. You only have a limited amount of ammunition — the last few weapons using it up faster than the others. Once the weapon is picked up, you can select freely between those available. However, every time you do a weapon it takes away. Ammo is replenished by picking up spawning orange cubes — usually you have to decide whether to go to that or the pyramid because there's on opposite side of the road. Also watch out for repeat John Phillips traps where going to a weapon will prove fatal.

There are lots of delightful touches that highlight this as a John Phillips game. In places you can see a ramp to flip you up onto the ceiling and play upside down — well, weird. There's a step with a wire running all the way down the middle of the road, where the only way over it is to use ramps to jump across. There are also passages which allow you to start further on in the game, scoring bonus to repeat the city levels once you beat them too easy.

Early on the game is quite difficult, but after a few games you'll start knowing what to expect from a programmer who determined to make life tricky. Once again John Phillips has come up with a game that will leave you cursing him for putting in such wickedly tough problems — but you won't be able to stop having a go at them.

● **Get More**

## PREDICTED INTEREST CURVE



Sign a forecast quality today. The present and many of the future.



That star in the middle of the road can't be driven up, but sometimes you've got to try to avoid those two vehicles that will damage your shield.



Shoot the two lamps in the middle of the barrier and then charge the indestructible tanks behind.



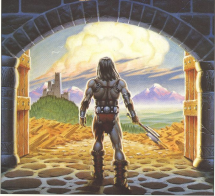
Don't leave a weapon through the barriers, picking up the extra weapons (blue pyramids) and using (orange cubes) on the way.



The world's game story — can't pass up with the upside down!

YR-8-1R-1P-1M-1N-1O-1Q-1R-1S-1T-1U-1V-1W-1X-1Y-1Z

# TIMES OF LORE



Long ago, High King Valrus drove back the barbarian hordes invading north, and his brave son, Prince of Light, the High King departed to the heavens. The Elders led to revive his strength. Legends promise his return after twenty years.

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YR-8-1R-1P-1M-1N-1O-1Q-1R-1S-1T-1U-1V-1W-1X-1Y-1Z

YR-8-1R-1P-1M-1N-1O-1Q-1R-1S-1T-1U-1V-1W-1X-1Y-1Z

# EMPIRE

ELECTRONIC ARTS beam down

## AMIGA VERSION

The graphics are beautiful and the soundtrack is all battle music to help you into battle.

GRAPHICS: 3 HD FACTOR: 7

AUDIO: 4 FUN FACTOR: 7

AGE RATING: G16

## ATARI ST VERSION

The graphics are impressive and the sound is great for the game you get. It's a game that's required for anyone to see you through the long.

GRAPHICS: 3 HD FACTOR: 7

AUDIO: 3 FUN FACTOR: 7

AGE RATING: G16

## RELEASE BOX

ATARI ST £4.95 £6.95 OUT NOW

AMIGA £4.95 £6.95 OUT NOW

IBM PC £4.95 £6.95

**KRELLANS** really are more than just a type. They just appeared in ACE issue 11 in the game Star Fleet 1. Then, they were brooding Alliance space craft it was down to you to stop them. Now they're brooding subterranean tech, planets in Alliance space and you're on the spot again.

Empire is a strategic game of conquest that can accommodate up to three players (computer or human). The player starts the game with one city and has to conquest all the other cities between 50 and 100 on the planet. Each city (once captured) can be assigned to produce a particular unit, e.g. army, battleship, transport ship etc. to help in the next attack.

Each city has a movement limit per turn - the player can either use this resource to maintain a base to ensure there's one step in any of eight directions with their otherwise it used up, or can use the resource points and risk an expedition several games away, whereupon the unit will then move toward that objective area, and if either gets there or its path becomes blocked.

Empire doesn't have state-of-the-art graphics or sound, but the gameplay's good and it's fun to play. The computer opponents can be



Not into the game on the Amiga. The second player had his base crushed already and that just leaves the first player (black) to conquer.

though that there are several on map 'wealth' to conquer. But the repetitive nature of the game and the limited options mean you'll soon find that you won't much like another - and that kills off your interest quickly.

Andy Leitch



Andy Leitch

# SUMMER OLYMPIAD

Seoul searching TYNESOFT

**BARON** Here's Dr. Coulter's first step who celebrated the Olympic tradition back in 1996, and since were in Olympic season, Tynesoft have decided to release Summer Olympiad, the follow-up to our sports Winter Olympiad.

The five events you have the chance to compete in are: Sprint Shooting, where you try to shoot as many clay pigeons as possible; High Jump, where you jump, step and land your body into a sandpit; High Diving, where you try to fall as gracefully and smoothly in as possible and avoid belly-flopping; Fencing, which involves pumping and lung-

ing, bending, where you wriggle your way to the top.

Up to six players can compete at once, and events can be chosen individually if so desired. When a competition, each player has three attempts at each event except Sprint Shooting to register a desired score and receive an evenly-divided accordingly.

There have been claims of these multi-

event woggles over the years, and Summer Olympiad often will spend more time graphics loaded that hasn't been seen since then.

Andy Leitch

## RELEASE BOX

ATARI ST £19.95 £24.95 OUT NOW

CD-ROM £19.95 £24.95 OUT NOW

SPIC £7.95 £9.95

AMIGA £19.95 £24.95

IBM PC £19.95 £24.95

## PREDICTED INTEREST CURVE



## ATARI ST VERSION

Looks graphics and complete view of some events will be the spot game play that's worth the effort.

GRAPHICS: 6 HD FACTOR: 2

AUDIO: 7 FUN FACTOR: 7

AGE RATING: G16

## CD-ROM VERSION

Looks graphics and complete view. Not as good as the CD-ROM version of the CD.

GRAPHICS: 6 HD FACTOR: 2

AUDIO: 7 FUN FACTOR: 6

AGE RATING: G16



Fencing on the ST. There's the jump on the left, parrying the other player's lunge.

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How to get all those diamonds? The strategy involves the bubbles and collect coins, both essential as you hunt by looking for a secret hole.

# NETHERWORLD

HEWSON's Finished game

**JUKKA** represents the Finnish nature of this Bubblesticker space game. You're trapped, it would appear, in your spaceship in a bizarre and strange world. The only hope of escape is to collect enough of the local currency to be able to buy your way home.

Five units of currency look suspiciously like diamonds, and for each screen you're given a number of these to collect (all within a time limit of course). The diamonds are easy enough to pick up, when all you have to do is fly into them - but certainly getting all the diamonds is another matter. Walls, traps and even mini-games can all stand in your path and add to your frustration. They either have to be avoided or have holes looked in them.

While obstacles may be annoying, what's really got you stuck are the rewards of deadly snakes and bubbles that appear both on the data generation screen as well as at the level ends. Fortunately, you're aided with a two-way capturing gun, and by

destroying some of the snakes and bubbles you can leave them to release benefits.

These benefits include back screens, which come in jolly handy right at the start of the game when you discover a back enclosure on the first level that contains a door or so diamonds you need. You could wait near a generator and shoot all the bubbles it releases in the hope that one may contain a back enclosure that allows you access, or you could try switching the enclosure to a secret door (the best method). Other benefits include screen killers (whose use is optional).

Flying through banks of snakes with gun-busting is not always a recommended approach, though, because you're bound to take hits, and colliding with too many snakes can see you bring one of your vital three lives. Fortunately, you don't have to restart the whole level every time you lose a life, but you do if you fail to collect the set number of diamonds within the time limit. You can try to gain yourself some extra time by collecting four games that are scattered around the levels - these add 30 seconds to your time. Extra lives are awarded at the end of the level, but you have to wait for them by completing a different bonus screen for each one.

Netherworld takes the Bubblesticker game one step further and the screens are tough enough to leave you feeling you're far with frustration. Though it's set as original size, it has been nicely widened to make an enjoyable game.

Andy Smith

## RELEASE BOX

GAME	28,995	24,995	24,995
SPEC	2,795	2,795	2,795
AND	28,995	24,995	24,995
TEAM ST	2,795	2,795	2,795
AMSA	2,795	2,795	2,795

## CGI VERSION

The graphics are superbly done and the controls are smooth. Sound, too, is excellent and the game plays very well. With 13 levels to complete you're not going to be feeling bored in a hurry.

GRAPHICS	9	10	10
SOUND	9	10	10

## ACE RATING 820

## PREDICTED INTEREST CURVE



At the start of level two - that big obstacle is helped but only you to another function on the level.

# THE EMPIRE STRIKES BACK

The force stays with DOMARK

**DARTH'S** a bit miffed. And with good reason, too. His Death Star's been destroyed and now he's after revenge.

In this, the second of the Star Wars series, you command Luke Skywalker's omnipotent vehicle and blast foam-titanium-fibre spaceships and bases to rubble (via ray) through five stages, to reach the safety of the



laser takeout on the asteroid field.

The first level of games has you in the spaceship trying to stop a bunch of Imperial Probe droids (moving pictures of the Rebel games' generator base) to Death Star. The second stage has you—again in the spaceship—fighting to stop a lot of AT-AT and AT-ST walkers. The AT-AT's are the larger of the two walkers and are tougher to stop because you have to shoot them directly in the head. You do have several low-cubes you can use to kill the beasts if you can't see their heads; however, the third level has you in Han Solo's spaceship (as a asteroid storm. The final level sees you sit in the spaceship, fighting off a series

of fire-fighters that pump out blasts at you.

This isn't the game with the stars, and receiving a lot more often a threat or an external element that makes you cry. Extra features are used in the game by shooting a set number of the enemy; you then get awarded a letter from the word SOS (save) to get all four and you're awarded a fully bonus feature during the whole thing over again, with more of the enemy to shoot.

The Laser Strike pack captures all the screen and all the fun of the original DOS version, but the lack of variety and challenge means it doesn't take long to master the game.

Andy Smith

## ATARI ST VERSION

The perfect way to get into the game. It's got all the features for use if you're on a budget.

GRAPHICS	0	10	FACTOR	1
AUDIO	0	10	FACTOR	1
AGE RATING 000				

## RELEASE BOX

ATARI ST	£14.95	OUT NOW
AMIGA	£14.95	AVAILABLE
EPIC	£14.95-£14.95	AVAILABLE
OS/2	£14.95-£14.95	AVAILABLE
MS-DOS	£14.95	AVAILABLE

## PREDICTED INTEREST CURVE



Check for the interest rate before you start.

# STAR GOOSE

LOGOTRON take a gander

**NOMMAN** military strength is at an all-time high, so you've been ordered to raid their extensive defence camps. You'll have to blast ground defence formations, design-reversing robots and anti-air supplies in the landscape of the planet Nomman vertically beneath you. Collect the six coloured crystals on each level, pop down the exit tile open up and you're into another round of the same, only harder. Just another shoot-em-up field to not quit.

For one thing there's that landscape. It's very wacky, but it's not that '80s 'Napping cartoon lands that you ground-clearing fighter's constantly changing, changing or changing to stages as you blast your way upwards. This is all automatic - you don't actually have to change your fighter's jets or all angles at all - but the effect on your firing can be crucial. Your bullets will ever steady levels as you climb a pyramid, and fluid cascades into the ground in front of them as you descend the other side.

Re-supplying your ship is an odd process. Points in the landscape offer entry to fuel, ammo and shield energy facilities where you can stock up, but the supplies aren't just handed to you on a plate. They've got to be



Being off an enemy ship, there's another threat from a constantly changing ground installation, while there are mines off to the right.

collected in a time 3D sub-game where you swing your fighter up the walls or even right the way across the ceiling if the target.

The interestingness of the game comes from the way it's done. A lot of unusual features make it stand out, but to be honest they're a little to encourage extended play. The game doesn't let interesting things, there's too little scope for tactical thinking, and the landscape conforming idea doesn't seem to fit in with the rest of the game. Originality is no substitute for consistency.

Andy Wilson

## ATARI ST VERSION

As you might expect from the authors of 'Block Long', this game is a real test for the eyes and the ears. The control isn't really needed to the shooting game, however.

GRAPHICS	0	10	FACTOR	0
AUDIO	0	10	FACTOR	0
AGE RATING 017				

## RELEASE BOX

AMIGA	£14.95	OUT NOW
ATARI ST	£14.95	OUT NOW
IBM PC	£14.95	AVAILABLE
No other versions planned		

## PREDICTED INTEREST CURVE



They sound and they look, but it isn't about being happy and enjoying the game.



# STAR RAY

LOGOTRON defend themselves

**EUROPEAN** programmers are a busy bunch and no two ways about it. They pour each effort into their graphics, spend a long time on those sound-effects and for what? Why, for an out-of-gate idea of course. Hardly had the ball for commercial level. Out comes released when the German-sourced Defender resound appeared.

