

ACE

■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

EURO ISSUE

First of a series of exclusive reports from European soft-cos – a growing challenge to Japan and the USA

ADVANCED COMPUTER ENTERTAINMENT

European Space Simulator goes CD-I

EXCLUSIVE REPORT FROM PARIS



BLOCKBUSTERS



Long for a more realistic space

...and a more realistic space
...and a more realistic space

Ultima VI
...and a more realistic space



Worlds on CD-ROM

The legendary Whole Earth
Catalogue plus Compton's
Multimedia encyclopedia



Previewed:

Ubisoft's *BAL*, 22nd Century
fantasy simulation

Interviewed:

Don Bluth, the world's number
one computer cartoonist

Profiled:

Philips, games giant of the future

WIN

A TRIP TO THE FUTURE

Fabulous free trip to Paris
Science City – full details inside



CRIME...Y

BATMAN

It's a shadow in the darkness, as elusive as a dream. High above the scary streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city...

BATMAN

A LEGEND HAS RETURNED

THE FASTEST MOST THRILLING 3D DRIVING GAME YET

Take the wheel of your turbo-charged Batmobile as you and your partner go in pursuit of the most dangerous criminals all driving an evil away from Gotham's toughest roadways.

TURBO BOOST!

Need to catch up in a hurry? Well, just get in front of your turbo boost and you'll leave your foe in the dust of your tail!

BARRELLING THROUGH THE CITY STREETS,

along the roughest of city tracks and through busy lanes - if you can hold the lead! The top cop in the city can run, but they can't hide...



Available on PC, PS2, Xbox

"A superb game, and captures the atmosphere and excitement of the movie perfectly... the most effective action-based 3D gamery I've seen... definitely the best film to be in yet - make sure you don't miss the game." *IGN*



FIGHT IT YOURSELF



ST,
3D
ET!
Porsche
most of
ET!
and Carl
out eyes
UGH
through
The low

TWICE THE ACTION
THE PLAN
THE CHALLENGE
ROY ADAM IS BACK!

The Hijack report came from a DCB leaving Paris for Rome - Perugini has been in control of flight 801 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands.

USE THE LASERSIGHT
or the bulletproof vest, but watch out for

AIR-TO-GROUND MISSILES
Operation Thunderbolt: the incredible Delta carrier conversion brought WOW to your home computer.

SIX INSPIRED

action sequences put you in control of Bill Ryan's elite squad of crime fighters.

**ALLEYWAY SHOOTOUTS,
THE BORDER RAID,**

The Railway Station confrontation and Warehouse level culminating in the Highway Detour meet at a

ROOFTOP DUEL as you re-live the iconic edge existence of Ryan in his struggle against the rebirth of Capone!



"A fine example of how to do the job properly... a cracking conversion... easily one of the most successful licences to date!" Sinclair User

**NOW FOR YOUR
SPECTRUM ATARI ST
AMSTRAD AMIGA
COMMODORE**



EMAP IMAGES
 Bruce Booth
 Fulwood Lane
 London SE18 5AB
 Tel: 01-891 6222
 Fax: 01-891 6991

Events
 Steve Cooke

Deputy Events
 Phil Hughes

Reviews Editor
 Lawrence Scotland

Games Editor
 Jim Mills

Columnists
 Eugene Levy
 Phil South
 Tony Olsen
 John Cook
 Christine Emmele
 Pat Winstanley

Assistant Games Ed
 Pete Hawkins
 Julia Freeman

Subscription
 Geoff Fowler

Postmaster
 Edward Park

Advertising Manager
 Gerry Williams

Deputy Advertising Manager
 Jerry Hall

Advertising Production
 Melanie Cooper

Publisher
 Terry Pratt

SUBSCRIPTIONS
 EMAP Periodicals, Subscription Department
 1 Cowley Court, London Road
 Bournemouth, BH1 1NF
 0702 366181

COLOR ORIGINATOR
 Barrow Graphics, Levenshulme, St. Helier,
 Poyser, Faversham, Kent, UK

TYPESETTING
 C&L, 11 Queen Street, St. Helier

DISTRIBUTION
 EMAP Periodicals, Park House, 171 Park Road,
 Bournemouth, BH1 1TN

PRINTING
 South West Press, Exeter

© EMAP IMAGES 1992

All parts of this publication may be reproduced
 in any form without our permission.

SPECIALS

ELECTRIC EUROPE 17
 Red frogs? No, tanks. Europe fights back this month as ACE begins a series of special investigations into European software superstars.

COKTEL CD-I 60
 Roland Cozzani is a man with a mission - he's sending his company Coktel Vision into orbit. We took the Metro to Moulon-le-Roi to find out what's going on...and up.

BAT TO THE FUTURE 71
 Ubisoft's BAT - is this the best game ever to come out of France? Blast into the 22nd Century and meet your Waterloo...



All Dogs Go To Heaven - from other games in the design

INTO THE LAIR 22
 Bob White is the creative force behind animated film classics such as An American Tail and All Dogs Go To Heaven, not to mention games like Space Ace and Dragon's Lair. We profile a man whose animator's own smoother than Irish whiskey.

CD-IMPRESARIOS 29
 There's a company in Holland that's busy shaping the future of interactive entertainment. Find out how Philips put France Online on CD-ROM (Blue Eyes? Or Double Dutch?)

SCIENCE CITY 79
 Explore the far frontiers of space, cogs, nibbles and viruses, check out state-of-the-art image processing techiques - all in Paris' Science City. And you can get them FREE courtesy of Electronic Zoo (see page 76)



BLOCKBUSTERS!

Ask yourself - do you deserve this issue? You get the first full playtest of Ultima VI - a game that takes classic adventure into a whole new dimension of challenge and excitement, then there's the long-awaited Anthrax - an add-on data disk for 4 Camel Pass. The Season that could do wonders for your fat skin, and some exclusive tips from Mike Singleton himself on his superlative Maelstrom and a review of Doom...and Might and Magic II...and Nascar III...and...no, you don't deserve it, do you? But go ahead and spoil yourself.



Ultima VI - here or there, and seeing it all good as we hoped it would be. Find out why on page 76

THE AGE TREATMENT

Don't forget - we NEVER review a game until it's finished. That way we catch the bugs the other magazines overlook. If it's reviewed here, it's what you'll get in the shops - so you really know what you're buying.

REVIEWED

ANTHEM	Comcast	58
ATOME	Quintessence	46
FOR METALISTON	Comcast	54
WED	Comcast	59
GOLDEN AGE	Sega	65
HAMMERFIST	Activision	50
JUMPING JACK BOB	Intelligence	55
LHX ATTACK CHEPPER	Electronic Arts	60
LORDS OF CHAOS	Mythos	54
LORDS OF WAR	Digital Concepts	55
LOW BLOW	Electronic Arts	50
NEW ZEALAND STORY	PC Engine	60
NORSEAN WAR	CD Gold	45
PROTON STORM	ARC	46
SCRAMBLE SPORTS	Sega	60
SUPER VOLLEY BALL	PC Engine	60
TIGER ROAD	PC Engine	60
TREASURE TRAP	Electronic Zoo	52
ULTIMA VI	DigitalMindscape	36
WARRIOR	Activision	43
WORLD CHAMPIONSHIP BOXING	Blizzard	50
WARRIOR	Blizzard	50
XENOMORPH	Parsons	45

PREVIEWED

RESOLUTION 191	Millennium	40
ROTOX	CD Gold	42
TERRICIAN	Random Arts	55

ZOOM INTO

ELECTRONIC ZOO are offering you a fantastic trip to Paris with all

BLIND ALLEY?

In the US publication *The Journal of Computer Games Design*, Chris Crawford (designer of *Balance of Power* and *Corio* and, but, amongst others) argues that, from the point of view of the games designer, CD could be a blind alley. First, he points out, the access time is very slow - anyone who's played *Dragon's Lair* in the arcades will remember the blank screens as the disk frantically locates and loads the next sequence. Then there's the data itself - all 500Mbytes of it. How do you fit all that space? And how much will the development cost? Most important of all, argues Chris, what do you DO with the data once you've got it? What about the algorithms that will manipulate it? To emphasize the benefits of what is only really a storage device at the expense of processing power is surely dangerous. All this is true, but it doesn't have to be. Hardware manufacturers must not get carried away with the possibilities of vast data storage while forgetting about processing power. CD is an enormous step forward, but let's have more ingenuity on the processing side, more people like Fair Technology and the Amiga development team. When people like that get going on CD projects, the games world will really start spinning...and they ARE getting going - as you'll see in the next few issues of ACE

WORLDS ON CD-ROM 26

Get a taste of what's to come in the '90s as CD-ROM systems become more popular. Take a moon-obsessed trip through *The Whole Earth Catalogue* and *Compton's Multimedia Encyclopaedia*.

SPEAK OUT! 18

A personal invitation to the ACE Conferences - now in full swing and coming soon to a venue near you. Meet programmers, the ACE team and other wild animals - and get a free lunch into the bargain.

HIGH SOCIETY 10

Very high, by the looks of it. Find out who's graded

GAMEPLAY

SCREENTEST 35

Great games galore - including a little 3-disk number that gets one of the highest ACE ratings ever.

TETRIS TWO! 36

The man who created the cult game of the '90s is about to produce another classic. Check out the news from the world of words entertainment.



Explore the new worlds first in *Loon*.

BRAVE NEW WORLDS 61

Four pages of fantasy. Start with *Loon*, move on to *Might* and *Magic II*, and end up on a desert island.

TRICKS AND TACTICS 87

Four pages of megatips for today's top games. Get those high scores scoring.

TRADE SECRETS 93

Whispered rumours like *Kingston* and *Thenda* break the ice with exclusive tips for ACE readers.

REGULARS

ACE NEWS 7

Series that travel at the speed of light! Plus the extraordinary *Spectrum Emulator* on the Amiga.



The *Spectrum Emulator* on the Amiga.

PAGE 11 11

The latest games snippets, in readable style.

ACE LETTERS 13

ACE readers dip their pens in alien blood and bear their souls to the galaxy.

SUBSCRIBE! 94

Save money and get your personal copy every month - plus valuable subscriber benefits.

IN THE PINK 107

The ACE Hardware Guide - make your upgrade dreams come true. Plus our Software Guide, the Puzzle and Crossword, and the ACE Stockmarket - the best charts around.

WIN! WIN! WIN!

A TRIP TO THE FUTURE 76

Electronic Zoo are offering you a fabulous trip to Paris to celebrate the release of *Treasure Trap* (also reviewed in this issue - see p52).

CHOPPER CHAMP 33

Grab yourself an hour's helicopter flying lesson. Courtesy of Electronic Arts.

THE FUTURE!

expenses paid and including a trip to the fabulous Science City. See p76

BEST SIMULATION

GOLDEN JOYSTICK AWARDS



WHAT'S THE SCORE?

ACE RATING 95

Control is fluid smooth and the package as a whole makes an extremely attractive proposition.

CRASH 90%

The graphics are superb, instructions comprehensive and game play and additivity are all brilliant.

AMSTRAD ACTION 87%

Its simplicity creates a long and enjoyable game life.

ZZAP 90%

The best overhead fifty can ever be seen so far.

TGM 89%

Fast action makes it far more playable than other soccer games.

CS&G INT.

BEST SIMULATION - 8 BIT.
(Golden Joystick award)

MicroProse is a registered trademark of MicroProse Corporation.

MICROPROSE

TACKLE WORLD CLASS SOCCER

ACE NEWS

A JOURNEY INTO THE FOURTH DIMENSION

SPRITES AT THE SPEED OF LIGHT

Two computer boffins at Carnegie Mellon University in the States have developed software to graphically simulate objects moving through space at nearly the speed of light.

This impressive 4D space-warping effect is perfect for computer games and movie special effects. Animations of objects appear to bend into stunning geometric shapes while traveling at

With the speed of light. Computer games could soon push Einstein's theory of special relativity to the solar limits.

Entertainment companies around the world have already expressed their interest in this hot piece of code. Unsurprisingly, the wily university has copyrighted the software and has patents pending on key matrix formulas used in the routines.

FLOPPY DISK, MILK, NO SUGAR

Those crazy — very idiosyncratic — Japanese are at it again. Not content with producing six day-old softens they're now selling blank floppy disks and printer ribbons from vending machines.

Demand for floppy disks is rapidly increasing in Japan, mainly due to the popularity of Japanese word processors, and competition is fierce among the floppy disk manufacturers. Memorex has now seen a gap in the market and is filling it with fun-sized 34-hour, 7-day-a-week, floppy/disk vending machines.

Other disk manufacturers are rumored to be following Memorex's lead, but will vending machines make it over here?

Photos supplied by NEC Corporation, Japanese translation by Masao Mizuta

NEC GET INTO GAMES SOFTWARE

NEC, producers of the PC Engine and owners of CD-ROM entertainment systems, have made a move into the software market by investing in Dreamweaver, the American company at the forefront of interactive computer movies like *Outlander of the Coast* and *A Case From the Coast*. "We sold a slice of the company to NEC and are developing an title for the PC Engine,



The entire TV Sports range will be converted over. We see sports games as the primary future for consoles" announced Bob Jacobs for Dreamweaver.

It may see more partnerships like this soon. As software development costs increase dramatically, it seems likely that other hardware manufacturers will follow NEC's lead and buy into other software forces.

Meanwhile, Dreamweaver is looking for US programmers to work on its new computer, console, CD-ROM and CD-I projects. "We're currently looking for nice



Previews the latest graphics made courtesy of VSI

FAST FORWARD TO THE FUTURE

The Cyber Times is the first release from VSI, a newly formed multi-media company — the first of its kind in the UK.

A VSI spokesperson told us, "Cyber Times is a fact-packed white-hot newsletter. The instantly striking features include full text on the charts and facts, disks and space, news and views of the '90s."

With the advent of digital publishing, video and communications, the distinction between media has become blurred. A new means of conveying technological advances across a number of differing media is required. Cyber Times will fill this need. In the meantime, VSI publishes video, sequence data, research materials and magazines."

"Our motto's are: Issues beyond issue, facts on the edge of fiction and total systems crash — now."

Cyber Times is available via mail order only. Each issue costs £3, or you can get six limited edition issues for the price of five. For further details write or send cheques to: The Cyber Times, 90A Devonshire Road, Forest Hill, London SE23 3JX. "Forget the present, take out the future, tomorrow's underground today."



— If I don't see this title in just a few standard operations (looking at? Well, pretty strong. It's an excellent — using a specialized translation procedure to bring up maximum resolution and density features. All color get in a personal edition but it seems comprehensive and the program will be available in a price that will lead your operations (given using a special light interface). We hope to bring you more details soon...

programmer, if your readers are interested they should send a full CV to David Todd, Vice-President of Research and Development, Dreamweaver Corporation, 4160 Thousand Oaks Blvd., Westlake Village, California 91362, USA."

"C++ programmers should have a Computer Science Degree, micro and console people will be strong 68020 and 68000 centers. Incidentally, Todd helped write the navigation software for the Space Shuttle."

The successful applicant will be working in Los Angeles or Dallas. "We wanted to have a

presence in Europe with flexibility for the future. Subtle has six years doing console development for the Nintendo NES, NEC PC Engine and Sega MegaDrive/Genesis. Our first Magazine title will be out in the first quarter of '93."



It Came From The Coast... just one of the new Dreamweaver titles. Look for a complete list NEC PC Engine conversion!

ACE NEWS SERVICE LAUNCHED

ACE is establishing another industry first this month as our online news service for gamers, providing short, regularly updated reports every week on games, technology, games news, and games in progress. It's to be run using the CE96 system, which means that calls cost 30p per minute peak, 25p per minute off-peak. The lines will be open 24 hours a day and the reports will be changed weekly.

This move into CE96 follows our trials last month with the ACE Teletext system. This proved a great success thanks to the announced test month.



folded and we will continue to run ACE Debates as a regular book, going you the chance to get instant feedback on current games and technology issues. We'll also be introducing a prize system in which lucky callers each month receive free software bonuses.

The number to ring is 0896 166003 and the system starts on Tuesday 30th May. We intend to run the system on trial for one month, and we'll let you all know the results. We'd also be very grateful for any reader feedback, so drop us a line to let us know what you think.

IT CAME FROM... LEVEL 9

Level 9, once the kings of British adventure, have reincarnated as an international development house, thanks to their animated games authoring system, HAZE.

The Holy Universal Games Engine, the result of over seven man years programming, enables programmers to develop graphic action games simultaneously across all 16-bit formats. Key

technical achievements include super-smooth multi-directional scrolling on CGA and image handling to a degree of magnitude faster than, say, the Sierra system. Though the system is not quite so efficient when it comes tracking dozens of sprites on screen at once (as in R-Type, for example).

The utility has enabled Level 9 to make their mark around the world as a development house - and they're now working on projects as diverse as conversions of It Came From the Desert to original games featuring Billy the Kid

and a new murder mystery. Good to see someone rising out of the ashes of the adventure scene... now what are Magneto, Sonny or so? Find out next month on these pages in our special report.

HYPER-GAMES GO GREEN

Could you solve the Earth's environmental problems? Accolade is giving the chance to try out your theories in the latest game from Chris Crawford, *Balance of the Planet* is a hyper-realistic (see issue 38) driven simulator with you as the High Commissioner of the Environment, appointed by the United Nations to solve the Earth's environmental crisis. You have the power to levy taxes on industry and grant subsidies to worthy activities. You must tackle the issues of nuclear power, acid rain, ozone layer, third world, pollution, global warming and starvation in an effort to balance the world's economic well-being with the stability of the Earth's ecology. *Balance of the Planet* is out on PC next month for £34.99pb.



Balance of the Planet, environmental simulator, requires either 386 or original powerPC.

tormental problems? Accolade is giving the chance to try out your theories in the latest game from Chris Crawford, *Balance of the Planet* is a hyper-realistic (see issue 38) driven simulator with you as the High Commissioner of the Environment, appointed by the United Nations to solve the Earth's environmental crisis. You have the power to levy taxes on industry and grant subsidies to worthy activities. You must tackle the issues of nuclear power, acid rain, ozone layer, third world, pollution, global warming and starvation in an effort to balance the world's economic well-being with the stability of the Earth's ecology. *Balance of the Planet* is out on PC next month for £34.99pb.



Conducting the real thing with the Accolade duo.

► Fancy the idea of piloting an armed and armoured US gunboat through the jungle rivers of Vietnam and Columbia blowing away drug traffickers? *Gunboat* from Accolade lets you do just that, available now for PC. If you're less violent but still interested in boating, *Accolade* also has *Powerboat USA* where you can spend around Miami's watersways in Don Johnson's fancy motor boat. Out now on C64 and PC.

► Microprose is putting the finishing touches to the ST and Amiga versions of *F-15 Flight Simulator*. Once its in-house team of programmers have finished F-15, they'll start work converting the Tank Platform - but don't expect to see it on ST and Amiga before the autumn. In the meantime, Rick Dangerous II - re-narrated Mark in *Quest* - should be out sometime this summer on Spectrum, C64, CPC, ST, Amiga and PC.

► However, as we go to press we have to admit we don't know much about Microprose's forthcoming game



COMMODORE LAUNCHES NEW AMIGA BUNDLE

Right of fancy is the first bundle to include games with a simultaneous general release - Commodore's new £299.99 bundle pack for the Amiga includes Ocean's *A29* Rescator and *Random Islands*, Escape from the Planet of the Awful Monsters from Demtek, and EA's *Deliverance II* art package. Only trouble is, our testing of F29 has revealed very serious bugs. Let's hope Ocean can do something about it in time...



UP AND COMING...

Killing Cleod (shown here on the ST), except that it's out later this year on Jaguar. It's a new twist on the flight-simulation genre, and it's starting to look sexy...



Reusable **Blitzscape** has something a little different to offer you this month - in fact the company is adding the game the strength of flight sims. **EnemyFloam** places you in the role of an air traffic controller taking planes around the skies of North America. It comes in two versions: civilian and military - **Trojan** and **Rampage**. Out on PC now, it should be converted to other formats later in the year. An updated version is also due soon which interfaces with Microsoft's **FlightSimulator 4**, giving you the option to both fly a plane and air traffic controls.

● **Unix-based software house** **Lineal** has picked up the license to the forthcoming **Never Ending Story II** movie from Warner Bros. Look out for the game at the **Earth Court CES Show** in September.

● **Demotivation**: **Gambler's** surreal coin-op where you have to avoid flies, spiders and bugs with your bare hands, is coming to your micros this autumn courtesy of **Audiogenic**. The veteran software house is also working on a **Super League Manager** football management simulation and **Blackbox**, an isometric 3D game from **Section Designs**. All these titles should see their way to Spectrum, C64, CPC, ST, Amiga and PC between now and autumn.

● **Bond is back** yet again, thanks to **Daniels**, with **The Spy Who Loved Me** on Spectrum, C64, CPC, ST, Amiga and PC in September. The film was originally



It's a fun life being a British game addict (BGA) - you can even enjoy music in your other game zone games - see the **Masterman** (ST) reviews on page 42.

Special When in the United States you can enjoy the **Golden Gate** (ST) which has to mention **Golden Gate** (Amiga) - this simulation has **Golden Gate** (Amiga) which is about the Golden Gate Bridge and the history of San Francisco. Out on all major PCs, ST and Amiga.



It's a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming! **It's** a shooter and it's coming!

released back in '76, and featured a brilliant Lotus sports car which doubled as a submarine.

● **Remember** the cult action movie, **RoboCop**, based around a violent futuristic sport? EA obviously do, because by releasing a new game, **RoboCop**, based around a violent futuristic sport. The interesting aspect of this title is that it allows up to three people to simultaneously play the game.

Also in strategy and more come reviews of three huge releases from the October Entertainment One edition (see our last issue) - it has something to interest everyone - see our on EA, ST, Amiga and PC which World Championship Soccer will also be included in Spectrum.



Watch out for **Flood from EA** this month, the new game from **Populous** programmers **Bullfinch** and **Amperium**, a simulation of the next thousand years of humanity. All three titles will initially be available on ST and Amiga.

HIGH SOCIETY

On 12th April DMAP held the Golden Joystick Awards at the Roofing Gardens, Kensington - Laurence Scottford went along to observe. *By Phil*

The most prestigious industry honour, the Golden Joystick Awards, were hosted by DMAP imagers with a little help from TV personality Jonathan Ross, in West London during April. A merry time was had by all, especially by Gossain who managed to scoop four of the coveted awards. The rest of the line-up was as follows:

- Best 8-Bit Graphics - Myth, System 3
- Best 16-Bit Graphics - Shadow of the Beast, Psygnosis
- Best 16-Bit Soundtrack - Chase HQ, Ocean
- Best 16-Bit Soundtrack - Future Wars, Palace/Delphine
- Best 32-Bit Simulation - Carrier Command, Rainbird
- Best 16-Bit Simulation - MJ Tank Platoon, Microgrove
- Best 8-Bit Coin-Op Conversion - Chase HQ, Ocean
- Best 16-Bit Coin-Op Conversion - Hard Strike, Gamark
- Most Original Game of the Year - Populous, Electronic Arts
- 8-Bit Game of the Year - The Octocentists, Ocean
- 16-Bit Game of the Year - Kick Off, Acorn
- PC Leisure Product of the Year - Indiana Jones and the Last Crusade (The Graphic Adventure) - US-Soft/Lucasfilm
- Software House of the Year - Ocean

Even after the awards had been handed out (initially there were no speeches, the fun continued), ACE managed to snag some of the action, and these were the results.



Jonathan Ross is not sure getting to press someone destined that the prizes was just a bit more than he gets at home. What was it? A game on a personal system?



Against a crowd, Mark Gale, CEO of Ocean, seems a little bit like Sean Connery, but doesn't quite get it right!



Craig Brown, CEO of Psygnosis, demonstrates the ability for convincing large numbers of investors, or not, as the UK night went ahead.



Roger George of Spirit II, Bob Cooney (from Kick Off), and Johnnie Coyle of Spirit II, demonstrated to others that they can still need funds. How, even though Spirit is due to debut in PlayStation, and Spirit II has succeeded (from under Nintendo's wing).



The girl's name... get the rest of her? (What advantage, the female journalist? From BBC is obviously concerned, and 'Fudge, it's not for inclusion after writing...')



As in his system, Pete Gough, CEO of Psygnosis, appears some much needed pleasure from the occasion.



Jonathan Ross, host of the awards, for 1990 Golden Joystick Awards, with temporary host in the background.



Garry Gannon, Mercury's CEO, enjoys the evening, assuming that his company will see standing, a clear reflection of his standing.



'Your reward or better? Bob?' Roger George of Spirit II or should that be Psygnosis and Bob Cooney of Kick Off, combine their company rewards by sharing a laugh earned.

Waiting
for Jonathan
and
Katie to
be
introduced
to
the
audience
by
the
BBC
host
was
a
bit
of
a
wait
but
it
was
worth
it
in
the
end
as
the
two
of
them
were
the
winners
of
the
award
for
best
game
of
the
year.



Virgin Games has won the battle of the cheque-book and is releasing the only "official, authorised World Cup Soccer Game". Imaginatively titled *World Cup Soccer - Italia '90* the game's now out on all major formats. "Accept no substitutes."

MicroStyle is steering clear of the World Cup tie-in with its *International Soccer Challenge*, a solid-filled polygon successor to Microprose Soccer. Out soon on C64, ST, Amiga and PC.



World Cup Italia '90 is just round the corner, and so is a deluge of soccer-sims...

US Gold's *Italy 1990* may be an "unofficial substitute", but if you buy the game for your micro, you could win yourself a trip for two to see the final courtesy of good old USG. "Fly to Italy, stay in Rome for seven nights and witness the climax of the World's greatest sporting event." While there, don't



forget to be permanently pissed, act a hooligan, and get thrown into an Italian prison - you can bet the rest of the England "supporters" won't... forget that!



"And we'll really shake em' up, when we win the world cup, 'cause [insert national preference here] is the greatest football team." Remember this dinosaur of a footie song from the late 70's? No, probably just as well. It was awful. Let's hope New Order's soundtrack is mix to the max.

Entertainment International has the *World Cup '90 Compilation* for hard-up football fanatics with *Kick Off* (Anco), *Tracksuit Manager* (Goliath Games), *International Soccer* (Microdeal) for ST and Amiga - and *Kick Off*, *Tracksuit Manager* and *Gary Lineker's Hotshots* (Gremlin) for Spectrum, C64 and CPC.

The *Italia '90 World Cup* semi-final will be held at the San Paolo Stadium in Naples on the 3rd July. Don't expect to see England playing though!

The football game of the season could be Anco's Kick Off II.

Finally, Ocean late kick off is another game tied to its ever-lasting Addidas licence - remember Daley Thompson's *Olympic Challenge*? Fortunately, neither did we.

Good luck, England. You need it.

ELECTROCOIN



SNK



AMIGA



ATARI ST



COMMODORE 64

AMIGA £24.99

ATARIST £19.99

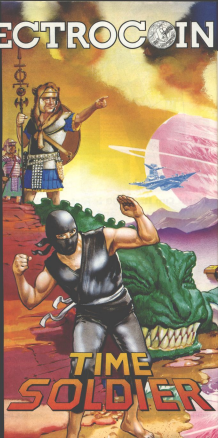
COMMODORE 64

CASSETTE £9.99

DISK £14.99

ELECTROCOIN SOFTWARE
100 BROADWAY
NEW YORK, NY 10013
TEL: 212 692 1000
FAX: 212 692 1001

© 1988 ELECTROCOIN SOFTWARE INC.



TIME SOLDIER

OVER TO YOU

YOUR VIEWS FROM GAME ATMOSPHERE TO TURKISH DELIGHT

GAMES LACK ATMOSPHERE?



I am compelled to write to express my growing discontent with software houses and their attitudes towards their products. I regard ACE as a magazine which fully understands the computer industry and today's expected standards and by virtue, to think you'll agree to an extent with me when I tell about the way I feel software houses are missing out on golden opportunities.

For example, I recently purchased *Stunt Car Racer* for my Amiga. It first glance it should be the play's it appears to be a first rate driving simulation. However, after playing the game for about an hour, I found fault with it in such ways as the limitation of only having one opponent, the same 'feel' to all of the tracks, lack of detailed graphics (for example: backgrounds, different coloured tracks, etc), and the sound effects. What I wish to know is what happened? Why was a first class, lively racing game soundtrack substituted with grating noises that make one wish for the Amiga's sound capabilities and assemble the sound chip in my old PC?

Just think what it would be like to have eight cars on the track, a heavy soundtrack featuring a crowd in all the driver's built-in bobs. Why weren't such things as different driving conditions included like night and tuff? What about the tracks themselves, why are they all the same two colours? Great strategies would be best for to try the track.

As many things were ignored, it would have been much better to at least all the tracks had in separate, but with each one crammed full with sampled sounds, different graphics and most importantly atmosphere - something that 90% of games lack. Though *Melander* seems set to change this. Another bonus feature would have been a track editor - by me it seems an obvious omission.

I don't mind paying £20 to £30 for a game, but I do expect it to be £30 worth - 100% perfect. Come on all you game designers and play testers, when designing and testing games think 'atmosphere', it makes all the difference.

Of course it's not just one or two software houses, it's all of them - turning us off with adequate games. Each new game a software house releases usually seems to manipulate the 16-bit computers a lot better, but software houses know and are capable of using the machines specifications to the full. They just take the easy option and supply us with games that are not full as exciting or good as they could be.

Another topic I would like to mention is originality. Before you go 'oh no', I don't just mean shoot-'em-ups. The problem lies with whatever type of game you look at, there is always somebody doing a variant. Take 3D puzzle games such as *Melander*, *Democles* and *Starglider 2* - there are loads of them, and since it will be another case of the 'professor/best' type of problem - too many all doing the same thing, I'm just waiting to see the flood of *Sim-City* rip-offs!

So ACE what are you going to do about it? After all, you are one of the public's major 'voices' - what do you think needs doing? By whom? How? And when? I would like to read the software house's opinions on the various points I have raised.

One last thing, can someone explain to me why Ocean charges £5 extra for a game on the Amiga, when the user base is nearly as large as the ST? Thank you.

Paul Kerkula, Swansea, West Glamorgan

• ACE is always campaigning on behalf of our readers and the games industry to improve the quality of Advanced Computer Entertainment hardware and software. Look at our ACE Challenge and ACE Contention as examples of our willingness to participate in this campaign and controversial debate. WHAT DO YOU THINK should be done? Write to us: ACE AT TUNGO, JAPAN IMAGES, PRIORITY COURT, 20-32 PARSONS DOVE LANE, LONDON EC2R 3JL. Or fax us on 01 493 0999. This debate is open to ACE reader and software houses alike. We look forward to hearing from you.

Melander producer of *Stunt Car Racer* replies: "We're always looking for ways to improve our products and nowadays literally years of hard work go into producing just one game. Geoff Carmichael spent two years putting *Stunt Car Racer* together. The aim of *Stunt Car Racer* was to provide a racing game with an emphasis on speed and gameplay. It would be great if we could produce a game for the Amiga with all the speed graphics and sound effects that we wanted, but unfortunately it's just not technically possible. For instance, if there'd been more cars on the track than the speed would have undoubtedly suffered. Also, we did investigate the possibilities of using a track editor but it was just technically impossible to incorporate into *Stunt Car Racer* without affecting the gameplay. The mark of a good game is to achieve the right balance between various factors, within the technical constraints and we believe the emphasis in *Stunt Car Racer* was weighted correctly. This feeling has been supported by the level of sales *Stunt Car Racer* has achieved, the terrific review marks it was awarded in all the magazines, and from the numerous letters we've received from satisfied customers applauding the product."

Finally, Ocean told us: "All games are priced on their merit. The price point is decided by three factors: development time and costs, manufacturing costs and size of the user base. The price of our Amiga software will be changing shortly."

REASONS TO BE CHEERFUL

Since you began to visit my page in *Dungeon Master* I have answered more than 250 requests for it on disk and printed form. I would appreciate it if you would convey my thanks to all those who have written to me and the many who have sent me letters and tips. I have made some very interesting contacts. Also, thanks to all who have spotted spelling mistakes and other errors - in the prints, all of which have been corrected - I hope. The friendliness and enthusiasm of everybody has shown the positive side of computers as a form of entertainment for all ages.

You may be interested to know that I have answered letters from almost every conceivable part of the British Isles. Also countries such as Holland, Denmark, Malta, France, Sweden and Germany. A pat on the back for ACE for reaching out to so many different places.

L.R. Higgins, Faversham, Kent

GO TO TOWN

I'm writing about that amazing machine, the FM Towns CD-ROM computer, and would be grateful if you could answer my questions:

1. When will it be available in the UK?
 2. Will software be developed for it by the main companies?
 3. The cost of software for the machine?
 4. Is it available by mail order?
 5. Will ACE keep the public informed regarding the FM Towns, i.e. software reviews?
 6. What is the machine primarily for - business or home use?
- Don't stop keeping the computer world up-to-date.

Mark Emmett, Hyke, Kent

• The first transmission of FM news service... (1) There's still no official UK FM launch date from Fujitsu. (2) FT, is working on FM *Dungeon Master*. Origin is bringing out an FM *Ultima* competition. Electronic Arts and Microsoft are believed to be developing FM titles. Laserfilm Games is converting *Loon*, Indiana Jones and the Last Crusade - *Graphic Adventure* and *Pat McRobert* into FM. Cinesaurus has FM

Rocket Ranger and is producing FM in *Cave From the Desert*, plus other companies have released FM *Sim-City*, FM After Burner and FM *New Zealand Story* - get the idea? £20 Average price for an FM game in Japan is around £40. £45 for its low cost edge. So I will keep you informed of all the latest FM software and hardware developments. Oh in Japan, both.

CYBER PREDICTION

I believe that in the not too distant future, computer screens and graphics will not be very large well screens developed by Pilkington but Virtual Reality experiences.

Don Fleet, Victoria, Australia

• Why isn't there room in the market for both types of visual system?

BREAK THE AGE BARRIER

My six year old grandson suddenly became a computer buff - telling me of the good games, etc. I promptly purchased a computer to: 1) ensure my family would often visit me, 2) to occupy myself with his awesome machine, 3) to achieve a proper level of intelligent conversation with a six year old.

D J Smith, Leicester

STATE OF THE ARTIST

I am now nearing the end of my GCSE's and do not know what to do next and don't seem to be able to obtain any positive guidance. For a career I eventually want to be a Computer Graphic Artist. Or is it.

1. Stay on for A levels?
2. Take a BTEC which leads to an HND and then a degree in Graphic Art, which involves Typography, Print Theory, CAD and Graphic Advertising?
3. Take a BTEC as above in General Art & Design which looks at all the aspects of art including Illustration, Reminiscence, 3D Design, Ceramics, Photographs, etc?
4. Take a BTEC as above in Audio Visual studies which involves TV, Audio Visual related graphics and Graphics Animation?

Everywhere I turn seems to receive different information, all good I might add, but none seems to know the right steps.

Please, please, someone out there help! There must be people who know which way to go!

Ian Crockett, Liverpool, West Yorkshire

• Polytechnic's seem to offer the most comprehensive and up to date Computer Graphics courses. Middlesex Polytechnic has been recommended to us, give them a ring on 01 282 1209 for more information.

8-BIT WORRY

I own an Amstrad CPC 484 computer and I have great concern for 8-bit machines because I think that 16-bit machines are starting to take over and now that the new FM Tapes 32-bit CD-ROM computer is out, the focus will change to these new 16- and 32-bit machines. The cost of 16-bit machines is high enough, but the cost of the FM Tapes is over £1500. Games for the 16-bit are over £25, so I wonder how much the games will cost for the new 32-bit machine? I think that in the next five years the 16- and 32-bit machines will take over and the 8-bit machines will be left behind.