We all know the general idea, but for the record it goes as follows: you fly your fighter over the surface of a horizontally scrolling planet, deflecting its intruders from alien orbit. Using rapid changes of direction and a fairly inflexible laser cannon, you have to clear the scattered alien craft to pieces without colliding into them or their bullets. Destroy each wave of alien craft you get another, tougher one. And three moves, and you move onto the next stage—and a new, easier planet.

The game's not Defender through, and though it has a shield rather than a number of lives, and alien waves sometimes leave behind you can collect—but those differences are fairly superficial. More importantly, the alien destroy your intruders in an other than copying them off, and it's



Level 1: The most planet that ground installation. How the enemies can hit the controls they're released instead of it will, so you can't even temporarily.

game over if they all get loaded. This success in the agency of the mission, and means that some Defender tactics don't work at all.

Defender features an echo of the game's graphics help keep your interest, and the impressive graphics—complete with a very interesting position and—will certainly turn a few heads, but at best this is a very old game concept, long on oddities, short on originality. It's one for show-up beats only—but isn't that most of it?

—Andy White

## AMIGA VERSION

The backgrounds, effects and graphics all make terrific use of the Amiga's graphic capabilities. Unfortunately these sophisticated techniques can make it a bit tough to spot enemy vessels at times, but that's not too serious a problem.

GRAPHICS	B	IQ FACTOR	1
SOUND	F	PLAY FACTOR	0
ACE RATING 600			

## RELEASE BOX

AMIGA	01-000	OUT NOW
STAR 51	01-000	IMMINT
ORBIT	01-000	OUT IN
IBM PC	Under construction	

## PREDICTED INTEREST CURVE



Defender's controls, but compared to it, it's just a bit of a difference.

# THE GAMES ~ WINTER EDITION

EPYX get competitive

**HOW** would you fancy hurtling down some lot of a turbo side of links, or is something not far removed from a hockey? Well, if you have got the chance to choose your own, don't let us persuade you, or if you do, the Epix offer you the chance to experience the computer simulation.

## OS/2 VERSION

To simulate to each event again. Some of its events are fairly familiar to most, but I don't like to bring it back to help you. Get the software, too.

GRAPHICS	F	IQ FACTOR	1
SOUND	A	PLAY FACTOR	0
ACE RATING 600			

## RELEASE BOX

ORBIT	01-000	OUT NOW
WFO	01-000	IMMINT
WIS	01-000	IMMINT
STAR 51	01-000	IMMINT
AMIGA	01-000	IMMINT

Although most of the world attention is on the Olympics in fact, Epix's latest release is a collection of winter events from the Winter Olympics. The event line up here follows. The luge, which makes several breathtaking look like a wacky joy-ride. Figure skating, which gives you the chance to choreograph a series of moves to music before you try and escape the trouble. Speed skating, where you have to rhythmically wrangle the icy slide to gain the maximum speed. Lateral skills, which gives you a short eye view of the poles that come hurtling toward you. Slalom skiing—It may not be as hot as downhill, but your control will need to be much more precise. Ski jumping—Not the OIC's strongest event, but if you're good enough on the simulation you can outstep the competition and gain that gold medal. Cross-country skiing the final event and is another rhythmic wrangle.

Each event can be selected individually so the player can practice it before competing and there's also the option to compete in either some or all the events. The Winter—Winter Edition has little faults except to order, but it's well put together and it's fun to play.

—Andy White



Preparing to make your run on the luge, don't think people do this for real!

## PREDICTED INTEREST CURVE



I don't like the luge, make the events.



Controlling Barbarian on level two. That continuous head's tough to deal with unless you're ready for a very painful...

RELEASE BOX		
DATE	25 Nov • £12.99	US \$19.99
PRICE	£9.99	US \$14.99
AGE	15	13
AVAIL	17	17
AVAIL	17	17
AVAIL	17	17

be levels, your progress feels like very tough.

These extras include such things as the Jewel, which enables you to pass the level of the three statues on the first level with little difficulty, the Axe, which increases your strength, and the shield, which grants you extra health from the second of the level statues. Picking up these objects is easy enough, since you simply have to walk over them. The same goes for extra lives, which are represented by skulls lying on the ground — once you've got them, you being into them will give you an extra life. That's pretty easy when you have lost your last life, you've

# BARBARIAN II

PALACE come out for the 2nd round

**DRAX** is back. Having led to his dangerous after being defeated in the last game (all too easily, let's not dwell on that), he's now back to wreak havoc on the lands of the Jeweled Kingdom and it's down to you to see he doesn't manage it.

In Barbarian II you get the chance to play either the warrior or Prince characters, who you choose in the first game. There's no actual difference in complexity, as your choice of character is influenced purely by whether you'd like to see a woman or a man leading through the levels.

As with most beat-'em-ups, you've got a variety of items at your disposal, including the infamous 'spiny neck drop'. Basically, aggressive moves are effected by holding the joystick while you keep the fire button pressed. More aggressive moves involve just holding the



Start at the start of the game, and already you feel like you're in for a rough ride!

joystick to move the joystick in a certain direction.

The game has four levels, and instead of fighting the same enemies time after time, there are over a multitude of battles to deal with. These come in two main sizes — standard-size that are about waist height, and large enemies that are, well, over you. What you do get the occasional flying or crawling enemy.

The enemies you meet depend on which level you happen to be on. The first level, which is a maze of some 28 screens connected by corridors, gets you up against such enemies as mutant catfish, chickens, and crows. The second level, again a maze, takes cats, bats and various other creatures at you. The third level — set in the actual dungeons — gives you huge skeletons and the like to contend with. The final level gives you a more basic enemy (including Drax) to contend with, but unless you've collected some of the special items that were to be found being awarded on the way

start from the current level.

Barbarian II's certainly an improvement on the first game, which proved to be too easy to complete. You're going to have to adopt different tactics to defeat each of the various enemies (some of whom are very, very vicious which means you'll be playing this for a long time to come). The beat-'em-up genre may be a bit long in the tooth these days, but if you're a fan, you'll like the variety offered in Barbarian II.

Andy Smith

## 064 VERSION

The graphics are well designed, but the graphics are not as impressive and you get used to them more as you play. It's a pity you can't see the game in the first place, but it's a pity.

GRAPHICS	5	10	FACTOR	1
AUDIO	7	10	FACTOR	5
AGE RATING 7-14				

## PREDICTED INTEREST CURVE



## THE ST VERSION

Though the ST version is not yet finished, the game will give you a more interesting and challenging experience. It's a pity you can't see the game in the first place, but it's a pity.



# SUPER HANG-ON

ATARI ST • Electronic Dreams C1A/286

**POOR** wheels have been off the stage lately, but now two-wheeled ST racersmen get in grips with the turbocharged and-turbo men! Theirs been turning up the 4-bit to nine months. The game is very similar to Out Run in concept — racing slopes that have to be completed within a time limit. So what's been on the ST?

Now you've got 48 stages split into four different continents. Africa is the starkest, made up of only six stages, but even that will prove a tough challenge. Each course is packed with traps and lined with obstacles. Slipping off the edge of the road and into an obstacle will result in a loose landing crash.

Keeping the bike on the track is tricky, and complicated by the other bikes. They travel pretty fast and will try to maintain the best racing line. That means they get in your way a lot, slowing you down and occasionally tripping you off the road.

## ATARI ST VERSION

The equivalent split test featuring improved graphics, a 4-bit screen cursor. The title is made from expensive 4-bit characters (split, pending, update, technology).

GRAPHICS: 7 IQ FACTOR: 3  
 AUDIO: 2 FEM FACTOR: 6  
 ACE RATING: 692



Reaching peak on the outside of the bend on the different tracks.

You'll struggle to get through a few stages quite quickly, but the time limits get tough and to complete courses you'll need to optimize performance on the early stages. Use of the air is also crucial. You can only use it when you hit top speed, but it really cuts the stage time down. Control then becomes the main problem because it's all too easy to come off at a corner.

In terms of a racing challenge it's better than Out Run, although there's less variety in the routes you take. Two-wheeled action of its kind.

— Seb Fook

## UPDATE SPECIAL



The time's about to run out on stage 8 in America and there's no sign of the stopwatch.

## PREDICTED INTEREST CURVE



You think you've seen it a long time, but that's not true.

# ZYNAPS

ATARI ST • Newson C1A/286

**BACK** in 1987 this was a big deal on the 4-bit machines. There was the same quantity of horizontal scrolling shooters up on the ST — although there have been a lot of method ones.

In a simple enough concept to grasp — that your way through levels of alien craft and then deal with the rest of level

guiltless. The alien waves vary in type and behavior. They also appear in random patterns, so you can't learn how to complete a level — it's hard work all the way.

While battling the aliens you'll have to avoid the scenery as well. At times it forces you into narrow corridors where avoiding the aliens can't help make it a very difficult.

You can enhance your speed and firepower by destroying worms at aliens and collecting the star bits out. Getting the most weapons is essential for long-term survival and being able to destroy the guerrillas.

Apart from the waves of flying aliens you'll encounter ground installations that fire homing missiles. On level two there's an asteroid mine loaded with oil well.

There's nothing very original about this, but then there wasn't about the 4-bit versions either. It's a difficult shoot-em-up that will cause plenty of frustration and a challenge for hours to ahead.

— Seb Fook

## UPDATE SPECIAL

## ATARI ST VERSION

There were no fancy graphics or obscure sound effects. The graphics make-up with the fast movement speed, non-swinging gun in the.

GRAPHICS: 6 IQ FACTOR: 2  
 AUDIO: 6 FEM FACTOR: 7  
 ACE RATING: 642

## PREDICTED INTEREST CURVE



It might take the time machine, otherwise, but it's not true.



The ship's on the left of the screen with a weapon upgrade that's been used.





**ACE Rating 748****Spectrum version released issue 6 -****ACE Rating 871**

Directed towards our younger franchisees in terms of looks and bounding both again. This is a faithful conversion that adds in features that the 5-bit version missed out. The number of bolts you get when picking up-droids occupies a storeroom. The claim to fame is various items like bouncing balls and spinning spheres that spin into bars. The best screenshot is a take-picky - mainly because it moves so fast. Doesn't still match to the Standard frame, but it's fast.

## ● ACE RATING 768

**C64****BARBARIAN****Prophecy/Melbourne House C128x2****12.4.1986****ST version released issue 1 - ACE****Rating 768**

This non-driven arcade-style adventure was starting to look a bit on the 10-bit machines a year ago, but it suffered then from poor control. The C64 version of the game is better to control (given the lack of mouse) but now you take the main graphics cover, the game really shows itself as being a very enjoyable (and not hard to complete) piece of total and-arcade arcade adventure.

## ● ACE RATING 844

**MICKY MOUSE****Samson C128x2 C128x2****Spectrum version released issue 7 -****ACE Rating 742**

Doesn't have anywhere near the graphic detail of the Spectrum version but is more colorful. In gameplay terms there's really nothing to choose between them. The sub-games look better but there's still an initial disappointment at the rather dodgy graphics at the tower. Once you've over that though, it's the same very enjoyable Chevy saga.

## ● ACE RATING 730

**THREE STOOGES****Melbourne C128x2****Stdge version released issue 10****ACE Rating 695**

The Amiga version was a bit short on graphics and from that much difference between the two on how terms. The digitized speech is still there and on being an error, but the graphics look a bit dated and hence the full enjoyment of some of the scenes. The sequence play slightly differently, noticeably in the last plot, but the strategy is the same in both. The strategy is still hard on the C64 but hasn't gained much being missed. Completing it isn't easy though and lots of frustration will follow it.

## ● ACE RATING 695

**PC****DESERT RATS****005 12.1986**

The one or two player wargame simulates the war in El Alcazar between December 1962 and December 1962. There are eight scenarios in the game including an option that allows you to fight the whole campaign. The graphics are nothing special and neither is the sound, but the game plays well (if a little slow) and if you're after a good, playable but tough wargame, you won't go far wrong.

## ● ACE RATING 835

**DARK SIDE****Executive 0 12.1986****Spectrum version released issue 11 -****ACE Rating 710****Spectrum version released issue 11 -****ACE Rating 804****C64 version released issue 11 - ACE****Rating 804**

The programming system (wargame) is a real shock to PC users because it operates so much like on their machines. It's an impressive game on the 4-bit, but on PC it's not a throw-away game.

The game plays a bit worse on the 1-bit version, but the increased speed of movement makes it a much better game to get into. If anything you may end up liking the game rather quickly. The claim and shooting are excellent, helped by being opponents it built on C64, ISA and Hercules. It's the best version yet - on the C64 and Amiga may improve again. It

## ● ACE RATING 933

**SPECTRUM****ROADBLASTERS****01.02.1986x2 C128x2****C64 version released issue 11 - ACE****Rating 804**

If anything the gameplay is better on the 1-bit version because the car is more manoeuvrable about the road. It doesn't just stick in one lane when going round corners if you don't turn, however it gets down close to reality. The extra weapons are also more visible and can be covered over between stages if you haven't used them up.

The graphics are velocity vectors, with little filling in. The screen the speed is kept up but there's not much in the way of colour. It's probably a bit brighter than the C64 version, but it's still the worse for that. Spectrum Car Run seems well to be added to know that it's a much better conversion than that was. One-up games should be released.

## ● ACE RATING 688

**VIRUS****Revlon C128x2 C128x2****And ST version released issue 11 -****ACE Rating 804**

Converting a game that was developed on the Acorn Archimedes sounds like an impossibility, but that's what they've tried to do. All the features are here: wargames, modes, sounds, lights, jets, trees, rolling landscape. However, the best part is getting the control of the landscape right, to make it as responsive as in the Archi and ST versions.

So they haven't quite managed to pull it off its original editor and Spectrum owners should still take a look at it because there's nothing else quite like it to them.

The ship control is much more restrained without a turbo-button mouse, so getting there with them will take longer. Anybody who's played War on the ST is bound to be disappointed, but this stretches a Spectrum about as far as it can go in the direction. A nice try but no-go.

## ● ACE RATING 831

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**M**id July saw the British Music Fair showcasing its well-established Olympia site to the Westbury Conference centre, which didn't prove much of a problem for the huge numbers of public types who were heading that way simply to see some new stage chop rolled Michael Jackson at the nearby Westbury Studios.

Much of the show was dominated by software rather than hardware, most of it running on the Acorn ST, and much of it relatively affordable. So what were doing here is presenting a quick tour around the 'fair', taking a look at the items which would most attract the computer user with a reasonable budget for musical add-ons.

Thereby, to a start, were launching a pair of new synthesizers which take the well worn concept of FM synthesis and turn it on its head. The **PS200** (£499) and **PS2000** (£119) both have a full-size velocity and pressure sensitive keyboard, 100 preset and 100 programmable voices, built-in reverb-and delay and 800k card storage, and there's a sequencer on the PS200. They're both multi-timbral capable of playing several sounds at once and have **EXTREMELY** FLEXIBLE-sounding. Without wanting to be dramatic, they look like keyboards designed for the extremely heavy-handed, with huge chunky controls like something out of the '60s. Sennrich's new **CI Music Computer** - a portable IBM PC compatible with built-in graphics screen, built-in SAMT live solo synchronization, eight MIDI Ports, and built-in 3.5 floppy running software from Sennrich and a sequencer from Mark Of The Frimans - is

# BMF LIVE

Mark Jenkins reports from the British Music Fair - showcase for all the latest music technology..



Mark and MIDI for anyone at the BMF, the **Coast PS200** synthesizer, the **PS-100** and **PS-2000** sequencer, and the **CI Music** IBM PC compatible.

between a Roland MS-1 and a Casio CT-1 (they're the same).

Also new from Casio is the **W310**, which is a rockmount version of their recently launched, top of the range, multi-timbral **W11** synth. You can use either version to program new sounds to the steady brilliant **PC8000** synthesizer system, but since that unit won't leave you much storage room, £900 is a little out of my league.

Sennrich Music had just about the most impressive software selection at the show, and although they were emphasizing a rather expensive system - the ST based **ADAP** from Hybrid Arts, which is a pre-emptively sampling add-on - they had plenty to cater for the beginner. If you want to see your compositions printed out on standard scores, go for the **Key Score Plus 1.1**, a low priced version of their stage-standard but powerful package also on show was its soloist version of **Learning**, a new eight track intelligent composer, and a package **SMARTack**, which is a 16-channel sequencer like the existing **SMARTack** and **SmartTrack** but which doesn't need a hardware output box, a single is a joy to run.

On the expensive side, we may recall mention Borg's powerful **M1** 'work out' but obviously one of the 'D' words this year which contains a five-octave keyboard, loads of sampled instrument and drum sounds with integral arpeggio, a powerful sequencer and effects into a complete composition system, and Lyrics, probably the most powerful MIDI sound editor on the ST which for £1,800 offers sixteen voices of high quality sampling, digital mixing, and the ability to run a sequencer such as Sennrich's

## SING-ALONG-A-MIDI

Digiplex are a French company marketing two very exciting products through Parfais in the UK. The **MIDIOMATIC** of 1988 is a micro-chip which automatically converts any pitch file to a MIDI or MIDI note command. If you can hum a tune, you can now get it played on a synth or recorded into a MIDI sequencer. The **MIDIOM** also has a pen tablet to input a guitar or keyboard (although playing more than one note at a time will confuse it) and will work equally happily with flute, sax, trumpet and so on.

**MIDIOM** is easily suited for use with Digiplex's Acorn ST software package called **Big Band**. Enter a tap line melody, for instance from the **MIDIOM**, and **Big Band** will generate a selection of bandings - chords, bass lines, arpeggios and so on - already played back on a cheap multi-timbral module such as the Roland **MT-32** or Yamaha **PS-101** (now available at only £145 in your local music shop below). Some of the arrangements thus produced are already a little home again for the fact some of them are quite respectable, and the package certainly provides a quick entry into song writing.

likely to be a big hit when it's introduced at a list under £1,000 later this year. Go on, will you please...

On the keyboard side, Roland were perhaps slightly more on target, having listed a truly ground-baiter in shape at the new **500**. It's a home keyboard version of the **600** LX synth, again a multi-timbral and with a built-in sequencer, plus arpeggio, preset drum patterns with fill and reverb, and much more. Also on show - the **8-110** multi-timbral, very powerful, the **600** and **300** (the latter without disc drive and sequencer), a new **hookpoint**, mode which will be useful to anyone while trying to handle your tape recorder at playing at the same time, and the **MT-120** which combines the **MT-12** synth module and the basic **pro-sequencer**.

Casio to round had five million new and keyboards called **CT** something and **MT** something - many of them have built-in drum pads too, which may sound surprisingly powerful. Also new is the **MS-104** (**MS-100** is the '88) which is a sampler with two main-timbre keyboards, auto-accompaniment, sample looping and it on. Incidentally, did you know that Roland are taking many of Casio's synths, painting them white and sticking the Roland brand on them? Just something to bear in mind if you're mulling the boot-grinding decision.

## FAVOURITE TOY

...at the moment is definitely the **Kawai K10**. It's the tiny module version of the **CT** synth and comes in at under £400 - its multi-timbral, uses hybrid sample/synthesis sounds, is fully easily edited, and can produce massive atmospheric multi-layered fields of sound. The sheer size of Kawai's stand at the BMF probably says something about the amount of orders they've taken or how well they sell, which also includes the **5-10**, a disc drive-based package. The **K10** is in a rather city desk-top format at the moment, but a rack-mount version is likely to turn-up later in the year.

## AFFORDABLE CHEETAH

After all the techno crazed it's good to come back down to earth with Cheetah's MIDI synth module, with only 99.9% finished at the time but probably in the shops by the time you read this. Its powerful multitrack analog voices with level panel editing for just £349 - just what the doctor ordered. Cheetah were also showing their affordable drum kit, sequencer, drum machine, mother keyboards and software, none of which are ideal starts in their fields.

Seems a C-16 on the computer of the same time. C-16's NoteA is now available and with powerful sequencing functions to fine-tune sequences but costs around £400 and only works on a 1.6MHz, while this **Expire** is a much more affordable £272.00.

On the recording side, both TDA and TASCAM have launched eight-track recorders using standard cassettes - they're both around £1800 unfortunately, but would be absolutely ideal for straightforward home recording.

And that just about wraps up our look of the latest music kit. Of course there were loads of guitars, mixers, amps, effects, tape machines and accessories on show, but you can't come everything. If you'd like an in-depth dose of any of the gear mentioned, stop along to your local dealer and make like you're actually going to spend some MONEY (that totally had to come to you first, of course and only when you finish of hopping from one stall to another trying to get served).

## SHAMELESS PLUG!

Junior's favourite sequencer at the moment is Passport Master Tracks Pro, which only has one major omission - no '99 notes off' or 'PUSH!' function so you can't hit any pinned notes on your connected synths and modules. Also good for is the especially liked 'MP' also for 'MCMXXX', which is a sort of semi-intelligent comp-seq-sequencer/aggregator which takes your basic offs and changes them in strange ways - great for pseudo-random Philip Glass fans.

On the subject of Uncle Phil, he's playing the London Coliseum on November 20th with his CRAZY new science fiction opera 'The Making of the Representative For Planet 6' - all those into various repetitive synth/visualist minimalism, BE THERE. More details on 01 628 6111 extension 427.

# ACE GOES TO FRANCE

Just to show you that there is life on the other side of the Channel, we took a little trip over to La Belle France a while ago to check out a major computer-synthesizer-music show, courtesy of the Yamaha Corporation of Europe. Here's a day-by-day report on the proceedings...

### DAY 1 CLEARLIGHT RESEMBLES LIGHTWAVE

Way back in 1974, Virgin Records, riding high with the success of Mike Oldfield's 'Tubular Bells', released 'Clearlight Symphony', an instrumental album in a not dissimilar vein to French composer Claude Debussy.

Verducci recently had an illuminating experience when he discovered computers. The just been playing piano for years - he explained, and I've only discovered computers in the last few months. It's been fantastic - he's been using Thinking Software on an ST and have completely reimagined 'Clearlight Symphony'. I was never very happy with the original recording because we had to do it very quickly, but now I can make sure every note is perfect and take the computer into the studio to record it in just a few hours!

Verducci controlled the computer playing a Roland MT32. Tim Blake played on E-mu's sampler and made some of the wobbly notes that are famous for in the old

MIDI synths, and Christian Bode handled the guitar parts. The performance was pretty faithful to the album, so it wasn't until afterwards that we realised the band had never rehearsed together - living in different parts of France, they'd just swapped cassettes by mail, and Bode played some of the guitar parts from a music store.

Lightwaves then influences the European Dream and E-mu's Solstice. Several sequencers include a live straight control on FM radio while the band pedaled into a studio, a dance troupe wearing headsets performed in front of the Pompidou Centre, and the audience listened to the music on their Walkman headphones. Here they used a Roland MC4 MicroComposer to run a huge set of six analog synth modules, and another 'Ace 2' was used to load new banks of sounds into another MT32 during the set.

### DAY 2 TIM BLAKE BERNARD HUTTENMACHER

Partial history of Tim Blake. Dregs end in London and goes to France. Finds a job



French stars make music nights with MIDI shows and Musicals at France Electronics.

demonstrating the very early EMS synth in Paris, pure happy band Gong, becomes one of the great minimalist players of all time, records each of albums with Gong before to perform live with his synth setup dubbed 'Crystal Machine' and one of the first live shows ever used in concert, sounds like Stevie Nicks and the 'Crystal Machine' and then Robert Niles 'Sessions', one of the greatest synth albums of all time. Drops out of the music business in disgust, buys a wheelchair in western France, not heard of for ten years.

Robert's comeback was pretty successful. The City now inevitable Atom 77 naming (teaching) and Island MIII were used to perform pretty interesting and IM3. Then Nicks branched into some new stuff, rainy, rhythmic but sparse songs with huge drum parts on a pair of EMS sampling keyboards.

Second International from Nicks was about the only performer not using a computer on stage over the weekend, preferring to stick with Island's MCA MicroComposer since Tim Nicks got a couple of 'Total Fun' messages and had to relax in the middle of his set, perhaps old Nicks had the right idea. International's a student of contemporary who got stoney with Tangerine Dream and borrowed a load of their old but impressive-looking synth modules for his performance, which proceeded to go completely out of tune. Unwisely demonstrates Nicks don't see who knows that his audience are the EMS labiate culture of ten years ago, and that's exactly what we heard performed. Quite far though.



#### SUNNY SYNTH WAVEFORM

Technologically the most interesting band on the list, Spitz were never to see each other have any albums out yet. Chased point of comparison to the Art of Noise, the duo made using an ST with Steinberg, an Ensoniq and two keyboard Synthesizers, and various other synth modules.

Stage sequence the allowed them to play three minutes or so at a time, switching from one computer to the other when necessary and producing huge drum sounds, metallic sequences, sampled voices and much more rapid pace.