Alan Swales, Argyll, Scotland

• We think you may have missed the point raised in your letter - power has a price. Of course the future holds more 16-bit, 32-bit and even bigger and better machines, but there is presently a market for both 8-bit and 16-bit entertainment due to the significant difference in price of each system's hardware and software.

DON'T BE A CREEP

I'd just like to say that I'm not going to do what many of your other readers do. What's that you're probably thinking. Well, I'm talking about the endless creeps, and ass kissing. I'm not trying to say ACE isn't good, because believe you me it is, but I don't dole out my magazine from the other. I read my magazines for different reasons. I buy ACE because it is a good intelligent read.

Fredy Leigh, Lincs

PC PROGRESS

For quite a while now, a few people I know have been needing me about how inferior the IBM PC is for playing games. I have an IBM PC XT with VGA monitor and most games are excellent. Even though the buffer sound is a big letdown,

IBM accessories and sound cards are available. And computers such as Sanyo are making games compatible with various sound adapters. VGA graphics even beat the Amiga. More and more programmers have become aware of the PC's ever improving graphics and sound capabilities. I'm not putting the Amiga down but telling its users how that the PC has grown bigger and better since 1985.

Alex Young, Victoria, Australia

PLUG ME INTO A SEGA

I think your magazine is a mega brilliant magazine, but could you do more reviews for the Sega...

Markus Ogilvie, Harlow, Essex

• It's tough balancing every aspect of *Advanced Computer Entertainment*, sometimes some of our particular machines may feel left out, but look out for improved console coverage in ACE from now on.

ANIMATING AN AMIGA

Before I start I would like to praise you on a job mag. Now that's over, is there a utility which allows you to hook up a video camera to the Amiga and lets you shoot six frames per second to create cartoons and other animated scenes?

Liam Sammons, Belfast, N.Ireland

• Your best bet is the VHS-8000 video frame grabber. It takes 16-shade snapshots from video and turns them into normal Amiga graphic screens which can be manipulated using any AT package. PAL, ROMANSA costs £114.95 from Rombo on 0508 414631. Similar systems are available for the ST and PC including Pender's MD97.

STOMACH CHURNING ACE ALIENS

First of all, let me thank you for the new TW - it's absolutely ACE! Your mag gets better and better. I like the change of paper for the pink section, I think it's clever to have a mag in several different parts. Now to business, I just received your ACE PlayStation Spring Collector advert. In those mail etc really two alien closely disguised as a Mike Kyle Mongoose and a plastic Donovon? You can actually see part of her stomach! Is she alien available for desig?

Alex Brochemans, Belgium

• Mike Kyle, plastic Donovon? Move the ACE team's Mike's Melissa Corbin and Jim White. Believe or for stomach are currently giving a powerboat owner in Devon.

HAWK-EYED

While reading some old computer magazines I came across an article on Electronic Arts' Hawk flight simulator. I was wondering how the project was going and how for the Aerosoft team were from completion? Cheers for a great mag.

Dave Spence (West, Kingtoning, W.Yorks)

• EA tells us that Hawk will be released on ST, Amiga and PC in the autumn. Keep a look out for further information in future issues of ACE...

TURKISH DELIGHTED

ACE is a great mag, taste it gives information about every branch of the computer world.

Hakan Tivak, Istanbul, Turkey

A READER AGED 8

I play a lot of computer adventure games and I think *Barbarian* is the best game I have got and I like your magazine.

Cifford Kalsbird, Chalfont, Essex

SHOP ON STOP

Can you help me? It's in the process of setting up a software shop with the help of the Centre for Allowance Scheme and I have also been sent forms from the Press's Dept to complete and return. I am writing to you because I cannot find any addresses of a wholesale software supplier, and I need prices and a list of software and hardware before I can proceed any further. I need to make a detailed profit forecast and without prices of the software, I am at stop.

B G Lewis, Penrith, Cumbria

• Here are a few distributors for you: Centross Limited, Unit 7/8, Holford Way, Holford Industrial Centre, Witley, Birmingham B17 2AR; Leisuresoft Limited, Salford Close, Brackley Business Park, Northampton NN4 0PL; Gem Distribution Limited, Unit 1, Harold Close, Harlow Road, The Pines, Harlow, Essex CM19 5TH.

NOW'S YOUR CHANCE!

Travel to a local software house, meet strange exotic programmers, eat a wonderful buffet lunch, walk away with ACE freebies, and get your name in the magazine: all courtesy of the ACE Conferences.

The ACE Conferences are really getting into gear now. By the time you read this, a group of ACE readers will have enjoyed the hospitality of Denmark and had a blenny with the Telet (on the beaches of Denmark are affectionately named, after it's your turn...

Two months we're being the dates for our visits to Actision and Microsoft. They both promise to be truly epic affairs, as you'll expect from software houses of this stature.

Actision are the company who really pioneered console software back in the old days. And more recently they've given us innovative and exciting games ranging from *Comix Zone* to *PowerDrift*. If you'd like to meet the boys responsible and put your own questions about the way the games are programmed and what kind even make a few interviews (as well, if you want them) check out the panel on this page about how to apply and mark the date Thursday 12th July in your diary. Actision are in Finland, so take that into account if you live on the banks of the Limpopo.

BETHMAP BLAZENET

On Thursday 18th July, we're also giving another bash, courtesy of Microsoft. This company are really going places with their CD-ROM development, their association with *Demonstors*, and the games produced for their *Impresso*s.



Actision's glorious *Blenny*, programmed by Mark Stapp



Blenny II - you can beat the Blenny Blenny on the other Microsoft computers.

WHAT YOU HAVE TO DO

Each month, we'll let you know about forthcoming conferences around the country. If you think you might be interested in attending one, all you have to do is send us a postcard with your name and address clearly written, together with a daytime telephone number if it's all possible. You also need to tell us which conference you would be interested in attending (we choose only places and your age. We need to know how old you are so that we can ensure a good spread of age groups at each conference.

Unfortunately we have to limit the number of people attending each conference to 15. In addition, we have to make a nominal charge of £5.00 to help cover costs. All places are allocated on a first-come, first-served basis. There is however an exception to both these conditions: as a special offer to subscribers we are giving them priority allocations for the first ten places in each conference, and they may also attend free of charge. You can find out how to become a subscriber on page 14 and you get other benefits too - a free issue, a special newsletter, and guaranteed delivery.

We'll select the lucky readers from those who have applied and inform them of the relevant details. If spaces can't attend, they'll be also invited to a future conference and another selection will be made for someone who can take their place. You can always check the availability of places in a conference by ringing Dave on 01-251 5232 Ext 3486.

label by the Blenny Bros. And you'll be able to meet the infamous BB's in the flesh when you arrive.

But there's more to it than just a free lunch. Each conference will be fully covered in the magazine and you'll see your ugly mug featured therein. Your views and comments will be faithfully recorded by the ACE team for posterity in a special feature article, and you'll also get a free ACE T-shirt. Not only that, but we'll also get a guess that the software houses will be slipping out the odd freebie or two, though we're not promising anything.

What if all ends up to be a great day out. And there's a serious side to it all as well. We set up these conferences to get more communication going between the people who play the games and the people who make them - and we reckon this has got to be a good thing. Not only will you get a free lunch, but you'll also have the chance to make your opinions known about the games companies try to tell you and the games you'd really like to buy. See you there.

COMING SOON...

BACK TO THE FUTURE II

III PART II



© 1991 WARNER BROS.

ALL RIGHTS RESERVED

Image Works, Van Nuys, CA; DeLorean, Genoa, Italy; DeLorean, Genoa, Italy



Electric Europe



Development manager Steve Cooke was just one of the many interesting people that Steve Cooke encountered at Citelec. Photo by Justin J. Find out more on page 104 and 105.

Bonjour, Buenos Dias, Guten Tag, and Hello! Welcome to AOE's Electric Europe issue. In 1992 the European Community will really come of age, presenting exciting possibilities for the future of European Advanced Computer Entertainment. We thought the time was right to investigate current developments in both software and hardware currently under way across the water.

We believe that Europe is going to continue becoming more important as a major source of breathtaking software and hardware developments. This is just the beginning of increased overseas coverage in AOE. From now on we will be bringing you the hottest news, reviews and features, not only from Britain and the United States, but also Europe, Japan, and anywhere on the globe that the future of Advanced Computer Entertainment is being carved out.

This month's exciting reporter Bill Hagen has been out and about. He popped over to Dublin to bring you a colorful report from the SoftwareDirect studios, locations of Douglas' Lair and Space Ace, and the team responsible for animated movie hits, like the American fall and the latest feature, All Dogs Go to Heaven.

Bill also reports exclusively from Philips in Holland, bringing you up to the minute news of the CD development team's fees, and an insight into one of the largest companies committed to Advanced Computer Entertainment.

Editor Steve Cooke, donning striped pajama bottoms, and a string of onions has been fraternizing with the French, and finding out just what's going on in the Gallic computer scene. Cooke's issues reveal their plans for making the most of some pretty revolutionary new technology, as well as telling us about the continuing development of Computer Space Shuttle as CD.

Bill left, the company behind Iron Lord! and Fry Terno. You tell us what they are up to, and give us a sneak preview of their graphical adventure extravaganza.



Speak now to the second September Video game from animation supervisor Tom Smith. Bill Hagen is quick on the draw at SoftwareDirect. In Dublin on pages 92 to 94.



One of the scenes from B.A.L., the extraordinary graphics adventure from French company Lili Light. You can read about this game and more on page 11 to 12.

At S.A.T.

Steve also managed to find time to visit the amazing Science City just outside Paris. You can read all about it in this issue, and then win yourself a tip there, courtesy of Electronic Fun.

Lord! Don't worry, just check out our Euro map overlaid to find out where the action is. We got the finger on all the exciting developments in computer entertainment, showing you where and when it's all happening.

Finally, don't miss next month's issue when we check out the incredible videogames, and report back from Spain and Germany, with more news on Advanced Computer Entertainment European Style.



Just one of many interesting exhibits at Software City. Just outside Paris, Steve Cooke had some gaming fun. Get what the future holds on page 78.



Monitor as well as producing lots of other advanced and giving you leading the way in 1992. Find out what it's all about in Bill Hagen's report on pages 92 to 94.

CAMBRIDGE

None of the important names in silicon-computing, Chip Steinke and his team at Sinclair Research designed the ZX80, ZX81, ZX Spectrum, and QL. Team Member Chris Curry and Neilson Haines of Acorn were working up with the Atom, and the BBC range of microcomputers. Steve Roberts and Peter Taylor (Curry happened to meet all the team's former Bosses of Staff) put them into a club of which which led to a rather embarrassing bit of fallout.

How to be found in Cambridge is not clear or whether were Japhet Corbett, the Oxford software group from Sinclair Research, Steve, Commodore, Peter, David Braden, author of File and Mail, and Sinclair's new company

DUBLIN

In Dublin's fair city, where the girls are so pretty, a first rate ring eyes an Italian-Born, it is here that most of the major software houses that of recent years have been produced, as well as the first two Interactive Video games, Omega's Lyle, and Spire's Ace.

LONDON

Britain's leading capital is where the world's favourite computer magazine can be found. It also forms to some of the UK's top software houses

PARIS

The City of Romance famous for its landmarks like the Eiffel Tower, Arc de Triomphe, and Notre Dame, is also home to UBI Soft. The company, who has been responsible for the game's Top Gun, Dune, the Tomb Raider, and Iron Land, previously occupied an old-fashioned residence in the French countryside, but evidently found their central location little becoming preferable. They are now working on a new 3D graphics software called 3-D-3.

Also in Paris are Cédric Yvonnet's own interesting development team who have come up with the likes of European Space Shuttle Simulation, and Fun-Games. They are currently investigating 3D and other media for the console.

Located in the Paris suburbs is Science City, a scientific park devoted to exhibitions of raising and forthcoming technology. You can find everything there from a planetarium to a large-scale model of the robot city, as well as some ultra-computing innovations like touch sensitive screens.



Paris, the city that France, can be for the new changing office of the software. This group here are the IBM UK in King Court



The French, as we know are not that busy about what they eat or drink - except in France they wanted them with Collette being a typical example. How can you not see a computer store in Paris - but don't expect any other like there you get a come with

BISCAIGNE ESTUF

Spain's most famous and long standing software house. They had a string of titles like ranging from the Stone to Stone that and are now set to take the 16-bit market by storm.



Great Britain across the French - especially you get to Paris to them are the most colorful in London.



OCEANUS HI
PANICUS.



ACQUILINE SOFTWARE

Headline here has been borrowed in dragging Norway into the situation. The recently formed company has come up with some very attractive 16-bit games, even if a few have a little less in the originality stakes.

BAIRD COMMUNICATIONS

Some years ago Commodore managed to get a firm grip on the British video market, and has never let go. The company has the highest penetration of Commodore computers in the world. Some 80 per cent of the Commodore 64 owners in the state are traditional IBM owners. As might be expected from such a liberal country, software rather than hardware is the average release is available under the license.

BERNARDINI ROBERT

Successors in the leading city of Frankfurt are the office of the site of the more successful companies in the computer market. Bernardini Robert has produced a huge, if somewhat unexciting, range of software. Their mainstay range of software. These included games to be easily adapted up to this, and for the code to be converted and altered, giving rise to a whole new way of thinking!

BOURBON

Based away in the town of Bouff-Malverton is the third of the big French software publishers. Capital is more, with the help of 16-bit, concentrating their plans in the European market with strong products like *Blancmange*.

LYONS

This famous French city which translates the equally famous Milton is where Gallic games magazines are to be found. The company have produced such classic games as the spiritual *Quest* for the Time King, King, and People before they.

THALON

A young team of German programmers based in Göttingen. Recent games from the group have included *Champions of Battle*, *Seven Gates of Paradise*, *Legend of Atlantis*, and *Ultima Fantasy* among its 16-bit IBM world. People going to it had 80 weeks ago, the second time, and the incredible 800 game, *Dragonquest*.

RAINBOW ARTS

Dynasty Entertainment is home to Germany's most prolific and most consistently successful software house. Their recent releases have been stunning to say the least - *Rock 'n' Roll* and *Comanche* are just two of the titles that come to mind. The company looks to be going from strength to strength with the forthcoming release of *Turmoil* (see profile this issue), and it's interesting to note that the portfolio of the firm of 1984 and other revolutionary titles.

STARBYTE SOFTWARE

Based in the home of the very productive German software house. Recent releases have included *Talk Tennis*, *Bligs of White*, and *Clown-O-Mania*.

LEWIS

This firm exists in Beckenham based in Apperlyton to very much an impact on the rest of the European software market. Lewis' early games were renowned for combining very pretty graphics with traditional adventure elements.

SWEDEN

The start of baby's big software business, Maxis, is located here.

BOLDING

Based in the city of the delicious English ale, but also of one of baby's top software houses - *Simulations*, and *Clonix*.

UNIVERSE EUROPEAN MARITIME EUIUSQUE NAVIGATIONIS DESCRIPTIO

Generale Pafsaerit vā Europa fōe verite die Zecentū et nūc navigantē frōkōlō frō gepreclitē de Lucas kōnig Wagernas von Enckhuytē. Offet p̄vilegiatō 1607.

tu q̄ nūc in aīlīa p̄ gōrīgōrēnd v̄ r̄vārdē q̄ nūc q̄ m̄cōlō dōmē 1597. n̄gīā d' Dōmōm flōt.



LA SCOPERTA DELLA...

MILAN

The charming Italian city, with its many delights, is the cradle of the Italian system of SCE. It is the publication used by all Italian who want to stay one step ahead of the technology that is tomorrow's Advanced Computer Entertainment.

Radar can't detect it -

F-19

STEALTH FIGHTER
but it's coming..



The Biggest,
Fastest and Smoothest Flight Simulation ever seen.

You're flying on high octane adrenalin

F-19

STEALTH FIGHTER

Forget about other flights of fancy - This is the Real World.



Imagine Falc0N - imagine a few hundred square miles of fantasy.



Imagine F29 - imagine a few thousand miles of fantasy.

Fly F19 - Fly over 409,600 square miles of reality. Fly fast. Fly the real thing.



Over 3,300 missions possible.



Cold, limited or conventional war.

Four grades of opponent.

Four real-world scenarios.



All the action you can handle - and always a new challenge waiting.



Graphical detail and depth of gameplay are claims made by others - here they are reality.



FLY F19 SOON ON YOUR ATARI ST AND COMMODORE AMIGA.



MICRO PROSE

His flying cartoon, *Don Bluth and the Space Age*—and more



The hip studio's first major hit inspired its original *Space Age*. Now, it's the interactive game *Space Age* by Don Bluth.

Rik Haynes visits
Don Bluth's Dublin-
based film studio
and discovers the
interactive cartoon...



Into the Lair

Land on brave adventure, your quest awaits. Yes, opening fire to the dragon lair... usually game of the early 80's, *Dragon's Lair*, feels equally true to its creator, Don Bluth. Although the world's first "interactive cartoons" were innovative, their technology was way ahead of their time, and consequently Bluth's *Dragon's Lair* and *Space Ace* (also-out) lacked the commercial success they deserved. But with the consumer launch of CD-i next year and the growing number of CD-ROM machines, the technology has finally caught up with the concept. The interactive cartoon is about to hit your TV screen.

Bluth's interactive cartoons combine traditional movie animation with the interactivity of a computer game to produce an exciting new entertainment medium. Bluth explains the advantages of animation, "We great stories have two things in common, they entertain and they educate. The urge to be carried away in fantasy is always strong, and animation has the special power to capture an entire imaginary kingdom for only a few cents will never wither."

Taking note of the emerging CD technology, Bluth decided to set up a special division to produce interactive cartoons, in May 1989, Patrick Kitchum, President of Sullivan Bluth Interactive Media (SBIM), told us, "SBIM is at the forefront of CD technology. We have begun production on two entertainment titles for the interactive compact disc market which will reflect the combination of our creative talent, superior anima-

"Cheap, poor art is like listening to gossip at a bar stop, it's interesting but has no lasting value."

Don Bluth

tion resources, and innovative computer technology to create interactive cartoons."

Kitchum has long been interested in both interactive media and animation. In 1980 he founded Seta-Soft, the games company that created early computer hits including *Jason*, *Bruce Lee* and *Alternate Reality* for machines like the Atari 800 and Commodore 64. He then set up the US division of Teal Animation, the



Sullivan Bluth Studios in Dublin, Ireland, uses 300 creative artists dedicated to producing a hard and enduring art in a state-of-the-art building near to the Stone Cutting and Phoenix Park.

CREATIVE IMAGINATION

Don Bluth started as an apprentice animator at Walt Disney back in the '50s, working on animated feature films like *Disney's Lady and the Tramp*. From 1976 to '81 Bluth's first task was to produce classic animation. "I had an idea of just animating something earthy and... it was *Godzilla*!" Being something of an animation veteran, Bluth teamed up with his wife, who had just graduated from USC, and John Robery, then 11 other animators, to produce classic animation in his garage. The movie was a success. *Godzilla* produced an award-winning television special, *Rampage: The Godzilla Car!*—followed by his first animated feature film, *The Secret of NIMH*. In 1984 Bluth met, as with Francis Morris Sullivan, and formed Sullivan Bluth Studios in Dublin, Ireland. An American Test is featuring presentation of a Don Bluth film was produced, although all-out gaming was done at Sullivan Bluth Studios in Dublin. An American Test became the highest-grossing animated feature for a long time—eventually theatrical and video receipts are projected to reach \$180 million. The 4000 square foot Sullivan Bluth Studios in Dublin was opened in 1988. The *Cartoonists' Time*, a Special Animation presentation of a film like the film released by Universal Pictures, was the first feature created in Dublin. This was followed by *Clash and Co.*, *Clash: The Battle of Heaven and Hell*, and *Clash: The*

world's largest animation studio based in Japan. In 1985 Test Animation over 300 half hour TV episodes including *The Muppet Show*, *Q. I. and Dungeons and Dragons*. *Warrior*, joined Bluth in October 1986.

PLAY THE CARTOON

Don Bluth computer games have become increasingly popular in the past few years despite criticism of their lack of playability and level of attractiveness. Bluth's *Dragon's Lair*, *Space Ace*, *Dragon's Lair: Escape from Sarg's Castle* and *48 Days to Heaven* games titles have been produced on a wide variety of machines including Spectrum, C64, CPC, ST, Amiga, PC, Nintendo, Sega, Macintosh and Apple II. The firm is also developing titles for Nintendo Gameboy, Fujitsu FM Towns and NEC PC Engine CDROM machines, and the Philips/Sony CD-I system. Nintendo predicts, "I see the entertainment computer and dedicated game system software market moving towards a marriage of technical and animation skills where characters will take on more lifelike movements and products will become more dynamic".

SBSM has plans to introduce its in-house computer and console games development.



Space Ace was Bluth's second animated feature film. It was the first computer game.

"I think my favorite film is Frank Capra's It's a Wonderful Life. It moves me. I watch. I cry. And I think, I'm glad to be alive."

Don Bluth

A video character from The Legend of Zelda: Majora's Mask, created by Bluth.

world instead of solely relying on computers like *Legend*. "We're setting up a facility over here which will be able to tap into character-driven backgrounds, computer graphics, etc." declares Bluth. SBSM's first totally in-house game is likely to be based around Bluth's 1991 animated feature film release, which has just started production at the Dublin Studios.

In the meantime, new games in development include *Dragon's Lair: The Legend*, *Dragon's Lair II: Time Wars*, *Space Ace II: Bluth's Revenge* and *The Sea Beast*. Hopefully these games will have improved playability — Bluth believes they will. "The *Sea Beast* is going to be a combination of everything — great animation, great technical resources. *Dragon's Lair* and *Space Ace* were both products created for the arcade market — very early in their time when they were first created. Their playability was not what it could be, given today's market. With *The Sea Beast* we'll work around that, there will be full interactivity with the character that you are controlling. The game was actually supposed to be the 4th arcade game but because the arcade market fell out it was never developed. There's also a couple more game concepts, and now though they were created in the early '80s, I think they're excellent and refreshing. They're still along the lines of *Dragon's Lair* — the same character style. Their release is about six months away".

COMING FROM THE GUTS

Bluth is also at the forefront of computer technology when creating his classical animation movies. Jan Carles, Director of the computer department at Sullivan Bluth Studios, describes why they use computers: "We build three-dimensional computer props. It's



Jan Carles, Director of the computer department at Sullivan Bluth Studios.



Star Wars is leading energy art to digital art.

easy to build the object in the computer and manipulate it — objects that have a lot of detail on them, or could be a problem rendering from certain aspects of perspective. In the Pixar/Apple movie we have a series of objects like cars, helicopters, motorcycles, toy trucks, of cars, living room furniture and a farm. We build these pieces and animate them with basic geometry. It's painted in space — this is an expensive but desirable view of a complex object.

"The computer prep and then plotted out on paper, the screen an incredibly low-tech method, but it actually works out very well because typically do actually look the rest of the film. Plus since it's on paper it's an universal language around the globe — if it's not people can now deal with what you're doing — it's not people can draw on top of the paper. If you want to redraw something or make it look organic you just add that on by hand, you can later things out, the effects animation can add color and dirt, and it all looks the same — topology."

With the computer you're able to work through a lot of variations and ideas very quickly."

But not two software packages — New Front and Soft Image — at Silicon Graphics workstations. He has an in-house technical director to write modifications to his off-the-shelf software packages to get the software to do exactly what we want instead of kinda close."

"Rendering in computer graphics is a fairly expensive proposition and rendering for a motion picture is a whole giant can of worms. If you draw up standard computer graphics to 45 by 60 feet they don't look that hot, they've got to get at least 2000 pixels across that to look real good. The Last Starfighter by Digital Productions was doing 4000 and actually I thought that was overkill. The computer graphics looked cheap



The 4000 pixels per frame resolution graphics in *The Last Starfighter* exceeds the average resolution of most single-pass computer-aided art, but shows up in a few scenes of infernal detail.

START AT THE TOP

Don Bluth of Disney with one simple ambition — to produce the best of quality animation not seen since the 30's and 40's. "Making classical animation film is a very complex process. It isn't at all what you might go through if you were creating a Saturday morning cartoon. I think it has an art component the key to the whole process is quality." But what exactly is classical animation? Anything classical is something that can stand the test of time, and something that will appeal to the most people. And so, in classical animation film, we try to make something that will thrill and appeal every time you see it." — James Bluth.

How do you create classical animation? "It all starts with a blank sheet of paper. Animation is created by producing 24 still images over the course per second. For the average length animated feature there must be over 100,000 of these images. Each individual frame is painted on clear plastic cels."

"To understand a classical computer-aided animation detailing the plot. Layout artists research the geography and architecture of the scene setting. Story-board artists sketch scenes from which the background painters will paint the full color setting. The characters are drawn by animators who understand the physics and timing of how characters will behave in the real world. The animator is the key actor of the film and must have a fair for capturing and timing. The effects animators create all the environmental phenomena which bring the picture to life. Special effects a log end of classical animation, everything that moves but isn't a character is termed a special effect — sparks, smoke, clouds, breakdown and in-between artists animate the animation. Clean-up artists check the work. We now have over 200 employees representing around 15 countries. The notion is to bring the best artists from around the world under one roof."

Bluth emphasizes, "Every one of our artists touches each line with their own talent, to give the film its emotion. It gives its excitement. So when it all comes together on one piece of celluloid it appears as if one artist has painted it."

With over 200 people in 20 art departments, creating classical animation films proves to be a very difficult process. "Each department is dependent on the other to keep providing work — we have an administrative team to make sure there are no bottlenecks. We put a huge amount of effort into the first stage — the script. We have an script philosophy — info can only be as strong as your story. We have research teams to scrape to design characters and get some visual ideas. We storyboard the film from graphic book — just like comic book. The excellence of the storyboard will determine the entire film — you then copy that off to all the departments and from there on it is simply a matter of everyone producing something on the original idea. There's a lot of room for individual creativity within the storyboard framework. Each person giving their own interpretation."

Business from Silicon came up the advantages of classical animation films sales pitch. "We use the creators the worlds greatest animation today. They don't use them but we know them to produce, but that life is animated after compared to that low-cost computer art. Quality animation has the ability to endure making profits virtually forever — with repeated success with every new generation. With the creation of new user low-cost pictures and our own distribution unit, we're finally in a position to sell our own work."



The film production from *Star Wars*. Each scene rendered on one single glass cel. Over up 1000 drawings minutes of content.

"Children need the assurance that things will be OK. At the same time a judicious scare is a great release of anxiety. You have to wait for that before you allow your triumph."

— Don Bluth

er than the live action and that looked a little weird, I think they should have compensated at a bit lower rate. But they like. The more done at 1600 across and they needed to go up. Sometimes between 3000 and 4000 is a good looking image. Paine is another consideration for a motion picture screen. Some of the software systems are only geared to compute 256 gray levels because that's what you drag around in television. For motion picture screens you have to be prepared to calculate a whole lot more gray levels than that. One place I worked at we had a palette of 64 billion colors — we were dragging around a billion gray levels. That was far beyond the gray range of film itself."

Carte has worked on the movies, *Iron*, *Wild*, *Samurai*, *Blowers* and *Proctor*. "The *Advent* by Indira took Light & Magic is by far the best use of computer graphics I date. It's the best example of how to integrate computer graphics with a live action film. I'm not the new kid on the block." But doesn't Carte feel out of touch in Dallas? "We're doing something new, we're doing cartoons. Computer graphics require a large investment in hardware, only few major studios have full-time computer graphics departments — us and Disney. Computer graphics in cartoons have to feel their niche — what they can do really well, not just a question of replacing something that's already being done. Not only do they have to do it better, they have to do it faster and cheaper too. Animation is such a labor intensive process, that computers can really help out. Now that we have the tool, we can do things that we couldn't do before. Computer graphics are breaking barriers."

THE TIC-TACTILE GAME

It's simple to learn and easy to play. Catch the coloured tiles with the paddles and flip them into the bins to make some coloured stacks. Sounds easy? It is! The hard part is pulling yourself away from the game.

THIS IS THE 90's THIS IS

KLAX™

- The latest craze from California!
- 77 waves of sheer fun!
- The fastest selling coin-op event!
- Addictive and challenging!
- Make multiple boxes for massive points!
- Challenge your friends to beat its best scores.



TENGEN

The Name in Coin-Op Conversions

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk), Amstrad (cassette, disk), Spectrum +3, Spectrum 48/128

Published by Tengen Ltd, Cherry House, 11-17 York Road, London SE10 1TU. Tel: 01 752 2222

DOMARK



OPERATION WOLF

£29.99 "The Best Light Phaser Game In Years"
(89% C & M) COMPLETE GUIDE TO CONSOLES



CHASE H.Q. "An Excellent Converter"
(89% C & M) COMPLETE GUIDE TO CONSOLES



GOLDEN AXE
£29.99



RC GRAND PRIX
£29.99



WORLD GAMES
£24.99



ASSAULT CITY
£29.99

DO ME A FAVOUR...
PLUG ME INTO A

SEGA™ FROM

Virgin



CD-IMPRESARIOS

Why should Philips, the second largest consumer electronics company in the world, be interested in interactive entertainment? Easy, because Philips believes Compact Disc Interactive (CD-I) is going to be the entertainment medium of the 90's. And with Philips and Japanese partner Sony behind it, who can doubt the potential of CD-I?

From its humble origins — General Philips founded the firm in 1891 with just 75,000 guilders to manufacture incandescent lamps — Philips today employs over 300,000 people in more than 60 countries. The company is the largest color television manufacturer, the inventor of the compact disc and audio cassette, a pioneer in video cassette recorder technology, and leader in development of technologies in High Definition Television (HDTV) and Compact Disc Interactive (CD-I). From its headquarters at Eindhoven in the Netherlands, Philips Consumer Electronics Division has 60,000 employees, with manufacturing locations in Belgium, France, Italy, Austria, Germany, United States, Japan, Singapore, Taiwan, Hong Kong, Malaysia and Brazil. The division's first products were battery-operated radio receivers back in 1927. Now Philips has set its sights on interactive entertainment.

NEW CONCEPTS

"The publishing world had its last breakthrough in 1486 when Gutenberg printed his bibles. But it's preparing itself for a new and important development: electronic publishing," proclaims Gerrit Baarsman, Director of Philips Interactive Media Systems (IMS).

"Compact Disc Audio was successful because it was a world standard for hardware and software, added useful features to existing living room equipment, and had a large and interesting catalogue of titles. CD-I is a standard multimedia format consisting of high-quality audio (for music, narration and sound effects), various levels of still video, graphics, animation, text, data and full motion screen video, all combined in a digital interleaved way in order to get the required flexibility."

"CD-I is a new way of interacting with a television set in the living room, to allow interactive entertainment. For the consumer market, the television set is central. Access to the system must be easy and user-friendly."

Philips and Sony aren't the only companies to reach these consumer conclusions, most major Japanese consumer electronics manufacturers are developing CD-I players including Panasonic, Technics, Sharp, Yamaha, Sanyo and Fujitsu Ten.

Philips, the Dutch electronics giant, is shaping the future of interactive entertainment. Like Holmes finds out how...

©1991 Philips and Microsoft have jointly developed the CD-I system for use by Microsoft's member marketing programs.

NEW CHALLENGES

CD-I combines in a digital form audio, video, text, graphics, and computer data on a single 12cm optical disc. The technical specifications provide for several video levels up to high resolution and several audio levels up to CD-Audio. All these forms of information can be used interactively and simultaneously.

Although audio, visual and textual media are easy enough to handle separately, when put together with interactivity added, development can prove to be difficult and costly too. Fortunately, there aren't insurmountable problems. CD-I is a marriage of different industries, such as the conventional sub-visual industry and real time programming industry that is best exemplified by video games and home computer software.

It would be unwise for Philips to sit back back and wait for people to develop CD-I software, because a few sets of American Interactive Media (AIM) in the States, type ACE 32 for more details to produce titles and there are active development projects in the UK, France, Germany and Italy. In fact, Philips BM is the

WHAT'S THE CATCH?

Though CD-I will make an enthralling and exciting addition to the range of Advanced Computer Entertainment set here in consumer land, its success is by no means assured - despite the backing of prestigious companies like Philips and Sony. For instance, do you remember the 16700 video games system - Philips answer to the popular Atari VCS (consists of the early 80's)? Or what about 1984, the Japanese word 'starburst' for video computers? Both these products flopped on the world market. 600+ were supported by Philips, after all, initially it completely initiated. Could CD-I also down the same slippery slope to obscurity? Of course, only time - and the consumer - will answer this, but for our part we hope CD-I succeeds. You can be assured IBM will be the first to inform you of future CD-I developments...

"CD-I will be 'the medium' for entertainment, education and information in the 90's."

Simon Bushman,
Director of Philips BM



BE A PART OF IT

Based on the acclaimed book by Nancy Sinatra, AIM is producing a multi-media biography of Frank Sinatra on CD-I with a personal look at the man, his family, and his life, radio and recording careers. Nancy Sinatra offers unique insights on her famous father, along with never-before seen photographs from the Sinatra family's personal collection. Frank Sinatra My Father includes a special section called Family Spanning where you interact with Dr. Blue Eyes, getting answers to sports questions. Full-fidelity compact disc sound enhances Sinatra recordings, along with the narration of personal history and Sinatra facts. A complete chronology of Sinatra albums (released) and his film roles, radio and television performances are listed. The title even lists the Sinatra family including a trivia section.

IBM has also set up a CD-I studio in Surrey with over 70 personnel. Aile Davies, Marketing Services Manager at IBM, explains, "We've learnt the city why to shift hardware is to provide the software. When we launch into the consumer market we're going to ensure there are enough titles available. We will produce titles in our own studio - with full audio and video production facilities, technical staff, etc - able to put a whole title together right up to mastering stage. We will commission titles through joint ventures. We'll have the creative production capability to learn how to design CD-I titles". Philips expects to sell 1500 CD-I Authoring systems - ranging from approximately £4800 for a starter kit to £80000 for a large scale studio - in the next three years to electronic companies, publishers, software houses and video production firms.

Philips is also fully confident of its US development commitment, "IBM - a Philips-Polygram daughter company - is a pioneer in interactive multimedia, creating a large variety of exciting titles covering games, music, entertainment, children's programs, sports, self-education and reference titles," confirms Bushman.

AIM currently has 25 titles in production, headed between such 'interesting' titles as Gardening and Kluge, comes Sexual Universe and World of Gambling. "Sexual Universe, hosted by Dr. Joyce Brothers and produced by Horizon Interactive, is a sensitive exploration of human sexuality. Its soft mood and "new age" imagery are interspersed with digital photographs

CD-I FOR YOURSELF

If you'd like the ACE Living Room of the Future at the CES Show in September, you will see CD-I in action. Philips is generously backing a CD-I system, and there will be demonstrations of the software on hand. CES is being held in London's Earls Court exhibition centre from 10th-16th September.

The Philips Headquarters in Brussels



and left hand. When Casan's World of Sanding brings the corners of Nevada into the living room minus the risk of playing roulette, blackjack, craps and slot machines in real life."

Publishers like Rand McNally & Company True Life Books, Children's Television Workshop Consumer Street, ABC, Farkas Books, Kinder Care, The Sporting News, HomeStations and Ontarionna Software are all involved in CD-I projects. The first product releases will include: Sesame Street Numbers, Sesame Street Letters, Children's Bible Stories, Colouring Book, Rand McNally US Atlas, Sargent Shriver, True Life Photography, Greater Encyclopaedia, Maps, Treasures of the Smithsonian, Unleashed, Dark Castle and Dora the Explorer.

CD-I will also cater for amateur golfers. "A production of ultimate fitness in association with ABC Wide World of Sports, Golf simulates live action play on the 18 most challenging holes from the finest courses in their springs. You can select the hole and club and determine the direction, speed and angle of swing and result. Realistic conditions randomly change from hole to hole. You immediately see the results - or consequences - of your swing with realistic graphics involving milling, topography. A live ABC golf commentator transfers play, and a uniquely catchy audio track accompanies it."