Writing up proceedings, Waveform one of the most difficult accompanied by a third keyboard player on stage and sound engineer who gets to do a grand set on guitar and vocals. The band have an album, Microfunk out in an American label called Audion which deserves wider distribution in the UK, and performed several tracks from their album, just some-one start.

Like Lightwave, Waveform are lots of huge old analog synth systems with lots of flashing lights, but appreciate those with sequences on leading tape and with a well-used drum machine in fact. John Dwyer, mostly seen after making synth while Dave North had the playable Roland D50 and Paul West plays a Roland D50 and an old Roland Recorder Plus. Enquired for their sound.

# IN CONCERT: TERRY RILEY

It's not often that a true innovator turns up in the UK, but this was the case when Terry Riley guested with the Electric Symphony Orchestra at London's Sadlers Wells Theatre in July...



Terry Riley, the D50 and computer sequencing module, live with it.

Riley's appearance came courtesy of the Yamaha Corporation of Europe, who have sponsored several of the BBC's recent shows. The D50 itself was leased by conductor Richard Goode to combine the best of the classical repertoire with the latest modern technology — computers, synthesizers, lasers and graphics used on stage in a way guaranteed to shock the classical establishment.

Just about here included a Morton Subotnik concert with a whole stack of synth modules controlled by a Macintosh, the computer using a buffer to one board and an Ar Dues MIDI controller as the other. A French Modvibes style using a D50 synth and a whole orchestra performed an early support drama and a wide variety of lively string classical pieces using a little selective amplification on the orchestra.

What's your take into account that the computer alone has been enough to give the first three acts copying, you'll understand why the D50 has been somewhat controversial over the last few months. But Terry Riley's gentle rapport with the establishment — he's virtually invisible, in 1981, the second known as Minimalists which later sponsored Steve Reich and Philip Glass and which has mostly influenced artists from Yngwie Tseem to David Bowie and the second Acid House hip-hop artists.

Riley's masterpiece performed with the BBC was 'In C', originally selected on a CBC album, around 45 minutes long. The CBC

version of it start instead pieces, all in the key of C) in the accompaniment of a repeated octave called 'the pulse', each musician plays the phrases in turn, but can play with one or two or many instruments at once. But once the piece is over the same twice, and can be almost any length from 18 to 10 minutes up to the 75 minute performance and beyond.

Splicing the piece involved the addition of synthesizers, keyboards, electric guitar, a Yamaha 907 Wind Controller and various computers to the original orchestral ensemble of flutes, strings and brass. But oddly enough, the one job clearly suited to the computer — playing the repeated background pulse which occurred about 4,000 times during the course of the piece — was left to poor old Francis Monroque and his D50 synth, which seemed rather on odd choice.

Riley, cost-logged on the first, picked away on a Yamaha digital piano and the whole ensemble was timed by a job of DMPT digital scales with built-in effects. These were controlled by specially-written software packages and indeed there was a sophisticated ST sequence in their control when as well, although it wasn't really clear which part it was playing.

The wind controller, packed into a T800 EM synth module, was like the electric guitar, fairly intricate, and when the volume did start to build, the version small 16, didn't go very well. A line that which had learned about quite impressively during an earlier rehearsal piece was reduced to small equally graphics during Riley's performance, and there was little synchronization between the music and the visuals.

However, the hypnotic effect of the repetitive elements in the music was hard to beat, even if the 75-minute version did seem a little protracted. Riley's only other live appearance in 25 years of music-making came a couple of years ago when he played some pieces in stringed-tuned piano in a situation to see for a change some large-scale musicians of such a form rather than one who quite welcome that line, though, he'd do better to serve the exact making of good old human beings and apply the same puts either more in the business of sharing out the music.

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# ULTIMA V

ORIGIN SYSTEMS/MICROPROSE's masterpiece

**IT'S** been a long time. The Pig has been feeling pretty lousy over the last few months, constantly pursuing a review of the long-awaited blockbuster, but the long wait's over – and, believe it, it was worth every minute.

Ultima V sticks to the gameplay style established by the earlier games in the series, but shows enormous improvement in terms of graphic detail and depth of interest. If you play it on a PC with an VGA display, you'll probably rate it one of the most attractive programs of the moment, and most other reviews promise to be every bit as good.

If you've never played this sort of game before, what do you get? First, the objective: You are summoned to the mystical land of Britannia where evil now looms deep underground, having been driven there from the surface in earlier, more heroic times.

You can create up to six members to form a party for the quest, though it is advisable to start with only three at first, learning more as later adventures unfold during the game. In the Basic Edition, this is done by following

along to the different attributes, but in Ultima you answer a series of questions concerning the character's qualities. These questions are mostly concerned with matters of morality and behavior and enable the computer to calculate certain basic attributes for the character concerned.

Once that's done, you enter the game proper. The position of your party is shown on a scrolling map as a single colored figure. Using the movement keys takes your party through forests, mountains, fields, and all manner of terrain, seeking out villages, towns, castles and castles.

Entering a map feature is accomplished by moving your figure over the symbol and then hitting it for Enter. The display then changes to an overhead view of your area, immediate surroundings, showing walls, doors, and other computer-controlled characters wandering about.

All movements are given using single-letter key presses, though you can enter text following the Tell command (which stands out from your message). You can communicate to a limited extent with characters by using the Tell command, which brings up a general listing of keywords such as *Hi* or *Name* on outside a conversation, which may then be extended by further entry of keywords taken from the other character's responses. For example, the character says 'My name is Andrew' and you follow the blockquote. You enter *Andrew* and he replies 'My father is called Mark' – and he's been greeted. Can

As before it or not, the Ultima series has been around since 1980, but although the basic idea is simple, it's still unique in a 3D world. If you've never entered a game like this before, the Pig says you're in for it.



## MICROPROSE MILESTONE?

Ultima V comes close to joining *The Hobbit*, *The Pawn*, and *Valhalla* in the great hall of Adventure Milestones. Check out our Milestones Feature on page 38 for further details.

The game offers graphic detail of a sort not yet found in a program of this type, and combines it with a reasonable degree of interaction and small measure of role-playing. Together with *Bards Tale II* and *Heroes of the Lance* (to be released soon) it's all part of the fantasy gaming revolution that's making 1985 THE year for adventurers who want big, meaty games that'll keep you playing for weeks on end.

you help me?," at which the point the program may ask for a Yes/No input.

The form of communication, although limited, is vital to success in the game and some interactions can be quite lengthy. You will find yourself recasting allies, learning passwords and secrets for use in battles, and being set sub-tasks which, if completed, may earn you treasure, information, or simply gold.

Interactions with objects involves all the usual options, such as search, open, get, use, look (i.e. examine) and so on. In addition there are many nice touches — you can virtually play that bespokened over to the corner of the room by turning to it, sitting in the chair, and then hitting the number keys. Door non-touches include getting into bed to sleep, and then being thrown out by the bed's owner at three o'clock in the morning.

Time passes in the game, indicated by the passage of the day and moon of the top of the screen and the moon even changes phase during the month — an important aspect of certain magical rites in the game.

Magic is comprehensive with 45 spells,

each of which needs a number of ingredients (e.g. garlic and ginseng) to be mixed before becoming available. Most ingredients are available from apothecaries, some have to be gathered. There are eight areas of spells, and according to the experience level of the character concerned.

Opponents in the game range from feeble human beings to swarms of killer bees and giant squid. Combat is far more complex than any seen in the *Bards Tale* games. The display gives a close-up from overhead of the combat area, with your party in one formation (you can alter this default and the opposing side at the top of the screen). You issue orders to each character in turn which will be dependent on the weapons they carry, their state of health, their strength, the type of enemy, and so on.

For example, in a battle against an Troll, you might move those equipped with staves to the front and pepper the opposition with stones while the others, then move

the slinger to either side, where they can continue to attack, and advance the heavy bowman with their arrows. As a general rule, it's best to equip weaker characters with long range weapons so they run the risk of getting hurt but remain useful in battle. Most characters (except lighters) have some magical expertise, but you can't mix spell ingredients during battle, so beware!

We've already seen from *Bards Tale II* how impressive a large-scale game with a pair of characters can be. *Ultima V* adds greater depth of tactical detail, more interaction with objects and characters, and a more complex overall game-system. It's a wonder that its not-respecting *Magica* should be without a copy. ■

LANDSCAPE DE SYSTEM 34  
CHALLENGE 52 EXPERTISE 50  
AGE RATING 128

## DAZZLING DISPLAYS

The graphics on the *Ultima* series are built up from lots of small components or 'tiles'. Each tile combines with its fellows to depict various types of terrain or building. In addition, animated sprites are used to display the position of your party and other (usually hostile) characters. *Ultima V* has more different tiles than ever before, so the graphics are extremely colourful and of tremendous detail.

There are a number of different display modes, but the ones you're likely to encounter most often are the overhead countryside display, the town/village display, and the combat display.

### OVERHEAD COUNTRYSIDE DISPLAY

This enables you to move around the countryside, avoid opponents, and locate towns, villages, temples and so on.

Here you're set in the countryside, during daytime. There's a strong degree of realism in the map display of *Ultima* — you can only see as much of the map as you could in real life (unless you employ magic). As night falls, your view becomes increasingly limited. Your speed of travel over the terrain is dependent on the ground you're covering. High mountain ranges are completely impassable, foothills and forest slow you down, and water can only be crossed by boat. In this display mode, you will occasionally see animated sprites representing the position of adversaries. You can run in the opposite direction, but they may catch you up. This presentation is from a VGA PC display — the rest are all from the higher-quality VGA format.



### TOWN/VILLAGE DISPLAY

Here your party is in a town or a castle — your view is restricted to your immediate location because, of course, you can't see through the walls! Moving up to objects and people enables you to interact with them.

### COMBAT DISPLAY

During combat, you see a close-up of your party and the enemy. You take it in turns to manoeuvre the individuals of your party and issue orders to them. At the end of each turn, the enemy performs its own manoeuvres. Considerable tactical skill is needed against the stronger opponents.

### RELEASED 1985

OS/2	OS/2 1.0	100
MS-DOS	OS/2 1.0	100
OS/2	OS/2 1.0	100
OS/2	OS/2 1.0	100

# MORTVILLE MANOR

LANKHOR's pretty Franglais puzzler

**THIS** game has already been out for some time on the ST, but the PC version deserves to be reviewed in its compelling season. It couldn't be understood!

That's because the game uses synthesized speech instead of text to respond to your misinterpreted commands. Sometimes the speech, on the ST version, was totally intelligible, and the game was therefore relatively enjoyable to play.

The Franglais version is certainly an improvement. The game features digitized sound effects of standard quality as you move around a moorily furnished, wretched bar where the death of a friend. You can use the mouse to single out objects within the graphic display for attention or click on evasive nouns with a limited but sufficient range



Three doors give access to all commands and items, including a list of object locations for you to move to (the list appears the explained line on the right).

of common adventure commands.

The local essence of the game comes from your conversations with the other characters, whose you must investigate carefully with regard to their characteristics, motives, and history. This is done by pulling down a full-screen selection of subjects from

which you choose. The character concerned may or may not answer. As you explore the game, you list as possible subjects for discussion given.

New features include clean opening screens as you open them in the game, several level graphics, a narrated board to double-check your comprehension, and lots of objects to find. Like a number of high-tech adventures, however, this one is slightly above or below and loses out in complexity of scenarios where it falls in complexity of presentation. ■

## RELEASE BOX

ATARI ST	02/088	OUT NOW
AMIGA	024/088	OUT NOW

for other versions planned

LANDSCAPE	60 SYSTEM	70
CHALLENGE	60 ENDURANCE	60

ACE RATING 7.45

# JEKYLL AND HYDE

Are ESSENTIAL MYTH schizophrenic?

**GREAT** idea for an adventure, this is the tedious aspects of Dr Jekyll who, following in the dual nature of man, this format split into two personalities: Jekyll and the evil Mr Hyde.

Essential Myth are a small independent adventure programming team who've been going for some time and whose best known game is probably those of the Dead published by CIG. This latest game was produced using MSW and is an excellent example of what can be done with a good ability and a lot of extra work on the side.

The game leads in three parts, which need to be played and solved sequentially. The first

two, and an excellent prose style make this an impressive game for such a small company. Any larger company looking for a source of quality adventure software might consider giving them some support. In the meantime, the title can be ordered from CIG at 34 Church Street, Twickenham, Glen, GU20 9EQ. At only £12.95, it seems just a little on the expensive side to me, but the company must feel the pricing structure for the game is justified, the game took 5 months to write and test and due to the limitations of MSW quite a lot of the program had to be programmed outside of the warty Windows. Well, at least I can say that I had no complaints on grounds of quality! ■



The scenes in Jekyll and Hyde lack a little atmosphere, but aren't flawed. The game's length and the atmospheric graphics.