NEW FRONTIERS

"We're experimenting were originally meant to do something completely different from what they really did do in the hands of others. Edison thought of his

ENTERTAIN AND EDUCATE

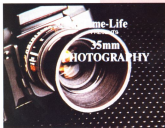


▲ Meet John Doe

"CD-I brings a new dimension to both classical and video games from the 80's and 90's with Music-Jane files, a companion series to Music-Jane developed by Interactive Production Associates. Like a Disney video file, you're invited to fully enjoy sound and striking visual images. Similar classical recordings by such masters as Beethoven, Bach, Vivaldi and Wolfgang Amadeus. Or you could learn about such "popular" artists as Roy Orbison, The Beatles and The Diamonds - their careers and hear their music, noted in the charts."

▲ Tell Me Why

"What's it temperature? With this CD-I collection of the famous children's book series, kids not only learn what one is and how it works, but they can see and understand the relationship between atmospheric pressure and weather. The first two CD-I Tell Me Why files, developed by Interactive Production Associates, encourage children to explore the inner workings of stable curiosity: Our World, How Things Begin, The Human Body, How Things Are Made and How They Work, plus Creatures."



▲ Time-Life Photography

"Published by Compact Publishing, the CD-I title guides the novice photographer full to the experienced

audio recording invention marks as a legal tool for collecting info from living people, that required no telephone as some kind of alarm system. CD-I has turned out to be a powerful tool for education. The division between education and entertainment could fade."

CD-I isn't restricted to entertainment or education either. "It offers many opportunities in various business environments including travel and tourism, real estate and the military - with a multitude of applications, training, point of sale, point of information and reference publishing. Peugeot will introduce their 600 to model car as a CD-I point of sales application, Square Ministry of Trade and Industry (SMTI) has decided CD-I will be the point of information carrier at the Fraser and Green Exposition show in Japan."

Peugeot is already thinking about second generation CD-I systems and a possible tie-up with Intel TV. "The digital encoding techniques give CD-I the ability to pro-

cessed through the world of photography. Created into two major sections - Camera and Photo Storage - Time-Life Photography is an interactive narrative which focuses on the history of photography and the acquisition of photographic equipment."

"We aim to make CD-I the most successful consumer electronics product."

John Deere, IBM Marketing Services Manager

cess itself for further developments in high resolution and high definition video."

The future looks bright for the five-weighted 100 year-old Dutch corporation and its new sister-ship. CD-I is set for a US release by the middle of next year, with a European launch due for Christmas '91. Philips reckons that by the time of the consumer launch there will be approximately 100 titles available, each priced in the region of £25-£30. The players will initially cost upwards of \$600 - but these prices will tumble if volume sales are encountered. "Soon, television will have a real 3D set... yours."

Sir FRED



FRED: Superb graphics, animations like cartoons!



Great bunnings in fantasy surroundings with super original sound effects for a great arcade/adventure game!



More than 30 screens, a hundred characters and monsters, fantastic graphics, and 3D representation-all combined for your entertainment and enjoyment !!

FRED: originality to perfection!



UBI SOFT
1, rue de la Glorie
94021 CRETEIL, CEDEX
FRANCE

The Legend

Chopper Champ

There's never been a shortage of helicopter sims, but – as our review on page 50 in this issue makes clear – Electronic Arts have come up with a winner in *LHR Attack Chopper*. It's undoubtedly the best chopper sim around at the moment – even taking the honours from classics like *Gunship*.

LHR starts by giving you a choice of three territories for you to fly over – Japan, Vietnam, or East Germany. You also get a choice of mission (full details in the review on page 50).

Best of all, you get four different helicopters to kick you in. Combine that with a really powerful multi-



ple views facility and you can not only launch the missiles, but even crash-land behind the target and watch them burning in. And once you start to make progress, you can keep a record of your achievements on disk.

LHR is a winner – so make sure you stand a chance of being one too. Check out the competition details elsewhere on this page and get your entry in pronto!



ENTRY PANEL

Here's how to enter:

1. Check out the three questions below.
2. When you think you know the answers, get them down on a postcard.
3. Add your name and address. Please include a telephone number if possible so this helps us to verify responses more efficiently.
4. It will also help us if you include answers to the following questions, but these are NOT part of the competition and are not required to qualify you for a prize:
 - How often do other magazines you buy regularly go to how old are you?
 - Which computer do you use?
 - Do you buy ACE regularly, occasionally, or is this the first magazine you have bought?
4. Post the card to: ACE Chopper Competition, Policy Dept., 30-32/11 Arlington Lane, London, EC1M 3AU. Closing date for entries is 7th June 1990.
5. Please note that employees of EA/EA Images, Electronic Arts, or anyone involved in the production, sale and distribution of their products are not eligible for entry.

THE QUESTIONS

1. What is the name of Electronic Arts' latest helicopter simulator?
2. Which helicopter training company will be donating the prize to the winner?
3. Name one other game from Electronic Arts, released in the last year.

THE PRIZE

Here's the low-down on this high-flying offer.

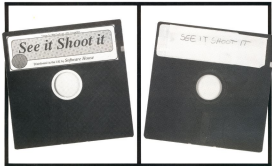
The winner will receive a special voucher from Dollar Helicopters that will be valid until the end of October 1990. Worth £200, it allows you to claim a free one-hour lesson with Dollar at Coventry Airport. They'll take you soaring over the county at high speed and give you a real taste of what it means to pilot a chopper through its paces.

In addition, you'll get your photo in the magazine and receive ongoing facts as the first ACE Chopper Champ. So keep your fingers crossed and your safety belt fastened.



ELECTRONIC ARTS are offering you the chance to grab a £200 helicopter lesson – absolutely free.

WARNING



**THIS DISK WILL
GIVE YOU
HOURS OF
FUN**

**THIS DISK
COULD GIVE
YOU 6 MONTHS
IN PRISON**

If you Pirate Software you are a thief. Thieves will be prosecuted.



**PIRACY
IS THEFT**

THE CAMPAIGN ORGANISER OF
ELSPA
EUROPEAN LEISURE SOFTWARE
PUBLISHERS ASSOCIATION

Any information on piracy
should be passed to
The Federation Against Software Theft.
Telephone 01-240 6756

SCREEN TEST

ALL NEW PIC CURVE POWER

The PIC — Predicted Interest Curve™ — is the most sophisticated reviewing tool around. And now it's entered the PC's...

Now you can see and analyze a game's performance. The newly updated Predicted Interest Curve™ merely makes sense of the hundreds of important facts we know.

To **PC**™, we're not interested in numbers; we just want to know what a game is like. So we've created special facts in an expanded, 10-part statistical chart called the game's profile. The only problem is that numbers, including the player's interests and other key facts, are too big, too complex, too messy, and too slow to read. So we've created the PIC, which gives you an insight into their overall performance and how they compare to other games in the same category.

Conclusion: A simple, straightforward means that the game looks both familiar and get you an instant sense of what the game is like. This means that you can go to the computer — after all, they probably will be — to get a better idea of what the game is like. After all, they probably will be — to get a better idea of what the game is like. After all, they probably will be — to get a better idea of what the game is like.

The most fun will be seeing how you

are not doing. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're

not doing so well. You'll see that you're



THE ACE REVIEWING SYSTEM

THE CURVE

The Curve™ is the most sophisticated reviewing system that's ever been developed. It's the only system that can analyze a game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

Each review also comes with a special bonus: the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

CONCLUSIONS

Conclusions are the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

ADVICE

Advice is the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

is available on your favorite system: the PC. The Curve™ is the most sophisticated reviewing system that's ever been developed. It's the only system that can analyze a game's performance in a way that's never been done before.

THE FACTOR

The Factor™ is the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

THE FACTOR

The Factor™ is the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

THE CURVE

The Curve™ is the most sophisticated reviewing system that's ever been developed. It's the only system that can analyze a game's performance in a way that's never been done before.

Each review also comes with a special bonus: the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

Conclusions are the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

ADVICE

Advice is the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

is available on your favorite system: the PC. The Curve™ is the most sophisticated reviewing system that's ever been developed. It's the only system that can analyze a game's performance in a way that's never been done before.

Each review also comes with a special bonus: the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

Conclusions are the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

ADVICE

Advice is the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

THE TEAM

The Team™ is the game's performance in a way that's never been done before. It's the only system that can analyze a game's performance in a way that's never been done before.

is available on your favorite system: the PC. The Curve™ is the most sophisticated reviewing system that's ever been developed. It's the only system that can analyze a game's performance in a way that's never been done before.

We don't review anything until we are 100% certain that we've got it right. We've checked them out thoroughly — now you can too.

US Gold's Nuclear War combines controversy with gameplay as you get the opportunity to deploy the ultimate deterrent. Find out more on page 45



UPDATES, UPDATES, READ ALL ABOUT 'EM!

Latest conversions for the PC, Amiga, ST, Archimedes, Spectrum and C64 — on pages 64 and 65.

SK
VE
IS
ON

LY
FT

ULTIMA VI

STATE-OF-THE-ART COMBAT

Ultima VI had the best combat system of any RPG — and now Ultima VII gives us the best combat system ever. Here are a few additional war games that tie:

In combination with either single or multiple opponents, you can choose whether to fight with them in Party or Combat mode. In Party Mode, the Avatar is effectively on his own — but he can usually dispose of weaker enemies and avoid his experience levels in the process.

In Combat Mode, characters behave according to their Combat Status. This new feature enables you to program a character with a default battle tactic so that during combat they will operate under their own steam if required. There are six attack modes, ranging from hit/kill (take no prisoners) through party to defensive (move forward and attack strongest foe regardless of circumstances). There is also a COMBAT AI option that puts the character under your direct control. During the fight (or fire) some way out of characters could be set in previous combat, so all characters could be in Attack Status means the scrolling display in Attack Status means you have to keep your party together for the most convenient placement of the battlefield situation — if necessary, these other five options make it difficult to tell exactly what's going on.

YOU can say one thing for Lord British and Richard Garriott, creator of the Ultima series — and that's that he never rests on his laurels. Every Ultima game to date has represented a vast improvement over the one before — but even so you'd be forgiven for thinking that Lord Brit would have taken a rest after Ultima V and simply produced another, similar sequel.

But he hasn't. *Ultima VI* was better: ACE's time but, had we reviewed it, it would probably have weighed in at around 950. *Ultima VI* kicked fantasy RPG into a whole different ballpark — it got 935 to ACE and was one of the highest rated games of its time. Now Ultima clocks 950 — one of the highest rated games ever and nothing less than THE current state-of-the-art fantasy strategy game, that should appeal to hobby one and vet reviewers for others to follow.

CLOSING IN

First and foremost, *Ultima VI* is fun, far easier to control than its predecessors and much more accessible to gamers who may be unused to RPG/fantasy-style games. Playing *Ultima VI* now is as simple as the gameplay is complex — a tremendous improvement. This is due to several fundamental design changes.

The first, most obvious change over previous Ultima games is you're a newcomer to LIMBA, the new check-out the focus on these pages is that LMV does away with the old large-scale map display over which you moved your character icon. Instead, you now see the area you're in a



Inventory location in LIM are possibly clashing with other items you're getting around with your own powers in Lord British's study. Apparently, there are a whole lot more things in the game to explore.

**ACE
RATED
950**

Ultima VI's blocky graphics go beyond Ultima V, and gets one of the highest ACE ratings to date for its combination of exploration, combat, and puzzle solving. No player is to destruction — our destruction, that is!

ACE

Learn more and you'll receive a free disk (shown with award) to help you get the best out of this award. Find award details and requests including: Award, All Info and other info you can request a manual and more. The award is for 1995 and some of the best are still out there — the game is still available at 1995 but it will cost out for a substantial sum.

AWARD # 102020 950

RELEASE DDC

STARDUST	15A	75A
SAGA	15A	75A
IBM PC	15A	OUT NOW
OS/2	75A	75A

to other computer systems

PREDICTED INTEREST CURVE



What are we up? The only way to avoid... *Ultima VI*... what are we up? The only way to avoid... *Ultima VI*... what are we up? The only way to avoid... *Ultima VI*...

What are we up? The only way to avoid... *Ultima VI*... what are we up? The only way to avoid... *Ultima VI*...

What are we up? The only way to avoid... *Ultima VI*... what are we up? The only way to avoid... *Ultima VI*...

WHAT'S ULTIMA ALL ABOUT?

The *Ultima* games all take place in Britannia, a world ruled over by Lord British and, it seems, in perpetual conflict with the forces of evil in each *Ultima* game. These forces take different forms and you are summoned from your own world to help vanquish them. In *Ultima V*, your mission: save the title of Azeroth.

In *Ultima VI*, the Avatar is once again summoned to Britannia to defend the realm against an invader from the forces of Sargeras. These events are particularly tough in combat and seem intent on overcoming the entire world. What can you do about it?

What you do is form a party of adventurers. Your party, with you at the head, can hold up to eight members recruited from amongst the people you meet. These party members join you at the start of the game (though you can always lodge them in an inn for later if you don't like them).

Each party member has higher own characteristics and in *Ultima VI* they also have their own appearance on screen. Gameplay consists of moving your party about the world, meeting every man and woman and, of course, locating the stuffing out of the humorous nasties you encounter.

Your characters gain experience which will result in character and class raising capabilities, making them more effective in combat, giving cooking, pickpocketing, and casting spells (see box). You can also learn to create more items, enabling you to buy more powerful weapons.

Apart from experience (and gold) there is no scoring system in *Ultima*. The rewards come from interaction with the land and the people in it: the playing time involved is vast - 800 million Bytes (quite apart from 100 hours or *Ultima V* and it doesn't stop) to finish *Ultima VI* in a jiffy. And the gameplay isn't repetitive either - it's a constant process of discovery and invention. Great stuff!

In addition, close up (rather like the old *Ultima* combat mode) and similar to Origin's *Dark Blood*. You also see each member of your party on a separate animated figure.

UI is also completely redesigned. But you can use the keyboard if you feel and the mouse operating system is excellent. On the bottom display the pointer changes to a direction arrow and clicking will take your party in the direction, with you in the lead and everyone lagging along behind. The mouse can also point objects on the location display for manipulation, adding to your inventory, and so on.

The old single-target commands (Walk, Look, etc) have all been given icons at the bottom of the display and, even better, you can select one as a default so that, for example, you can WALK at a speed by simply clicking on it.

FIXING THE CHANGES

The new display also involves one very significant gameplay change for *Ultima* addicts - missing in the old games, the large scroll map display enabled you to see where your party



A sample of what you need to do to play *Ultima VI* in 32-bit mode. You must be positioned a character for battle before you can learn items. Here that's the water wizard. A list of items is shown. The "right" mouse button sets for items available. A character is selected on the field and an inventory list is shown on the right showing everything owned by that character. You can also see the character's current command status (shown right) of the items you wish.

was and where it was heading. Now, because everything is in close-up, you can only see a few party in every direction. There are spells and other means of expanding your field of view, but the limited close-up option remains the default. This means you have to start mapping if you are to find your way about quickly and easily. It also has the effect of making the world seem even larger! I hate to think how long it would take to explore the Britannia of *Ultima*, but it's got to be at least a month's work for the occasional gamer/player.

The new system also affects combat. In the old games, the combat screen was a single close-up location and any player or monster who stayed out of that location was free to combat (i.e. destined to have equipped). In this version,



Visible, passing through a window. You can change the font the program displays for your character - play (shown here) or either in create your own.



Anything in with a new screen. These icons are essential fighting experience for this new year in software is stronger. Is a general rule on about most of the initial encounters in *Ultima* rather than those in *VI*.

However, you can catch in and out of combat (both in any location where circumstances require a coordinated party effort against marauders). Single opponents can be dealt with by the Avatar on his own. Because of the new location display system, you can stumble across survivors of a combat combat even after the fighting has finished, so go get 'em!

Finally, there's a further major change in *Ultima* gameplay, and that's the ability to split your party. You can now select any member and take him/her off on a journey of their own while the others hang around and wait for you to return. This revolutionizes some of the puzzles which would have been quite insoluble under the old system.

So is there anything WRONG with *Ultima VI*? Well, only two things to report. There are a couple of minor bugs in the version we received (which we are told is the final product) - we received a message about a giant cloud once when there wasn't one in sight (and we were underground) and the speed of movement occasionally lagged when (we think) the program was busy generating members in a nearby location. Otherwise, we have no complaints.

It's impossible to do justice to this game in the limited space available to us in this month. Stand by for a detailed player's guide next issue and, in the meantime, if you want a game with total depth of plot, gameplay, puzzle, and character development - this is it.

■ Steve Cook

GAMEPLAY NUGGETS

- ▶ Here's a collection of *Ultima VI* gameplay nuggets...
 - ▶ The first screen you see, amongst others...
 - ▶ You can choose a new face for each of your team members.
 - ▶ There's a handy command list which you look to the Castle... but it could cost you dear in experience points.
 - ▶ You get a super-weapon right at the start, but it's not irretrievably so (don't waste it).
 - ▶ Phoenix looks disturbingly like Richard Gere.
 - ▶ The power doors are over more secure - and there are fewer of them.
 - ▶ Turn the camera on the good flower!
 - ▶ You can check all weapon and object info. Don't on-screen by clicking on the item concerned - no need for reference cards etc.
 - ▶ You get your own home in Lord British's castle.
 - ▶ There's support for the sound boards and MIDI.
 - ▶ You can recruit a mouse as a party member!
 - ▶ Characters sometimes wait you of approximating enemies.
 - ▶ The objects have names.
 - ▶ There's a maze of tunnels beneath Lord British's castle - good for getting combat experience.

MAGIC TOUCH

Ultima features a comprehensive magic system with 60 *Ultima VI* spells. When you start you can only cast a fraction of them, but as you gain experience more become available to you.

Unlike many RPGs, the spells in *Ultima VI* are not simply endless repetitions of KILL, PROTECT, and HEAL. The spells generally are different and range from X-Ray Vision and invisibility to making hot storms, casting monsters, and changing the direction of the wind. For the majority indeed, there's no better game.

All spells require reagents. There are eight different special ingredients, ranging from Garlic to Spider's Silk, and these must be collected wherever found. Previous *Ultima* is required you to mix the reagents for each spell, but in *Ultima VI* it's all done for you. You still need the ingredients, however, to cast the spells.

Just one word of warning for experienced *Ultima* players: there's no *Alt* key (it's a joystick spell in *Ultima VI*) that means you have to rely on position, though Lord British will save you if all he if you end him in the Castle. Bear clear of the mansion if you don't want to end up dead sooner than you like!



RELEASE BOX

AMIGA	CD-ROM	CD-ROM
-------	--------	--------

to other versions please

ATARI ST

Games rarely do original jobs, but this one has lifted up a lot more old ones. Sure, Cinemaware's graphics are not at the height of a 3D world. It never will be, but you can't blame the package. With flying the leader.

GRAPHICS	IS	FACTOR	2
VIDEO	+	FUNCTIONS	4
			902

I had to say before I begin that *It Came From The Desert* was one of the most atmospheric and absorbing games of the last year. That said I'd say what I was going to say next and that is that *Antheads* is more of the same. This isn't a put-down. If *Desert* I was an entertaining interactive computerized '60s sci-fi movie then *Antheads* is too, and just as good. What I'm trying to say is that it's more like a movie sequel than a game sequel, where the location is the same, the cast are similar, but the story is different.

Five years after the last adventure, it's January 1st 1995, and the rangers of the ants still linger in the small town of Lizard's Mouth. This time, instead of the young bar-faced Professor of anthropology you played in *Desert* I, you play the role of 'Erick' Nash, an ex-fighter pilot in the Korean war turned facultized truck driver. You were attacked by ants outside town and are being helped in your quest to find out what's happening by Studly and Bill, survivors of the last apoc. But there's more to it this time, so you discover when some of your best friends turn to ants before your eyes. You have to find the Prof's notebook, and last, if you're going to stop it all happening over again.

There's a lot more to this old new game, and in some ways I enjoyed it more than the original game. The game comes on two disks, one of which is an new version of *Real U*, and a *Fluctate* Disk which through a series of prompts copies and converts your *Real U* 2 & 3 from *Desert* 2 disks to *Desert* 2 disks. The music is the same, as that hasn't been overwritten, but there are lots of new graphics and new special effects to chill and delight you. The puzzles are not quite as obscure as the last game, but I think that's actually the game's weak spot. Like in order to

ANTHEADS

Cinemaware don't judge a bug by its cover in this

Data Disk/add-on game for *It Came From The Desert*

find out a piece of information you just have to kill off the right amount of ant people. Bugged but not unenjoyable for all that. The only quibble I'd have is the recurrence of the stupid game of 'Chicken' which turns up again in this game. What suppose does this nerve, apart from a lot of 50s style 'total colour' wouldn't these guys be a bit more grown up by now, and have gotten married and gone off somewhere? And besides that it's a subgame you can't win, so why bother? The look

light is a bit of a neat idea, too. My only real light like in *Rock of Ages*, that's much more satisfying. But these are minor things here, and don't detract from your enjoyment too much. I am getting a bit fed up of the graphic style of Cinemaware games, though. They are all the same, and sometimes I just want for a different style altogether.

But the great thing about Cinemaware games is that you CAN code through them, winning

nothing about the game objectives, and I'll have a bypassing time. Taking about it, it would be nice to see, say, a *Starline/Car* *Frigo*, or *Indiana Jones* game done in this style of game. It would make a nice change from the usual half-baked arcade clones we're used to in forward games. Any other kind of cinematic, TV or comic heroes, would benefit from this kind of treatment for that matter. How about *Star Trek: The Next Generation*. (Nobly a thought, Cinemaware, if you're reading our issue)

So *Antheads* is in fact a better game than the original in my view, if only for the scary ant transformation sequence, and not just for fans of the original game. If anything it's an incentive to buy the original, and to play this version as well.

By Paul Hunt



Paul Hunt, *Antheads* reviewer, with the original *It Came From The Desert* (left) and *Antheads* (right) Data Disk. *Antheads* is available on CD-ROM for the Amiga, Atari ST and PC. *It Came From The Desert* is available on CD-ROM for the Amiga, Atari ST and PC.



Oh my god! I wanted an ant that could fly! My girl's friend told me that it'll take more than one of them to get their ugly mug back to normal. (By the way, if you're reading our issue, please don't let them ugly mug back to normal.) (By the way, if you're reading our issue, please don't let them ugly mug back to normal.)

S

and still
about it, it
Military Club
all this while
go from the
used to on
ternative, TV
the best of
like Eric,
light, Cine-

re than the
nearly and
all for fans
in executive
version as

© 1994 Sega



© 1994 Sega

PLAY ON THE
SHIMODORE
C64



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

F-16 Combat Pilot gets out of the cockpit - game of the month, The Game Machine

The mix between action and realism is terrific! -EG used PC2 - Advanced Computer Entertainment

F-16 Combat Pilot wins hands down! -5 star game - New Computer Express

In order to achieve any F-16 takes the runway. The time by mission into testing simulation of tanks. Subversive threat warning - intercepts during flight? I quickly select daylight and system of I believe. Warbirds live at the same time - difficult to fly, but submersive for me as well. A bad opinion before this ad is today.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 boundaries target. Time to switch on the ground radar and see the sea-guided Mavericks. I fire six missiles in quick succession. Jet's auto automatically looking on to each bank. With fuel burning around me I take for cover and head for home. Approaching base, I contact the tower and request a shutdown for my night landing.

Microsoft® F-16 Combat Pilot, single treatment C276 65429
4000/0004 or 40005 card card number same as address.



Digital Integration Inc.
3000 West 10th Street
Edmonton, Alberta, Canada
T6E 6B7

The Best Means of Integration

F-16 Combat Pilot is available in CD-ROM programming - a box set version! - \$69.99. Not available.

RESOLUTION 101

From the people who brought you *Starway* and *Archipelago*, comes a brand new label, MILLENNIUM, and an exciting new release — ACE tells you what it's all about.



Use these five game pieces to solve all five crime scenes, followed by the final mission.

LOGOTRON is, as you may well remember, the last best game released in the last couple of years. We can't forget great titles like *Starway*, *Quadrant*, *Star Games*, and *Archipelago*! Here the company is set to consolidate its already strong position in the market place with its new label **MILLENNIUM**. One of the first releases under this label is *Resolution 101*. We took a look at some work in progress and were very impressed with what we saw.

The team behind the game are Astral Software, also responsible for *Archipelago*. Programmers Paul Carothers and Ian Downard had wanted to create a fast 3D environment, and in *Resolution 101* they have done just that. The game is set in a futuristic city created with solid vector graphics, and populated with a variety of vehicles drawn as sprites. Moving sprites and vectors within a game without appreciably slowing it down is quite an achievement, and yet you really do get a sense of speed with the game.

Your task is to patrol the city shooting down any criminal elements you come across. Your ultimate aim in each game is to destroy the boss involved in a big thug deal. Before you can do this however, you have to collect enough

evidence. Evidence is occasionally dropped by the boss on his drug runs, but can also be obtained by destroying certain henchmen. Providing that you collect enough evidence before the boss makes his fourth run across the city, then you can attack and destroy him.

This is quite easy on the early levels, but as the game progresses the criminals begin to work together, and the boss will often be surrounded by sharp shooting henchmen, so you have to tackle them first.

There are four quadrants to the city, divided by motorways, and each of them has a different look to it. One is dominated by a huge park, another by a long, straight, dual carriageway, and so on. There is also a different boss for each quadrant, whose face appears on your console, looking either gleeful or outraged whenever a hit is scored by one side or the other.

To help you in your task you have three weapon types: a machine gun, cannon, and heat seeking missiles, as well as numerous other aids like maps, direction indicators, and so on. As you take hits these facilities become damaged and it is necessary to visit one of the three shops in the city to pick up replacement parts.

RELEASE DATES		
ATARI ST	COLECO	LATE MAY
AMIGA	CD-ROM	LATE MAY
PC	CD-ROM	LATE MAY
No other versions planned.		



Archipelago makes a returning cast of characters, taking you back to the city streets. It's 100 times more fun than ever!



This man's looking for a little revenge. He's not responsible to kill - better get those credits, or else!

The nice thing about *Resolution 101* is that it is accessible, but still has a bit more depth than most easy to play games. The finished thing looks like getting *Millennium* off to a good start. We should be receiving finished copies a time for next month's issue, so look out for a full review then.

■ Lawrence Bullard

ACCOLADE™

All time favourites

ACCOLADE™

All time favourites



The best in entertainment software.™

ACCOLADE™

All time favourites



The best in entertainment software.™

The best in entertainment software.™

Accolade Europe Ltd., Unit 17, The Lombard Business Centre,
90 Lombard Road, London SW11 2SU. Telephone: 01-228-1291.

MEGA
18



A compilation of all time favourites including Top Gun, HardBall, MacPaint, Apollo 18. Available on IBM PC £29.99, IBM 486/128 Dns £19.99



logos,
label.

case —

ST-101
ST-102
ST-103



ST-104
ST-105
ST-106



ST-107
ST-108
ST-109

ST-110
ST-111
ST-112

ST-113
ST-114
ST-115

ST-116
ST-117
ST-118

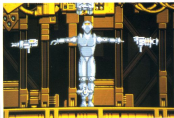
MEGA
FAM
COU
DISI
tumes



A compilation of all time favourites including Top Gun, Mega 18, Amiga Courses Volumes 1 & 2, HardBall, Apollo 18. Available on IBM PC £29.99, Amiga £19.99

HARDBALL II





If you get beyond that stage, you get nice weapons to play with, which is a relief after the protractor gets more useful.



Protractor (middle) really allows really close to the top.

starting about all over the place without fear of falling into the void.

First you start aiming for a bigger gun. The one you start with is something of a protractor, but dispatches the robots easily enough if you persist in firing away at them.

The puzzles are nice and tricky, even if solving them is more a case of stamina than intelligence. The best bit of the game is trying to walk along rapidly rotating bridges between sublevels. Once you've done it a few times it's easy, but the first few times are a real frustration.

It's hard to overstate the concept of a "revolving" computer-aided fighting mechanism which has about looks like a tiny robotic protractor through space at three monsters, who explode with a small "puff" sound. Can't he have a laser gun or something to start with? A big bomb? No, not until you've done your stuff on the first few waves of robots, then you get some better stuff locked on.

There are some nice long animated sequences to introduce the game and end it, and these help with the game's atmosphere. You can't judge much about the character from the overhead view you get in the game, so seeing him from another angle makes you care whether or not he gets sent off for scrap at the end.

"Rotoxope" is an interesting technique that has been used to good effect in this game. Rotox has a very unusual feel about it, and doesn't quite fit into any particular category. Look out for the ACE verdict on Rotox and Rotoxope in a full review in the next issue.

ROTOX

ACE takes a sneak preview at a US GOLD game featuring the revolutionary rotoscope technique

walk along the platforms. If you fall the feet and lose all your lives, you are sent to the scrap heap, and you are seen being fed into a metal crusher.

The rotoscope effect can be disorientating at first, and then it just becomes slightly annoying. Soon you become used to it and will be

SHOOT 'EM UPS generally fall into a few general sub-genres, scrolling shooter and you, presenting you with seemingly endless droves of alien grinders. This is the first real departure from the standard horizontal/vertical run that's been released for the last little while.

You are Rotox, a cyborg made from the dead body of a rotoscope in the mines. The game is a proving ground for the cyborgs to show battle readiness. Specially constructed landscapes in deep space provide a barrage of deadly robots and hostile lifeforms. He must clear the 10 levels, each divided into 9 subgames. You must clear each subgame of creatures and enemies before you can proceed to the next level. If you survive each level you are given better firepower, like rocket launchers, grenade launchers, lasers and heat seeking missiles.

The game is played using a technique US Gold call "rotoscope", where your character stays still and the background rotates and scrolls 360 degrees around you. In other, you push left and right on the joystick to rotate until you face the direction you want to walk, and then push forward or backwards to



Now you're the right! (middle) really, right round, like a robot being (right) round round round...

ACTIVISION's futuristic simulator is out of this world

WARHEAD

SCIENTIFIST



You've got the appearance right and now need all back in your F100-57 simulator with Warhead.

PREDICTED INTEREST CURVE

It will take a while to get used to the controls, and then a little longer to get proficient enough to handle the more demanding tactics. In the end you will really start to appreciate the game and come back to it time after time. From other recent reviews you will also find it well worth the investment price.

RELEASE BOX

IBM AT CD-ROM OUT NOW
AMIGA CD-ROM OUT NOW

16 OTHER VERSIONS PENDING

AMIGA

From the moment the body into simulated space you know you are in it. As a first, the graphics are smooth and fast, and the sound direction, it really does let you know you're in something a little different.

AMIGA 3 IN FACTOR 4
SCORE 3 PERFORMANCE 4

920

ATARI ST

With the same as the Amiga version, the only difference is that the controls are a little more and the sound, which is excellent, a little more and the graphics, which is a superb game.

AMIGA 3 IN FACTOR 4
SCORE 3 PERFORMANCE 4

905

FIST-OF-EARTH is the organization that set up to defend humankind from an unspecified threat to the existence of life on the planet. A race of intelligent aliens has been observing us for years, and now, for reasons known only to themselves, they decide to attack. The only hope left is the ultimate weapon - the F100-57 spacecraft. It is this craft that Warhead simulates.

As a three pilot you will have to work your way through several test missions, under the auspices of the Tech crew, before you can engage in real action. Far from being annoying, this is actually essential because it gives you a chance to master piloting the ship in a relatively safe situation.

The mouse is used to control the craft's attitude, thrust, and retro-thrust; it actually seems quite intuitive until you remember that there is negligible friction in space, so the slightest impulse is enough to cause a strong reaction. If you are used to flying flight simulators you will take a while to adjust to the new methods required with the F100-57. One short restriction that is enough to send you spinning violently off-course while the stars ahead of you rotate, making severe disorientation.

There are ten outposts which perform various functions, from simply recording the craft's fate to automatically pursuing a selected target. It is essential to master the use of these outposts because, unless you have a quick eye and even quicker hand, you will find it impossible to maintain the craft with the tight degree of control necessary.

There are a number of other well computer generated displays that can be overlaid on your windows to avoid you. The most useful are the standard Head Up Display and the Weapons Head Up. There is also a tactical screen for use during combat. The unusual thing about this overlay is that it also operates in conjunction with the Eye Particle.

The Eye Particle allows you to see the scene from the viewpoint of any object in range. This could be an alien craft, an asteroid, or even the nose of a missile. This actually turns out to be more of a gimmick than a practical feature: when you are faced by the craft you simply don't have the time to fly between immediately.

During the missions you receive new information from base via a message system. It uses flashes on your HUD whenever a new message arrives for you to read. These are usually new instructions, although they can be quite

skill. Make a memo of your first sortie and a message will come through 10% to you are a top-gunner, but what the hell are you doing out there?

Travel across interstellar distances is achieved with Coast drives. This works in quite a nice way. An interstellar chart is used to select a star system, then a solar chart is called up to select a planetary body as a destination. You can zoom in on the chart to show clusters of moons about planets if one of these is your planned destination.

Like many simulations, Warhead has tech spec data screens which can be called up during play to get up on the equipment in use. But there is a nice additional aspect to this, namely there is no data available for the enemy craft. If however you land on a data gathering probe when the enemy are within range you will be rewarded with an additional data sheet on the type of craft scanned.



Take view from your F100-57 as you blow up the docking with the base.

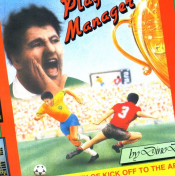


Base operations can be viewed up during play - this one is just your own view.

The best solid vector graphics of Warhead set against colourful hi-mapped starfields are immediately impressive. But the game also has a lot of depth, and, for this type of combat, is extremely addictive. Definitely the best thing that Activision have released in a long while.

By Lawrence Goodford

Player Manager



BRINGS THE QUALITY OF KICK OFF TO THE ART OF MANAGEMENT

An international class player takes charge of a third division club as a Player Manager. His brief is simple - Bring Back The Glory Days.

Unique facility to design and implement your own tactics. Over 1000 individual players, each with a unique combination of attributes and skills.

A lively transfer market. Haggle for the best deal. A division league and cup tournament with sudden death penalty shoot out.

AND A LOT MORE

ST ACTION: The presentation has to be the best I have ever seen in any management game. Combining the compelling game play of Kick Off with the strategy of team management was a stroke of pure genius.

THE ONE: Player Manager is an exceptional football management simulation. It has astounding depth: an unmatched 1000 individual players, the ability to radically alter formation and team tactics - just about everything you would find in real football. Player Manager is the most involved, reworking and playable games of its type.

THE ACE: The beauty of the Player Manager is that it successfully blends a challenging soccer management game with the frantic and to end arcade action of Kick Off. Designers have been trying to marry arcade footy with management for years - almost always failing abysmally. Player Manager brings it off in style.

NEW COMPUTER EXPRESS: The sheer depth of Player Manager is incredible. Almost every conceivable element of running and playing in a football team has been implemented including Kick Off. Anco has produced what has to be a definitive Manager game.

COMMONS USER: One of the most impressive options yet seen on a managerial game and the keystone to the addictiveness and involvement of this game is Tactics option. P.M. lets you plan all your set pieces just the way you want them. You will never be able to say you aren't in full control of the game. At last a management game that requires true management skills. Add to this most addictive arcade soccer game ever - a winner.

ANCO

ANCO SOFTWARE LTD, UNIT 10, BURNHAM TRADING ESTATE, BUCKLE
HAMPTON, BENT. Telephone No. 042 9231909. FAX No. 042 9231909

NUCLEAR WAR

THIS game makes a welcome relief from the tense and depressing foreboding you find stored in many people's cupboards of years back when they first peered a contaminated peep into the war games shelves. An incisive view of world politics characterizes the presentation — both in the manual and on-screen, just as in Spelling Image the game takes account side issues at all the world leaders — whatever their political hue. Prime Minister Thatcher is "speciality witless and ineffectual... and prone to unacceptable fits of extreme violence", while Mikhail Gorbachev is "speciality smug and amazingly believable".