LANDSCAPE	50 SYSTEM	60
CHALLENGE	60 ENDURANCE	60

ACE RATING 6.00

## INFOCOM GO MAD!

For nuts, that is, but right over the top with a string of astounding new titles!

The first is Journey, a role-playing epic with a party of five characters up against the powers of evil with you in command. The games written by Steve Black of Dark Seed and features more command options, par this great music and a game - graphical Doohy, let's hope they get in type! The magic of an Infocom game combined with the involvement of role-playing could be a wonderful combination. They come near it with Beyond Zork, but you could go so much further.

Then there's Jhagun, based on James Clavell's blockbuster novel set in 19th Century Japan and adapted by Dave Lebling, another veteran Infocom game designer.

Finally you've got Zork Zero... a 300+ location mega-quest with more puzzles than the original Zork series put together! Written by Steve Merwin of Lumberjack Games Inc., the adventure sounds like a real feast of brains as you explore the early days and by means of the Coast Underground Empire. The company also say it will have "significant puzzles", that, we're here expecting this for some time now. Wonder what the reality will be like...

What's good about this announcement is that there's something for everybody. It looks as if, after moving around with different banners, Infocom are going to stick to the subject areas and techniques they do best, while at the same time choosing to class from other game types. Watch this space...

part is tough enough as you take closer with your friends and attempt to bring to justice the results of research. The second two parts are extremely tough. The puzzle rooms however, disappear into the background in the first two, which rendered the game to the PC, although he didn't get very far with it in the time available!

All objective character set, single character





# ACE • LETTERS

THE ACE TEAM'S RESPONSE

Why are BBC games cheaper than ST or Amiga ones? What have the 520ST's new disk drive, the Amiga 500's price cut and Arcana's updated Amiga "Powerplay" got in common? And what would happen if everyone played the same game all at once? You come up with the tough ones, Andy Wilson struggles to answer them and ACE dolles out the prizes.

## IT WAS NO BROWNIE

In 1984 the Commodore Spectrum superiority was. This was going on in magazines FOUR YEARS AGO! It's a waste of time, paper and space. When I bought a BBC and said my Spectrum people called me a bastard for that I'm selling the same thing, it costs 11 of ACE's, Hushinge moaned about Commodore users dragging off the Spectrum, then proceeded to do the same thing to other computers. What's the point in writing to complain about others dragging computers off when you do it yourself?

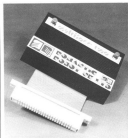
Another thing I'm going to go on about is the ridiculous price of Amiga and ST games. At the same way that it's because of the small case base, but this is a load of rubbish. Superior software bring out a high-quality game every month for the BBC and Amiga, and they are all normal price and original (this week Thrust and pre-owned Zaxxon are a top-selling BBC game like Reynolds would hardly register on a Gallup chart, how do they do it when people like Rainbow cannot? A 128 game simply would not sell on the BBC.

Russell Jackson  
Nottingham

You're just about answered your own question on software pricing. Russell, if BBC game wouldn't sell for £25, but ST and Amiga games can and do it's probably because sales of these games are so low and high prices aren't allowed that the big software houses stay well clear of the market, leaving it to the dedicated like Superior. As a result, the ST and Amiga get far more support and thus make better game machines (quite apart from their greater power). Incidentally, if I'm not much mistaken, Reef Thrust and Arctic Zaxxon from Superior cost pretty much the same as their ST equivalents from Diversions and Rainbow respectively!

## IS IT A RIP-OFF?

I used to own a Spacopy +3 and I also bought a Multiface 3 with it. This proved very useful when I



## SIDEWINDER EXPLANATION



Michael Griffiths (Letters, ACE issue 11) probably has the same version of the Amiga 500 as I have, a USA model, what has to be remembered is that all computer manufacturers slightly modify their components if any faults are found, and so there are sometimes changes in timing and the like Sidewinder is a typical example. Probably all work on all British models of the Amiga because Commodore altered the graphics chip over so slightly, maybe to improve the picture on a PAL television set. You mentioned that Sidewinder works on one of the Amigas in the ACE office but not the other - is one a USA model and the other a GB model? (You can tell the difference because the GB Amiga have number keys and also the keyboard layout is different. GB machines have function keys on the 2 key and a power sign on the 3 key as well as some other changes.)

Chris Clifford  
Heath, West Glamorgan

Anyway! You're spot on as far as ACE's Amiga's go. Chris, The USA model (with 40 on the 2 key) doesn't like Sidewinder, while the GB model (with spaces on the 2 key) runs it perfectly. Manufacturers certainly do change hardware details during long production runs, and Sidewinder obviously falls foul of that law. We already knew about an earlier change from the 4 0000 video chips - they didn't support the 40-colour auto-half-bright mode, so one thing - but this was a new one on us. The trick, if there are any programmers out there, is to test your software on both machines before releasing it.

## GET IN ON THE ACTION!

Make your point, in your style, in a public forum you might as well enjoy. Write your letters to the letters page moderator: [W@to](mailto:W@to)

ACE Letters, 4 Queen Street, Bath BA1 1EJ

wanted to keep copies of games with friends or back a game up. I was sorry to have to sell it with my CD in favour of buying an ST.

Now though, I have found someone of a Multiface II! However, I have also found someone of their life logs in their games to stop you copying them. Are these rumors true? Would it be a waste of money buying it if you could be simply buying your ST?

Alan (for his own good)  
Chesham, Kent

If software houses put anti-copying routines into their games, good for them! On a day full of Multiface as a tool for exploring and learning from people's code - and possibly resulting in it to make life easier - for users create the programme out of money for their work, and that's wrong. For the copyrighters, if you don't like the game enough to pay for it, stop buying it! And as the risk of stopping the abuse, it would be a waste of money buying any device which simply copied your ST - though I rather doubt Remando-Road would sell anything that did!

### #TOO ADDICTIVE!

After reading your articles on advanced multi-user adventures I thought 'Wow, do something, my lord! to get some money for an Amiga and equipment.' But as I was doubting about the matter thought came into my head, what about addictions? C&A games are addictive as they are, and often 8 letters will agree that game playing doesn't help the social life. So what's happen when I start playing MUG? As it is I only watch the news on TV, I read few books and I don't go out very often. Will I even be able to leave the screen?

Don't get me wrong, I eagerly wait when International MUGs, but when the majority of users are first timers, the graphics and gameplay will have some immense value and addition. There's have to be a restriction on times when people can bypass Chesham, imagine what would happen if one day

# UNGRATEFUL OR UNFAIRLY TREATED?

I said it in issue 11's ACE Letters and I'll say it again here: people don't actually like improvements. The increase in the 520ST's drive capacity, the drop in price of the Amiga 4000 and the improved Amiga version of Arcana's Powerplay have all been causing varying degrees of annoyance, rightful indignation or fearful wrath. Are these people the victims of injustice or just a bunch of moaning minnies? You decide!

I'm writing to agree wholeheartedly with the view of the Letters Editor, GCS issue 12) regarding the price rises and cuts of the Amiga 520ST. Now that it has been announced that the price will probably be cut by £100 again, this gives us theory even more credence. It's sure there are a lot of retailers and purchasers angry at Atari's tactics in the marketing arena.

I am sorry to admit that I fell for their marketing ploy of March/April. I bought a 520ST14 (10 Meg drive) for £289 when the £100 price increase was announced. Many others probably did the same, thinking they couldn't afford the great machine after such a large price rise. But Atari expected to maintain the 1 Meg drive at the higher price machine. And now the price is set to drop again but probably still with the 1 Meg drive! There are a lot of people left with a sour taste in their mouth and probably a lot of retailers left with 100 Meg machines to get rid of at a loss. Maybe that have assumed their market share were Commodore but I for one am not amused with their tactics.

Colin Auld  
Edinburgh

You're not the only one to feel peeved over the one judging by our shopping Colin, but I think I'd better elaborate on a few points. Firstly the £100 price cut has not been officially confirmed. The general industry feeling is that Atari will have to make the cut, precisely because they have not assured their market share over Commodore and risk doing it altogether if they stay at £289.

Secondly, in J. Lattimore's impression of the facts does not see Atari in just about the wrong light possible. Even if the optimal explanation turns out to be the right one then that still means the ST's better value than ever under the star system. Small consolation for people caught in the middle, I

know, but there it is. (There is a strong case for saying that Atari should just one model and stick with it, thus avoiding all the hassle in the first place - but that's another story.)

I read with great interest in the August ACE that Commodore have dropped the price of the Amiga 4000 to £299. My first point out to any Commodore management executive reading this that the 4000 has achieved to present degree of success not because they have created a brilliant computer but because thousands of people like the low price £299. Who gets the benefit of the offer? Not the people who observe it, current 4000 owners, but either the people who couldn't afford one (or enough) or those who were not convinced the 4000 was that much better than the ST.

MYST I'm wrong, Commodore are working on it.

Commodore are going to offer at regular intervals a free 500K expansion or £100 worth of software modules or a second disk drive.

In Bessy  
Kingsland, Suffolk

At the risk of making myself unpopular, I think you're being a bit unreasonable here. If you buy a custom car, television or washing machine, you keep a bit of money for the goods in question or the understanding that they won't properly function. They're worth the money, might be cheaper if you wait a bit or cut £10 less somewhere else in your problem. The only difference with a computer is that a price cut means more machines get sold, there's more software support for them, and everyone benefits.

I wouldn't usually write in to a magazine, even less to lodge a

complaint. I am referring to the advertisement and news story on the impending release of Arcana's Powerplay. I watched on about 10mins before not being allowed... 'Does that potential etc. Can read envelopes and other sensationally entitled words - but what hasn't we already seen the release of said Amiga Powerplay? And didn't your magazine do a big promotional deal with it? And more importantly, didn't I buy it YES.

I'm not one to pass up the chance to buy great games, but when a software house like Arcana decides to basically rip off all and sundry with a sub-standard game it does rather take the biscuit cake. How can Arcana supply an average game to thousands and then bring out the proper Amiga version, stepping off the first version and asking people to buy the better one.

Am sure I speak for thousands of others in saying is ARCANAPREPARED TO COMPENSATE US FOR THE RELEASE OF THE FIRST ORIGINAL POWERPLAY? ARE THEY PREPARED TO RECOVER OUR COPIES WHICH THEY SO CLEARLY MUST HAVE REALISED WERE GOING TO BE REPLACED WITH AN IMPROVED VERSION?

I hope you can answer my queries as I don't like being duped with an out of date game.

Anthony Hinks  
Dart, Kent

I don't think your being very far to Arcana here, firstly, I should think most people would applaud them for taking so much extra effort over the new Amiga version, especially given that they already had a great version they could sell instead. I don't think for a moment that Arcana planned to make the first version obsolete when they launched it, or that they expected people to buy the second version to replace it. They're just trying to offer new users an even better



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Amiga 1000	24.95	24.95	AC1091
Amiga 500	19.95	19.95	AC1091
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Amiga 500	19.95	19.95	AC1092
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Amiga 500	19.95	19.95	AC1093
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# BOTTOMS UP!

Fantasy hits the Trolls' Bottom this month as Tony Ross checks out the latest PBM offerings....

Fantasy is the subject this month, starting with a few game-based R/C games.

## TROLLS' BOTTOM R/C GAMES

Somewhere far from any land is the sandy, sun island of Trolls Bottom, so named because of the creatures that live there. Trolls are ugly, strong, always hungry little white puppets in life. It is clear all other folk from the island, and prepare it for a terrible feast.

The island is made up of 400 holes, all equal stature at the start. Trolls move from hole to hole on the surface, or underground through connecting tunnels which can only be made once a hole has been dug deep enough.

Life is simple though not really static. Trolls move around looking for food, digging holes & tunnels, spring on each other and sometimes robbing or fighting. Each troll has a pet potato that lives around bringing other trolls food and carrying food and weapons to him.

Making life awkward are Giant Snails, Rabbits and bumbling Intercomms. Rabbits are the worst as they can easily be killed and will retaliate by consuming trolls to fill the stomach. Men to kill that size-dobby Intercomms-by tunnels between holes which gets messy if any of the holes have not been in them.

Deep Troll use some of its strength in doing actions and those can often be built and useful. At one extreme there is a tremendously slow limbless cripple, or the other a dangerously sane hysterically happy troll. Winning the game is straightforward.