Prime Minister Thatcher (above) never stops, but she's worth anything... *—* *Blackboarder*

There are ten selected caricatures of well known "Global Leaders" for you to choose to compete against. Once you have chosen your quartet of useful opponents it is time to start preparing for war.

A main menu screen enables you to make your moves (building weapons, defenses, propaganda, or nuclear war) — which switches into a world Theatre of conflict screen for the actions previously chosen to be implemented.

The game gives you a printed message telling you what each leader is doing as well as showing you an animated icon for it on the world Theatre screen. When the four leaders have made their move you are returned to the main menu screen.

It is important to study the building sizes carefully after each go as they tell you the population range of your cities. If Birmingham, for example, represents a city with a maximum 30 million population, it, after a limited attack, the population has been almost wiped out then a first option may replace it — representing a population of one to four million. If an enemy launch as a sustained attack on one of your cities it may be wiped out altogether and will be represented by a crater icon.

But nuclear war is not the only threat to your cities. They may be subdued away by clever propaganda — and freedom offered by neighbouring states. Concerts and barbecues are particularly popular with the fence-sitters of this world.

The world is destroyed
in a tongue-in-cheek
third world war sin,
but USG see the
funny side

If a leader loses all his cities then his face disappears from the main menu screen. The winner is the player who still has some cities left when all his enemies have been wiped out. As if to stress the pointlessness of such a conflict and perhaps to up the game's credibility in the "light of" states, the victorious leader is being jumpy up and down in the shared remains of a melted city. P.M. Satcher is a war writer and not leader — what a screen.

The play system is simple — and although the game does involve making intelligent, informed decisions, actually getting started and making moves is a breeze.

The aim is to build up your defenses, increase your weapon manufacturing capacity,

stockpile weapons, and spread as much propaganda as possible whilst remaining as well off as it is possible to be given the prevailing political climate with your opponents. Avoiding war until you are ready for it is the name of the game in Nuclear War. To do this you have to study the faces of your opponents very carefully. Their personalities split into four different categories and the expressions on their faces reflect their current state.



Never stopping to ponder its system — the aftermath of a worldwide nuclear warhead.

The "Happy Face Diplomacy" system sets out quite amicably — with all leaders displaying an Rod Spence-style Smiley beside their portraits. But as events develop they react in different ways and their Smileys will change mood. You have to react accordingly and try to keep them sweet. Some of the leaders are naturally aggressive — like Ronnie Paygan and P.M. Satcher — and they will smile on you if you help them rule their neighbours, or better still do it for them. Others, such as Jim Farmer and Gary are pacifist and not at all impressed with nuclear war.

There are also some wild cards in the game that can upset the best laid plans of the cleverest of statesmen. California is the wonder of these — a system of international car-collaring that covers entire population distribution in the largest country. Space Cadets, Flying Saucers and 30 ton weights that drop out of the sky can also give your cities the shivers.

Should you use these devices hit your country first you just have to compensate for it as best you can by the decisions you implement on your next turn. And in any case flying saucers are better than flying nukes as the bishop said to the monks.

Nuclear War will appear to a wider audience than the average war game. It has shades of Jim City about it and is very complex. It is perhaps, a little Ripoff and cynical about the subject of cities being destroyed by nuclear war — but then again if we're all to worry ourselves sick about global conflict, it wouldn't be worth being angry. Whatever your view on the controversial aspects of Nuclear War it remains an absorbing, challenging, and entertaining game.

— Eugene Lewis

RELEASE DATE

AMIGA CD-ROM OUT NOW

PC 1988 OCTOBER

to other versions priced

AMIGA

Although graphics and sound is good on the Amiga this isn't really a strategy game. The Amiga has only one of those options for the leader (moving or not down or the chosen means of a destroyed city—being "no" / "can't" / "escape")

SEARCHED IN STOCK £ 7.90

AMIG 2 1 1 1

PREDICTED INTEREST CURVE

Germany is well structured and suitable. In hard game argues, since through it is the advantage of the game. From other countries the game is a very play you difficult to find. Development integrity.

ATOMIX

GRANDSLAM's Computer brain
laser based around molecular
construction will get right under
your skin

PLAY this, and you will soon be treating your hair out. You won't be able to believe that such a simple little game as Atomix can be so addictive.

It is no mere test of a series of computerized jig saw puzzles in which you have to make up chemical-algebraic symbols by moving the various building blocks around the screen.

The chemical building blocks are moved by positioning your cursor on the pieces of the chemical symbol and moving them in straight lines. By bouncing off the building blocks of the grids you can change their directions. When a chemical symbol is complete you can go on to the next level.

It sounds easy but is anything but when you get onto the tougher levels. What really makes things tough is that you are working against the clock to complete the puzzle.

Take, the development team, have undertaken the whole thing with fancy graphics and sound effects and Albert Einstein looks on in amazement from the opening sequence. The

RELEASE BOX		
ATARI ST	£19.999	BRAND NEW
AMIGA	£24.999	OUT NOW
No other versions planned		

AMIGA

Although the exact details will probably be made simple you can't help feeling that the real world has got much more up of it than this. The three levels and modes would have been welcome as social development if the first game did.

GRAPHICS & SOUND: 4
VALUE & FUN FACTOR: 6.80



chemical symbols that you have to construct are all named and shown in their complete form in a small window to the left of the play area. If you ever need to remember these for a different reason then Atomix could help with your revision. It seems like size justification for writing.

PHOTON STORM

THERE are asteroids to carnals, lasers, or other funstuff or busy things in this game, but it still has all the hallmarks of a typical Meteor product: lots of colour, lots of noise, lots of frantic gameplay, and a bit more colour for lack.

You control a little ship at the centre of the screen which floats in an oily void. You collect fuel, as far as I can ascertain, in its various enough pods to allow you to sail to the next level. These trail behind your ship in a long cone like tail until you deposit them at the triangular pulsating base that your ship begins at.

Meanwhile there is a very noisy object called a destroyer floating about in space somewhere. The name of this ruler is particularly apt because it is a spherical, and it's very, very deadly. As well as this bundle of laughs there are a whole host of wanderers of various kinds, all meant to give you a bad time or doing you over completely if possible.

The strangest thing about this game is the control method. The mouse is used to control a cursor which revolves around the ship. Pressing the left hand button fires a colourful triple laser in the direction of the cursor. This allows you to leave your ship stationary while you shower the

Jeff Miller's latest psychedelic
shoot 'em up is given an
airing by ARC

surrounding space with hot beams. Pressing the right button will send your craft shooting off in the direction of the cursor. There are also two more cursors which show the relative positions of your base and the destroyer to your ship.

The control method takes a little getting used to, but after some practice you will find that you can execute fairly stunning manoeuvres. If you do manage to complete a level you are awarded with a colourful and noisy wrap sequence into the next level.

Miller afterwards's will love this game. The graphics are not exactly brilliant, and the game play is a little tricky but all the usual Meteor elements are there. If you get hot into frantic psychoblasts then you will definitely want to try before you buy.

► Science Spectator

away the hours playing what is really no more than a computer games puzzle. I can't imagine many homework sensitive parents being concerned.

But even if Atomix does cause you to waste several hours trying to solve its ultimately pointless puzzles, at least you can console yourself with the knowledge that it is good for your IQ. A little mental work out and good fun into the bargain.

The fabric meshwork caused by its most convenient to have started a test based in puzzle games. Progress recently launched the most fun Never Mind, Comark, have just launched Kix, and now Tute pitch in with Atomix. The recent penchant for puzzle games is very no more. Games are still far too numerous in most cases. But it is also to be hoped that this new breed of puzzle game will be a little more imaginative than Atomix. It might have been possible to use the computer to enhance the basic idea of the puzzle puzzle a good deal further than this. Nice try - would do better.

► Science Spectator



Atomix - Challenging yet simple computerized puzzle game

RELEASE BOX		
ATARI ST	£19.999	OUT NOW
AMIGA	£19.999	OUT NOW
No other versions planned		

ATARI ST

Construction, but unusual games are considered by lots of under seas effects, and very fancy graphics. The price is a slight but interesting addition game which should provide a few hours of solid shoot 'em up action for those who like this sort of thing.

GRAPHICS & SOUND: 4
VALUE & FUN FACTOR: 7.00



WARNING!

Do not play this game
if you are of a nervous disposition

LIFE & DEATH



You are the Surgeon!

Distributed by



Play *Life & Death* and you will have the responsibility of holding
a human life in your hands. As you cut into living flesh,

it throbs — the world's first interactive medical movie — you'll enter the tension-filled atmosphere of a
busy hospital. Talk with your patient. Read charts. Order X-rays, blood tests and other laboratory
reports. And when the time comes... you will pick up the knife!

While operating theatres, your skill will determine whether your patient goes to recovery... or the mortuary.

Available for IBM and compatibles, Apple II/III/IIcx, Amiga and Mac SE.

M I N D S C A P E

For further information on Mindscape Products and your local dealer contact
Mindscape International Limited, PO Box 1070, Lewes, East Sussex BN8 4DW. Tel. (0444 486) 542/547

BRITAIN'S BIGGEST SELLING SPORTS HI
... IS ABOUT TO HIT THE WORLD ...

FOOTBALL MANAGER

World Cup Edition



In 1990, Kevin Teas wrote Football Manager, the game (and half a million copies sold) later. Kevin went on to write and produce Football Manager II. In response to the ideas of thousands and thousands of Football Manager fans for an improved game, Football Manager II has, like its ancestor, proved a stunning success. A game well ahead that will, in its years, have been satisfying old fans but creating new ones.

With the success of Football Manager II, there have been more expectations for an even better game. Kevin has responded with "Football Manager World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them: a game that will better the best.

Free

Kevin Teas

WORLD CUP EDITION WILL GOAT WITH EVERY GAME.

Keep up to date during the World Cup this summer with your own special Football Manager Wall Chart.



Available from:

- Amstruc 486/1000 Team £12.99
- Amstruc 18 Team £14.99
- CDM 486/1000 Team £12.99
- CDM 486/1000 Team £14.99
- Standard 386 Team £12.99
- Standard 386 Team £14.99
- IBM £12.99
- MacINT 610.00 Single £12.99
- PC16V £12.99 PC16V £12.99

WIN FABULOUS PRIZES IN OUR WORLD CUP COMPETITION

- Three prizes with 2000 points in the fortnight of Football Manager II.
- A Super Ticket at any club.
- Signed Footballs.



IT'S NEW

Been studying football tactics and interviewing professional managers. This new game will help you do the same - more tactical management, more realism, and more playability. It's done up best it give you the most entertaining game possible. *GameWeek*

Addictive
LIVE THAT DREAM

What's new in action with wild Crag also...
 Additional of what has taken its time...
 From the best...

From

PRICES
 cheap
 better with...
 one of



It'll be fun on Atlantis in case of accidents to show them to help him in the game.

Three levels below and the alien base discovered.

COMPUTER novellas are detailed affairs at a rate. Full of log books, ship records, interrupted transmissions and the predictable list of futuristic equipment, novella scribbles never write "he grabbed the laser" - it's always got to be something like "he pulled the Mark 4-1033 Pulse Laser". Lasers, fire plants, ships and solar systems, always have a string of letters and numbers to accompany. This rarely adds any realism but not always here and becomes plainly existing in its predictability. Xenomorph's results is a



XENOMORPH

load of trash at. You are almost disappointed when you reach the end and it is time to start the game.

The story gets into its stride as things start to go wrong on a long haul space flight aboard a freighter bound for the mining platform of Atargatis, as you awaken from your interrupted "sweet sleep" the red emergency lights are flashing all over the ship. No answer from your destination as you try to contact the miners on Atargatis for help. The cargo has been lost and all systems are failing. Close to the mining colony you need manual control from the ship computer and dock the Monomorph Dale with a "light beam" with Atargatis.

This is where the fun starts. Search the colony to find the necessary repairs and fuel to repair your ship, find out what happened to the two-lasted crew of the Atargatis, and get back to base safely. Oh yes - and watch out for the Xenomorphs.

Game play is very much in the style of a complex RPG - but the well executed cut-scene makes a welcome change from the dark dangers of the (RT) game and its many clones.

The action is viewed through five separate windows. The largest of these is your view of the action - a mix of animated action and static "flick screen" graphics as you explore. To the left of this is the statistics window representing status, health, food, water, and radiation levels in five separate barometers. Window three is a

Pandora let a nasty swarm of aliens out of the box in a new 3D action adventure

for your special equipment icons on this level, window four and six are for showing what is in the tanks that flank the main action window, and window six shows the directional arrows for movement around the base.

In both the action windows and the items you need to pick up and use are many and varied the manual sensibly suggests playing around with the controls and objects a bit before attempting the adventure proper.

It is obvious how to use various objects - like the credit cards, computer disks and fire extinguisher. But the special equipment required to repair the ship and ultimately get the better of the Xenomorphs takes a bit of working out. Trial and error pays dividends but sometimes there is no substitute for pausing and having a good long think.

Feeling lost using the various gadgets is a large part of the fun and challenge of the game -

Your backpack enables you to carry several pieces of kit with you and you can easily select and use them with the mouse buttons.

The Xenomorphs are elusive at first - which



RELEASE BOX		
ATARI ST	ON SALE	EMMAY
AMIGA	ON SALE	OUT NOW
PC	ON SALE	EMMAY
CD-ROM	ON SALE	EMMAY
No other versions planned		

AMIGA

Need to verify status and the constant disk swapping that is required if you aren't one of the lucky few who can afford drive to mechanical drive units on the Amiga. Two essential aspects of an otherwise fine disk RPG game.

AMIGA 1	18 MOON	1
AMIGA 2	18 MOON	1
AMIGA 3	18 MOON	1
AMIGA 4	18 MOON	1
AMIGA 5	18 MOON	1
AMIGA 6	18 MOON	1
AMIGA 7	18 MOON	1
AMIGA 8	18 MOON	1
AMIGA 9	18 MOON	1
AMIGA 10	18 MOON	1
AMIGA 11	18 MOON	1
AMIGA 12	18 MOON	1
AMIGA 13	18 MOON	1
AMIGA 14	18 MOON	1
AMIGA 15	18 MOON	1
AMIGA 16	18 MOON	1
AMIGA 17	18 MOON	1
AMIGA 18	18 MOON	1
AMIGA 19	18 MOON	1
AMIGA 20	18 MOON	1
AMIGA 21	18 MOON	1
AMIGA 22	18 MOON	1
AMIGA 23	18 MOON	1
AMIGA 24	18 MOON	1
AMIGA 25	18 MOON	1
AMIGA 26	18 MOON	1
AMIGA 27	18 MOON	1
AMIGA 28	18 MOON	1
AMIGA 29	18 MOON	1
AMIGA 30	18 MOON	1
AMIGA 31	18 MOON	1
AMIGA 32	18 MOON	1
AMIGA 33	18 MOON	1
AMIGA 34	18 MOON	1
AMIGA 35	18 MOON	1
AMIGA 36	18 MOON	1
AMIGA 37	18 MOON	1
AMIGA 38	18 MOON	1
AMIGA 39	18 MOON	1
AMIGA 40	18 MOON	1
AMIGA 41	18 MOON	1
AMIGA 42	18 MOON	1
AMIGA 43	18 MOON	1
AMIGA 44	18 MOON	1
AMIGA 45	18 MOON	1
AMIGA 46	18 MOON	1
AMIGA 47	18 MOON	1
AMIGA 48	18 MOON	1
AMIGA 49	18 MOON	1
AMIGA 50	18 MOON	1
AMIGA 51	18 MOON	1
AMIGA 52	18 MOON	1
AMIGA 53	18 MOON	1
AMIGA 54	18 MOON	1
AMIGA 55	18 MOON	1
AMIGA 56	18 MOON	1
AMIGA 57	18 MOON	1
AMIGA 58	18 MOON	1
AMIGA 59	18 MOON	1
AMIGA 60	18 MOON	1
AMIGA 61	18 MOON	1
AMIGA 62	18 MOON	1
AMIGA 63	18 MOON	1
AMIGA 64	18 MOON	1
AMIGA 65	18 MOON	1
AMIGA 66	18 MOON	1
AMIGA 67	18 MOON	1
AMIGA 68	18 MOON	1
AMIGA 69	18 MOON	1
AMIGA 70	18 MOON	1
AMIGA 71	18 MOON	1
AMIGA 72	18 MOON	1
AMIGA 73	18 MOON	1
AMIGA 74	18 MOON	1
AMIGA 75	18 MOON	1
AMIGA 76	18 MOON	1
AMIGA 77	18 MOON	1
AMIGA 78	18 MOON	1
AMIGA 79	18 MOON	1
AMIGA 80	18 MOON	1
AMIGA 81	18 MOON	1
AMIGA 82	18 MOON	1
AMIGA 83	18 MOON	1
AMIGA 84	18 MOON	1
AMIGA 85	18 MOON	1
AMIGA 86	18 MOON	1
AMIGA 87	18 MOON	1
AMIGA 88	18 MOON	1
AMIGA 89	18 MOON	1
AMIGA 90	18 MOON	1
AMIGA 91	18 MOON	1
AMIGA 92	18 MOON	1
AMIGA 93	18 MOON	1
AMIGA 94	18 MOON	1
AMIGA 95	18 MOON	1
AMIGA 96	18 MOON	1
AMIGA 97	18 MOON	1
AMIGA 98	18 MOON	1
AMIGA 99	18 MOON	1
AMIGA 100	18 MOON	1

is just as well as it enables you to get killed up with lasers, rocket launchers, and gravity mines. There is no shortage of alien-bashers - with no less than eighteen different weapons to choose from.

You will need all of the fire power you can muster when the Xenomorphs do track you down as they make formidable combatants.

But there is much more to Xenomorph than looking up and nuking with the stars, the Monomorph Dale uses three Anti Matter Drives for its power source and you will need to find the Anti Matter Parts that are required to repair these before you can leave Atargatis.

Feeling your way around takes a bit of doing. There are some navigational aids such as the Personal Communicator, Motion Detector, and computer consoles that you can use to read the clues that you gather. All of these are no substitute for a map though - especially as there is an added penalty that will send you some tedious disk swapping should you take the wrong turn.

Xenomorph strikes just the right balance between action and RPG'ing - with a good dose of adventure style exploration thrown in for good measure. It is undoubtedly the gadget that makes the game. There are one or two items that I wouldn't mind taking with me and using in a few other games of this type. Great attention to detail - in both game and manual - and great fan-art too.

By Stephen Lacey

LOW BLOW

THE problem with being an amateur boxer is that nobody takes you seriously. Just to prove to the world that beat Scroggins can match even Rocky Balboa, you enter the world boxing championship. Ah, or get laughed off the face of the earth, the choice is yours.

Each level of the championship pits you against a weaker and tougher opponent, each of which has to be tackled differently. The only thing I love that runs through the whole game is that everybody fights dirty. Be it a good old kick between the legs when the ref's looking the other way, or a sock out to the boxer, all are legal and should be avoided at all costs.

The game itself is a simple affair. The fights are played at a side on, frontal perspective with 2D sprites. It's just a square, with controls that EA didn't have room to include some animation. The boxers move through two positions when they walk, and two for each punch. Sadly there are only three punches, which, to be honest, in these enlightened days, isn't even close to being acceptable.

It amazes me that with such a large variety of different boxers and tactics, the game could

Electronic Arts hit below the belt in this arcade punch-up

become so repetitious. Yet, only minutes into play I was wondering if things would improve. They didn't.

With such a limited range of moves, I'd be very surprised if the game turned out to be exciting and entertaining to play. It would also surprise me if the simple control method created such atmosphere that I wouldn't be able to drag myself away from the screen. I'd even be surprised if I enjoyed playing it.

I wasn't surprised.

— Tony Oliver



Things get a little sticky in the Low Blow ring.

PC

blows the game is very well presented, but only in 2D mode. The graphics are high and colorful and generally pleasant to take the eye. However, this is probably the only one of its kind. There are a few nice little touches in it in the graphics, "Name" buttons, and a small amount of variety in opponents in a few places, including, and it is a bit hard to believe, professional international games for women.

GRAPHICS: 4 | SOUND: 3
GAMEPLAY: 2 | PERFORMANCE: 3

391

RELEASE BOX

PC CD-ROM OUT NOW

For other versions, please...

PREDICTED INTEREST CURVE



With its large colorful graphics and graphics, you can't help but love this game. It's a bit of a surprise that it's not in the top 100. The game is a bit of a surprise that it's not in the top 100. The game is a bit of a surprise that it's not in the top 100.

RELEASE BOX		
STARBUCKS	CD-ROM	OUT NOW
AMERICA	CD-ROM	OUT NOW
SPECTRUM	CD-ROM	OUT NOW
COMBAT	CD-ROM	OUT NOW
AMSTRAD	CD-ROM	OUT NOW
PC	CD-ROM	OUT NOW

AMIGA

A very solid piece of software, presented in such a way that it's easy to play. It's a great game, and it's a great game. It's a great game, and it's a great game. It's a great game, and it's a great game.

GRAPHICS: 4 | SOUND: 3
GAMEPLAY: 2 | PERFORMANCE: 3

955

PREDICTED INTEREST CURVE



Quality Management games are not the best of things you might get really excited over. But here the interest is not just in the game, but in the game. It's a great game, and it's a great game. It's a great game, and it's a great game.

WORLD CHAMPIONSHIP BOXING MANAGER

Goliath Games get a knockout well inside the first round

YOU are a fight promoter, and it's your job to take your talented boxers and have any number up to 50, train them and arrange the fights they need to take them to the lofty heights of world championships in the eyes of either the Federation of World Boxing, or the World International Boxing Council.

The entire game (or best part) is joystick or mouse controlled, and rather than present everything as boring old menus, Goliath has gone for a very strong visual approach. When you are in your office, arranging fights and dealing with the world council, you see your office, complete with your phone, flasks and nearby receptionist.

There are also nice graphical sequences in the gym and physiotherapy (where you check up on your boxer's training and health respectively).

When you have arranged your fights, you can go and watch your boxer in action, and this is where the game really takes off. The fight itself is performed as an upgraded version of

Trackout Manager. Running commentary informs you of the fight, and though it sounds boring, the depth of the commentary is such that you can get very involved in the fight.

There's not a lot more to say other than it has to be one of the most in-depth and entertaining strategy games yet. If you think that sporting management games are not for you, then think again.

ACE
RATED
955

RECOMMENDED

— Tony Oliver



Your receptionist secretary handles you in a somewhat girly manner.

LORDS OF CHAOS

BLADE/MYTHOS take the traditional route to table-top style Role Playing in this battle of magic



Mythos uses game play in a traditional grid-based format, but the computer handles most of the traditional aspects for their "table-top" playing experience.

THE world of Role Playing Games is not a medium that lends itself easily to the silicon box, but the formulae for the transition are now more developed to the market. The latest wave of games like *Dungeon Master* and *Castle Master*, have taken the plot over RPG and turned it on its 3D head. So is *Mythos' Lords Of Chaos* a retrograde step or are the footcandles of memory hungry Forecast and 3D graphics easily overlooked by the more traditional?

Lords Of Chaos puts up to 4 players in sword/robes, armed with spell lists and magic books with which to do battle against other

players or, if alone, the computer's wizard Torquemada who, unlike his Spanish Inquisition namesake, is not out to kill thousands of innocent people but you.

Although similar in style to *Laser Squad*, this time around the team of Nick and Julian Gollop have created a world of strategic socracy in which to holistic approach gives a real feel of waging war with a warlock.

Players can begin with an "off the peg" character with various spells and abilities but if they feel like a lesson in for their style of gameplay they can tailor a wizard to their own specifications.

Each wizard begins with a list of abilities - Mana being the most important as this translates directly into magic spells. Action points are used up with each movement or task undertaken with stamina, constitution, combat and defence points depleting on each turn that they are called into use. A graphical display of each of these current levels are shown for each wizard which reduce during play. Each wizard and the characters that he summons to help him, are selected by joystick and the manipulated according to the current menu. It



All the wizard table-top game stats are handled, but the computer takes care of the boring number-crunching.

Politics are integral to the game as is the interplay between the wizard and the creatures under his control and careful use of spells is needed to progress through a game to the end point which will take the wizard back home where he will be awarded experience points which can then be used to increase the number of spells known to the total of 45 and to increase the effectiveness level of each spell. Wix, experience points can be spent increasing characters abilities and wizards can be saved during the game allowing their use by players at later games.

• South Baygate



This magic allows the wizard to battle even his minions.

the beginning of each game it's a good idea to consume up some companions - something that flies, something swims bound and something that's most certainly dead. Each of them can at least do battle with the enemies that fly, drag touchers or is long since dead and impervious to material weapons.

Your wizard controls each of his characters, to the point of even hitting a role on mountable monsters. These are very useful because it means he can conserve movement points which are used up in spell casting and potion making which can only be done by collecting the needed ingredients and putting them in the same space occupied by the creature. Add to this mixture one wizard and use the potion spell.

RELEASES		
ATARI ST	02/05/88	SEPTEMBER
AMIGA	02/05/88	SEPTEMBER
SPECTRUM	02/05/88	SEPTEMBER
CGA/EGA	02/05/88	SEPTEMBER
AMSTRAD	02/05/88	SEPTEMBER

Further releases planned.

Learn about us at a special release and see a demo video to see the game from the inside with lots of ideas on how to use the game. The release has lots of ideas on how to use the game. The release has lots of ideas on how to use the game. The release has lots of ideas on how to use the game.

SPECTRUM

RELEASED: 02/05/88

PRICE: £14.95

850

PREDICTED INTEREST CURVE

As with many other IBM PCs games, the wizard has a very low mana (represented by the red bar) of 26. This means that the wizard can only cast a few spells before he runs out of mana. This means that the wizard can only cast a few spells before he runs out of mana. This means that the wizard can only cast a few spells before he runs out of mana.

LATE STARTER!

Just as we were about to go to press with this issue we were informed by Blade Software that they now plan not to release *Lords of Chaos* until September. So unfortunately this review is a bit premature to the occasion. Our apologies for that - but do keep your eyes peeled for this one come the Autumn.



Treasure Trap - putting the fun back into arcade adventuring.

TREASURE TRAP

ELECTRONIC 200

strike treasure in revamped classic gamestyle

THIS game is new. This game is cuddly. This game you could play with your granny.

Treasure Trap is a re-visit of the old Ultimate-style arcade adventures, best exercised by the famous firm in classics such as *Alien 3* and *Knight Lore*. Featuring an isometric 3D view of the play area, the aim was to search the various chambers, finding and using keys and other objects and avoiding the life-sucking nasties.

Treasure Trap works on the same basic principle only this time the action is set on a wreck on the ocean floor. The Commodore is packed full of treasure - much of it strewn around on tables and shelves, but some of it hidden in less obvious places.

The wreck is crawling with sea animals - fishies, jelly fish, star fish and crabs. They are



Another magnificent Commodore classic as seen on the Ocean Floor.

not interested in the treasure - but they are deadly to them and will cost you a life should they bump into you.

Just as in the Ultimate games, keys are of vital importance and you need gather as many of them as possible to get through the Commodore's numerous locked doors. Pieces of furniture need to be pushed around the screen from time to time to make platforms so you can grab the treasure that is out of reach.

What the basic game design owes a debt to Ultimate circa 1983 - Treasure Trap is also very much a product of the 1990's. The opening sequence is a visual delight. An old Mississippi paddle steamer chugs out into the middle of the lake as a jet turbine blasts out. Two chairs appear in its airflow doing gaps and plunging into the deep.

The graphics and sound effects in the game itself are also bang up to date with the best that can be got out of 16 bit machines. Best of all is the addition of an automatic map. This really is a most welcome improvement on the old arcade adventures - as although it was part of the package, it was often also a bit of a drag having to reach for the pen and paper to map



Collect the gold items by breaking them - or start the search!

your route. In Treasure Trap the computer does it for you - generating a full 3D plan of your progress so far at the touch of a button.

Other innovations are the 'Smart Fight'. So much more cuddly than a smart bomb - but just as deadly. When the going gets tough and those nasties are cropping around your ankles just bring on your smart ball and he will go around the location and kill everything in sight. Use your smart ball sparingly though - they are rare and precious.

Treasure Trap is not going to win any awards for innovation. But who gives a Mackem about that. It is fun, challenging, and beautifully executed. If you are in the market for an arcade adventure to enjoy on your computer then Treasure Trap is highly recommended. And fans of the isometric 3D style will be glad to hear that further explorations of the genre are soon to arrive from the Commodore in the form of *Castles*. Good game ideas, it seems, just won't lie down and die...

By Eugene Levy

AMIGA

Unusually versatile, Treasure Trap is a high resolution graphics adventure. With many improvements over the video and audio, this title - even if it is a bit less visually big than *Ultimate* - will excite the eye. It is also the only title with a manual in this one of the only titles for the Amiga.

GRAPHICS: 4 SOUND: 4
VALUE: 4 PERFORMANCE: 4

910

RELEASE BOX

ATARI ST	124.00k	1989/01/01
AMIGA	124.00k	01/79/01
IBM PC	124.00k	01/79/01

Further versions planned.

PREDICTED INTEREST CURVE



Backed with awards and built out with enough challenges to keep you busy for many a weekend, it's a great first to purchase of the end of the game to the successful adventure. Don't you just love that - that's what it is!

F-29



Working in one of the bridges in the Pacific scenario.



Retaliator features the best of both worlds when it comes to combining a regular 2D view of a retaliator.

OCEAN takes off

with a flight sim

years ahead of the rest

DESPITE the name of the game, this simulation actually features two planes - the Gauntlet F-29, and the Lockheed F-22 Advanced Tactical Fighter. The F-29 is unusual in that it is forward swept wing fighter with Short Take Off and Vertical Landing (STOVL), and is so advanced that it is unlikely to see active service in its present form. The F-22 on the other hand, almost certainly will. This aircraft is more popularly known as the Stealth fighter. The name comes from its revolutionary radar invisibility due to its construction from radar absorbent materials. Obviously, any flight simulator based on two such advanced aircraft is going to rely to a large extent on computerized data. But this is something which need worry only the purists.

The aforementioned factor of any flight sim is the controls, and Retaliator scores highly in this respect. The keyboard, joystick or mouse can be used to directly control the in-flight attitude of the plane, and using the joystick or the mouse makes it particularly easy to execute tight banks and rolls. The remaining functions are controlled from the keyboard and have fortunately been laid out in a logical way (there is nothing worse than going to switch in a weapons system in a tight situation and lowering your undercarriage instead, because the keys are right next to each other).

Retaliator follows the recent trend for simulators to feature out-of-cockpit views. In this case you can choose between a South Facing, North Facing, Rear, and Side

view, all with a zoom feature. There are also rather more realistic left, right, and rear views from within the cockpit, similar to DigitalAnalog's Tom's F-14 Combat Pilot. While these alternative viewpoints are all well and good, they are not really that practical in a combat situation.

There are four scenarios on offer - an Arizona test range, useful for practicing manoeuvres before facing real action, then campaigns in the Pacific, Europe, and the Middle East. As you progress through the game with a particular scenario, the rear progress bar will, and you are given updates on the war situation throughout play. These affect the missions you will be required to fly. In all there are 95 different missions to fly - that should be enough to keep anyone happy for quite a while.

It is also possible to select Solo Start for any of the scenarios. This is a quickly option which puts you in a fully armed plane already in flight (although heading groundwards). By selecting this, and the lowest rank (which gives you unlimited firepower), Retaliator can be played like a sophisticated shoot 'em up (a nice touch).

Graphics throughout are superb. The ground features are rendered as solid vector constructions, and are drawn quickly and smoothly with just the occasional flicker being noticeable during the out-of-cockpit views.

All in all, F-29 Retaliator is a very nice product. It has all the features you expect from a good simulator, and a good deal more speed than most.

• Lawrence Scotland



Retaliator features three 2D views of the jet.

RETALIATOR

BUG ALERT!

Ocean have informed us that some of the copies of the game have a bug which involves the protection and prevents you from flying the plane for too long. Most of these copies have been withdrawn and replaced with unbugged versions. If your copy of the game crashes at inapplicable moments then you should return it to your retailer and ask him to replace it with a later version of the game.

PREDICTED INTEREST CURVE



As with any flight sim it takes a while to get accustomed to the controls and the actual feel of the plane. But once you have adjusted to these there are hours of flying that should give the huge number of missions about twice as fun as the other recent titles.

RELEASE BOX

ATARI ST CD-ROM MARKET

AMIGA CD-ROM OUT NOW

PC TBA

For other versions planned.

AMIGA

Now fast and furious combat action graphics, combined with a smart control design, make this an essential buying game. Speed effects are great, although the engine design is sound but noisy and has too much detail.

MARKET: £ 16.99 CD-ROM: £ 19.95
 AMIGA: £ 19.95 PC: £ 19.95

910

RELEASE DATE

DECEMBER 17/84 (See next issue)

PREDICTED INTEREST CURVE



Breaking the constraints and back of the shield, this game doesn't really reward that great, but what you start playing it really grows you. It is essentially the rest of things that the you intended for a couple of days, and the things to know you better. However, often a little while on the shield gathering items. It may well be the occasional reward.

AMIGA

The graphics are not that impressive, and the music may seem to be too. The graphics is the reason for that, and that is very strong. It is a little better, but the music is quite strong, and it is all a complete package.

GRAPHICS 4 MUSIC 7
SOUND 4 FUN FACTOR 4 **750**

LORDS of WAR

Digital Concepts go to war with this competitive variant on Breakout.

QUITE simply, Lords of War takes the principles behind the age-old game of Breakout and spoofs them not to breaking out, but breaking in. The knights, played by a fence and red dragon, is on offer to the strongest knight. To find such a person, the knights must engage in war between them, where only the strongest survives.

War, in this case, involves deflecting a fast-moving skull-shaped ball in an attempt to break down the walls of your adversaries' castles while keeping yours intact. As soon as the ball touches the shield at the center of a player's castle then that round is over and the next, even tougher, round begins.

You deflect the skull by running around the edge of your castle so that the ball bounces off

your shield rather than knocking out a section of the castle walls. At the same time, of course, you must try and send the ball hurtling into your enemies' walls. To help you, the ball can be caught on your shield with a bit of quick fire but the firing.

Sometimes the skull begins to glow, and if you catch it at this time you are awarded some spoil points. When you reach catch the ball you can cast a spell. The more points you have the better the spells you can cast. These range from simple speed spells to a spell which will destroy an opponent's castle.

Lords of War is one of those simple games that grows to be remarkably addictive. And if you get bored playing against the three computer controlled opponents, you can select a two player option and have a second human player for a bit of tougher competition. Not an amazing game, but great fun nonetheless.

Lawrence Scotland



But an equally break-out can become too stressful when these walls begin to get gnawed.

jUMPing JACK SON

Get back to the beat with INFOGRAMES cute search for the lost soul of Rock 'n' Roll

CLASSICAL music, it seems, is all the music left in the world. And for those who possess less cultured tastes, things are not looking good. The only person who can save the world from perpetual boredom is the son of Jumping Jack Flash. First he made famous by the equally famous Rolling Stones.

Jack J's task is to find the only remaining copy of the first ever recording made by Dad. So the way he must also recover every rock record made since Dad began his fantastic career (please).

Jack's search takes place on a grid where his bonuses are used on a very cute interface. On each level he must change blocks of squares to a particular colour to make a record of the same colour appear. Once this is done he can carry the record to a similarly coloured deck, whereupon some of the tracks of suitable rock fame begin to play. Once all the decks on a level have records, all of the tracks of the tune will be playing and the level has been completed.