Just to be the last survivor. What has happened in my game (no names, no post etc.) is that several trolls have ganged up together and gone round killing all solitary trolls. I had a couple of allies but they got bumped off, followed shortly by me. My friend, built my Trolls' Bottom now inhabits hole 211. Of course, I'm out of the game!

Play of its A class will be of some value to the solo system. It uses single letter codes and players can do a single or double turn costing £1.00 or £1.50. It costs nothing to join and the first two turns are free.

Originally, Troll was run by Proset British, but was then bought by R/C Games who moved it from Amstrad PCMs into PCL, adding new features on the way. It should soon have a bit more involving a something Wizard who doesn't like noisy trolls.

There's a lot of humor in Troll but I'm not so sure that serious PBMers will go for it. This is not a game for the desperately wine player.

COMPLEXITY	4	ENJOYMENT	7
PRESENTATION	7	SKILL	5
<b>ACE RATING 6</b>			

## DARK BLADES STANDARD-GAMES PBM

Containing the fantasy theme is Dark Blades, by a company better known in its range of contact boardgames—Dry River, for example. This is Standard's first entry into PBM and they have retained the colorful presentation from the boardgame, by providing an illustrated text and A4 color map.

The island of Labyrinthia is the setting for

to clash between wizard and the half-breed race of Men Ogres. Both races battle each other so much that they will fight to the death when together. Players choose either race and can be a party of 2 wizards or a race of 20 Ogres of a village.

Nations wander the island creating new characters to their party, fighting, doing jobs, the tactics and generally becoming more powerful.

Travelers spend the time developing their village, creating production & power, while other the population and raising more troops in other villages for leading. Parties can be hired to guard the main hole or attack other villages & settlements.

So far in my village, things have been tranquil. On a human trader and I've just ordered goods planned. There hasn't been any action yet but we're hanging out the welcome signs, and messages out announcing our opening date and are now creating the strength.

Obviously the prettier one probably best I've seen in any game. A lot of thought has gone into them. Gets the layout-odd map & terrain instead of a board & forces. Was best in the price list which is surrounded by a cover.

If I have a criticism, it is that the game starts too slowly. At 3 costs \$5.00 to join, I think a lot of players will stay in to see what happens but it's still waiting for events to happen. It seems there are several quests to pursue and its looking forward to them.

The £1.25 a turn is quite interesting and seems good value. It is being started this month, and Standard have changed things a little to accommodate player wishes.

There is even a gold plated dragon worth £1000 on a price. On present playing, I don't think there is much danger of me winning it.

COMPLEXITY	7	ENJOYMENT	8
PRESENTATION	8	SKILL	7
<b>ACE RATING 7</b>			

## ADDRESSES

R/C Games, PO BOX 11, Cavendish, Bedfordshire, MK45 2AL.  
Standard Games PBM, Action House, Station Road, Kings Langley, Hertfordshire, WD4 6JL.

## PBM NEWS

Mike Games, one of the bigger UK PBM companies has gone into liquidation after making bad trading losses. Mike ran games like Glorious Supremacy. Tribes of Conquer & Kingdom and had a couple of thousand players.

As far as I can tell, Mike was trying to sell these games off in July 1988 and have someone else continue running them. It someone buys them, perhaps they could let us know at ACE. It is believed that players get some of their money back if the game don't continue.

Some of Mike's games were so complicated that one of 20 pounds in a turn were not unusual.

Chess Bell, the military strategy game formerly run by McOde games in SE, London has now been taken over by R/C Games and renamed. It had run into serious difficulties and many players had not received a turn for over three months. R/C are also waiting on a new R/Cplay-er result, but will continue running the original until the games finish.

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# CATCH 32

The power micros are on their way - but will anyone buy them when they get here? And will the software industry support them, come to that? Arthur King reports on how the Acorn Archimedes, the world's first 32-bit home micro, is shaping up as an entertainment machine one year after its launch. Meanwhile, Andy Wilton ponders the implications for the new generation of heavyweights just over the horizon...

## IN FUTURE

Various estimates put the number of Archies in use up above the 10,000 mark - and growing steadily, but this is still small potatoes compared to either the ST or Amiga. To make matters worse, a large proportion of these are in schools or colleges where they're very unlikely to be used for running entertainment software. This means that games systems are far compared to other formats, and being tough to convert they aren't really commercial propositions for programmers.

Software houses feel much the same way. Superior Software boss Richard Hanson spoke out recently over disappointing sales of Zaxxon and Conqueror - this despite the high proportion of Archie owners they reached. Quite simply, the market isn't big enough for the big boys to move in, and while the machine remains so expensive that's probably remain the case.

If the Archie badly needs a price cut, most people would say it doesn't really need either greater speed or more memory - but it's about to get both. Next year a new version of the ARM will appear complete with an 'on-chip instruction cache', a clever little feature which could boost its performance substantially. There's also the prospect of an upgrade to MEMC, the Archie's memory controller, so that it can cope with more than the current 4MB maximum. These point to a movement upwards, with Acorn going to take on high-performance workstation manufacturers like Sun and Apollo. What a shame, the ARM chip-set could power an amazing arcade machine!

## PLAYING POSSUM

The Archie could be the hottest games machine out there for some, but at times of writing you could count the number of commercially released games for it on the fingers of one hand. Since its launch over a year ago now the Archimedes has spawned just eight titles: Zaxxon, Conqueror, Heaven-Boat (an arcade adventure slightly reminiscent of Starquake), Mindbend, Mission Control, Clasher (Archie is recently released), Zaxxon's split (download-up) and a budget pack from Foxconn.

Only about half of these would pass as full price products on the ST or Amiga. Some of them are written in Basic and only suffer slightly from it, which says something about the maturity of the market but also hints that things at the Archie are slow power.

Don't get the impression that the games scene is completely stagnant: Grand Slam have promised full support for the Archie starting with a conversion of *Ironclad*, while Superior are working on what they claim will be the ultimate Region-style space and shooters game. If you're feeling patient you could hold out for *Blitz II*, but it certainly won't be out this year. (Beats types with PC emulators can get games support by the back door - even *Flight Simulator* will run OK - but they will find things more rather slowly.)



This is the ST version of Zaxxon and Hugh (Banks) has it all over him on the Archie thanks to ST emulation. (Wilton)

When tough-talking Alan boss Jack Framed had come out with his famous 'bumps get back' slogan, the Archimedes was no more than a blimp on an Acorn drawing board. If Jack had seen it coming he might have kept his mouth shut, because three years down the line the Archie offers something like twice the power-to-price ratio of the ST. Does that mean Alan's boss is lying in bed of the coming 32-bit war? Very far from it, of course. In all its high performance, one year after launch there are probably fewer than one tenth as many Archies as the ST - or three-see-its, and the gap isn't narrowing any more.

Well, the Archie may be more powerful than anything Atari or Commodore have on offer (at the moment), but after a year of price fluctuations it still costs more than an ST and an Amiga put together. Its \$200 price tag makes Acorn's 32-bit wonder somewhat value for money, but there simply aren't very many people with that much spare cash to spend on a micro. The last home machine to succeed in the US market - at that price - would have been the Commodore PET or Apple II way back before the DOS came out, and it really isn't a very big market here, then. What out what DOS would get you a video equivalent in foreign holidays and you can see why!

The other big factor involved here, of course, is software support. The newer a machine is, the less familiar programmers are with it - and that's bound to be reflected in the software quality. Add to that the fact that a new - and particularly an expensive new - micro can't have a very large user base at all, so software houses are less inclined to publish those programs that do get written.

## GROWING PAINS

To an extent these can set the problems that any new machine has. The ST took a long time to come through against existing machines like the C64. Such early ST software as did come along was usually pretty unimpressive in terms of the machine's capabilities, with the outstanding titles - things like *Streets* and *The Prison* - coming pretty close by today's standards. The Amiga was the same: its ideas about three years to come through from prototype to the sophisticated, out-price, commercially successful, supported A500 of today - and it still isn't necessarily won out.

Viewed in perspective, though, this price-programme learning a machine, was trying to fit hardware and big business meaning to it to support it - all seems to be taking longer for each new machine. The Amiga had a close architectural similarity to the ST as a basis, and even the ST managed to break all the old-fashioned software box a degree, but still it all took a long time to work its way through. As we move into the age of power micros using based new 286 (flexible) instruction set Chip technology, this could hold out all tighter.

It's not that the chips are new and untested though they are. It's that the market today are really more mature than those of the great 1982-8 computer boom, at least if you're trying to program them well.

The complexity can be subtle, though. In Amiga, for example, it's difficult to program, but stop, the ST and Amiga are both quite liberal designs. The problem is that using the power of these machines properly is no mean feat.

Take graphics, for example. On the low-train, setting a full screen of polygons is just a matter of downloading some fairly rectangular-shaped outlines into a small memory. There's no question of writing ray-tracing routines, providing anti-aliasing routines or doing very slowly at any other cloning or digital signal processing or grabbed video issues. For a slice of the old Amiga package you'd have to do all that and more before you actually impressed anyone.

The same goes for games. Once even wire-frame 3D was a mystery to the average programmer, while polygon-filling and other solid 3D routines were strictly for mathematicians. Now wire-kill approaching the point where these skills are so in par with sprite-flooding techniques — an essential part of a game's programming repertoire. In other words, where will it all end?

#### THE NEW WAVE

Don't imagine that that is all site speculation either. Transputer battle stages will be here soon, probably within five years, and for chips are already upon us. The ARM isn't the



The Last Ninja shows you that even wire through Amiga's (and Atari's) graphics power for the ST or Amiga, but are waiting around until you can use the Amiga.

only 80C chip and there's more of them so instead the very high-tech applications tool, as I have showed so clearly with that DSP chip, the kind of technology it will within the reach of individual microcomputers.

ARM isn't the only way to step up video game either. The next generation of Amiga, the Am2000 and Am2000 will use faster versions of the ARM family. 32-bit video will be in the kind of timing at higher video speeds. There may have the benefit of compatibility with all ARM-based software, but they'll only be really worth buying when programmers goot up to use that video power productively.

Putting out of the micro ghetto is a tough sell as is a new machine, and it's getting tougher with every technological leap forward. In the long run the only strategy is to embrace; even consciously (often done) and individuals to produce quality software, but for the sake of love of it, and for the rest of it to get out of the world out. Assuming, of course, you're not too busy that producing software can actually feed the money. ■

## SCREEN & SOUND



Three Amiga demos show just what a great rendering machine the Amiga is — or will be when they release the software, at any rate.

Visually, the Amiga's capabilities for the most exciting screen under \$4000. It takes an Apple Mac, it is better the 256-color (4K) or 256-resolution display while most the cheapest Amiga can display on a standard RGB monitor. With fancy multi-clip routines the machine can do even better, that does tend to look out the processor, slowing it down to half or even a quarter of its normal speed, but that still makes it as fast as an ST.

The Amiga's got a lot more of it, great graphics and video developers besides high-resolution. Its powerful enough to some speed up loading for one thing, not to mention the ability of fractal processing. What's more, its color range makes anti-aliasing a practical proposition. The technique 'smooths off' jagged edges of objects by clever pixel-coloring, and can really improve the quality of a display. Clipping tables and shared lines are available as standard on the Amiga.

There are a number of packages for the Amiga, notably Amiga from Games Micro Supplies and Leonardo from Best Technology, but even these software fall some way short of their ST or Amiga counterparts. They lack sophisticated object detection, can't animate by color switching, can't do video and most damaging of all — can't use the full 3D color mode.

The good news here is that Amiga are now working on Amiga Professional, a package that should make good use of these shortcomings. Also still in the wings is the impressive looking package ARM was showing off at the Personal Computer World Show last week. Its finished date is due for release very soon under the name of Amiga-Plus, and will be on display at this year's now-retained Personal Computer Show.

On the desktop video side of things, again the Amiga has a great deal of potential. The major niche is fast expanding in the States, where the ability to view computer video images is in demand. There the machine of the moment is the Amiga, but with its greatest upgrade the Amiga could do even better, giving a real low-cost for itself here in the UK — with the right software.

Amiga generated sequences have already been used in a couple of TV ads shows, for example. On the face of it the niche's going to be off more and more into the future. Eight-bit-in Amiga channels are complemented by a couple of MIDI outputs, and already there are a few impressive hardware-based wave packages available to help you exploit these features.

Top of the audio built-in shipping list must be the excellent Amiga's sound sampler card. Games such as Conquest, Missile Control and the newly released Amiga all feature liberal samplings of Amiga's samplers, while Amiga have recently used the card to sample several phrases of Joan Baez for a music demo disk. The Amiga's weights in at £100 for the basic package, with an optional 4-track waveform analysis program getting non-ordered disks another £24.