Things aren't quite as simple as that however. There are major classical instruments hiding about on the grid, and contact with them is fatal. Fortunately there are plenty of bonus objects to collect which will help you in various ways, as well as transporter pads for quick getaways, and accessing remote islands in the grid.

Jumping Jack Son is very reminiscent of other cube games like Slalom. It does manage to make up for its lack of originality, however, with reasonably addictive gameplay, great backing sounds, and some nice graphical touches.

Lawrence Scotland

PREDICTED INTEREST CURVE



Using a while to get the thing of moving about on the grid that it's great fun for a short while. There are occasional bonus levels to help you along, and the variety of moving about along boundaries. But nothing to say a game that is going to have an exceptionally long life span.

ATARI ST

The graphics are quite good, and it will reward although the actual playing leads to get a bit boring after a while. The best aspect of the game is the style and not necessarily which changes with each level, and makes for quick to catch this game. Not a bad effort at all.

GRAPHICS 7 MUSIC 7
SOUND 6 FUN FACTOR 4 **780**

RELEASE DATE

ATARI ST CD-ROM OUT NOW

AMIGA CD-ROM IMMINENT

For other version details



Pathfind on the CIA... and on the Amiga!



RUBBER BOO!		
AMIGA	CD ROM	LATE 1997
AMIGA	CD ROM	LATE 1997
SPECTRUM	CD ROM	LATE 1997
CD-ROM	CD ROM	LATE 1997
WINSTAD	CD ROM	LATE 1997

No other systems planned.

TURRICAN

BACK in issue 27 we brought you advance news of a great new CD game from Rainbow Arts called *Turricon*. Now we can show you the entire game on the Amiga, and very nice it looks too, as you can see for yourself.

Turricon may seem like just another scrolling shoot 'em up, with yet another lockyets hooper to guide you and other wares of various kinds, but start to play it and you soon change your mind.

For one thing, the game is huge - five distinct worlds each with an amazing array of platforms, chases, spikes, and the wildest array of adversaries you've ever set your eyes on.

Secondly, the animation, sound, and overall graphical quality of the game are all superb, and give it a distinctive atmosphere which is different to each of the game's five worlds. Each level even contains some fairly incredible parallel scrolling by all accounts - more so than in the usual lead month.

Last, but by no means least, the game is extremely playable. For a massive player it should be possible to get a good distance into the final world in your first play. The challenge is polished just about right. It is



ACE takes an early look at Rainbow Arts' huge five world shoot 'em up extravaganza.



Some of the splendors of *Turricon* are very, very big, and very, very fun...

not too difficult a game to get to grips with, but it does provide long-term playing simply because of its size.

Turricon certainly looks like being a winner. Next month we'll bring you the definitive judgement, but for now just feed your eyes on what's to come.

■ Laurence Sebber

THE WORLD OF TERRY FLAY



Turricon is huge...but doesn't compete to compete!



KICK OFF 2



**BLISTERING PACE –
PIXEL PERFECT
PASSING – SUPERB
TACTICAL GAME
PLAY**

KICK OFF 2 greatly enhances the game play of KICK OFF, winner of THE GAME OF THE YEAR award in U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled the players the world over.

Full size multi directional scrolling pitch with the players, markings etc. in correct proportion.

1 to 4 players (Amiga & ST only) option.

2 players TEAM option against the computer or 3 other players.

Hundreds of players, each with a unique combination of attributes (Stamina-Pace etc.) and skills (Passing, Shooting and Tackling etc.)

Interactive Kick Off joystick controls to dribble, pass, shoot, head or chip a ball and do sliding tackles or soccer kicks.

After Touch controls to bend or dip the ball.
Set Piece Free kicks including dummies to chip the ball or bend the ball round a defensive wall.
8 types of corner kicks with full control of shot power. Long and short Throw in.
Team selection from a squad of 18 with substitution and choice of tactics.

League and Cup competitions with extra time, injury time and sudden death penalty shoot out.
* Store up to 10 Action Replay goals in memory.

Facility to view, edit and save the action replays and create Golden Shots disc.

AMIGA & ST £19.95

IBM (AT & XT Turbo – CGA, EGA & VGA) £24.95

IBM 64 – SPECTRUM – AMSTRAD £9.95/£14.95



* Kit design – 5 styles and 32 colours.

Facility to load Player Manager teams for a single game or league game.

Up to 4 teams can be loaded for league competition. Load your own designed Tactics from Player Manager.

Red & yellow cards, 16 different referees. Offside rules, Injury time and host of features to create the atmosphere for a game which is a real fun to play.
Special Events provision to load Data Discs or Cassettes for events like World Cup, European Cup etc.

* 1 M.B. Amiga & ST only.



ANCO

ANCO SOFTWARE LTD, UNIT 16, BURNHAM TRADING ESTATE ROAD,
BURNHAM, BUCK. Telephone No. 0494 65111/65114. FAX No. 0494 64422



A.M.C.

A.M.C. THE STATE OF THE ART OUTER SPACE EXPERIENCE

I have seen the dawn from the moons of Apsis. I have flown the outer limits of the galaxy to combat in the wars of Rigel's redded ships in flames beyond Bodegurus.



USD



AMIGA £24.95
ATARI £19.95

SPECTRUM, COMMODORE, AMSTRAD £9.95 CASS.
£14.95 DISK.

FRED

IBM SOFT's comic hero gives arcade adventures an extra dimension

FUNNY animations, objects to collect, numerous enemies to dispatch, and your opponent to rescue - sounds familiar doesn't it? Well, all these elements are certainly noticeable in IBM SOFT's latest arcade adventure. While the game breaks away from the usual run-and-gun back, slash, and jump stuff it's into a new dimension.

Not only can the hero Fred be moved from left to right past pretty scrolling backgrounds, he can also be moved into and out of the screen. The really neat add on extra aspect to the game play, rather than simply killing or jumpy over your opponents it is also possible to observe them. Scenery in the foreground can often obscure the action, making it difficult to locate attacks on the dwarfs, gnomes, and ghouls that menace you at every step.

As interesting as it is, having the extra dimension also creates its own problems. There are so many things that Fred has to be capable of doing - throwing daggers, swinging his sword, jumping, rolling, moving back and forth

as well as into and out of the screen - that things can get pretty hectic, at times. Everything is done with a combination of joystick moves, but unfortunately the control character is not quite responsive enough to enable this to work very well.

The idea behind the game is to collect the key, and any other objects, on each level to be able to enter the next level. On each level there are new background and foreground graphics as well as different enemies to tackle.

The game has a similar look to *Demons*, and the graphics have the same comical quality. Unfortunately, the over complex control method really does prevent this from becoming a first-



class arcade adventure. I also have reservations about the life expectancy of the game. There is not really enough variety in the gameplay to make this the sort of game you will want to keep on coming back to.

Nevertheless, it is quite unusual and the hilarious animation should be enough to keep most players happy for a good few hours.

by Lawrence Scotland

ATARI ST

Get the most exciting graphics, audio and more, and very comprehensive. The animation is great, colorful, entertaining and just what you need in an exciting, fast paced action game. The graphics that surround you are of high quality. Based on IBM, you will never want to play another game like this.

DISKOP 1 16 SECTOR 4
LINES 1 16 SECTOR 4 **770**

RELEASE BOX

ATARI ST (2) 1986 OUT NOW

AMIGA (2) 1986 IMPENDING

Other versions TBA

PREDICTED INTEREST CURVE



It takes a while to get used to the movement in and out of the screen, and the slightly tricky controls. Once you have done that, and got the idea of the game, you can do back and forth between the enemy characters. The real concern is that there is already variety there to really enjoy you going through.

PREDICTED INTEREST CURVE

Big enough and tough enough to take a special life insurance fund. Once you have taken it though that's it is comprehensive and there are limited exceptions for though - while it lasts.

AMIGA

Basically same, the high quality being both with and without. Although there are some good enough, though that's not really a better deal with. But that's all the more reason to consider it, and there is no reason to be afraid.

DISKOP 1 16 SECTOR 4
LINES 1 16 SECTOR 4 **860**

RELEASE BOX

ATARI ST (2) 1986 IMPENDING

AMIGA (2) 1986 OUT NOW

DISKOP 1 16 SECTOR 4 1986 IMPENDING

AMSTRAD (2) 1986 174 1986 IMPENDING

SPECTRUM (2) 1986 IMPENDING

HAMMERFIST

NYTD IMAGE live up to their name

THE storyline of Hammerfist isn't going to win any jack writing prizes. Hammerfist is a sort of futuristic sci million dollar man. He has been rebuilt and filled with a cybernetic arm and is an expert in weapons control and firearms suppression tactics. The Metrotech corporation are using Hammerfist to carry out their dirty work - which involves the assassination of their business and political opponents. Naturally, Hammerfist doesn't want to get up with this so he sets out with fellow hitman Gyp, who's not even human in this game! Metrotech to destroy the nerve centre of the Metrotech dictatorship.

Come-wise this boils down to smashing your way through three levels of action before confronting the source of the evil hitmen in the administration block of the Metrotech headquarters HQ.

The best part of Hammerfist is in switching between the two characters. This is easily carried out by simply jiggling down on the joystick. It is also essential as a combination of the skills is required if you are going to get the bottom of the corporation. Metrotech, for example is very athletic, can leap great distances and can get into awkward situations. Hammerfist pro-



Hammerfist helps him smashes. Hammerfist is going to need all the help he can get from his subtle partner.

vokes the brute force - smashing down walls and taking the hitmen out of the enemy.

Both characters have life force gauges when the successful player must be mindful of this. They can be topped up by gathering the letters left behind when you destroy an enemy. This adds a slight role playing feel to the game - but not too much, as the main impression is that of a fast, fun up with plenty of guns and heavy weapons for good measure.

Hammerfist has a sleek, compact feel to it. Strong evidence that NYTD Image are going to be a force to be reckoned with.

by Eugene Jones

LHX ATTACK CHOPPER

NOT one, but four American helicopters are simulated in LHX Attack Chopper, including a top secret aircraft that hasn't even entered service with US forces yet. Add a touch of polygon-generated graphics, a wide range of missions, and ease-to-master controls and you could have the best helicopter simulation around...

Starting life as a Level One Warrant Officer Pilot, you've got to do a Tour of Duty in either Libya, Vietnam or East Germany. So select your mission category, from Night Striker - hazardous sea-land-destroy missions, Dumbo - rescue a fellow pilot shot down over enemy territory, to Sanctis - terminating terrorist extremists. Order your flight hardware: UH-1 is future American helicopter Gunship, Apache (US Forces current helicopter Gunship), Coyote (a strange hybrid tilt-rotor aircraft or Black Hawk (US transport helicopter). Load up your weapons: 50mm Chain gun ammo, 51mm FVAR rockets, a couple of Stingers or Sidewinders, perhaps a Hellfire, and a TOW or two. Check out your waypoint map with landing and enemy location info. And prepare for lift-off.



MUTATED DREAMS

Although he dreamed of becoming an actor, Brent Harrison - the American designer and programmer of LHX Attack Chopper - eventually majored in Computer Science at the University of Michigan. Harrison got hooked on games after playing with a friend's Apple II at the age of 15. He joined EA in 1986, going on to write flight simulations, the BM PC and Apple Ige versions of Deluxe Paint 3, and now LHX Attack Chopper.

Fly high with
EA's four chopper
hel-sim

It only takes a couple of flights to master the flight controls, everything is kept simple, logical and fast reacting. And the way it should be. The handed balance to strike right is in the vertical thrust (engine power plus collected) - but tapping between 50% and 70% maximum thrust seems to do the trick. Apart from that, there's nothing to worry about - weapon control is easy and efficient, flight info such as altitude is clearly displayed. You have the choice of looking straight out of the cockpit with or without dials, plus various outside viewpoints of your helicopter. You can even 'take' your weapons installation, useful when giving a TOW missile towards an unsuspecting enemy vehicle. And all these views can be zoomed in and out at will. The real thing about LHX is the way your cockpit starts to fall apart when you take hits - it really makes you panic seeing your craft crack open.

The four choppers have their own characteristics, cockpit displays, weapons, strengths and weaknesses, so have a go at flying each, learn their traits - you can then decide which aircraft is best for that specific mission. Once you've finished a mission you'll get debriefed and, if you've performed well, maybe a promotion too. Your pilot records can be saved to disk for future use.

So is LHX Attack Chopper worth the 40 quid? The variety of missions help to keep you hooked, as do the differing gamecocks and the choice of helicopters to fly. Playing the game is both satisfying and compelling. You really get a feeling of achievement when you've successfully completed a mission. Flight control may not be realistic, but thankfully the results are. In short, EA has done the bit. You can't forget Microprose's Gunship, LHX Attack Chopper is now the best hel-sim on the market.

By Ed Hayes

PC

Poligon simulated cockpit feel the screen with realistic mapping of terrain and vehicles. The game runs fast even on a standard PC, including all 3 graphics options - you can vary the graphics level to suit your own system. (Check out EA, USA, MIRA, VHS and Time graphics modes are all supported.) Sound is OK for the atmosphere and can be adjusted to suit your own taste.

GRAPHICS: 1 2 3 4 5
SOUND: 1 2 3 4 5

RECOMMENDATION

ATTN BT 4/5A UNDER CONSIDERATION

MIRA 4/5A UNDER CONSIDERATION

BM PC 4/5A OUT 5/8

PREDICTED INTEREST CURVE



Another flight simulation - great, that's just what the PC gamestore programmer needs. One month and interest level is down at zero. The only way to meet interest and maintain game design throughout your game your interest through. And throughout continues, and you're still OK and variety of reactions time also interest of a steady high for months to come. You won't be disappointed with this study.



This cockpit is designed for entertainment.



High risk mission for the pilot.

DELIVERANCE

Stormlord II

Underground in Hell, is where Stormlord commences his mission to free the fairies held captive by followers of the wretched Black Queen. Travel through caves, mines, crypts and forests until eventually reaching Heaven, where Stormlord will face Saint Peter himself.

Brilliant blast 'em-up, shoot 'em-up with strategy gameplay.

Due for release May 1990.

Commodore, Spectrum and Amstrad cassette

£10.99

Commodore and Amstrad disc

£14.99



NEWSON

Deliverance is a trademark of Newson Productions Ltd. Order by credit card by sending your cheque to: Newson Productions Ltd., Unit 3, The Parkway, Old Windsor, Middlesex TW20 2BX. Tel: 01835 412000. Fax: 01835 412002. Please refer to Deliverance Stormlord II for full details of individual editions and any other happy to provide software details to all enquiries. © Newson Productions Ltd. 1989

COOL CONSOLES



The capture for this platform is inferior.

PC ENGINE	CD-ROM	OUT NOW
GRAPHICS: 4	5	7
AUDIO: 4	5	6
870		

NEW ZEALAND STORY

New Zealand Story is ideally suited to the PC Engine. The designers of the NEC machine had games just like it in mind when they assembled its custom graphics and sound chips.

It is a platform game of search and rescue with a good dollop of shoot 'em up action thrown in for good measure.

Phoe Phoe and Tai are a pair of Kiwis living with their friends in the Out on New Zealand's North Island. One day the peace is disturbed when a Leopard Seal appears out of the chilly waters of the Antarctic Ocean and carries off their friends — imprisoning them in cages in several dangerous locations.

The fate of the trapped birds is in your hands as you guide the cuddly duo in their Ramboque mission.

The pace of *NZS* is lightning. Although the platforms are not particularly intricate the nannies are in such hot pursuit that you have little time to stop and think. As well as speed, outerness, is the awe-inspiring impressions created by *NZS*. There are Maori warriors who take their totemisms at you, mere Maori's on giant Stone's-bunching valleys of arrows in your direction, and even a big blue whale at the end of some of the levels barring your path to the hapless kid in the cage whom you are trying to rescue.

Fortunately an arrow system is there to assist you — pointing the way to the next trapped bird. You need all the help you can get in *NZS* as it is one tough game.

Points are earned by gathering the fruit that appears every time you shoot a Maori. You have to quest about it though — as you can't spend at your time gathering the fruit. Daily too long as any platform and the red dot will be designated to deal with you. There is no defense against the red dot. You just have to try, it defies all the obvious good sounds that herald its arrival.

Phoe Phoe and Tai can boost their fire power by picking up the boxes. This is much

Engine. Lazy reports back on the latest

firmware for the PC engine and

Saga Master System

more clearly than the box and arrow and pretty much essential kit when you come up against one of the whales.

NZS is an addictive platform game as you will come across. Its combination of cute graphics, pitiful, and infuriatingly innocent gameplay make it an essential purchase for you lucky Engine owners. The dedicated platform shoot 'em up.



PC ENGINE	CD-ROM	OUT NOW
GRAPHICS: 4	5	6
AUDIO: 7	8	8
730		

TIGER ROAD

USG had a moderate success with the computer versions of this Capcom arcade hit. Now PC Engine owners are set to enjoy what is definitely the best conversion available.

You play the warrior Lee Wong who is set a mission to seek, out and do battle with the evil Ryu Rai who is busy kidnapping and terrorizing the children of your land. Ryu Rai is building a mighty army with his Captives with which he intends to subjugate the world. Only you and Lee can stop him.

The action begins in a forest where you encounter Ryu's rank Samurai warriors. With the aid of your mighty cat you have to battle through to the entrance to the temple. Once inside more of Ryu's henchmen are waiting — this time riding spears at you from all directions. The first couple of levels are a stroll. You can use them as an introduction, taking time to get the hang of maneuvering Lee and experi-

ment with the various weapons.

By the final levels things start to heat up. You have to leap carefully from post to post to progress through the level and deal with an increase in the frequency and ferocity of attacks.

An information panel above the play screen shows your life force represented by a bar container. Each time you sustain a hit your life force ticks down a bit. You may lose a life outright if you get pinned on to one of the spikes or take a spike in the gut. Your life force can be topped up by collecting the various potions that appear when you kill the Samurai.

Graphically *Tiger Road* is virtually identical to the coin-op. It has the same speed and sound effects and emulates the game's frenetic gameplay in every respect.

If you liked *Tiger Road* and you own an Engine don't miss out on it. It, however, you are simply in the market for a good Master-style beat 'em up adventure then it would advise you to hang on a bit. There are a good deal of excellent beat 'em up adventures in the pipeline for the Engine — *Blaster*, *Gladius 'Y' Gladius*, and *Wing Spirit* to name but three. Good as *Tiger Road* is, it belongs to Capcom's 1987 catalogue and has been best-sold both in the arcade and on the Engine since. Watch this space.



PC ENGINE	CD-ROM	OUT NOW
GRAPHICS: 7	8	7
AUDIO: 7	8	7
770		

SUPER VOLLEY BALL

Volley ball has never been as popular in Europe as it is in Japan and the far East — which is a shame as this version for the Engine is as near a perfect rendition of the sport as you are likely

is fed in a computer.

The Engine has few sports simulations so far — but the ones that it does have are superb. Dodge Tennis easily outperforms any other tennis game and the Super Volley Ball sits alongside it in the same class.

A choice of eight international squads can be pitted to play against a friend or the computer. A word of warning though — you will need the multiplayer interface for your Engine if you want to play against a friend. Another slight problem is that all of the on-screen prompts and the manual are in Japanese — so you had better tug up on the rules in an Encyclopaedia before you start.

Once you get started the action is quite frantic. The game allows for fast and furious rallies — with just the pad controls for 'back' and 'hit'. When you block an opponent's drive your player will automatically leap to take a shot. It is for you to decide the exact ball second to make the hit by pressing the button on your keypad.

The computer makes a tough opponent and will return most of what you throw at it. The hits are up to the standard that you would expect in an Engine game. Particularly neat are the hits in the air — celebrations of the winning team and the down cast, head deep in the moppers' reaction to the loss.

Super Volley Ball is a welcome addition to the limited library of Engine sports titles. All very well and worthy, but what we want is a decent footy game. Maybe creating this over there in Tokyo?

ruined the populace. The people were crying out for a hero — and so was the plot of this latest best 'em up from Sega.

The name of that hero is Tank and you can first meet him on the battles through five levels of action before coming back to face with Death Acller in the temple on Eagle Island.

Before getting down to the main business of slaying anything that moves, with your mighty sword you must first visit a temple where you are granted a choice of three magical powers. These powers are bestowed by the Gods of Thunder, Fire, and Earth and they are what sets Golden Axe apart from the stacks of average hack 'em ups currently doing the rounds.

There are certain situations where only your magic powers will see the day — like when you are confronted by the golden axe warrior or come up against some of Death Acller's tougher minions such as the dinosaur riders or skeletons.

Using the magic takes some practice. You must learn to keep your magic gauge at as high a level as possible by attacking the demons that are carrying sacks and collect the pills that they carry. This will keep your magic gauge topped up.

A slightly more intelligent hack 'em up and a welcome addition to the Master System library. It will take more the toughness of best 'em up experiments, a good few sessions to get the feel for of Golden Axe.



SEGA	220 Pins	OUT NOW
REARNA 2	IN STOCK 4	845
ARNO 7	FOR ORDER 7	

SCRAMBLE SPIRITS

Scramble Spirits was a surprise hit in the arcades considering it appeared to offer little that was new in the way of shoot 'em up action.

The secret was that although it was not original it performed well enough in all the important categories to appeal to the large number of arcadegoers who want one thing from a coin-op — destruction on a grand scale.

The storyline was mostly unoriginal. The peace of a postnuclear hellscape world is disturbed when aliens attack the remaining cities.

As the top pilot in the secret World Air Force it is down to you in primitive fighter plane to take on the enemy — engaging them in their six progressively difficult levels.

The best part of Scramble Spirits are the end of level bonuses that are a delight. They are so divided that you almost wish you could buy them in kit form to put on your bedside mantle piece. The best of these are the Sting Ray Battle Commander, Sky Revolver, and delightfully named Blaster-Cruiser.

The vast, talking end of level movies take up most of the screen and have to be rudely and often delightfully — gun to gun, and wing to wing.

Power ups are in plentiful supply together with two Miss Support! Fighters that fly along side your plane providing essential cover and valiantly engaging the enemy.

Bonus items are earned by notching up a really high score. The best way to do this is to complete successfully in the three bonus rounds at the end of levels one, three, and five. In the bonus rounds you have to destroy as much of the enemy vehicles and weapons as you can without sustaining a direct hit.

There is always room for a good new shoot 'em up and Scramble Spirits certainly fits the bill. In six tough levels will see even the hottest shoot 'em up whizz shooter.



SEGA	220 Pins	OUT NOW
REARNA 2	IN STOCK 4	890
ARNO 7	FOR ORDER 7	

GOLDEN AXE

When the evil Titan Death Acller (his relative is Rowan Atkinson) stole the Golden Axe from the castle of Yggdril, the land lost its protective shielding light. This was removed by bandits who (re-

transport can be made easier by attacking some of the creatures that ride towards you on dragon charges. If you knock them off their mounts you can hop on the creatures yourself to travel further faster.

Your ultimate objective is to retrieve the golden axe and restore peace to the land of Yggdril.

The variety of game play elements in Golden Axe make for a most entertaining game. It requires you to master a number of skills apart from the obvious one of wielding your weapons in as deadly a fashion as you can muster.

SOMETHING OLD...

ACE KEEPS YOU UPDATED WITH NEWS OF THE LATEST VERSIONS

PC

BLOOD MONEY

Playground 474-9946; Amiga Version reviewed Issue 22; ACE 04/96G 732

Latest version of the best-selling shoot 'em up from SMA design (creators of Menace). There are four worlds to conquer in this alien safari where mutants turn to



cash which can be exchanged for superior firepower. Good fun, but frustratingly difficult. This version offers CGA and VGA modes, both of which are quite attractive.

ACE RATING: 700

MIND-ROLL

Epoch; JTB&K; C64 version (Quoted) reviewed Issue 1; ACE 04/96G 604



Originally released by Thalania on the C64, and called Quasar, this was one of the more original games of 1987. The idea is to navigate a rolling ball through two planes, each of which presents a different challenge and all require individual tactics. The game is quite addictive, but the 1988 versions don't really offer much over and above the original 8-bit game. There are better games in the same mould, like Rainbow Act's excellent Arch 'n' Roll, Hercules, Lemmings, C&A, and C&A modes available.

ACE RATING: 890



DARK CENTURY

Thalac; £24.9500; ST Version reviewed Issue 31; ACE 04/96G 570

A futuristic tank simulator set on a prison planet. You play a penitentiary guard whose job is to prevent prisoners running riot in stolen vehicles. Many depths is added to the game by the ability to preprogram the movements of your squad of tanks. CGA and VGA modes are catered for.

ACE RATING: 680

the game from Thalania. See the PC version for further comment.

ACE RATING: 890



G88 ATTACK SUB

Electronic Arts; £24.9900; PC version reviewed Issue 22; ACE 04/96G 647

A superb nuclear sub simulator, which, unlike most, boasts first class graphics and sound, as well as being a delight to the eye atmosphere and tension involved in modern naval warfare. The graphics in this version manage to rival those on the PC making this a definite winner for Amiga sim fans.

ACE RATING: 900



SPACE ROGUE

Origin; £29.9900; PC version reviewed Issue 27; ACE 04/96G 750

A space simulator with adventure cum strategy game in typically big Origin style. Like all Origin conversions, this one plays, looks, and feels a lot like the PC version, if you enjoy intergalactic games then you'll like this.

ACE RATING: 760



PLAYER MANAGER

Revo; £19.9500; Amiga ST version reviewed Issue 31; ACE 04/96G 900

Rick Off has been hailed as the most playable football sim ever, now Player Manager aims to build on management elements while leaving all of the excitement of the actual game intact. Probably the first game ever to successfully combine detailed strategy with arcade style action.

ACE RATING: 890



BUDOKAN

Electronic Arts; £24.9500
Martial arts games come and go, and often new efforts are greeted with a huge yawn. Budokan is a refreshing good martial arts game. There are four arts to train in: Karate, Judo, Ninjitsu, and Go. Training is integrated with traditional warrior culture, and the game caters to competition at the Budokan. Nice graphics, and the usual finger gymnastics to perform moves. Worth a look if you like this sort of thing.

ACE RATING: 820



TOWER OF BABEL

Microprose; £24.9900; Amiga ST version reviewed Issue 29; ACE 04/96G 630

A stunning 3D puzzle game from

AMIGA

MIND-ROLL

Epoch; JTB&K; C64 version (Quoted) reviewed Issue 1; ACE 04/96G 604

The Amiga version of a C64 gem.



Free Cooks, the man responsible for The Cook. Help the Canadian side-rolls escape from the 100 various towers by solving the puzzles on each level. This is all in partnership with special hardened arcade fans. If you enjoy using the old gray matter you will love it.
AGE RATING: 9/5

ARTING 845
 A bubble management gem with an arcade style game. The prescription is sports, with lots of animated icons and so on (although these do slow down the game's responses somewhat. Unlike Player Manager this game boasts a side on view of the pitch a la



FIRST CONTACT

Microsoft: \$19.95
 A strategic arcade game set aboard an intergalactic communications station overrun by aliens. You must coordinate a team of droids to counteract the alien attack. First Contact requires a good combination of arcade and strategy skills, making it quite accessible, but providing long-term play.
AGE RATING: 8/0

ATARI ST

SPACE ACE

Empire: \$44.95; Amiga version reviewed issue 30; **AGE RATING: 7/5**
 Arcade title in which a quick joystick reaction is required at the right moment during an animated scene. At its animation is superb and uses a special 8096 colour mode, so it looks just like the



same game on the Amiga), but the gameplay is really boring.
AGE RATING: 7/0

MANCHESTER UNITED

Realiti: \$19.95; Amiga version reviewed issue 32; **AGE**



Watch Dog. Doesn't look quite as slick as the Amiga version.
AGE RATING: 8/0

GHOSTS 'N' GOBLINS

Capcom: \$19.95
 This wildly arcade hit was the first to feature Capcom's cute knight lute to be seen in Ghost 'n Goblins. The game is a fairly standard left to right scrolling shoot and jump, after characterized by its addictive



gameplay and cute graphics. Elite had a big hit with the 8-bit versions of the game and have fruitfully come up with the 16-bit versions. The ST game looks good and plays well but doesn't hit it down.
AGE RATING: 7/0

STRYX

Playlogic: \$19.95; Amiga version reviewed issue 31; **AGE RATING: 7/0**



An impressive multi-part arcade adventure which has been deliberately designed with small well-planned sprites to give a large playing area impression. This version is almost identical to the game on the Amiga, and just as much fun to play.
AGE RATING: 7/0

ARCHIMEDES

TRIVIAL PURSUIT

Domarc: £25.95; Amiga version reviewed issue 30; **AGE RATING: 6/1+**



The latest version to get Domarc's stable of board game conversions. Like the early 16-bit versions, the Archimedes game makes good use of sound and animated graphics to spice up the questions. A good substitute for the real thing, especially for solo players—even though you can easily cheat.
AGE RATING: 7/0

ZX SPECTRUM

FINNISH FREDDIE'S BIG TOP OF FUN

Midway: £9.95; Amiga version reviewed issue 30; **AGE RATING: 7/1**
 The 16-bit version of this classic game looked well because the programmers were able to make maximum use of the advanced graphics and sound on those



machines to get the funnest effects. This is a brave attempt to do the same on the Spectrum, but unfortunately the game doesn't quite come off with just the colours and tedious sound.
AGE RATING: 5/0

C64

E-MOTION

US: Gold: \$39.95; Amiga version reviewed issue 30; **AGE RATING: 8/0, 8/2, 8/0, and 8/0** respectively
 E-Motion is one of US Gold's more original recent releases. The idea is to steer a sphere into other spheres causing them to stick together and imitate each other. This version features rather cluttered looking graphics, but otherwise plays well.
AGE RATING: 8/0



FLIGHT OF THE

INTRUDER™



Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known - the skies above North Vietnam.

In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifelines to its front line troops.

From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MIG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missile threat. Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. If they see a threat, the strike aircraft must find and attack the target leaving a hail of small arms and anti aircraft artillery fire at low level. Individual survival is not the only measure of success. It is the success of the mission as a whole that counts - there is no place for seekers of individual glory.

Enemy aircraft featured are the agile MIG21 and the more advanced supersonic MIG23, capable of out turning any USAF aircraft.

Flight Of The Intruder takes you into the real world of operational flying and extensive planning.





TM

ment

side

d

and

ions,

story



FEATURES

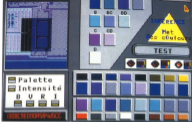
Choose between two of the best aircraft that ever flew. The F-4 Phantom is fast, powerful and equipped with highly advanced avionics. It is so flexible that it can perform any type of mission. The F-4 Intruder has the first all-weather computer operated weapons guidance system (DAW) and an outstanding weapons load, both have shared the top of time and are still in service.

- ✦ Up to 8 friendly and 4 enemy aircraft on screen simultaneously
- ✦ 2 different aircraft accurately simulated. 3 different roles: WGCAR, IRON HAWK, or LORAX.
- ✦ Realistic mission environment with enemy artificial intelligence.
- ✦ Switch between friendly aircraft in flight.
- ✦ Carrier take-off and landing with "MATEBALL" landing aid.
- ✦ In-flight role messages with role message queuing system.
- ✦ View from all aspects and 14 in-cockpit views.
- ✦ Large numbers of mobile targets including trucks, trains and tanks.
- ✦ Realistic terrain taken from contemporary operations maps including Hanoi, Haiphong and Thanh Hoa.
- ✦ Instant "QuitGame" option.

MIRROR
SOFT

Spectrum Hobby Store

COKEL enables you to work on several different graphics standards simultaneously — in the past on the left screen, an area showing the same image in VGA.



Coktel Vision are one of the few software houses in Europe who are really going all out for the CD games market. And they've got the tools to do it, as we discovered when we visited them in France

Coktel visions

Coktel Vision are not your average Euro-software. What on earth does a small company like this think it's doing, making elaborate plans to be a world force in the CD-i market in this year? And it's only big, big American multinationals like IBM and Electronic Arts, who can afford such technostategies, right?

Er...well, perhaps not quite right. When we stepped into Coktel's luxurious offices just outside Paris at Meudon-la-Folie, we were led by a welcoming Roland (broken into his main more luxurious office, and regaled with stories about the great games future of CD-i), we thought to was having us on. After all, people are taking in terms of £750,000+ development costs on even the simplest CD-i products and here's a man who thinks he can take on the big boys and win. But by the time we left, we were convinced. What's going on?

First, the basic argument. 'CD-i has to be the most important games product for our market,' says Roland. 'Even the things CD-ROM machines isn't that important as far as we are concerned, though the work we do now on CD-ROM is leading us into CD-i. We're already fully acquainted with the development aspects of CD-i, so it isn't difficult for us to carry out work on one standard which will later be useful on another.'

But what about money? How can they afford it? 'We produce seven to eight games a year, and although we may not be so well known in Britain, in France, Spain, and Italy we do very well — especially with educational titles. One of our educational games, *Ballade au Pays*

du Big Ben, has sold over 25 thousand copies in France alone. We are spending a lot of money in new technology over the next few to three years. Our real aim is to prepare sophisticated games and educational products for new technology markets.'

'But aren't you two years too early?' we asked. 'No at all,' responds Roland confidently. 'Did you know that in Italy they are already selling microcomputers from door to door?'

Er...yes, we replied, but they do that in Britain as well, and they've been doing it for about 100 years!

'Yes,' says Roland, 'but these microcomputers are on CD-ROM! And they've already sold 12000 of them! People are paying up to £2000 a time for these systems plus the disks — and in the French chain *Conso* you can get a CD worth the order £500. In fact one of the big French distributors has already created a special division to sell CD-ROM material. And you think we're too early?'

'Companies like *Conso* think they can all back and eat all there's a CD market and then walk in and eat games. They're mad! What's going to happen is that when there's a market, big boys like *Hachette* — turnover £300 million — are going to jump in, and plenty of other people like *Disney* who won't have eaten the money in the expenses. At least we'll have the expertise, which they'll need and they'll have to pay for!'

By now the ACE team was beginning to feel a bit sheepish. But we still had one card up our sleeve. 'OK,' we said. 'Come on then. Show us the expertise. Be Coktel's.'

So he did...



Coktel's offices are in Meudon-la-Folie, about 10 miles from Paris. Lyons, France is another major office.



Use of graphics in human-machine tasks - this one enables complex information models to be constructed and animated in real time. What's more, there are great safety margins, something crucial to the more advanced target class - programs that would be possible using other techniques.



Control graphics programming team at work in Bordeaux, communicating with other programmers in their own last going to be a problem - French behavior is slow to introduce a system that others give up or shelving and a second time the line.

THE LONG TERM

The big problem with CD storage is also its big strength - it can hold vast quantities of data. If it currently takes us three months to create 50 good graphic screens, how long will it take to create over 1000? Many people think the answer is to cut our existing file budgets, but as Roland points out this isn't really realistic.

"The fear of files isn't going to give you an interactive experience, let alone a game," he points out. "What we need are real-time interactive displays and pre-generated screens for animation." To deal with this, Codel has set up two development teams - a graphics section in Paris and a systems programming team in Bordeaux. "Wherever possible," says Roland, "we try to produce our own utilities and we've been very successful at it."

The most important of these is LOMM, a multi-media-management system that provides easy powerful facilities for handling graphics and sound as well as animation. This is backed up by EDPA, an interactive graphics processing tool that allows graphics to be developed simultaneously for different systems.

In addition, there's Sequencer 800, a very powerful animation package which we can run using the best animated human images we've got seen for game purposes. There are also two 3D animation tools - 3DS, which is used for complex applications requiring pre-calculated pictures and 3D-MOD Animator for realism.

To help with all this, Codel have an 486X graphics processing computer, Saturn, which manipulates images on a staggering 4000*4000 pixel display and handles sophisticated shading, surface texture, angle of view, and so on. This system can calculate complex images and store them on disk, and can therefore be used for building up animation sequences for storage on CD. And the ticket for those data hungry disks, eh?

CD SPACE SIMULATOR

Codel have's European Space Simulator was launched some months ago, but the company are



continued decision, something anyone can do - but there are essential skills and other things like on-going research output.



Play your cards well this time! This simulation, with its game on the first ever stage of an animated space movie, has been in some, jump, jump, jump! (Codel's Saturn, plus its software, video tapes, French film, and all its related 3D systems, or you could use all other systems in a game. The game, plus, of course, will be fully edited and the system runs with that on our



And just to make you're in the loop about the graphics power of Codel, this image below from the packaging for Paris Station, was done using the system. 3D-rendered graphics used extremely sophisticated colour palette.

It's really really impressed us - the secondary code for the program is in the upper window and the game runs in real-time in the lower left. You can edit the graphics in any way you like and the simulator automatically sets in the new data, recompile it, and run - all in a flash. What a beauty!



now preparing something quite special - a CD4 version.

Codel have more than a passing interest in space technology because Roland Gohaux used to work for ESA and has a close personal association with the European Space Agency, which has proved a fruitful source of authentic data and creative thinking for Codel's space game.

If you've missed ESO, the basic concept is a resources-management game in which you build shuttles and space stations, launch them, maintain them, and steadily build up an orbiting fleet of 16-act objects.

The CD4 version will draw heavily on existing ESO film footage and make particularly good use of authentic sound recordings. It's the perfect example of a project that works reasonably well on computer but takes off - literally - when it comes to CD implementation.

"As far as the CD4 hardware standard is concerned," says Roland, "of course it could be better. But no developer is ever happy with hardware standards. However in CD4 we have what we need to create a mass market - and that's what matters. In that market, there are going to be completely different kinds of entertainment, and a product like European Space Simulator can take Codel's biggest strength - the combination of gameplay and education."

What he brings you more information on Codel's CD4 game-development as it progresses. The target for launch, with 8000*4000 pixel graphics development, CD quality sampled sound from outer space, and the European Space Agency on top, it's going to be quite some game!



Based on Codel's international projects and its European Agency - in 1989 you can edit your information by clicking on the red and blue buttons.

Your dates:

16th - 18th
September

Your venue:

ExCeL
London

Your show!



Continuing the tradition
but dedicated to leisure.

Sponsored by EBU, ENCLAR, UEB, CL, ACE and THE BSC.
Contact Daily Office at BMA/International Exhibitions 01-2518222 ext 2426
or Gary Williams at 251

BAT to the Future

We check out the first games missile that Ubisoft are launching in their bid for world domination...BAT, a 22nd Century ACE exclusive...

Time was when French software was a pretty meagre food of old cobblers. But times have changed...

Ubisoft weren't much more than a blip on the games scene here in the UK until recently. A small company on the outskirts of Paris, they recently scored a hit with *Pro-Street*. Four and the boys came up with something that looks as if it could be a definitive international graphics adventure and proof positive that French software is destined to play a major role in the world games market.

Perhaps because of their obsession with comics, ranging from *Tales* and *Adeline* to more obscure offerings, the French have always favoured the graphic adventure genre. This led to problems in gameplay - as far as so Brits are concerned - and many early titles failed to cross the frontier due to their excessive reliance on pretty pictures.



Left to right: Philippe Desmoulin, chief programmer for the *Legend of Kyril*; Olivier Stéphan, UK, media programmer and Mike Carabottani, UK, graphic artist.



A perfect example of this was *Chronique*, which Pygmalion since had the misfortune to license from a French development company. This game had superbly graphic screens but when it came down to gameplay it was a lightweight combination of poor mouse control and logical puzzles. Result: one strike for a safety to you and me!

Things began to pick up, however, with *Captain Blood* from Infogrames - a game that boasted some excellent graphic ingenuities ranging from unusual icons and fluids to animated star faces - and with the arrival of *BAT*'s final time for the rest of the world to face up to a fiercely competitive French software biz.

THE STUFF OF DREAMS

BAT was programmed for Ubisoft by a small development unit called Computer's Dream, consisting of 15 programmers and other skilled participants. Four members of the group concentrated on the project and we met three of them in Ubisoft's Paris offices like fourth, Hervé Lange, was busy taking exams, poor chap!



More from Ubisoft's *Adeline* (seen earlier) and the location of the company after the inaugural ACE magazine (formerly last) in an unexcused world of little old French (hello, hello, goodbye and goodbye).

Computer's Dream is under contract to Ubisoft and BAT is the first of a series of games planned for the company. CD was previously responsible for several very successful French games on the limited CPC's, but these were not well-known in the UK. BAT looks set to change all that...

The game takes place on the planet of Selenia, populated by humans, robots, and aliens. The plot isn't exactly original (evil plots avenge!) as you attempt to track down the evil genius Vrangar who is threatening to destroy the planet). To help you, you have a computer implanted in your mind and a choice of some pretty awesome weaponry. You also have a fragment of a chess called Mergis, who is one of Vrangar's known accomplices.

gameplay is both original and absorbing. Scenes fit across detailed and attractive backgrounds and as you move the cursor across the screen it changes shape, indicating different possible actions. There are ten or so different cut-scenes, ranging from simple movie and cut-optional to eating and talking.

Interaction with other characters in the game depends on their type. Apart from being other humans, robots, or alien, they are also either static or dynamic. Static characters simply remain in one place and may, or may not, have something to tell you. Dynamic characters can engage in dialogues. Not everyone speaks English, however, so you may have to resort to your mind computer for a translation.

CD (Computer's Dream) on the CD-Amiga:

"A dream..."

Philippe Desportes, programmer

"An expensive dream..."

Olivier Combettes, graphics artist

"But a musician's dream, nevertheless..."

Olivier Rubin, music programmer

A quick scan of flight simulators in Europe give us some idea - complete with multi CD clipping, and better night view - how far we have to travel before it even gets on the games designer's drawing board.



GAMES WITHIN THE GAME

The worst computer is almost a game in itself. You use the program it for several different functions in a small BASIC-type language. Typical applications are robot movement translation of various different languages and its definition of letter robots who may be hiding you.

There's also a flight simulator feature within BAT that allows further diversion - you can fly around to plant in your studio, enjoying 3D views of other cut and the landscape. And of course there are numerous opportunities for combat, which notably tends to be determined by strength of firepower rather than skill.

Finally - and typically where French games are concerned - BAT has RPG and adventure tendencies as well as arcade action. At the beginning of the game, you use a very effective character defence routine to build up your game persona and give it a name. Characters can be saved to disc and are set up from on standard attributes (strength, character skill which in turn affect the characters performance each of fourteen skill levels (see screenshot).

Interaction is by menu as well as by command and there are numerous adventure style encounters with other characters, objects, and locations. To top up the gameplay, the program comes complete with comprehensive documentation on the planet and the characters involved.

It's obviously too early to guess at what sort a rating BAT is going to receive once it arrives on the UK reviewer's bench, but this early glimpse was very encouraging. One thing's for certain, French software no longer compares us images of all poorly priced games and its gameplay. With games like this, we Brits have got a glimmer of entertainment missing to be stored up just across the Channel.

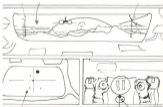
CD GO CD

Computer's Dream are understandably excited by the new CD-Amiga and about CD4 and CD-ROM in general. "We may convert BAT to the CD Amiga," says Philippe, "and we're currently working on an entirely new CD cut in compact disk game called *Mane-Plan*."

Computer's Dream call *Mane-Plan* a "doggame" - "It will have over 1000 independent characters who will live out their own lives, creating a fully sustained natural and social environment."

CD technology certainly suits the French style of gaming, offering unlimited storage for the beautiful graphics and extensive text interaction that is so popular in France. Computer's Dream look set to be one of the first into the new technology market with some stunning products.

An early sketch of the entertainment part of the BAT map - which features Vrangar's hideout right in the middle of the planet.



...that, you can
...in a couple
...to its interface
...figures and the
...ing you.
...s within 30T
...ly avoid the
...of after eight
...ten numerous
...limb to be
...er than still.



How you have to build your character. Shifting points between the six attributes automatically generates the red line graph at top right, which instantly shows the corresponding skill attempts for each change in attribute balance - shows what frequency are selected from top right and range from general class goals to a talent that can diminish about buildings.



A typical early location - tells to see which the odd spirit thing about building the service over the landscape made its several options - how you can just make out a spirit battle over the character on the right, machine system to be ready to roll your something.

...what sort of
...that on the
...the 1000 very
...ch software
...tremely
...istic, as they
...telling to be

...the 30T may
...the 30T may
...the 30T may

...the 30T may
...the 30T may
...the 30T may

...the 30T may
...the 30T may
...the 30T may

IN-HOUSE POWER



Armas in action - the programmer has already drawn a line across the display with the cursor - this is the path the spirit will follow...



Working behind a spirit, all you have to do now is specify the spirit.

Computer's Dream have produced some very powerful in-house utilities to help them produce 30T and future titles. Two programs that we particularly liked were Armas and Musical Dream.

Armas is a spirit animation, positioning, and programming utility that enables the programmer to build up animation screens rapidly and effectively, linking them in automatically to the main program code.

Musical Dream does a similar job with the soundtrack. Oliver Robert's utility is effectively a 16-track MIDI sequencer that takes input from a standard keyboard or other MIDI device and then converts the data into files suitable for inclusion in the main program. It can also handle and edit 5-bit samples.



Musical Dream - 30T's sequencing power with sampling, editing, and other programming will benefit us.



How 30T's made it so far excellent! This character has everything for you - great with the details and the construction, to be exact.



More interesting, how much more easily that - about your mind, for the most.



Your computer implants can not only warn you of danger - it can also keep tabs on your personal status, to make life convenient in program, being it is open health tables.



How 30T's made it so far excellent! This character has everything for you - great with the details and the construction, to be exact.



More interesting, how much more easily that - about your mind, for the most.



How 30T's made it so far excellent! This character has everything for you - great with the details and the construction, to be exact.

"My favourite English games are Shadows of The Beast from Pygmalion for its use of the Amiga, Ring of Zilla for its atmosphere, and Populous for a great idea."

Philippe Deschamps

1

FOREIGN
ST
SOLD

Rainbow Islands from Ocean

The follow up to Bubble Bobble looks set to be as much of a hit as Ocean's last colour game, New Zealand Story. It combines colourful visuals with lightning-fast addictive gameplay with the twist that you've got up with one ball of a game.

Graphics have been streamlined from the original arcade version and the islands are just the same. Level-ups and 100-to-the-top levels by firing rainbows into the air and then catching them. When you reach that top of pocket-form, you can collect thousands of bonus points. There are power-ups to combine, each one more challenging than the last.

Gameplay's ST version of Rainbow Islands is one of the best 2D-to-3D conversions to have appeared in a long time! Night Entertainment format.



Rainbow Islands

Platform	Price	Code
Amstrad CPC	£ 9.99	0000580
Amstrad CPC	£ 9.99	0000580
Commodore 64	£ 9.99	0000580
Commodore 128	£ 9.99	0000580
Spectrum 486	£ 9.99	0000580
Spectrum 64	£ 9.99	0000580
Amiga	£ 9.99	0000580

THE B

An INCREDI...
way to buy th...
month's top...
titles!

BUY ONE - GET

BIG FOUR MAIL ORDER

- Fast delivery
- Friendly service
- Fabulous savings

We're backed by the resources of one of Britain's most successful publishers so you can order with confidence.

It's so simple!

You may find it hard to believe that you can find it so easy to buy software but it's true. You simply buy any of the titles on the page at the normal retail price listed and then you can pick any other title for the same price or a different format absolutely free of charge!

The only condition is that the value of the free game must not be greater than that of the game you're buying for.

Apart from that there are no strings attached. It's literally TWO for the price of one! Or THREE for the price of two... it's up to you! Have you ever seen a better offer...?

FIRST CLASS POST, PACKING & VAT INCLUDED

3

Fiendish Freddy's Big Top of Fun from Mindscape

Mindscape's circus extravaganza brings you thrills, spills and a whole barrel of laughs. One from high boards, with lightning, air-blast from cannons, yanks on topknots. There's fun and laughter in a delightful form - can't this circus from the big top beat back an original multi-media game with a modern sense of humour!

Fiendish Freddy

Platform	Price	Code
Amstrad CPC	£ 9.99	0000580
Amstrad CPC	£ 9.99	0000580
Commodore 64	£ 9.99	0000580
Commodore 128	£ 9.99	0000580
Spectrum 486	£ 9.99	0000580
Spectrum 64	£ 9.99	0000580
Amiga	£ 9.99	0000580



BIG

2

EDISI
uy th
top

Black Tiger from U.S. Gold

Get Gold from last major hit with Gold in another 16-bit classic. This comes from latest increasingly-scoring action game, Black Tiger. It's a similar follow-to-Block, the objective is to change through increasingly scoring levels, climbing ladders and following evil slaves to the end of the trail. Along the way, fight evil gop gofers, snakes and sea-monsters (which using your powerful weaponry). When the going gets tough, disappear inside the ship, pick up some extra weapons, and go out for another money blast. If you're a fan of nonstop action taking a Non-gamer, you'll love this one.

THEY ARE THE DEMONS & DRAGONS OF HELL. - YOU ARE THE...



Black Tiger

	PRICE	CODE
Amstrad CPC	Cass	4 95 99
Amstrad CPC	Disk	4 45 99
Commodore 64	Cass	4 95 99
Commodore 128	Disk	4 45 99
Spectrum 48	Cass	4 95 99
Amstrad 51	Disk	4 95 99
Image	Disk	4 95 99

GET ONE FREE!

ORDER HOTLINE 0458 74011



4

Cabal from Ocean

So many in combination with Cabal. Action focused, full 3D graphics, exciting levels and most fight the way back home. Local after local must be cleared of badging and fast pace with machine guns, grenades and rockets. It took the Ocean team 600 for the water from fast play for a bit.

Cabal

	PRICE	CODE
Amstrad CPC	Cass	45 99
Amstrad CPC	Disk	4 45 99
Commodore 64	Cass	45 99
Commodore	Disk	4 45 99
Spectrum 486	Cass	45 99
Spectrum 48	Disk	4 45 99
Amstrad 51	Disk	4 95 99
Image	Disk	4 45 99

Post to Big Four Mail Order, The Old Barn, Somerton, Somerset BA11 7PP

YES, I want to take advantage of this remarkable way of buying software.

The game(s) I would like to BUY are:

Title	Machine	Order Code	Price

The game(s) I would like FREE are: (You may claim one free title for each game bought)

The value of the free game(s) must not be greater than the total price of the paid for game(s)

Title	Machine	Order Code	Price
			FREE!
			FREE!

NAME

PRINT BY: Cheque Access Visa

ADDRESS

CREDIT CARD NUMBER

EXPIRY DATE

Please make cheques payable to "Big Four Mail Order".

POST CODE

0458 74011



▲ Join the job for Treasure Trap Race - the new thrilling underwater exploration vehicle

■ And supporting the world - Science City is full of new exhibits like this, featuring robots, space animals, and even alien astronauts for you to meet

WIN a trip to the future

Electronic Zoo are one of the world's leading game software houses around. They've got a sister company in Baltimore, USA and they're determined to take the games market by storm. They've also determined to take an ACE reader (and his/her companion) to Paris and give them the time of their lives...

So where will you be going? And how?

The lucky winner will fly from Gatwick to Paris Charles De Gaulle Airport and stay at a hotel in the centre of the town overnight on a Friday (the dates will be posted in consultation with the winner, so you can be sure it'll be convenient). On Saturday, after a hearty French breakfast of bread and water (OK, maybe

something a little bit more interesting, bread and water, perhaps you'll be headed off to Paris Science City at La Parc de la Villette.

Saturday evening you'll enjoy a sumptuous meal at one of Paris' top restaurants with Zoo staff and a representative of the ACE team and on Sunday take more bread and water - you probably won't want anything else after Saturday night's yours time to wander around at you please - except at last time, when Zoo will graciously insist that you eat yourself silly.

The flight back to Gatwick leaves on Sunday evening, giving you time to get looked up in bed ready to tell your mates on Monday morning. And all these arrangements are flexible so if you live in the Oldcove we'll see what we can do for you.

something a little bit more interesting, bread and water, perhaps you'll be headed off to Paris Science City at La Parc de la Villette.

Saturday evening you'll enjoy a sumptuous meal at one of Paris' top restaurants with Zoo staff and a representative of the ACE team and on Sunday take more bread and water - you probably won't want anything else after Saturday night's yours time to wander around at you please - except at last time, when Zoo will graciously insist that you eat yourself silly.

The flight back to Gatwick leaves on Sunday evening, giving you time to get looked up in bed ready to tell your mates on Monday morning. And all these arrangements are flexible so if you live in the Oldcove we'll see what we can do for you.

YOU CAN READ MORE ABOUT SCIENCE CITY ON PAGE 79.

WHAT'S IN THE ZOO?

Electronic Zoo haven't been idle since they set up in business just under a year ago. They're a licensed Nintendo developer, authorised Sega developer, and are also developing for the Atari Lynx. All work is done by in-house development teams, who are also working towards Zoo's first Arcade machine which they hope will be released by the end of this year.

First game out of the gate is *Treasure Top* (reviewed in this issue) which re-creates the isometric 3D standard with a wealth of playability and graphic detail. There are over 100 rooms to explore in an underwater environment, together with lots of unusual puzzles and novel graphic effects.

On the horizon (or out in space) is *Apflos*, a solid-3D space scenario which Zoo reckons beats all previous games in terms of gameplay. You can visit space stations, deal to aliens, meet exotic creatures, and kill them. Although we haven't seen a copy yet, Zoo claim the game is "...super fast, with complex objects and surface detail". They also say it has "billions of polygons" but we think this may be just a wee bit of an exaggeration. It does, however, look very interesting indeed and we might be able to grab a couple of free copies off them for the winner if you're really lucky.

Zoo also have three other state-of-the-art games under development for release in 1990, including a new helicopter simulation for Christmas. Match us if you'd like them...



Inside Science City - you can get an idea about the scale of the building from the figures on the Science City

WHAT YOU HAVE TO DO...

It couldn't be easier. All you have to do is use your wits and judgement to answer the three questions elsewhere on this page. Do your answers on a postcard, together with your name, address, age (we need this because of regulations concerning international travel), and the computer you own. Just to give us some feedback, you can also tell us which sections in the issue of ACE you like the most and (if you like to) send us a floppy disk with your answers. Finally, make sure you include a daytime phone number if at all possible, so we can make your call to let you know when you're after Paris.

Then pop off the card to: Zoo Competition, ACE Magazine, EMAP Images, Priority Court, 20-22 Farringdon Lane, London, EC1A 3BJ. The closing date for entries is 7th June 1990. The winner will be the first correct qualifying entry drawn from the hat - and no arguments, please, particularly the judges' decision is final. The result will be announced in the August issue of ACE (or the news stands from the 10th July).



Treasure Top - underwater hunting job, captured in this issue on page 60



The escalators leading to Apflos - the principal permanent exhibition

The main hall in Science City - the exhibitions are mostly on the first floor, surrounding the atrium



THE QUESTIONS

1. What's Electronic Zoo's underwater isometric 3D adventure called?
2. Where is Paris? Science City located?
3. In the photograph (left) of (a) an alien in *Apflos* (b) the editor of ACE (c) the projector in the planetarium at Science City



THE DESIGNER LABEL OF THE MILLENNIUM

THE
ACE

SPRING COLLECTION



The essential shirt for every computing genius - the
ACE poloshirt as modelled by the sexy Mel and Jim.
Order yours today while stocks last

Please rush me an ACE poloshirt S M L

I enclose a cheque/postal order for 8.99 inc p+p. (Make cheques payable to EMAP B+C/P)

NAME.....ADDRESS.....

Send to: ACE Spring Collection, 36-32 Farringdon Lane, London EC2R 8 BD

MULTIMEDIA city

Every year over four million people visit La Parc De La Villette, an interesting location in the North West of Paris that cost over half a billion pounds to construct and is run by a staff of over 800 people.

The City of Science and Industry, to give it its full title, is both an educational multimedia centre and a true city with activities, facilities, and services. Its exhibits span the distant past and the far future, and many of them are highly interactive. As a showcase for technology it must be one of the most impressive things humans in the world.

When you arrive, you step a ticket in the permanent exhibitions which come under the generic name of *Expos*, and you are then free to wander through the *Expos*, which cover the physical universe (the oceans, rocks, volcanoes, space and so on), natural sciences (minerals, agriculture, mankind), communication, and material physics (matter and energy).

Almost every exhibit is supported by video displays, and there are even touch screen computer systems at various points throughout the City where you can interact personally with the systems and gather more information. Naturally all the written and spoken information is in French, but you can get a headset at the entrance that will give you an English guided tour.



Visitors using *Mindlink*, the computer terminal system created by Phoenix Software and now installed in many of the *Expos*. As you sit, and you're also a world of video communications that can open up opportunities ranging from home shopping and shopping experience to desktop digital education with the appropriate use

While ACE was checking out Ubisoft and Coktel Vision in Paris, we discovered somewhere rather special. Here's what we found...

PARC CITY

Make no mistake, this place is BIG. Once you get through the doors, the first thing that strikes you is the scale of the place. The architecture is ultra-modern, with vast steel beams and open spaces as through the halls. Most exhibits are everywhere - from space stations to submarines (yes, actually, when we visited).

Special exhibitions are changed regularly and take place in closed-off areas, some of which are pretty impressive in their own right. There's a planetarium, for example, and a vast greenhouse dome called the *Grande* which houses special presentations and performances.

You can eat (here as well, of course), in a small cafe high up overlooking the top of a satellite. And you can check out some more natural exhibits if you want to wander along the *Green Bridge* - an enclosed tunnel of glass full of most tropical and exotic plants that runs across the City main hall, high in the air.

Other regular exhibits include:

- The *World of Sound*, here you can play memory and perception tricks in the "Sound Bubble" - a large random double bubble that fluctuates sound reflection and composition;
- The *Imagis Exhibit*, where you can check out thermography, infrared cameras and other hi-tech video applications;
- Robots - we were particularly impressed by one that was over 20 feet high!
- Computers, including a flight simulator and robots programmed using artificial intelligence techniques.

France probably seems like a long way to go for a museum visit (unless you win our competition on page 76), of course! But if ever you do find yourself in Paris we reckon anyone who's been on future technology would really miss out if they didn't include it in their itinerary.



An antenna project opens students - just one of the larger exhibits.



A visitor using a touch screen computer to interrogate one of the City's many information oriented systems.

The *Grande* is a multimedia theatre, designed by architect Richard Hainault (see 124) that will fit inside 270 people and has a 10'700 square feet illuminated screen made of ultra-polymerised - aluminium - sheets. Twelve large speakers behind the screen simulate the sound and frequency landscape effects and the images' paraxiological impact. If you could plug a satellite into this one, it would have to be the ultimate games machine! ☐



HOW TO GET THERE:

Take the Metro to Porte de la Villette. The city is open Tuesday to Sunday, 10am to 8pm, and the admission fee varies between 22 francs for a reduced-rate general pass to 600 francs for a complete pass to all exhibits. Telephone: 48 40 13 13



BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city - **BATMAN**.

"The only way to make Gotham safe is to make it a better place than the criminals want it to be." - Batman



"The only way to make Gotham safe is to make it a better place than the criminals want it to be." - Batman



"The only way to make Gotham safe is to make it a better place than the criminals want it to be." - Batman



SPECTRUM COMMERCIALS: ORIGINAL £24.95, ORIGINAL £24.95, ORIGINAL £24.95



TM & © 1989 DC, Inc.



THE LONGEST RUNNING NO ROBOCOP

THE HOTTEST COIN-OP
NOW FOR YOUR HOME MICRO



"This is definitely the best first title to date, and is an utterly superb game in its own right - don't miss it!"

PART MAN... PART MACHINE
ALL COP... ROBOCOP



ocean

SPECTRUM	£9.95	£24.95
COMMERCIALS	£9.95	£19.95
ATARI 2600		

TM & © OCEAN PICTURES & CO. ALL RIGHTS RESERVED.

ACE NEW WORLDS

US GOLD/LUCASFILM'S LONG-AWAITED BLOCKBUSTER REVIEWED

LOOM

Here it is, at last. A game produced by a former programmer/designer of *Ultima*, responsible for some of the greatest games (including the infamous *Wizard's Crown*), and published by Lucasfilm—the company also gave you *Dungeons & Dragons* and *Indiana Jones—The Graphic Adventure*.

With a pedigree like that, you'd be expecting something pretty special. And in some ways, *Loom* is special. Let's hit up the score for an appraisal...

THE GOOD NEWS

First Marbury and Lucasfilm have taken the typical Sierra animated-adventure style and tried to give it a new dimension of quality and graphics. First, they've done away with all textual input and created a game where the screen display can concentrate on the action. The only other on-screen activity is the occasional cut at the bottom, identifying whatever



is of interest to the cursor is adjacent to, and a musical scale that is used for spinning drafts—or casting spells in oldskool.

This spinning draft business highlights another great aspect of *Loom*—the storyline. Although the cutaway-scenes of some of the char-

acters (Golden Threaders, would you believe?) are enough to make you judge just the dialogue is occasionally stretched in self-conscious humor, Marbury has succeeded in creating a powerful background story for his game by the simple expedient of putting it all on an audio

HIGH SIERRA?

Most ACE readers will know that Sierra-On-Line, producers of the Kings Quest, Prince Quest, and Johnny Jet Lemmy games, have had enormous success with their combination of animated graphics and text entry. The basic Sierra recipe is a fast and fast legal system—contested with superlatives—pics and lots of plotting—no.

It's pretty obvious that *Loom*'s design has been influenced by the Sierra files, and equally obvious that Marbury and the Lucasfilm team have tried to go one better. Have they succeeded? Here's the breakdown:

■ The *Loom* graphics are just as good as the best Sierra pics—and sometimes better. The sprites are well defined, looking nice even into view when you approach the edge of the display rather than drawing and then fading in the view picture. This speeds up gameplay slightly, especially if you use the cutscenes to say which files the new image into position.

■ Some games are often rightly criticized for being their own, especially if there's a lot happening on-screen. The same is true of *Loom* but not to such a great extent. There's no continuous speed up the display so there is in a Sierra game, but you don't often feel the need for it.

■ Both games have features (but warmer—animated includes which add to the story but, even once, too much special. *Loom* has more of these than most Sierra games, but they tend to be shorter and you can bypass them with a press-of-the-Escape key.

■ Both games have feature labels (SRMS and USMS).

■ Sounds of a similar standard (you have an author board, with *Loom* a bit ahead—and a lot further ahead if you've got an unexpanded *MacII*).

Anyone who's played Sierra games will find some parts of *Loom* almost unrecognizable. In *Loom* and its more sophisticated competitors, to add *Loom* and *Prince Quest* for example, there's a (superior) which can fall off the end of a page and reappear in the other—the animation of *Dragonfire* is almost identical. Conceptual evolution of *Loom* through *Indiana*?



Some feature labels graphics very well. But in games (and in general) original audio has been— you see the character (from view) to further conversations. Even to show some like to use the graphics designers have great working like the way features are displayed— scenes. In the end there, you're working about the reasonable and making the things right which are you approach it more however you set detailed features, also, to describe where you can walk into the distance, you'll see it used appropriately, unlike in the Sierra games where the animated character almost certainly creates the same effect as you were using from the player.

RELEASE BOX		
ATARI ST	E4 1984	JUNE
IBM PC	E4 1984	JUNE
PC	E4 1984	JULY 1984

LANDSCAPE	90
ENCOUNTERS	70
CHALLENGE	70
SYSTEM	90

ACE RATING 845

Loom is almost an outright winner—but it's a bit too easy and there's a lack of variety in the gameplay that isn't compensated for by the power of the narrative.



One big difference between Loom and the Mincro titles is the way you view these unusual environments. When Mincro games feature several viewpoints for each location, whereas Loom beautifully zooms in to be more limited. In many of these you can move only across the screen and not up and down. This was sometimes frustrating, especially in *Kingpin* when the game built larger puzzles all sorts of levels, some of which take a lot of lateral thinking to solve. Of course, you could say that this was part of the puzzle process, but sometimes it appears to degenerate into frustration. In this screen, for example, you can't enter the tentacle but it's right in front of you and you're stuck.



...and here you might think you could walk around in that crystal sphere - but you'd be wrong. Right.

The tape itself is pretty impressive. As Mincro pointed out in our US issue earlier this year, this is not a state-of-the-art production, and with the might of Lucasfilm's production expertise behind him that's not surprising. It makes good listening and puts most other software voices to shame. It also sets up the story...

It's a tribute to the tape and the game design that although you can start playing Loom almost straightaway and know what you're doing, there's no way I can summarize the complexity of the story here. Suffice it to say that things are going rotten, young Bobbin must put all by rights by galvanizing round the world collecting sequences of four notes (called drafts) which he can then use to solve puzzles by "spinning" (locking) them on suitable objects and people.

The presentation of the story throughout the game is as beautiful as the tape - beautiful to look at and beautiful to listen to. If you have a soundcard, that is - but even the standard PC beeping is better than average.

THE BAD NEWS

The drawbacks come from the gameplay. The interface is so simple that exploring a location involves little more than moving the pointer slowly around the display, waiting for items to flash up below. When they do, you're in to something. Double clicking on it will then take them up close enough to it for (a) its name to appear below the icon and (b) to spin drafts upon it if required.

And that's about it. The thinking part comes with working down any discovered drafts and trying to note out what they do and

where/how they should be used. Compare this with the fact that some of the puzzles are really extraordinarily easy and you lose out both on challenge and variety.

The Loom engine is frustrating because it's almost perfect. The combination of audio tape, superb animation, sound, and storyline is probably very original when it comes to narrative games. What's needed, however, is a more intense interaction with the environment and the people in it. That doesn't need a text parser, but imagine what the system could be like with a couple command icons and the ability to keep control/viewport letters, tap, three different characters. Then you've got something really special. As it is, we're left with a game that's great for younger players, but will leave the rest of us craving a little more zap.



There are several people to meet in Loom, but interacting with them is fairly limited. In this scene, however, an amount of visual storytelling was accomplished by the playing of a song snippet (for example, intended for credit) that can function as a metaphor by providing their dialogue in the play of those notes - a neat touch when there are several on screen at once. However, it would have been nice to see some of the people remembering what and an icon associated with how to engage them in conversation. As it is, the characters are distinguished in memory through lack of face-acting.

MASTERING THE THREADS

You don't cast spells in Loom - you spin drafts. A draft is a sequence of four notes or threads. Each note is played using your Drafts board at the beginning of the game - unless you're really impatient, which is represented at the bottom of the screen together with a musical view below it.

Spinning drafts is really exactly the same as linking spells, except that it all happens musically. Its reward is moving politicians past faster directors around, and hence of stages, you play a set sequence - C,D,A,B. If you're obtaining help to do a special mission by the appearance of the C-D-A-B-D is done at the bottom of the screen, the draft may have an effect.

There are patches. First, as you can see from the screenshots, not all the notes on the musical view are illuminated. Just as with traditional spell-casting, the more sequences you have the more notes you can play - and that the more drafts you can spin. And drafts may not always have quite the effect you intended, although as a general rule the program tends not to let you spin a draft if it isn't appropriate.

REVERSE DRAFTS

Drafts are found rather like spells in other games - by exploring. Certain objects and people in Loom will create a sequence of 4 notes to be played when they appear or when you play a draft. However, there are 4 drafts that cannot be found this way - they're called Reverse Drafts. This is because Loom lets you cast spells - eggs, staff drafts - backwards. This is simply done by playing the notes in reverse order. Of course this won't work with drafts which you perform (i.e. they are the same backwards as forwards - e.g. D,C,D,C). No, it's, however, need to cast several reverse drafts during the game and you won't find a Reverse Draft - you just have to work them out by observing in the exact you hear found. It's not difficult - if you find a draft for spinning things green, chances are that it will teach them white if you reverse it.

PRACTICE MAKES PERFECT

Firstly, experience is all in this game. Although there are several occasions in the game where you don't really need to use a draft to solve a puzzle, the more you cast, the better you get - so the more notes will be made available to you in your draft.



Practice spinning drafts often makes possible some of the more advanced puzzles in doing so, so it would have been great to have had some kind of guide that would have given you some extra help on the things?



It's the perfect example of a reverse draft. This special sequence gets them creating the sea. It's better to draft others without space - could that be it? Involving drafts, you can sometimes. And if it is, it's a small, a musical, looking draft by the side item to see problems?



This can spin a draft on something that comes up in the last puzzle - and it's not always an object. There's more often in Loom, the characters with a little more time you should have found in a nearby location.



Visual features in *Might and Magic II* are initially attractive, but after a while the pretty show starts to get in your way (there isn't a lot here to look at... that's about all there is to it). Right... and right... and right...

MIGHT AND MAGIC II

It's here at last, ACE readers with very long memories may remember that—very many moons ago—we previewed a review of *Might and Magic II*, which looked set for the time to be one of the most interesting RPG products around. Now it's here...and how time has changed.

The fact is that had this game been released two years ago, it would have been a winner. But by today's standards, it looks awfully outdated. An ACE reviewer, however, is not set off by faded appearance, so we grilled our beta and got down to some serious number bashing.

Might and Magic II follows the old recipe made famous in *The Bard's Tale* series from Interplay. You create a party of characters, adopting to each one a set of attributes that will see them live (and through thick and thin, in the old days, you rolled dice) and the computer assigned random numbers for each attribute. Nowadays, programs offer you more subtle means of determining character attributes (you have to answer leading questions in *Ultima*, for example) or more sophisticated ways of displaying them (see *Ultima's* BAF and its attribute display in this issue).

Might and Magic II, however, sticks to its guns and gives us seven attributes and a 'roll of the dice' (literally—there's an attractive animated dice suspended in the air). The attraction of this method is that, every so often, you roll a more powerful character.

In addition to your attributes, you have to choose between eight classes (i.e. professions) for your characters. These range from Knight to Priest and include two types of magic user—Cleric and Sorcerer. This means two lots of spells to master, with the cleric spells being traditionally more associated with healing. In each case there are one lev-

els of spells, with up to seven spells in a level. Magic users have a certain capacity for spell casting and each spell drains their resources. In addition, certain spells require the magic user to dispense a gem or two.

Once you've fixed the class of your character, you have to choose one of the races (gnomes, humans, etc) and your alignment (good, neutral, or evil). You can also import characters from *Might and Magic I*, but note that these will reset to levels 6 or 7, depending on circumstances.

As always, your character attributes determine many things during play, ranging from choice of spells to success in combat and the ability to use certain weapons. However, because characters in *Might and Magic II* are, to a limited extent, to which you can invest

LANDSCAPE 40
Real-time graphics make traversing the real world a lot of fun. Continuous mapping is excellent.

ENGINEERING 40
Characteristics are fairly limited and use only one class, so you're getting options (big, big, big).

CONSISTENCY 40
It's not your top, if you figure it.

SYSTEM 40
We would have had this in a 1988 RPG, making it playable, but the presentation and user interface is undeniably better for an Amiga product.

ACE RATING 6.50

If it wasn't for the size of the game, *Might and Magic II* would score considerably lower. Hypocrite addition, but no technical wizardry here. Definitely not state-of-the-art.

RELEASE DATE

Amiga CHAVE OCT 1988

Developed by GIGAWATT

By with them (except by force of being associated when compared, for example, to *Ultima II* where attributes are less important but the early members still value personality).

MONSTER MASH

So far, so familiar. Once you start playing, however, things get even more familiar and it's here that disappointment sets in. There is no doubt that *Might and Magic II* is a BIG game—there are dozens of places to visit and encounters at along the way. But the actual places look as if they had been dragged out of a 1984 version of *JD: Monster Mash* and given a superficial tuffing up with 1990 Amiga graphics.