Audio Music Research (AMR) offer a Sound Synthesizer program which allows users to sample waveforms in the Amiga's basic wave, string and percussion sounds. You can manipulate the waveform data to produce new sounds of your own, but if you're really serious about the point do better to stick with the Amiga's sampler.



More Amiga captured Amiga Plus in a screenshot of a scene.

# T N T

ADVANCED COMPUTER ENTERTAINMENT

## FOOTBALL DIRECTOR

Here is the definitive playing guide.

### THE FIRST SEASON:

The whole game hinges on the mid-fielders, so spend the majority of your money on mid-fielders as they create goal opportunities. It is possible to score lots of goals even if your strikers have poor skill levels. If you get the opportunity to go up a division, don't! If you go up a level too early you will be put back down pretty quickly. By season 3 your players' skill levels have increased sufficiently to try for promotion.

### DIVISION THREE:

Again, do not try for promotion until your players have skill levels of about 60 or above. It is difficult to progress far in this game without money, so here's the trick - if you are winning consistently and are confident in your team and coach, then bet £200,000 at 70:1 on the league cup. Now save the game every seven games or after every league cup game. If you lose, reload and try again. Your opponents will randomize their skill and eventually with perseverance you'll win. Do this until you win the cup. The following season you'll be credited with over £2,000,000.

On the same the next season, do spend your money quickly before the large bills for crowd salaries start arriving.

## OBDS

There now follows a public service announcement for all players having any difficulty whatsoever with Obds on the ST:

The following listing (which must be typed in using lower case only) will give you infinite Obds.

```
10:000 and line 30 if you are using the new ST board
30:000 and 770:0000:0000(0001)
50:000 0000
40:0000 "a star prog" 0000
50:0000 0000:0000:0000:0000
0000-0000:0000
```

HEL, LYON MAIR, Birmingham

This month's tips include some juicy hints on big games such as Pandora, Leatherneck and Gauntlet II, all to help you push your high scores ever higher. We've seen a glut of tips for 16-bit machines, but not too many on those Spectrums, CPCs and 64s. Come on 8-bitbers, we know you're still out there (we've typed in all those reader surveys you sent in)! Never forget to keep sending 'em in - you could win a smash piece of software for your micro!

### COACH AND PHYSIO:

This is very important in division four. It is best to have to coach top players have a physio. If your team is at the bottom then employ an edited coach (i.e. one you have typed in yourself). Also, always have the name of the coach and physio the same. If they do not do well, sack them!

### TRANSFERS:

The worst thing in the game is when you get an excellent player and then he gets a testimonial, so

you lose him. This is because he is too old - when in the transfer market you get a player's name, number and age; the number is his age and you should not buy players over 28 years old. Always bid the maximum amount for a player to ensure that you get him.

### STANDS:

Only build a stand when you can afford it. Your current stand can only hold 10,000 spectators in your game receipts are limited, even for top games.

### DIVISION TWO:

Invest in a goalie with skill level of nine, and some good defenders. Remember to have a fullback!

### DIVISION ONE:

This division depends entirely on your coach. As it is advisable to change your coaches around to find the best one. If you get in the top four you will get into the UEFA Cup. If you become champions you will go into the European Cup.

There you have it, the Football Director Obds.

RICHARD REEVER, *Blazon*  
Goldfield

## SUPER SAM

A quick and easy way of gaining extra lives on the Amstrad for this budget game from Budge Software.

By pressing CTRL, SHIFT and COPY together on any file is obtained. This can be done over and over again to make the game extremely easy.

JOE DIMMERSON, *Morecambe*



## BETTER DEAD THAN ALIEN

Here's the complete list of codes for both the ST and Amiga versions.

LEVEL	PASSWORD	COMMENT
001	BLEKEM	FRIVOLOUS
002	STYDNY	A DOSE OF
003	SHADOLIE	VERY EASY
004	PLUG	EASY
005	SOFTWARD	QUITE EASY
006	BIFFONASE	AVERAGE
007	RAUCIT	SOME EFFORT
008	PODNO	MUCH EFFORT
009	WOOPIA	GREAT EFFORT
010	NARCOSUS	TOTAL EFFORT
011	ORNTANTE	EASY
012	RIRIN	REAL HARD
013	ADOLUSO	VERY HARD
014	TRIFTYCH	LUGUBROUS
015	JABERVOCKY	IMBRO
016	INMISICAL	POSSIBLE
017	COMMICOPA	DO THIS ONE!
018	PLUGAS	OK, NOW THIS
019	TODLY POM	STILL HARDY
020	RUPPE DOLL	IMPLAINT
021	REPLUCHIE	IMPOSSIBLE
022	ELPHEMIN	OH WAS IT!
023	GRABBARAN	THE END
024	CROSNOWCO	THE END
025	GUARANTINE	THAT'S IT

STEVE WILLIAMS, Co. Durham

## PANDORA

Here's a very helpful list of tips for this great arcade adventure from Frogbit.

- The Doctor needs the Needle and needs the Book.
  - The Hoosier has the Propylisoid and the Cadum Glass.
  - The Engineer has the ID Engineer and the Cadum Screenshot.
  - The Defense CTRL has the Electro-Lustain.
  - The General Officer has the Insult and needs the Sorey Blastor.
  - The NARC Officer has the ID PSARC.
  - The Scientist has the ID Scientist.
  - The Chemist has the Needle and needs the Book.
  - The Drifts needs Sunlight.
  - The Doctor has the Squash Ball.
  - The Medic has the ID Medic.
  - The Scientist has the Insults.
  - The Scientist has the Dreading.
  - The Acid Officer has the ID ARSOL, a quick way of the ship.
  - The Technician has the Bottle of Gas.
  - The Robotmaster has the Code Red and needs the Bomb and the Flexible Tool.
  - The Lord of Ice has the Thermometer.
  - The Squash Player has the Electro Blast and needs the Squash Ball.
  - The Drummer has the Glass and needs a link.
  - The Madwoman has the Sandstorm, Steamtransportation, Mystery Wig and Broken Chair.
  - The Bank Manager needs Money.
  - The LT Commander has the ID LT Commander.
  - The Commander has the Code Blue, the Code Green and the ID Commander.
  - The Thief has the Sorey Blastor.
  - The Priest has the PhotoCamera.
  - The Captain has the Poppy Disc.
- 
- To get into the Engineering Level you need the ID Engineer.
  - To get into the Commander's Room you need the LT Commander's ID.
  - To get into the Captain's Room you need the Commander's ID.
  - A Bible is found in the Priest's Room.
  - A book of John is found in the Commander's Room.
  - A Globe is found in the Bank Manager's Room.
  - An Onion Egg is found in the LT Commander's Room.
  - ID ARSOL gives you all the ship at the bottom of the garden.
  - Shoot the deal with the Laser Rifle from the Second Officer's Room.

That's all we are going to tell you for now so we don't want to spoil your fun!

D.M. STOKER, Chesterfield.

## GAUNTLET II

There's no doubt that Gauntlet II is the most exciting and most difficult ST version of the original game.

The game's design opens a better treasure chest than any other, but it's a tricky treasure chest with the "SECRET" key hidden in a chest in the "Secret" level. And the more you explore, the more you'll find. So you'll need to be a bit of a detective to find the "SECRET" key.

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## VIRUS

These timely tips should help anyone having difficulty with this superb game.

### IN ATTACK

When attacking aliens, always try to be above your target as it's much easier to control the direction of your firepower when it's pitched down.

### SEEDERS

These are the easiest of the lot and you should have no trouble taking them out. Try flying directly over them and firing downwards.

### BOMBERS

Try to fly alongside the bombers rather than waiting for them to pass you. Be careful though of getting too close behind him because otherwise you'll be hit by the parachute bombs.

### PEES

Stay near the ground as you can see their shadows. By watching the shadows you should be able to work out its path. Then try to point at where it's going, head up gently when it passes over you, and start firing.

### DRONES, MUTANTS AND FIGHTERS

Again, stay near the ground as you can see their shadows, and keep the craft low and moving slowly in one direction. At first they will circle you, and then they will pitch downwards and start to thrust. This indicates that they are about to dive on you and you should now ensure that the craft is behind you, otherwise you are likely to collide. Wait for the alien to come onto the screen then turn around and start firing and thrusting upwards. You can pursue the alien upwards until you destroy it, but it's probably best to fall back to the ground and start again should you lose sight of the alien. Also be careful not to get too high, because once your engines have cut-out you will become a sitting duck for the aliens.

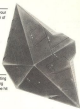
### ATTRACTORS

If you are going to destroy these with missiles, try to launch the missile when the attractor is over a flat piece of land or sea because otherwise the missile is likely to hit the ground. Alternatively, you can try to hit it the five times needed to destroy it by staying low as you approach the attractor because if you are too high above it, it will pull you into the ground. When it starts to pull you, start firing and thrusting. By thrusting, you should be able to avoid crashing into it, and with some luck, some of your bullets should hit it as you are pulled back and forth over it. However, once you only have one third of your fuel left, it is probably best to fly to stay engaged. The easiest way to do this is to first thrust in one direction away from the attractor, then turn round and thrust towards and over the attractor. The speed you gain from thrusting and the pull of the attractor should be enough to break away from it.

### MYSTERY SPACECRAFT

This first appears on wave six and is represented by a black dot on your scanner. The ship is grey and flies fairly high but only slowly through the air. It scores 2000 points for a kill and defends itself by firing small pest-like objects at you. The ship needs multiple hits to destroy it and is able to jam your missiles on wave seven and beyond. The easiest way to destroy it is to hover near to it by watching its shadow and then thrust straight up. Try to get as many hits on it as you can when you are hit, but break off the attack after it's launched more than three of its missiles. Destroy these away from the spaceship before attacking it again.

### 1. THAYA PARAH, Gibraltar.



## SOFTWARE GIVEAWAY!!

**S.M. Stocks** picks up this month's booty bag of software prizes - *Starfighter 2*, *Eliminator*, *Heater Skelter*, *Virus*, *Whirligig* and *Super Hang-On*. **Wow!**

**Steve Williams** also picks up a copy of *Starfighter 2* and **The Jester** wins a copy of *Super Hang-On*. **Richard Reeves** wins himself a copy of *Dark Side* for his **CS4** and **Nell Lockman** walks away with a copy of *Whirligig* and **Lindsay McKewen** grabs a copy of *Markarian II*. Get those maps, tips and jokes rolling into the address below, and YOU could earn yourself some fantastic prizes! Don't just sit there - do it!

**TRICKS 'N' TACTICS**  
AGE  
4 QUEEN STREET  
BATH  
BAT 1B J

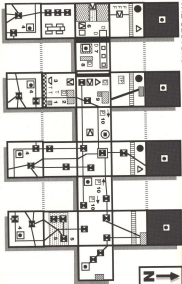
## LEATHERNECK

How about invincibility for all players on the ST and Amiga.

Start the game and type 'LEATHERNECK', then press F3. This will give all players protection from enemy fire, but not from your team-mate's bullets. To return to normal press F3 once again.

**JOHN LEE, Walthamstow**



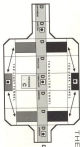


**DAWK SIDE**  
 Lindsay McEvion of Glasgow has kindly sent us in this map for Dawk Side so that we may help of you out there who are having any problems finding your way around.

THE KEY

- IGD
- ☺ TELEPORTER
- ⊞ TELEPOD
- ⊞ PERSON TOWER
- ⊞ FULL STORE
- ⊞ SHIELD STORE
- T TREE
- ⊞ ROOM
- ⊞ ROOM BEHIND WALL
- ⊞ START
- ⊞ CRYSTAL
- WALL
- ⊞ BUILDING
- BLOCK
- ☺ VISIBLE BARRIER
- ⊞ VISIBAL BARRIER
- △ HOLE IN WALL
- SPACES FOR THE TELEPOD
- ⊞ ENTRANCE EAST TO STAIRS
- ⊞ DROP IN/DOWN LEVEL
- ⊞ RAISED FLOORING

THE TUNNELS



THE NAMES

- ORSON
- KNICK - (TRAW) - AWAYS
- WIND
- POLE - (POLY) - (MAD) - (S) - (S)
- PROCK
- POCK - (S) - (S) - (S) - (S)
- WETS
- TRAYS - (G) - (S) - (S) - (S) - (S) - (S) - (S) - (S)

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Thanks to Andrew Thomson of Software for the masterpiece.



AMIGA SOUND EFFECTS...J

## INDEX

● WGer Throbobo threatens the world, and the ACE Puzzle threatens your sanity in this month's pinkies...