Encounters are simply face mashes with occasional animated figures (appearing with accompanying disk screen opening level messages). Buildings are connected by endless winding corridors which look at the same. Even the outdoor locations, with hills, lakes, and trees, are endlessly repetitive.

There is occasional variety as opponents flesh-up (beating Gargol Rock Falls) and similarly scintillating snippets. Encounters are signalled by a sudden flash of the word... 'Encounter'... followed by a busy loading of the disk drive and then... an animated figure showing the opposition. Only thing is, most of the opposition tends to look familiar and there's not much difference between the evil gnat down the mine and the yaffergon you encountered a few locations before.

Because of the enormous lack of graphic detail, mapping is essential. Solid walls, entrances to caverns, and city gateways all look identical apart from a brief text message to a good map is vital. So is a consuming passion for combat and gaining experience points as these really isn't a lot else to do, apart from tuffing sub-panels set up by various characters you encounter.

These games do have a certain typistic attractiveness—entirely the success of the *Bard's Tale* series. But most other modern programs have retained the addictive qualities and added many other features. *IAW*, for example, has enormously improved graphics and character interaction. The *Heroes of the Lance* games have capitalised on licensed plots and added story interest. And *Bard's Tale IV*... well, there isn't going to be a *BTC* probably for the same reason that make *Might and Magic II* look just a bit bit archaic for today's RPG enthusiasts. This is vintage stuff and lots of it—but the emphasis is on the word vintage.

» More Codes



Combat mechanics in *Might and Magic II* are pretty straightforward. Once you're confronted by enemies, you'll see the stats and your options are in *Attack*, *Block*, *Attack*, or *Run*. The enemy stats are:

*Stand fast
Hold your ground
Mark your man*



RORKE'S DRIFT



PLAYO AN
EXCITING RANGE
OF STRATEGY
GAMES FROM



IMPRESSIONS
RIVERBANK HOUSE
PUTNEY BRIDGE APPROACH
LONDON SW8 5JD



Great Island scenery is plentiful. Despite architecture of only the usual, standard games, but that this each thing from the screen.

ISLAND OF LOST HOPE

Last month I looked at a game which tried to include gameplay behind a pretty front end so I was pleased to see OLI coming up with the goods. The art of adventuring is not dead!

In this text/graphic adventure you play the part of a treasure hunter whose ship has been sunk by a bunch of cut-throats. Your crew have been killed, your cargo stolen, and you yourself tossed overboard. Washed ashore on a desert island from which you can see the pirate ship anchored nearby your thoughts now are on survival and revenge.

The first impression of the game is of a well crafted and beautifully polished product. The screen display is split into several sections, location graphics, movement compass, on-screen inventory, response area and text on-screen map.

You can be keyboard only, but several short cuts are available using the mouse. Thus clicking on the required direction on the movement compass will move you around, while clicking on an item in your inventory will bring up that object's description.

Several helpers are available from the function keys and these can be redefined at will - very useful for complex commands such as opening and shutting doors with the correct key. Another nice touch is the option of using the numeric keypad for movement without needing to press ENTER after each one.

As if that wasn't enough the graphics can

RELEASEE BOOK

Details TBA - see next month's issue

be turned on or off at all which is very useful since these are grabbed from disc during play. Two fonts are available, one fancy and atmospheric, but probably unsuitable on a TV and one plain and clear.

The on-screen map is very useful, showing only those locations you have visited. Using this it is easy to disperse with the graphics although they can give useful clues so should be viewed at least once.

With all this, what about the game itself? First of all - it's not hard (like most adventures, each of the puzzles seems to need a different method to solve and although rather precise language is sometimes needed, the vocabulary involved is obvious once you realise what needs to be done.

Once you manage to trick your way onto the ship you meet up with various crew members who need to be disposed of discreetly to obtain objects. These include a hungry pirate demanding to be fed, a spy-master who wakes at the slightest touch of his pillow and Captain Black himself who communicates through his dead parrot and totally ignores you.

At all times you need to be aware of your situation. If you blow your cover you are dead in other words, you must weigh your proposed actions carefully to avoid attracting attention - not as easy as it sounds since pretty drastic action is required to solve some of the puzzles.

Scattered around the playing area are a host of objects, some of which have very obvious uses (such as a piece of string, a rat and a full white oiler) are rather more obscure (a human skull). Some of these are found lying around while others must be searched for inside, underneath and behind other objects. Careful examination of everything is a must.

The parser handles most inputs well and will prompt for more information or offer choices if your command is ambiguous. It will also readily tell you if it doesn't understand your use of a word or simply doesn't know it. Multiple commands can be stringed together, limited only by the total input length and various editing keys are available for recalling the last command etc.

All in all the game offers a good challenge for seasoned players but novices will probably find it rather hard going. The graphics and sound enhance the atmosphere rather than detracting from the gameplay and many responses are provided to cover randomised files.

■ **Pat Winstanley**

LANDSCAPE

The playing area is extremely large for each location, offering plenty of things to try.

ADVENTURERS

Character action is limited but characters respond well naturally to your actions.

CHALLENGE

Get your thinking caps on for this one - the puzzles are varied and tough.

SYSTEM

Requirements are extremely reasonable making you unable to get bored at looking 'what's in my house' files.

ACE RATING

775

A well balanced, well crafted offering to those experienced solvers wishing to test their skills - recommended.

DRAKKHEN - GETTING STARTED

To avoid being eaten by sharks, wait until one has just emerged from the drawbridge then click on the door with your chosen character.

To enter the island click on the extreme right edge of the door. Otherwise you will be gulped.

To enter Prince Haagghen's castle, cast unlock at the door - then you won't be eaten by the drawbridge!

Prince Hordik's castle can only be entered after taking to Prince Hordik's.

The weapon shop is in the northeast corner of the island.

CTW Survey '89 CTW Survey

SECTION G - MAGAZINES

Consumer Magazines read by Trade

1. ACE
2. PCW
3. Games Machine
4. Crash
5. Zap
6. C+VG
7. Commodore User
8. Gamesweek
(Combined with Pop mid-Feb)
- Sinclair User
10. Your Sinclair

Magazines aiding stocking Decisions

1. ACE
2. C+VG
3. Crash
4. Games Machine
5. Zap
6. PCW
7. The One
8. ST Action
9. NICE
10. Sinclair User

ACE

Source CTW Dealer survey 1989

To get your dealer to stock more of your product - advertise in
ACE.

Phone : 01 251 6222 ext 2518 for details

RARE

DESIGNS ON THE FUTURE

**GRAPHIC ARTISTS AND PROGRAMMERS
REQUIRED FOR GAME DEVELOPMENT ON
NINTENDO AND ARCADE SYSTEMS**

APPLY IN WRITING WITH FULL CV TO:
KEVIN SEABERK, RARE LTD,
BARNON FARMHOUSE, TAYCROSS, WARWICK.
TEL. 0827 848810

SIMPLY THE BEST

ARTIST JOB VACANCIES

There are a number of vacancies for talented, experienced computer artists to work on 32-bit conversions and major American titles using an in-house Amiga Art System.

Basic salaries range from £7,500 to £11,500, plus a generous royalty programme to boost salaries to in excess of £20,000 OTE, depending on productivity.

Accommodation in Royal Leamington Spa can be arranged.

Send some examples of your best work to David Darling or Tim Miller at:

CodeMasters Software Co.
Lower Farmhouse
Stonythorpe
SOUTHAM
Warwickshire
CV33 0DL



Phone (0800) 814132 Fax (0800) 817088

PREVIOUS APPLICANTS ARE WELCOME TO RE-APPLY

SPIRITED DRAGONS

Drago Spira on the *Amiga* draws me up the wall, says Christopher Pitt of South London. Even reaching the fire and-of-level guardian was difficult and I worked out some notes. Small as they are they made a great difference to my game.

The key to level 1 is to keep safe and hold the trigger down - remember, everything on the screen is out to get you! All of the enemies have their weaknesses. You know the ones that trundle along the ground and then fly at you, slowly reassembling a tiger upside! Not that, to avoid them simply go to the top of the screen and fire out.

The end-of-level guardian on level 1 is almost invulnerable and it is possible to attack it without a power-up. When I completely forgot to avoid the balls of fire, I watched as they wouldn't pick up a power line. If you manage to get to the creatures that swim through the water and then fire at you, go to the right of the bottom of the screen, and when they fire shoot sharply left. Good luck!



Drago Spira on the Amiga

MONEY FOR NOTHING

Paul Lewis Smith of Birmingham, Leeds, has discovered a little effort saving device for the PC version of *Blood Money*. On the configuration screen select a two-player game with exactly the same control option for both players. When you are on level 1 or 2 move back to the far left so that player 2 is near player 1. Now, when you press fire, 1 starts to fire but it is twice as powerful, so the Sulfur on level 3 only need 2 hits instead of 4, and the same for every other adversary everything works half the normal amount of Sulfur.



The PC version of Blood Money

A FIGHTING CHANCE

Here's a nice cheat for *Fighting Laser* on the *Amiga* from Darren Roberts, Warr, Hants.

All you have to do is shoot at the right or left gun and a gun will be removed. If you find this all, look at a one player game than shoot diagonally at the gun. For a two player game shoot straight forward.



XX FEATURE

Two feature tips for *Ballistic Hero* appear above. Because it is, as the Amiga.

First, a method for obtaining unlimited cash that. This looks like it's from *Amiga*.

UNAB This game is really good and there are lots of other good ones like *Blade Runner*, *Blade Runner*, and *Blade Runner*. UNAB This game is really good and there are lots of other good ones like *Blade Runner*, *Blade Runner*, and *Blade Runner*. UNAB This game is really good and there are lots of other good ones like *Blade Runner*, *Blade Runner*, and *Blade Runner*.

Now drag the invisible *SOUL* to your ship, and click it on and off the ship. Your money has now increased to 1000. Drag the invisible *SOUL* to your ship *Frank Gun*, use *Frank Gun* to shoot at your own gun, and your health is 1000.

If you want to spend things up quickly, choose the most expensive and you can buy and then choose the *Ballistic*, drag it over to your next screen, just above the *Frank Gun* shield, and click once. Your money should increase to 100000, and so increase that, same on using the *Ballistic* for 100000 procedure.



A special feature from Ballistic Hero

You can cheat your way into anything you want. If you're having the most space, then really it's a cheat really. *Ballistic* is a cheat really.

There's a cheat and the, when you're having the most space, then really it's a cheat really. *Ballistic* is a cheat really.

When the money is 100000, then really it's a cheat really. *Ballistic* is a cheat really.

WHAT'S SAUCE FOR THE SOUL?

A little more from *Ballistic Hero*. You can cheat your way into anything you want. If you're having the most space, then really it's a cheat really. *Ballistic* is a cheat really.

Hello ACE gamers. Recently TNT has brought you the very best in complete solutions, from *Dungeon Master* to *Y's on the Sega*. This month we have decided to let you in on as many hints, tips, and cheats as we could pack into these pages. So plug in your machine, sit back, relax, and enjoy...

FURTHER FRENCH FEATURES

A little closer work with a disk editor on the second disk for *Double* on the Atari ST shows up on the cheat. During the character setup stage, when the first person's name is asked for, type in:

314181K *reference*
MAPENVISOR *reference*

This gives you extra points and attributes. Other undocumented features are:

F8 toggle between **SPOW** (hang)

F9 shows the game, room number, and something else (in French)

F10 can be held down to pause the game and released, or another key pressed.

Thanks to Nathan Kirshen of Northwick, Chesler for those little gems.

HELICOPTER HAVOC

Mark Blain is the man who, this time for CBI owners of Phoenix/Mark, made believe that you don't need any police for this city game, so here are a few tips instead.

On the end of level monitor in levels 1 and 2 just keep to one side of the screen or the middle from the screen and it needs you there.

On the third end of level screen just about at the bottom in level and immediately to the side of it.

On the second stage of level 3 keep hovering between the two of pillars, this makes getting through the section a lot easier. Also keep on the ground, the gunfire can't hit you there.

On the second stage of level 3, stick to one line, firing all the time.

On the second stage of level 3 keep to the ground at top speed and fire all the time. Autofire will help on all the levels. When you get to a tank, stick to one side. Press fire and it will immediately blow up. You should be able to whip through all the towers flying.

On the final screen fly round the edge of the screen. The gunfire is slower than you so it can't catch you. Fly up and down fast or the way of the gunfire's firing all the time, and in a short while you will have destroyed all the towers.

Then, with lots of points you get presented with a rather odd and unexplained end screen.



Power Fantasy: the apt way round

POWER FANTASY

Hi-Tiger from **MSX** breaks. Seton claims to have had a remarkably strange experience in his local arcade. He has his rifle, the facts, and after you to go investigate where yourself.

"Recently, I found out that on the arcade version of *Power Drib* if you start the game as normal and then depress the start button, the view of the baggy will switch to one of looking at the front and when you have just driven past. Confusing, but great graphics, right?"

Recently, after many visits to my local arcade I finally found level 'F' (as with the Gold Caps, I thought, great, you get the best pieces of your baggy, but not!) The game carries on to a new level. So as usual, when the driver disappeared and the baggy floated to about half way up the screen, it then switched about and changed into the 1-16 of *Midnighter* and flew around the track! This sounds unbelievable but it really happened.

I wonder if the game has any more surprises!

F8, I'm well chuffed at my discovery!



Steve's 3-D chess is a through early offer

LOTSA LIFESAVERS

This little batch of tips come from Glasgow lad, James Burns.

Remember World? On the title screen type **BOC** while holding down the **RIGHT** key, then release this and press **HELP** to start. Now just press **L** to skip a level, **S** to go to the next level, and **R** to go to the shop.

Clear **PRO** to view on the title screen appears top the speed bar at high speed. As you start driving you should be about 999,000 mph, but don't stop the car until, just stop your car and hold down the fire button and the left mouse button simultaneously and type in **GOVOLVE**. The cheat mode is now initiated. Press **T** to read the clock in 50 seconds.

Obese and **Obese** Press fire to start then type in **STEPHEN BROWN BROWN**

You are now invisible. Start **Pressure**. On the high score table, type in **FREE BEE** to activate the cheat mode. You are now invisible.

Afterburner: Press fire to open, then type in **THE OVERBOARDER** to activate the cheat mode. Press **R** to get more lives, or go to the next stage, or to go back a stage, or to more enemies, and **R** for less enemies.

Remember that Old Press the game and type in **SPYING ON SPYING** for infinite lives.

Numbers product: 2-0000, 10-000, 24-000, 28-000, 32-000, 36-000, 40-000, 44-000, 48-000, 52-000, 56-000, 60-000, 64-000, 68-000, 72-000, 76-000, 80-000, 84-000, 88-000, 92-000, 96-000, 100-000, 104-000, 108-000, 112-000. Also **FREE**.

Unfairness: At the starting line type **UNFAIR**. Press the **TRIGGER** then press the following keys for different effects: **0** - infinite special weapons, **1** - **F8** (no car), **2** - no cruise missile, **3** - no cruise shields, **4** - **F8** (no jetpack), **5** - **F8** (no jetpack), **6** - **F8** (no jetpack), **7** - **F8** (no jetpack), **8** - **F8** (no jetpack), **9** - **F8** (no jetpack).

Ward Cheats: In the 100 of *Blowup* go on for night if possible without leaving the screen. All touch the joystick slightly so that you don't hit in the screen. Now there is an error. This is the third part - use the **HELP** key to signal a **More** code **906**.



Expensive Phoenix/Mark



Hi-Tiger on stage in Texas

FIREWHEEL JAVAS

Expensive from Phoenix/Mark was the time to make your image data file. Use the copy key of Phoenix/Mark, using:

Phoenix: When the title screen appears type **GGGG**, and the screen will flash. Now press the **RIGHT** key and the number of the level you want to run on.

Hi-Tiger: After the title screen appears type **GGGG**, and the screen will flash. Now press the **RIGHT** key and the number of the level you want to run on.

Obese: After the title screen appears type **GGGG**, and the screen will flash. Now press the **RIGHT** key and the number of the level you want to run on.

STAGE 1 COMPLETE!

TO WIN THE GAME, YOU MUST COMPLETE ALL STAGES.



Go to the center of the road to start Stage 2.

But as you walk, you'll notice a few things. First, a second alert, and then more quick tips. Your boss now looks like a rocket, but you have infinite lives.

There is also a double for the top of the road. If anybody out there has some, let us know and we'll publish them.



BOMBS AWAY!

Mark Khan of Crawley, West Sussex, writes that Fighter Bomber is one of the best flight sims around for the C64. Here is his method for accessing all eight missions on the C64 cassette version of the game.

Load as normal. On the job selection screen press SPACE (to add) then press SPACE again and repeat. On the mission briefings screen you can do anything by pressing RUN/STOP. This returns you to the initial mission selection screen.

Mark would also like to point out that some key references are missing from the instruction card:

After many hours of flying he has found most of them:

B-Ruler toggles between 25, 12, 4, 3 and 1 mile ranges.

CONTROL and B-Eject.

SHIFT and F4 toggles between weapons and weapons panel.

RUN/STOP Pauses. Press again to continue. Doesn't work. Anybody know of an alternate one?

- [Left view.
-] Right view.
- Alt key view.

If you want the TurboJet then opt for turbo-ones on the opening screen. You'll notice that you can have four GP (ground) bombs on the turbojet/supercraft before the maximum two if you opt turbojet.

On landing, go in the opposite direction to that you took off in. When you land, immediately engage wheel brakes and shut down the engine(s) (Press "Y" twice).

Never take into your fingers. Mark has driven severely and slowly into the apparently abandoned hangar and promptly blew up!

The F-111 will not leave a cannon or give you the option of firing one. Contrary to what is stated in the manual, all the other aircraft are stock with 200 rounds of ammo.

GP bombs and Rocket Pods are most culpable. The version of in-flight refueling is not too bad, as all of the aircraft have good fuel consumption.

Real Precision on the C7 version of the game has a bug. When you land at one of the bases you are supposed to be able to refuel and rearm, but you can only rearm, as if you have no fuel left you're fuel'd.

DUNGEON MASTER UPDATE

Mike Deacon of Newton Aycliffe, County Durham writes to say how useful he has found the Dungeon Master Code, and here promises an extra couple of extra tips that he has discovered himself.

1. On level 3 the "Treasure Store". The fourth door in the guide opens to the left hand corridor is gained by using again, repeated attempts to close the gate in the correct order. (The Mike found again having already reached the right hand corridor.)

2. Level 4. If you want to stop when you'll better have and run! Right hand corridor the room (usually a corridor) which opens by means of a floor pressure pad, but closes when you step off the pad seems to respond to no amount of pressure from other sources. You can, and should keep it open by entering standing warriors to stand on it, and then pressing it using a magic box found beforehand. This gives access to some useful items.



The Devonian City in the original PC version of Fighter Bomber.

SOUP UP YOUR SPEED

These hints for the 486 Spectrum come from Stephen Hill without want for them.

And Windows/Mac: To access the cheat mode in Battle (on OS and Windows), load the game with LOAD "C:\Program Files\Microsoft\BATTLE" then use the "Battle" file option on the extra options. The game will load and you are good, but when you get to the title, set the file like the thing you will activate the cheat. You can give values there and are allowed to change by the machine.

Code of Microsoft: For information, change the header and use F00E:0010 before the 486 instruction.

Instructions: To start with 65535 bricks enter 0000:0000 in your memory and 000000 in your address register.

Debugger: When you get to the title screen press C, E, H, R simultaneously for a nice, blue screen. New type say of items.

POWERS: Increase this.

LEARN: Increase this.

EXPLORE: Increase this.

EXPLORE: Increase this.

EXPLORE: Increase this.

EXPLORE: Increase this.

EXPLORE: Increase this.

EXPLORE: Increase this.

520ST-FM SUPER PACK



1Mb DISK DRIVE £450 OF SOFTWARE ARCADE GAMES

Atari 520ST-FM System	£199.00
1Mb Disk Drive	£100.00
1000K Keyboard	£39.00
1000K Mouse	£39.00
Atari 520ST-FM Software	£100.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00
Atari 520ST-FM System	£199.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00
Atari 520ST-FM System	£199.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00
Atari 520ST-FM System	£199.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00

SPORTS SIMULATIONS

Atari 520ST-FM System	£199.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00
Atari 520ST-FM System	£199.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00

PRODUCTIVITY SOFTWARE

Atari 520ST-FM System	£199.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00
Atari 520ST-FM System	£199.00
Atari 520ST-FM Keyboard	£39.00
Atari 520ST-FM Mouse	£39.00

£399

With 5MB 24 mega monitor £499.00 With 5MB 204 colour monitor £599.00

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

The Atari 1040ST-FM is the most powerful and versatile computer ever. It features a built-in TV modulator, a 10MB disk drive, and a 1000K keyboard and mouse. It is the perfect choice for professionals and students alike.



£499

Atari 1040ST-FM	£299.00
10MB Disk Drive	£100.00
1000K Keyboard	£39.00
1000K Mouse	£39.00
Atari 1040ST-FM System	£299.00
Atari 1040ST-FM Keyboard	£39.00
Atari 1040ST-FM Mouse	£39.00
Atari 1040ST-FM System	£299.00
Atari 1040ST-FM Keyboard	£39.00
Atari 1040ST-FM Mouse	£39.00

2Mb & 4Mb MEGA ST

The Atari Mega ST is the most powerful and versatile computer ever. It features a built-in TV modulator, a 2MB or 4MB disk drive, and a 1000K keyboard and mouse. It is the perfect choice for professionals and students alike.



DTP PageStream £149

The Atari PageStream is the most powerful and versatile computer ever. It features a built-in TV modulator, a 1000K keyboard and mouse. It is the perfect choice for professionals and students alike.

DO YOU OWN AN ATARI ST?

SILICA SHOP:

Atari 520ST-FM System £199.00
 Atari 1040ST-FM System £299.00
 Atari Mega ST System £299.00
 Atari PageStream System £149.00



ST COMPUTERS

The Atari ST is the most powerful and versatile computer ever. It features a built-in TV modulator, a 10MB disk drive, and a 1000K keyboard and mouse. It is the perfect choice for professionals and students alike.

520ST-FM EXPLORER PACK



The Atari 520ST-FM Explorer Pack is the most powerful and versatile computer ever. It features a built-in TV modulator, a 10MB disk drive, and a 1000K keyboard and mouse. It is the perfect choice for professionals and students alike.

£260

FREE LITERATURE NOW!

With 5MB 24 mega monitor £299.00 With 5MB 204 colour monitor £399.00

WHY SILICA SHOP?

Silica Shop is the most powerful and versatile computer ever. It features a built-in TV modulator, a 10MB disk drive, and a 1000K keyboard and mouse. It is the perfect choice for professionals and students alike.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS. ALL PRICES QUOTED INCLUDE FREE UK DELIVERY.

Please send me a copy of the Atari ST Starter Kit. I am interested in the following products:

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Name: _____
 Address: _____
 Postcode: _____

TRADE SECRETS

MIKE SINGLETON HELPS YOU STAY OUT OF THE COLD IN MIDWINTER



It's hard to think up all the peripherals you can attach to any console you wish - there are probably more than you realize.

assign enemy crew flags, orders to submerge, a few for further environmental and a handful to the strike against General Nader's HQ.

The quicker you can recruit a double team, the better. In the early stages of the game you'll find it advisable to down nearly all of your current team to recruiting new members. If you do this you'll find that your recruiting drive works rather like a chain letter. For each new team member recruited just two more members, you'll find the strength of your team doubling at each step.

It's vital to bear in mind the personalities and the likes and dislikes of the people you're recruiting. Certain, the hard-glider pilots, for instance, are cowardly and greedy, but Intake Company claims him up and out. So hard-hearted or Virginia Coughill will have no trouble recruiting him. The low hunter, fluid, an excellent sniper, refuses to join anyone except his apprentice, young Day Bart.

BANDIT'S AT 3 O'CLOCK

The worst danger in hang-glider combat comes from enemy aircraft. They are more difficult to spot when you are in the air, especially when you're banking left or right, and consequently more dangerous.

The trick is to maneuver gradually when you're gliding - no sharp turns or dives. Use the "look at the ground" option only briefly and occasionally, and keep your eyes on the horizon all the time. This way you'll spot enemy aircraft before they can do you any damage.

Loose off your air-traffic controls as soon as you can. If the enemy aircraft gets close in to you its light icons can show your altitude off track and you'll find it difficult to line up again on the enemy if it's circling around you.

If an aircraft does close in, there's also the time to start making sharp turns until you can bring him in your sights again.

A word of warning - flying close to the ground gives you extra lift and therefore more speed but it also obscures the horizon, making attacking aircraft behind the hills and mountainsides. All the time, you'll find a trade-off between speed and safety.

THE TEAM SPIRIT

Getting a good team together is virtually essential - although it's conceivable that you might defeat General Nader with just one or two people. It's a very risky strategy to adopt. With a team of a dozen or more, you can assign some members to

player, so we are pleased to be able to bring you some red hot playing tips from the game's creator Mike Singleton.

HARMLESS OR HUNTED?

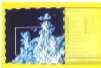
The enemy leaders and spacer planes rove around the skies of Midwinter freely, making up your team. Naturally, their activity is more intense the closer you get to the enemy HQ at Mining Hollow, but they also have orders to hunt down the enemy leaders or important members of the FFPF.

Captain Stark is the most wanted man of all and he will be hunted by enemy aircraft to the very end of the game. At the other end of the scale, old Mrs. Kamille and the two children will be only the occasional air attack. In general, civilians have a low priority in enemy air attacks, whilst higher ranking officers in the FFPF are favourite targets.

In addition, the more inconspicuous your vehicle, the less prone you are to air attack. Sniping attracts least attention from aircraft, followed closely by sailing, then hang-glider, and finally hang-glugging, which brings enemy aircraft swooping like hawks.



Being unobscured makes you easy to spot, and a lot of the fun of hang-glider combat comes from not being spotted.



An unobscured bird makes a great target for the enemy's most potent air-traffic control system in general.

ON THE FISH

Once you're able to land your fishy gear, having reached Mining Hollow, you'll be able to use the radio and radio, the last down side is that compensating for the air is a great strategy. Whenever possible land for the procedure route, this is the main advantage - the photographs map helps maintain in Mining Hollow.

In the meantime, don't forget you've got a lot of other options - use them for the capture or hang-glider. Usually, you should try to do straight glides rather than use the wings. The longer your speed is cut down for a moment, the more the wings should use, the problem is that in slowing your fall down for a moment, although getting back under control will slow you down still, it's not always difficult to prevent a landing as you handle better in a steady gliding state. Better speed control comes from "steering" - glugging while using sharp turns rather than plummeting straight down.

Heading into enemy aircraft depends on the terrain. If you're in open, flat surroundings, sailing your fish and more sailing straight away. If you're on a long downhill run, it might be best to hang-glide. An excellent sailing speed around 10 mph, you can usually control the aircraft, when mountains are horizontal by the rough terrain sailing is best. However, the rough terrain can prevent you getting a clear view of the enemy.

Another word needs to be used the more as markers, heading towards them or more obvious points. Thus, if you see the sea, more than of an enemy vehicle, you can also use the sea and other things a good strategy point that reflects on you.

If you're planning to use your gear, make sure you get your air on the ground that there's nothing more than hanging and hanging really only being only to find it more difficult to get back on to the ground. Keeping close to the mountain can also help you to get back on to the ground. Don't forget to make sure you're always on the ground.

KRISTIANSEN CALLING!

Professor Kristiansen is the only character able to transmit a distress call on the radio. By doing this, he can recruit up to 4 new team members. However, you must first recruit Kristiansen and then get him to a radio station.

The conservative professor distrusts authority in all its guises and will reject any approach by Captain Stark and other officers. His grandson, Dany Hart, Dany's girlfriend Jenny and his teacher, Virginia Cuyler, are all his candidates for recruiting Kristiansen.

Unfortunately Kristiansen is not a good pilot, gets tired and injured easily and he is also a prime target for enemy air attacks. To get him to a radio station safely you really need to get him in a snow-buggy. It's a good idea to take him as a passenger; the frequency of the enemy air attacks depends on the driver, not the passengers, so this is one way of ensuring him through the enemy air cover (provided the driver is a fairly harmless chap).

A REAL CLIFF-HANGER

There are a lot of mountains where you're hang gliding. The updraft drops rapidly away and often rises to a point just you'll have to land after a fairly short distance. So, getting him to it is a task a little planning. Stick to the mountain ridges, even if it means making a detour, and when you do have to cross a valley make sure you do so at the narrowest point.



Hang gliders are often easier to take care of when you're hang-gliding—your reflexes controlling the necessary aids.

Alternatively, the coastline on the island can be carefully exploited when you're hang gliding. The wet cliffs on the shoreline give you a fairly secure lift to any hang-glider and by keeping the coast you can avoid an inevitable distance. A good candidate for such an expedition is Inanna, the Jet Boatful. Located at Willford Pt., he is extremely fit and good at virtually everything, hang-gliding included. Chances, the hunter, is another possibility.

Just to show flight to the cliffs of Thunder Hill. Turning south at the coast, you can climb high enough to reach the cliff of General Mander's HQ - if you can control the trip.

Climbing onto a hang-glider is tricky. There's no lift at all, so you must gain as much height as you can by yanking over the ailerons to begin with. Flying across a ridge or a long bay is best done by taking gliding, which really lets you skirt around the coastline. Using the updrafts found at these tiny islands you can boost your altitude and keep your feet dry!

Both these characters live close to Thunder Mountain where there is a cable car run, and you'll find hang-gliders gliding at the top station. From there find hang-gliders gliding at the coast, you can climb high enough to reach the cliff of General Mander's HQ - if you can control the trip.

GET TO A GARAGE

When the game starts, Captain Stark finds himself splashing in the middle of an enemy cove. He is on his own and only has his rifle and a handful of grenades to fight off the enemy and get out.

Although Stark could stand up and fight, he'd do considerable damage to the enemy and, the first few hours are crucial in recruiting other people - Stark must move quickly.

Consult the map to find the nearest garage and head for it as quickly as you can. Avoid enemy vehicles where possible rather than engage them, and guess well to edge of the aircraft that will continually loose sight. Once you've reached the garage, hop into the snow buggy you find there and race off to recruit team members for your team. You can deal with the enemy later.

If there's no garage reasonably close at hand, hang-gliding will get Stark quickly across difficult terrain, so make for the nearest cable car station. During the CMA-04 journey up the mountains, Stark will be able to see before his light, an added bonus.



Whenever you encounter a snow-buggy, there's always a flag you can grab to receive for good maintenance of the vehicle.

Thanks to Mike Engstrom and Magnusson for the tips. He found models T67 and T69 using better up-the-HQ island guys... see you later!

FROM PETS TOMAELSTROMS

Mike Engstrom is now recognized as a leading programmer using object-oriented techniques for most of the more appealing games he's released over the last decade, and will continue to bring sophisticated techniques to us in building on an already impressive reputation.

One study of today's top programmers Mike has got involved with been interested in a hobby... he was working on an English Thesaurus at the time. He had been playing *Amos* and *Play-by-Mail* games for some time, and came to the conclusion that he could create a game given off a better quality than the current Thesaurus version.

Using a Commodore Pet computer, a monitor Mike set up for the *Play-by-Mail* game (hardly a computing feat for the duration of the game). This featured the rather amusing (because it's so slow) if you managed to become *Shogun* of the game's interface you played for free with you were supplied by another player.

When Mike finished his vocabulary (DMM and EXM) *Amos* and *Play-by-Mail* was the one of the first to be used in the work a compilation of 20 games for the IBM - though mainly video games. From this, I by the way, *Amos*, and included with the machine.

Mike made enough money from these games to allow him to leave his teaching position and head the attention to full time programming. Some of his early work was *Snakes*, *Snakes*, *Snakes*, and *Snakes* for the *Play-by-Mail* and the first game to employ a microprocessor which (which required you to wear special glasses called *Snakes* from the IBM).

There came the project which really took Mike's life: *Amos* (which is a new playing game in the IBM *Amos* which was extremely successful for its timing 2D graphics, text, and depth of graphics). This was clearly following a unique *Amos*'s lineage.

Amos, developed with Mike's company Magnusson, has taken four men years to produce. The entire code that drives the game is 128 kilobytes, with three sets of compressed graphics. Magnusson manages a 200K on average compression ratio of 8:1, meaning that the actual compressed graphics data is approximately 1.2 megabytes.

Mike's current project is a computer version of *Amos* which the computer controls the other players. *Amos* is anything but so it should be well worth looking out for.

KEEP ON TRACKING

Take good care of each and every snow-buggy you find - they are a scarce resource for what the few mountains. In particular, look carefully at the map before taking either a journey. Snow buggies will usually start going north westwards, so you must keep to the last ground stations or garages. If you are forced to go across water rough terrain, look up the gliding option in the map to see the situation.

Finally, if you have to build a snow-buggy, make it fast. The fastest's value is very high, but at least you won't be long in the snow.

Thanks to Inanna for providing a number of maps or maps on everything else. Personally, I prefer to use the directional point of the snow-buggy for following my way. Thanks you can find in the article and in the book.

Thanks to Inanna for providing a number of maps or maps on everything else. Personally, I prefer to use the directional point of the snow-buggy for following my way. Thanks you can find in the article and in the book.

Finally, if you have to build a snow-buggy, make it fast. The fastest's value is very high, but at least you won't be long in the snow.

THE FINAL OBJECTIVE

Attacking the enemy HQ is never easy, whichever method you choose. However, there are some key points to bear in mind.

Make sure you stack up with dynamite before reaching *Shining Hollow* - you won't find any there, so you won't be able to blow up the HQ.

Don't try to do all at the way there. It's a very long journey and even the best of drivers will get exhausted.

Hang-gliding from as far away as the Sierra Madre is possible, but you need someone good at excellent at hang-gliding. Also, air attacks will cause this and that is you approach *Shining Hollow*, so you're apt to run out of air-raid missiles. If you do, you can always pick up a fresh hang-glider with fresh missiles at one of the top cable car stations on route. On the plus side, you won't have to engage the enemy ground units that guard the approaches to *Shining Hollow*.

Going by snow-buggy needs careful attention to the route. There factors are to be borne in mind. First, you've got to keep to the low ground. Second, you should try to stay enemy armoured units as the approaches. Third, you'll need to head for a garage at some stage to refuel your buggy. The second approach to *Shining Hollow* seems to offer the best combination of all these factors. Finally, choose your driver carefully. Although Stark is a good driver, he's also a prime target for air attack. Someone less conspicuous but with the necessary skill to drive at high speed is best.

13 ACE ISSUES

- Get one extra issue free!
- Don't queue for your copy!
- Receive free quarterly issues of **INTERFACE** – an exclusive subscribers' newsletter

Guarantee
 If you aren't completely satisfied with your subscription, you may cancel and receive a prompt refund for all unmailed copies.



- 13 issues from your newsagent would cost £20.80
- Receive priority allocations at ACE conferences* and get free tickets (non-subscribers pay £5).

*Attendance limited. See page 11.

INSTEAD OF 12 FOR JUST £17.95

Overseas subscribers (12 months) Air Mail Europe £42.95 ● Surface Europe and World £27.95 ● Air Mail Rest of World £72.95

SEE ORDER FORM ON PAGE 121 OR CALL 0733 555161

CREDIT CARD ORDER HOTLINE: 0858 410888



There will be even more hardware at the Atari 90's Show.

There'll be more of everything at the Atari 90's Show. More hardware. More software. More exhibitors. More experts.

And more "world firsts" in the Atari Showcase.

You'll find the world's first pocket-sized PC - the Atari Portfolio, the world's first multi-processor workstation - the Atari Transputer Workstation, and the world's first colour hand-held video games machine - the Atari Lynx.

Naturally, the rest of Atari's huge range of products will be there too, including the highly-acclaimed range of PC compatibles and the powerful new XT machines.