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### BUGGY BOY

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A real-time action driving game that will keep you on the road until Out Run's popularity for a long while. Collect the time bonuses in the attempt to complete the five qualifying courses. Instantly playable and highly addictive, Buggy Boy should be on any springtime shopping list.



### CONQUEROR

Superior ■ Amiga ■ £24.99 (Amiga and ST versions under development)

Does anybody else really get bored when the strategy is done, combat and just your strategy for the campaign. This is a strategy game, it's not a game with, but if you someone you'd find you can become interested by the way, if you don't get a 100 score though - forget it!



### ELIMINATOR

Excellent ■ Spectrum £7.99 ■ £12.99 ■ C64 £9.99 ■ £14.99 ■ Amiga £3.99 ■ £14.99 ■ Amiga £7 £13.99 ■ Amiga £7 £13.99

Graphically wonderful, wondrous, Masterpiece by John Phillips, which will keep you playing hours and hours even when you're sitting on the ceiling. See the main review on page 64 for more details.



### EROLON

Excellent ■ Spectrum £1.99 ■ C64 £9.99 ■ £14.99 ■ Amiga £3.99 ■ £14.99

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Excellent ■ Amiga £7 £13.99

A magnificent, beautiful, great. The Cids are relying on you to save them, but the Boreas aren't going to let them go without throwing me into, makes and a number of other weapons at you. Included with the program is an excellent file that allows you to design your own scenarios - great stuff!



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Excellent game ■ C64 £9.99 ■ £14.99 ■ Amiga £3.99 ■ Spectrum £3.99 ■ Amiga £7 £13.99

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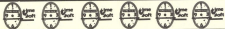
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# RANDOM ACCESS

N'Gar Thrombobo lives! Tremble at the consequences! Quiver with frustration over the ACE Puzzle! Struggle with the ACE Crossword...and check out the other goodies in this month's offerings from computing's liveliest trivia section.

## THE ACE SERIAL...

### The Git In The Machine: Part 2

Horace Claghande was worried. For some reason that last Centaurin Balthrone wouldn't do. He'd always been able to clear the screen in the past with certain ease - but not any more. That was bad enough, but something even more strange was happening. Even though he hadn't used that Centaurin Balthrone about five minutes past to make way for the Radioactive Rifer Entails, but it didn't.

N'Gar Thrombobo was moving himself. He carefully explored the confines of the screen, ignorant to Horace Claghande's frantic Megascreaming. Only when he was thoroughly satisfied did he retire from the screen - but the way he had come, and straight into the arms, so to speak, of the Radioactive Rifer Entails.

Horace Claghande watched, amazed, as the Centaurin Balthrone went off the screen the wrong way. He was reassured when the Radioactive Rifer Entails appeared as usual, but his relief turned to dismay when half of them turned out to be feet in knots. Surely the disk must have become corrupted, a theory borne out when he came to type in his name on the high score table (below that of...N'Gar Thrombobo).

Now, of course, N'Gar Thrombobo was unstoppable. He conducted himself some very comfortable electronic being quarters in the Amosette's ROM, and began to explore the other software in the Claghande household. At first quiet for a few days, until Father Archibald Claghande returned from a meeting with his bank manager in tears. A business report, prepared using his latest version of Bixtus 3-D-1, had not turned out quite as expected. On the contrary, it had sent Mr. Blanktop into hysterics. The most notable of the problem remained disturbingly unclear as the print-out had mysteriously vanished by the sloughlight Blanktop who not only refused to discuss the matter further, but also closed all the Claghande accounts forthwith.

Meanwhile Mevis Claghande rebooted her wordprocessor - again, in an attempt to stop Montgomery Washoffs being disturbed by a large alien satellite every time he sat foot outside Whiffing Mans.

Most badly affected of all, though, was poor Horace Claghande. He didn't get, didn't know, just what the Amosette was trying to do about that Centaurin Balthrone. In the end he made up his mind, and had to be taken away.

That should have been enough for N'Gar Thrombobo, but vengeance had moved in to be his prime preoccupation. For he had discovered that Archibald Claghande had a secret...

## THE ACE PUZZLE No 7

Genie Fisher-Made

### # SEVEN SEARCH

4	3	0	6	7	4
7	9	4	3	6	7
5	1	8	2	1	7
3	4	7	1	9	4
7	4	9	5	6	7
7	8	3	9	7	2

Which grid we have concealed some multiples of the number 7? They could be found in exactly the same way as the words in the new letter-based search puzzle. Search the grid for any finding with numbers rather than words.

You can find the numbers in any direction - up, down, left to right, right to left or diagonally. For example in the diagram indicated there are seven such sets of 7:

DOWN: 401, 114, 816, 7, and working in the other direction, 716.

Can you say how many different multiples of 7 are concealed in the grid? Remember, you may only count any multiple area once though it may appear in the grid several times. (Don't be concerned as a multiple in the puzzle.)

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### SOLUTION TO PUZZLE No 5

The number is: 36954788. This number is exactly divisible by 12. Cross off the right-hand digit to leave a number which is exactly divisible by 12. Cross off the right-hand digit to leave a number which is exactly divisible by 12. 36954788 is exactly divisible by 12. 3695478 is exactly divisible by 12. 369547 is exactly divisible by 12. 36954 is exactly divisible by 12. 3695 is exactly divisible by 12. 369 is exactly divisible by 12. 36 is exactly divisible by 12. 3 is exactly divisible by 12.

The solution is not difficult by itself, rather lengthy, requiring a lot of help together with a computer program or two to help things along. Throughout this explanation the term "number" is taken to mean divisible EXACTLY without a remainder.

Any number divisible by 10 must end in zero, so we can immediately place the zero at the right-hand end of the line of digits. By a similar argument, the five digit number can now only end in a 5, so this digit can be placed in fifth position. All multiples of 2, 4, 6 and 8 must end in an even digit so the four remaining even digits must occur in the positions denoted by 1, 3, 5 and 6, and the odd numbers in the positions marked:

1 3 5 6

To determine if a number is divisible by four, divide the last two digits by four. If the division is exact, then the whole number is divisible by four (as is the test for leap years). Thus the last two digits of the four digit number must be odd-even, the

even digit can only be either 2 or 6.

A similar test can be performed to determine if a number is exactly divisible by 8, except that this time the final THREE digits need to be taken. If these are exactly divisible by 8 then the complete number will be.

Thus, these last three digits must be in the series: 888, 886, 876, 824, and so on up to 100, whenever the series repeats again. From the arrangement of odd and even digits we need to find all of the three digit terminations in the form even-odd-even, but excluding any where the even digit is zero or the odd digit is 5 (as these digits have already been placed). Also, any which have the two even digits identical can also be eliminated. This is done in progress being 1, which produces the following 12 possibilities: 214 296 416 492 472 494 622 672 616 632 672 692

However, we have already noted that the fourth digit must be either a 2 or a 6, we can eliminate the last but three numbers which contain such.

The list now reads: 416 492 472 496 616 632 672 692

Turning our attention now to the six digit numbers (this must end in the digits 28, or 68, the blank being an

even number). The 2 and 6-8 being, of course, the final digit of the four digit number. Progress being 2 2822 out all multiples of 8 which end in agreement with these digits. The results in an endlessly repeating loop of 16 possibilities. Two can be eliminated as containing a zero, and a further two which contain two similar digits. We can now compare the six remaining values with our list of numbers which terminate the eight digit numbers and a series of pairings can be made:

288 can be paired with 616 632 672 692 624 can be paired with 416 432 472 492 628 can be paired with 416 432 472 492 642 can be paired with 216 296 682 can be paired with 616 632 672 692

In each of these pairings the last digit of the one value must be the same as the first digit of the other as they form five digit sequences. But, from this we can get removed those values in which any digit is repeated - for example, 228 and 682 (there are two 2s). This will result in just seven five digit sequences - these digits being at positions 4 and 5 in the 12-digit number:

2814 2886 2841 2846 6842

09472 or 68822

We can now fill in the missing even digit for each of these possibilities as three even digits have already been accounted for (plus the zero at the end). In the case of the first of the set of numbers above we would get:

Now, the first three digits must be a multiple of 3 and the two's are two of the remaining odd digits (including 5 and the odd digit already in 7th place). In the above example the unused odd digits are 3, 7 and 9 and a quick check will reveal that there is no combination which will form a multiple of 3 with the 4 in the middle digit. The remaining possibilities each produce either two or four like numbers. These are listed below. The given 4 in each case is the first digit of the sequence. Although we have checked that the three digits which end the six digit sequence (and end a multiple of 6), we have not as yet checked that the complete six digits are divisible (unlike the case of 4 and 6, multiples of 6 cannot be tested in this way). We already know that every one of these sequences have 6 in digits that are divisible by 12 when it is either 2, 4, 5 or 8. How we have to use this





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# THE BLITTER END...



## NO HAT REQUIRED?

Here at Blitter End we normally operate a stringent dress code. Even in those times of declining standards we feel that appearance matters, and nowhere more so than in the field of hats.

It is with considerable pleasure that we note the photos of the ACE editorial team and all appearing thereon (shown on page 5), with not a hat between them. We'd like to claim that this same (pleasant) behaviour was a rare sight, but such is really not the case. Even though the shot was taken on the set of the Future Publishing production department, where the role of game affix from meeting people is seen in the protective headgear.

Obviously, these hat habits occasionally spared any form of protective headgear.

The problem is endemic. In the picture shown all too clearly, neither ACE Ad Manager Jon Beales nor Ad Executive Janice Evans wears a hat. In fact, the only ACE team member properly attired head-wise is an unknown female hat - and the only hat that baseball cap on for the camera. (Oh, Ange is wearing one of those manfully tattered ACE T-shirts, so we can excuse the occasional profane profaneheadness.)

## HIER STEH ICH, ICH KANN NICHT ANDERS.

Poor advertiser Dr Gato. Former Konami marketing man Lulline is heavily involved in the Nintendo Game Boy console business these days, so naturally enough his Personal Computer Show stand is strongly angled the way. He's pictured here with the finished stand, but all it is not entirely to his satisfaction. "When the" decision will group the problem immediately - they got the units wrong!

Such a compact stand does have its advantages at times - in particular it saves a vast amount of money by fitting into a mere 100 lbs of foot-candle - but Lulline won't settle for anything short of full size. Unfurnished sources tell us that the stand contractors are now looking for a much bigger composite package and about 2 sizes of sticky-backed plastic.

Lead ball, not contained.



## THIS IS AN OOPSIE, GARY.

Last month ACE was about as parked lot of neat stuff as you could reasonably ask for - provided you're an OOPSIE fan, that is. Mistake (over the month) are now filled in the short volume of error on the contents pages. A strategy feature, the music pages and some obscure section called The Blitter End were all completely misclassified in a fine display of synchronized OOPSIE.

After that atrocious array of top-up would look maintain, but let's not ignore the contribution made by that rather special photo (captioned on pages 14 and 15). Three those columns, waste those stories! The caption commented: "What won't Gary Unklar can't see the universe with a football!"

Last but by no means least, hear about that Spectrum fanzine joke on page 65? The mighty Tekem! facia machine turned out a lot of too-bits on the 30, said to say. This should have read:

## 30 IF LUGGED THEM PRINT DATA ERROR? STOP

...but - for technical reasons we differ the start pretend to understand - the quotes got all mangled.

## COMPETITION WINNER

Remember our ACE Olympic competition in issue 11? Kevin Tidy from Bristol certainly does. He managed to answer the three questions correctly (remember Mike took the lead role in Reach For The Sky, Chuck Yeager was the first pilot to break the sound barrier and Gary Powers landed out of the forest landing in a famous international incident), and got his name pulled from the sack first. Kevin's new got an agonising decision to make - should he take those £200 worth of flying lessons for just simple flying times or should he go for that accuracy ratio-controlled Porsche Jet Fighter? Ah, well, some guys have all the luck, don't they?

## ...AND MORE WINNERS!

These lucky, lucky people managed to get their names pulled from the sack in the ACE Survey Prize Draw. They each now win a £50 + game, selected by the ACE team, for their machine - absolutely free!

Karen White, Windsor, Ill 4,  
 Matt Hutchinson, Plymouth  
 Dymally, London, G, Leeds  
 Cambridge, Mark Sander, Emsley.

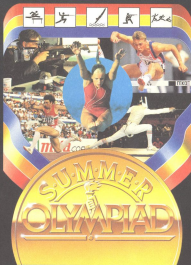
## ACE AT THE PC SHOW

Come and meet the ACE team at the PC Show at Earls Court on September 18-19th. You'll find us on stand 2025 with the rest of Future Publishing's magazines. If you're lucky you may be able to

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