There'll be people on hand to help you choose new equipment.

Or, if you simply want to get more out of what you've

already got, there'll be free seminars, user workshops and technical clinics. And, in our massive games arcade, you can check out all the latest software.

Admission is just £2, or bring the family for £4 (2 adults, 2 kids. Extra kids £1).

The Show's on from 1st-3rd June 1990 (Friday 1st and Saturday 2nd, 10.00am-6.00pm, Sunday 3rd, 10.00am-4.00pm) 11% at the Motorola Exhibition Centre, Hammersmith, London (nearest tube Hammersmith.)

Don't miss it, or you could miss out on a whole new decade of computing.

ATARI
90's Show

New Improved Tetris!



This month's report on the coin-op scene covers further world domination for Tetris, a new trend in game graphic style and how a year's worth of development changed a Sega blockbuster. John Cook reports

The sequel to Tetris, programmed by the original team, is the big news this month here (and, but we've also checked out new games from Sega and Atari, as well as a couple of interesting experiments in digitized sprites. Here's what's bubbling up in the coin-op arena for summer 1990...

Well over a year ago, Sega showed off a development version of a four-player game called *Lust Survivor*. This was housed in a huge cabinet and gave each player a monitor of their very own.

The basic idea of the game gave you a first-person perspective view of a very detailed maze, inhabited by assorted monsters - and even other characters (some of which can be controlled by other players).

You each have a single key; you need to collect three to get out from the maze. The only way you get a key off a person is to tell them "You see get the picture, yet?"

Here's the concept, particularly as you can talk by the exit and pick off the confidant, but talk-to-player, who - when he's got all the keys - slowly pushes towards the door. You then loadable him and eat something - and win the round.

Nice implementation too. Sega use their sprite technology to the full and the result is very impressive, colorful and smooth. They



Showered - looking Tetris into another dimension

was - the game played like a dog.

It's very easy to be critical of a game - harder to get down what you have to do to improve it. I couldn't tell you exactly what was wrong with the game a year ago, only that it was rubbish. A year later and it's very good - particularly if you play it with a group of friends. What's the difference? Well, know, but I think a company that delays release until they've got it right.

Expect a fuller review in a later issue - meanwhile Sega's latest magazine and Afterburner follow-up, *CGI* is expected in this country 'not soon', first report as soon as we've got some hands-on experience.

SPRINTING AHEAD

If you find a winning formula, stick to it - that seems to be one of the main corporate mottos of Atari Games. Well, take a look at *Raid*

DIGITAL MAGIC FROM THE PINBALL BOYS

More pinball companies seem to be moving into the coin-op arena and seem to be bringing in a breath of fresh air - and with it, perhaps, a taste of things to come.

First *Gottlieb* brought out the deeply weird *Exterminator* and not only did it have an original (albeit totally incomprehensible) story line - but it made great use of digitized images, not only as backgrounds, but sprites as well. This gave it a completely different feel - and added much to the game.

Now *Bally-Midway* are trying the coin-op game with something called *Trig* which, again, makes extensive use of digitized images. (The game itself looks like a four-player Pac-Man variant, but it holds judgement until I get to play it properly.)

It looks good - and Bally are making great play of its realistic sprites, calling the whole system *PLimitation*. This paves the way forward for all videogames.

With the advent of CG technology in the proceeds - and it's only a year or so away - we are going to find more and more that film and video images are used in coin-ops. *RoboCop* will actually be following, if you like.

And that's OK for pure fantasy stuff - but can you imagine *Operation Wolf* in full video reality? See that game fly, or *Kidder*? It's something the whole of the industry ought to be considering - before the *Wes* *Melrose* of the world beat them to it.

TETRIS NOUVEAU

I guess you are familiar with the way that one simple game idea - mess around with falling blocks - named Tetris, developed by a lone Russian programmer, has become a global phenomenon. Starting out on home systems, then migrating to console, hand held and co-op, its glimmering marketing pitch (courtesy by international publishers and America and Japan) by storm.

Regrettably Tetris was almost instantaneously where it was released by Atari Games, spawning a whole legion of game production arcade games, the vast majority being complete garbage. Common consent has it that the only people games released since then worth the 10p were *Black Hole* from Konami and *Pang* from Hudson Corp - until the recent introduction of *Wax* from, again, Atari Games - *Rated as B*, follow up.

Sega must have been a bit miffed with the whole situation. Not only did it not have the rights to Tetris on co-op, but even for its complete the best available product was an allegedly illegal pirate version as the levels claim all copyright rights - a matter still the source of some debate over the water.

What would you do in the same situation? While other manufacturers rushed out crap puzzle games, Sega let an alternative solution commission the Russians to write a followup to the original. Clever, eh?

This followup is called *Steezed*, and when I say followup, I suggest you think of it the same way as *Arkward* was a followup to *Breakout*. The principle is identical, but falls have been added in the form of power-ups. Some people are going to like it more, the purists are going to like it less. Whatever, it's likely to be a pretty big seller for Sega.

Like the Atari Games version of Tetris - and unlike many of the home versions - *Steezed* can be one or two players, with playfields set side by side. To make it all fair, shapes come down in the same order for both players - and it's a question of who can last out the longest, as the concept of 'steered' blocks has been rejected. In that respect it's closer to the original.

One neat two player feature - if you make over two lines with one shape, those lines are transferred to the bottom of the opposing player's stack, shifting it upwards. Nice one. This is in addition to lines being added by the computer as line shapers.

Add to this the way that the game speeds up as you rack up the lines and you get a game that is harder than Tetris Co-op - and so more challenging for the seasoned player.

Powerups? They come in the form of shapes with a letter imbedded in them. When the letter lands, it becomes part of the stack. Make a horizontal line with the letter as part of it, and depending on the letter, a power up appears at the top of the screen. There's a bomb that clears an area of the stack when it lands, a 16 lb weight that clears a path 3 squares wide from the top of the screen to the bottom, a satellite which you control, firing bullets that destroy shapes, and one that fires squares...therefore completing lines if used correctly. Finally there's a mystery one that does stuff like destroying alternate lines of the stack or slowing the game down for a time.

How does it play then? Well looks are unimpressive. It's graphically unimpressive compared to its predecessor and superficially lacks polish. But when you play it, the response of the basic concept shines through. The game is a superb Tetris variant - and *Rated as B* is the only way that could make such a game without getting its bottom seat up.

The speed of the game is geared towards the arcades - you do not stay on the machine for hours on end because the pace of the game increases so quickly. Yet even when the shapes fall down at lightning speed - the fastest of any Tetris game has played - you still feel you have full control of the shapes.

I couldn't believe the game could ever be played so fast - and come off the machine as exhilarated and breathless as after playing the sickest and fastest of shoot'em-ups.

Steezed is another classic and is going to appeal to old Tetris hands - and also to anyone that felt the original co-op was too tame. Go for it.



Multiplayer arming means a new dimension with Sega's *Line Shapers*.



blocks, if you will. Is that a Sprint Class I see before me? You betcha.

Sprint started off life as a black and white, two player sport. Went to a four player stand around. Many years later resurrected as a three player back in full color - *Super Sprint*. Went back to two player as *Championship Super Sprint*. How we have that with extra blasting involved.

Very Mad Max. As you blast away at the opposition, and quite satisfying after a hard days parking on the M25, but it lacks the elegance



Steezed will smother scores through the lines on more and more driving machines like the arcade.

of the more basic originals. Popular with the ladies - I suggest you give it a miss.



Digital backgrounds in alternate *Playfields* - just as revolutionary the look of some the machines take up - and makes a huge difference with the Russians on. Why don't they do this with the home computer and console versions?

RESOLUTION 101



ATARI ST SCREEN SHOTS



When they locked you up they threw away the key. Now, with the passing of **Resolution 101** you are offered the chance to regain your freedom. You must become a bounty hunter, earning your liberty by the extermination of the evil criminals who now threaten to overrun the city.

Resolution 101 - a fast-moving futuristic vehicle simulation - is a challenge for the true enthusiast. Advanced 3D vectors produce superb graphics of a living, working city. Combined with exceptional 3D sprite artwork and wicked gameplay algorithms - this is the ultimate in track 'em down playability!

- Vector graphics and 3D sprites combined - for a totally realistic game scenario.
- Responsive, intelligent enemies who'll try to 'outsmart' your every move!
- Orange flags - buy extra fittings and equipment for your vehicle, including better engines, more powerful weapons, navigation systems, radar/mirrors, boost tanks and more.
- Video-camera link - actually see your victims rear and graze as you close in deadly combat!
- Available from the end of May 1990 for the **Atari ST**, **Commodore Amiga** (£24.99) and the **IBM PC** (EGA/VGA) (£29.99)

Light years ahead



Millenium, Clammy House
187 St Pauls Road, London N1 2PA

MILLENNIUM

IN THE PINK

THE ACE CHARTS AND STOCKMARKET100

The ultimate software chart. Forget everything else, the ACE stockmarket is based on the collective opinions of the people in the know - Britain's software reviewers. These are prizes to be had too

MATING THE MACHINE103

Are you fed up with being humiliated by your micro at chess - if so then this feature is for you. Marielena Bestero explains how to predict the moves your machine will make, and turn the tables...

HARDWARE GUIDE105

It's back - the ultimate buyers guide. If you are looking for a first machine or simply upgrading your machine... then look no further This month we concentrate on consoles, next month the computer listings will be back

AGONY AUNT108

Even computer owners have problems, but have no fear, Aunt Ace is here to sort them all out...

COMPETITION108

Another chance to win yourself some tasty goodies as the Pink Page competitions return with a vengeance.

HOT OFF THE SHELVES110

A selection of games recently given Red Hot reviews in ACE. We've only included games currently available, so here's where to look before you go shopping.

THE ACE PRIZE CROSSWORD & PUZZLE113

More cryptic conundrums for micro maniac!

ACE DEALS116

Leads of special offers and promotions to check out before you head for the High Street with your hard earned cash

ACE DIARY118

Where and when it's all happening in computerland this month, and details of all the forthcoming software releases too.

ASK MEL!

Website Centre is available throughout the day to deal with your Reader's Pages queries or to sort out any problems you have using the mail order services advertised in the Pink Pages. If you've got a problem (no personal stuff please) then give Mel a ring on 01-251 8222 Ext.2037 and she will be happy to sort you out. Isn't your the lucky one!



THE ACE STOCK MARKET

NOTHING LESS THAN THE BEST CHARTS IN THE BUSINESS — BECAUSE THEY WIN YOU PRIZES AND THEY'RE BASED ON THE AUTHORITATIVE OPINIONS OF GAMES EXPERTS AND REVIEWERS ACROSS THE COUNTRY. IF A GAME HITS THE HIGH SPOTS ON THESE PAGES, YOU KNOW IT BELONGS IN YOUR COLLECTION.

What's going to top the charts next month?

More and more of you are writing in after each issue with your Stockmarket Forms, trying to get the next month's entries, and you're getting better and better at it. We expect to hear from even more of you now that it's easier to enter, since you only have to pick ONE entry for each category. And if you get only one of those game names right, you could be in for a prize.

We've picked the winners for Rounds Four and Five below. The new system makes it even easier to win and already several people have come close to winning the Jackpot \$150 prize worth of software. So here it goes — and so, we expect, do you!

If you're new to the Stockmarket, here's what it's all about. First, you get the charts. Unlike all other charts, these really do tell you which are the best games, because they're based on review ratings in all the CR magazines, and not on typical sales. That means that they give you a confident guide to the games you should be looking for your machine.

You also get the Stockmarket Redf Coat card on the right and, of course, the chance to win prizes. The entry form is on page 120.

Top Ten Console Sales compiled by Stockmarket Computers, 3 Chislehurst House, High Road, Wood Green, London N22. Tel: 01-888-8411. Fax: 01-888-8420 and 021-221 Tottenham Court Road, London, W1 Tel: 01-424-6227

THE STOCKMARKET

The ACE Stockmarket gets its name from the fact that each month we list the top software companies together with a money prize for each one. The Stockmarket tells you which software houses are currently producing the most successful titles. Each company has a THIS MONTH rating, which is calculated according to the reviews its games have accumulated during the current month. A company whose games are all sold right now will have a top THIS MONTH score.

The next rating in the company's column is the SHARE PRICE. This simply tells you how well a company is doing relative to its past performance. If a company gets worse reviews this month than last month, its price will drop. If it gets better reviews, the price rises. Companies who get no reviews at all have their price frozen each month until they get reviewed again.

Associated with the share price is the V-RATING, which simply tells you how much that company's share price has risen or fallen this month.

Finally, there's the company's INDEX RATING. This shows how well a company's games have done this month compared to the average score gained by all the other games reviewed. It's this rating that determines the position of a company in the charts. The average score for ALL games reviewed each month is called the SOFTWARE INDEX and it's printed at the top of the Stockmarket. In other words, if a company's Index rating shows a 4 figure, that's because its games have scored higher than the industry average during the current month. A minus figure shows that its games have scored less than the average.

THE WINNERS: ROUNDS FOUR AND FIVE

Well, you're really getting into the swing of this now, aren't you? Of course it helped out a teensy bit that the closing date for Round Four was postponed, so that it was a month later than it should have been, enabling a few choice titles to sneak in at the right moment. In the end, we thought it best to give another a chance at winning analysis of all the entries and to draw out the winners. They were: **Tony Gribbin** of Glasgow, **David McWhorter** of Oxford, **Anthony Treacy** of Southampton, **James Black** of Goa, **Samuel Khan** of Wand, **S. Conrad** of London, and **Jack Phillips** of Walsall. Well done, lots — especially Mr Conrad who wins for the second time running.

Here come round five, and this really found people with some unexpected entries in the charts. Although quite a few people spotted it, **Million** games the **Blue Angel** and **Kit's Gloves** caught everybody's eyeing. **Simon Penfold** of Stockwood spotted **Little King** in the place on the PC. **Steve Jones** of Lymm was amongst to get both **El Mator** and **The Swords** mentioned in the right place first and second for the Amiga. **Stewart Colburn** managed to get **Chess Online** back in second place for the PC, only didn't actually get **Player Manager** coming up for tops for the ST's **Beam Steerer** of Thomas got **Buggy Rex** AND **Monkeys** right for the C64. **Bob Lufface** of Preston guessed right with **Imageworks** top of the Stockmarket. **Phil Marshall** of Fishburne topped **Flonster** (Froster) number one on the CPC. Finally **Faisal Sheikh** of Wand was the only person to spot **The Generator** the Spectrum charts. Prizes are on their way to all of you.

THE 16 BIT CHART

Title	Publisher	Format	Rating
Space Flight	Origin	Amiga	84
Escape from the Planet of the Robot Monsters	Domark	Amiga, ST	81.42
Hammurabi	Activision	Amiga	80.5
Witchlord	Activision	Amiga	80.1
Killer	Domark	Amiga, ST	80
El Mator	US Gold	Amiga, PC, ST	80.50
Marcherlord United	Knowledge	Amiga, ST	80.1
Kommander	Imageworks	Amiga, ST	80
Beamster	Activision	Amiga, PC, ST	80
Castle Master	Domark	ST	80.83

Building under: **Knight of the Crystal** (MS-DOS) (Soft-on-Amiga only) and **Peyman** (Amiga) and **Player Manager** (Amiga) on both Amiga and ST.

THE 8-BIT CHART

Title	Publisher	Format	Rating
Phazon	HE Squad	C64, CPC, Sp	83.33
Witchlord	System 3	C64	83.00
Hamurabi	Activision	C64, Sp	81.83
El Mator	US Gold	Sp	81.38
Janitor	Uballit	Sp	81.34
X-Cel	Hardware Arts	C64, CPC	80.70
Beam Steerer	Domark	C64, CPC	80.64
Arkangel	HE Squad	C64, Sp	80.70
Flat Tron Simulator	Cash Masters	C64, Sp	80.70
Wizards Island	Domark	CPC, Sp	81.83

Building under: **ApH** (System 3) on C64 and CPC, **Renner Formula One** (Hardware Arts) on C64, and **Fourth Dimension** (Domark) on C64 and Spectrum.

THE MACHINE CHARTS

AMIGA RATINGS

Space Ranger	Origin	94
Hammurabi	Activision	90.5
Warhead	Activision	89.1
E-Motion	ISI/Soft	88.83
Player Manager	Acorn	87.83

E-Motion and Player Manager sit in these top two spots, but have to make room for the very tightly spaced Space Ranger and Warhead's stablemate, Hammurabi.

ATTARI/EDU RATINGS

Mut	System 3	86.17
Mid-Winter	Encore	85.17
R-Clad	Random Arts	83.9
St. Olaf's Revenge	Encore	80
W. Ocean's	Encore	74.75

System 3 tops another format with the graphic adventure Mut, and dual Winans prove their skills in the older title, too.

SPECTRUM RATINGS

Random Wizard	Comarc	84.6
Hammurabi	Activision	82.79
E-Motion	ISI/Soft	81.84
Warhead	Activision	81.84
Front Machine Simulator	Coleco Masters	79.5

Who says the Spectrum is becoming neglected? Versions of games also listed on 15-bit format sit at the first three places in the month's count, all scoring over 80%.

COMMODORE 64 RATINGS

Vendetta	System 3	83.88
Anti-Airships	Encore	80.5
Force of Violence One	Westward Arts	78.8
Beyond the Ice Palace	Encore	75
Reid Dreams	Parade	81

Vendetta takes over the top slot as this month's top-rated C64 game - the anti-airship dual mission are as good as any other current title. When Commodore games are good, they're very very good, but there's not much strength in depth at the moment.

IBM PC AND COMPATIBLE RATINGS

E-Motion	ISI/Soft	81.25
Customer's Request	Encore/Encore	80
Ice or Die	Electronic Arts	80.5
Conquest	Random Arts	80
Warship 88	Parade	71.83

Perhaps the novelty value of E-Motion has worn off a bit, but title remains worth quite as favorably as the first few weeks ago - but enough healthy enough to keep the title at the top of PC ratings.

ATARI ST RATINGS

Star	Comarc	88
Escape from the Planet of the Robot Monsters	Comarc	88.83
Castle Master	Comarc	87.83
E-Motion	ISI/Soft	87.84
Compass	Random Arts	86.5

No publisher has ever taken over a format's top chart before, but Comarc's three current titles are knocking 88 percenters.

TOP CONSOLE GAME SALES IN MARCH 1990

These are the console games that are selling the best copies at (Shirley's) London stores.

Here's what the month looks like

Parade on the PC Engine - rising in a number two and Activision's RoboRaid has dropped out of the charts altogether. On the Sega Megadrive, Assault Blud Lynx has taken into the chart, displacing Golden Land in number, only once through edition is only second showing below already totally advanced console version.

SEGA MEGADRIVE TOP 10

1. GOLDEN AGE
2. DOGHOUSE MONSTERS
3. SUPER GRENCH
4. FINAL BLOW
5. LOT BATTLE (Punk Star)
6. SAMBO II
7. FOREGOTTER SPOOLS
8. SUPER REAL BASKETBALL
9. ASSAULT BLUD LYNX
10. SATELLAN

PC ENGINE TOP 10

1. CHASE HQ

ATARI 2600

1. PARAGON
2. SUPER VOLLEYBALL
3. SHACO
4. ROYAL PREDER
5. NEW ZEALAND STORY
6. MONSTER BOSS
7. WOLFGANG
8. BURNING BEAST
9. HENRY-JEST

GAME BOY TOP 10

1. TITANIC
2. SUPER MARIO (LAND)
3. GOLF

ATARI 5200

4. TITANIC
5. LAST GATTLER (MORTAL Kombat)
6. MANIA IN PARADISE
7. SPIN (I-DREAM OF JEANIE)
8. PINKAL
9. ARMS WORLD
10. OFFWORLD

LYNX TOP 5

1. CALIFORNIA-GAMES
2. BLUE LIGHTNING
3. CHIPS CHALLENGE
4. SAFES-OF-ZENOBODIA
5. ELECTROPOP

THE ACE STOCKMARKET - THE TOP 25 SOFTCOS

There are four columns of ratings for companies each month in the ACE Stock Market. The first shows the overall score for the month only, calculated from hundreds of reviews in magazines during the current month. The second shows the amount of change - up or down - from the previous month. The third is the share price; the company's rating relative to its past performance, while the final column shows how highly each company's stock has scored compared to the software index rating for that month.

The software index rating is the overall average mark given by magazine reviewers over all titles. The month we are only printing the top

25 companies in the Stock Market, however, after companies' performance continue to be monitored.

Companies rating 100 and marked * are new entries. They haven't featured in the Company Quarter before, and a company's search share price is shown 100.

Strategy games are the current reviewers' favorites, which is good news for strategy specialists such as Origin, Parbert, PGI and SSI, which are filling four of the top 25, which are filling four of the top

50 positions in this month's company center. If your finances are a bit more limited, look at the new budget titles out from ISI/Soft (8 and 14) and ISI/Soft (8 and 14) - coincidentally being rated in the eighties.

THIS MONTH'S SOFTWARE INDEX RATING:

73.42

UP NEARLY ONE POINT!

Publisher	Rating	±%	Share	Index	Admission	Denmark	France	Italy	Japan	Spain	USA	UK
Origin	88.98	+35.42	139.68	150.41	89.14	+10.89	84.98	11.79		65.79	77.07	67.79
Parbert	88.8	+4.72	108.8	117.88	84.98	+3.89	109.13	11.43		79.58	105.74	83.8
PGI	88.8	+5.58	122.58	129.58	84.44	-1.89	80.29	11.89		100.49	100.49	88.99
SSI	87	+1.29	105.14	109.89	88	+0.89	100.89	10.89		99.89	109.89	88
ISI/Soft	87	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+19.8	109.8	119.8	88	+0.89	102.14	10.89		99.89	109.89	88
Random Arts	86.8	+19.8	109.8	119.8	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+4.42	119.43	119.8	88	+0.89	102.14	10.89		99.89	109.89	88
Electronic Arts	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Activision	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Coleco	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Comarc	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88
Encore	86.8	+0.89	102.14	109.89	88	+0.89	102.14	10.89		99.89	109.89	88

CONSOLE CRAZY!



SEGA

16 BIT

MEGA DRIVE
SCART
OR PAL **£185**



SUPERGRAF-X
SCART
OR PAL **£289**



ORIGINAL PC ENGINE £185

HAND HELDS

SOFTWARE
AVAILABLE
FOR ALL
CONSOLES.
SEND SAE
FOR LISTS
(STATE MODEL)



ATARI
LYNX
£175

Inc. California Games

NINTENDO
GAME
BOY
£99



CONSOLE CRAZY! c/o PERRYMERE LTD.,
BRITANNIA BUILDINGS,
46 FENWICK STREET, LIVERPOOL L2 7NB.
ALL PRICES INCLUDE VAT & P & P

(051) 227 2482
PHONE/FAX



PLEASE MAKE CHEQUES PAYABLE TO PERRYMERE LTD.

MATING THE MICRO

ADDING TO THE EURO-FLAVOUR OF THE MAGAZINE THIS MONTH, MARIALINA TABIANO SESTERO - AN ITALIAN ACE READER - EXPLAINS HOW TO OUTPLAY A COMPUTER AT CHESS...



Fig 1. View of chessboard after Black's 8th move



Fig 2. View of chessboard after Black's 11th move



Fig 3. View of chessboard after White's 13th move, resulting in checkmate

"What's the maximum number of moves that you're required to play to score a win against Kasparov?" Such a question clearly doesn't make sense (but not the same question of a computer chess program, rather than of Kasparov) and the question in principle does make sense.

This is an illustration of how different playing styles appear to a computer. In fact, playing chess can be fun for many reasons against a human player.

Implicable elsewhere of play. Fortunately there is another way for you to have fun with your favourite chess program. Namely, you can refer back to one of the - perhaps rare - cases in which collaboration with the computer has resulted in victory, and try to improve the efficiency of your play in such a game by yourself, thereby testing a number of those variables against the relentless assessing moves of the computer. In this context, efficiency can be taken to mean first of all tempo - in terms of the number of moves required to complete the game. Subsequently, in comparing games of equal length, you may take differential losses into account, by first itself weighing the importance of the pieces lost in battle by the two players.

BLACK KING'S

In that spirit, after some time - actually quite long - spent engaging the well known Sargon II chess program, at the difficulty level 80, on the Chessmate 64, I have eventually hit upon a 16-move winning sequence of moves. As for the chosen difficulty level of 80, it must be appreciated that it is Sargon's highest with programmed constraints on search depth - that is, the highest level at which Sargon's moves are fully reproducible from game to game. In my case, the subtle a formidable opponent for the average user the chess player!

The strategy which I try first winning game is based upon exploiting the circumstance that Sargon II apparently always eager to castle on the king side, if it is given a chance to do so. Hence my initial moves are believed to lead

Sargon II into performing a king-side castling very early in the game (the castling takes place on the sixth move). The game in fact consists of moves, however it, are also aimed at concentrating some key pieces on the king side of the chessboard, in preparation for the unleashing of a massive attack on the enemy stronghold. Here is how the initial part of the game develops:

Move No. Player

- | | | |
|---|----------|----------|
| 1 | P. f2-f4 | R. g7-f6 |
| 2 | P. g2-g3 | R. e8-e7 |
| 3 | R. c1-d1 | R. g8-g9 |
| 4 | R. d1-d2 | R. e7-e6 |
| 5 | P. f4-f5 | R. f6-g7 |
| 6 | P. e2-e3 | R. e6-e5 |
| 7 | P. e3-e4 | R. e5-e4 |
| 8 | P. e4-e5 | R. e4-e3 |

When in the sixth move, king-side castling has been indicated, as usual, by the notation 0-0.

Then the center part of the game develops, consisting of three crucial moves. While wants to lure away some of the pieces that are defending Black's King. Such a goal is achieved through an exchange of Pawns, as well as also - very likely - through the sacrifice of a white Rook and a white Bishop:

- | | | |
|----|----------|----------|
| 9 | P. f5-g6 | P. g4-g5 |
| 10 | R. f1-f2 | P. g5-g6 |
| 11 | R. c2-c1 | R. g4-g5 |

The last moves have thus earned Black a fat lead! But no sooner has Black opened up that, than the white Queen starts it, posing a deadly threat to the Black King. Actually, the numerous checkmated refers the counting from the start of Sargon II so early as the 12th move - at an amazing march death of eight thousand men the future. Fairly then on, the

game no longer has a story with Sargon itself - under request - suggesting the moves that leads to its defeat:

- | | | |
|----|----------|----------|
| 12 | R. d1-d5 | R. f6-f5 |
| 13 | P. c3-c4 | R. f5-f6 |
| 14 | R. f5-f6 | R. f6-f7 |
| 15 | R. g6-g7 | R. g7-g8 |
| 16 | R. f7-f8 | 0-0 |

After the moves that have resulted in check and checkmate have been indicated with a ... and ... respectively.

Does this sequence of moves possibly represent the maximum victory that can be scored against the chess program Sargon II, at the difficulty level 80, on the Chessmate 64? Those among you may be willing to challenge such a statement - but are intimidated by the difficulty of 80 level play - should be encouraged to experiment with new possible strategies at some lower level of play. Only then should they attempt engaging their more successful attack schemes at the way up to the topmost difficulty level. Such an approach is usually more effective than working out new lines of attack directly at the level 80.

ACE MICRO VHS
Now it's YOUR chance to win for ACE. You can be sure to win any sale and download with Advanced Computer Management - from 1000 applications to 1000000 applications, game design to graphics design. You'll be sure to win if you publish your article.

Don't delay, send today: ACE WRITERS, EMAP Images, Pitney Bowes, 30-32 Farringdon Lane, London EC1R 3AG

QUESTION OF SPORT

35PC OR AMS ONLY £2.99
 +3.00 AMS DISK ONLY £4.99
 STAMBA/PC ONLY £4.99

TURBO SOFT

TIME + MAGIK

SPECIAMS ONLY £4.99
 STAMBA/PC ONLY £6.99

1984

Amiga	02.99
Amiga 1000	02.99
Amiga 2000	02.99
Amiga 500	02.99
Amiga 500 Plus	02.99
Amiga 500 Plus 2	02.99
Amiga 500 Plus 3	02.99
Amiga 500 Plus 4	02.99
Amiga 500 Plus 5	02.99
Amiga 500 Plus 6	02.99
Amiga 500 Plus 7	02.99
Amiga 500 Plus 8	02.99
Amiga 500 Plus 9	02.99
Amiga 500 Plus 10	02.99
Amiga 500 Plus 11	02.99
Amiga 500 Plus 12	02.99
Amiga 500 Plus 13	02.99
Amiga 500 Plus 14	02.99
Amiga 500 Plus 15	02.99
Amiga 500 Plus 16	02.99
Amiga 500 Plus 17	02.99
Amiga 500 Plus 18	02.99
Amiga 500 Plus 19	02.99
Amiga 500 Plus 20	02.99
Amiga 500 Plus 21	02.99
Amiga 500 Plus 22	02.99
Amiga 500 Plus 23	02.99
Amiga 500 Plus 24	02.99
Amiga 500 Plus 25	02.99
Amiga 500 Plus 26	02.99
Amiga 500 Plus 27	02.99
Amiga 500 Plus 28	02.99
Amiga 500 Plus 29	02.99
Amiga 500 Plus 30	02.99
Amiga 500 Plus 31	02.99
Amiga 500 Plus 32	02.99
Amiga 500 Plus 33	02.99
Amiga 500 Plus 34	02.99
Amiga 500 Plus 35	02.99
Amiga 500 Plus 36	02.99
Amiga 500 Plus 37	02.99
Amiga 500 Plus 38	02.99
Amiga 500 Plus 39	02.99
Amiga 500 Plus 40	02.99
Amiga 500 Plus 41	02.99
Amiga 500 Plus 42	02.99
Amiga 500 Plus 43	02.99
Amiga 500 Plus 44	02.99
Amiga 500 Plus 45	02.99
Amiga 500 Plus 46	02.99
Amiga 500 Plus 47	02.99
Amiga 500 Plus 48	02.99
Amiga 500 Plus 49	02.99
Amiga 500 Plus 50	02.99
Amiga 500 Plus 51	02.99
Amiga 500 Plus 52	02.99
Amiga 500 Plus 53	02.99
Amiga 500 Plus 54	02.99
Amiga 500 Plus 55	02.99
Amiga 500 Plus 56	02.99
Amiga 500 Plus 57	02.99
Amiga 500 Plus 58	02.99
Amiga 500 Plus 59	02.99
Amiga 500 Plus 60	02.99
Amiga 500 Plus 61	02.99
Amiga 500 Plus 62	02.99
Amiga 500 Plus 63	02.99
Amiga 500 Plus 64	02.99
Amiga 500 Plus 65	02.99
Amiga 500 Plus 66	02.99
Amiga 500 Plus 67	02.99
Amiga 500 Plus 68	02.99
Amiga 500 Plus 69	02.99
Amiga 500 Plus 70	02.99
Amiga 500 Plus 71	02.99
Amiga 500 Plus 72	02.99
Amiga 500 Plus 73	02.99
Amiga 500 Plus 74	02.99
Amiga 500 Plus 75	02.99
Amiga 500 Plus 76	02.99
Amiga 500 Plus 77	02.99
Amiga 500 Plus 78	02.99
Amiga 500 Plus 79	02.99
Amiga 500 Plus 80	02.99
Amiga 500 Plus 81	02.99
Amiga 500 Plus 82	02.99
Amiga 500 Plus 83	02.99
Amiga 500 Plus 84	02.99
Amiga 500 Plus 85	02.99
Amiga 500 Plus 86	02.99
Amiga 500 Plus 87	02.99
Amiga 500 Plus 88	02.99
Amiga 500 Plus 89	02.99
Amiga 500 Plus 90	02.99
Amiga 500 Plus 91	02.99
Amiga 500 Plus 92	02.99
Amiga 500 Plus 93	02.99
Amiga 500 Plus 94	02.99
Amiga 500 Plus 95	02.99
Amiga 500 Plus 96	02.99
Amiga 500 Plus 97	02.99
Amiga 500 Plus 98	02.99
Amiga 500 Plus 99	02.99
Amiga 500 Plus 100	02.99

Amiga 500 Plus 101

Amiga 500 Plus 101	02.99
Amiga 500 Plus 102	02.99
Amiga 500 Plus 103	02.99
Amiga 500 Plus 104	02.99
Amiga 500 Plus 105	02.99
Amiga 500 Plus 106	02.99
Amiga 500 Plus 107	02.99
Amiga 500 Plus 108	02.99
Amiga 500 Plus 109	02.99
Amiga 500 Plus 110	02.99
Amiga 500 Plus 111	02.99
Amiga 500 Plus 112	02.99
Amiga 500 Plus 113	02.99
Amiga 500 Plus 114	02.99
Amiga 500 Plus 115	02.99
Amiga 500 Plus 116	02.99
Amiga 500 Plus 117	02.99
Amiga 500 Plus 118	02.99
Amiga 500 Plus 119	02.99
Amiga 500 Plus 120	02.99
Amiga 500 Plus 121	02.99
Amiga 500 Plus 122	02.99
Amiga 500 Plus 123	02.99
Amiga 500 Plus 124	02.99
Amiga 500 Plus 125	02.99
Amiga 500 Plus 126	02.99
Amiga 500 Plus 127	02.99
Amiga 500 Plus 128	02.99
Amiga 500 Plus 129	02.99
Amiga 500 Plus 130	02.99
Amiga 500 Plus 131	02.99
Amiga 500 Plus 132	02.99
Amiga 500 Plus 133	02.99
Amiga 500 Plus 134	02.99
Amiga 500 Plus 135	02.99
Amiga 500 Plus 136	02.99
Amiga 500 Plus 137	02.99
Amiga 500 Plus 138	02.99
Amiga 500 Plus 139	02.99
Amiga 500 Plus 140	02.99
Amiga 500 Plus 141	02.99
Amiga 500 Plus 142	02.99
Amiga 500 Plus 143	02.99
Amiga 500 Plus 144	02.99
Amiga 500 Plus 145	02.99
Amiga 500 Plus 146	02.99
Amiga 500 Plus 147	02.99
Amiga 500 Plus 148	02.99
Amiga 500 Plus 149	02.99
Amiga 500 Plus 150	02.99

Amiga 500 Plus 151

Amiga 500 Plus 151	02.99
Amiga 500 Plus 152	02.99
Amiga 500 Plus 153	02.99
Amiga 500 Plus 154	02.99
Amiga 500 Plus 155	02.99
Amiga 500 Plus 156	02.99
Amiga 500 Plus 157	02.99
Amiga 500 Plus 158	02.99
Amiga 500 Plus 159	02.99
Amiga 500 Plus 160	02.99
Amiga 500 Plus 161	02.99
Amiga 500 Plus 162	02.99
Amiga 500 Plus 163	02.99
Amiga 500 Plus 164	02.99
Amiga 500 Plus 165	02.99
Amiga 500 Plus 166	02.99
Amiga 500 Plus 167	02.99
Amiga 500 Plus 168	02.99
Amiga 500 Plus 169	02.99
Amiga 500 Plus 170	02.99
Amiga 500 Plus 171	02.99
Amiga 500 Plus 172	02.99
Amiga 500 Plus 173	02.99
Amiga 500 Plus 174	02.99
Amiga 500 Plus 175	02.99
Amiga 500 Plus 176	02.99
Amiga 500 Plus 177	02.99
Amiga 500 Plus 178	02.99
Amiga 500 Plus 179	02.99
Amiga 500 Plus 180	02.99
Amiga 500 Plus 181	02.99
Amiga 500 Plus 182	02.99
Amiga 500 Plus 183	02.99
Amiga 500 Plus 184	02.99
Amiga 500 Plus 185	02.99
Amiga 500 Plus 186	02.99
Amiga 500 Plus 187	02.99
Amiga 500 Plus 188	02.99
Amiga 500 Plus 189	02.99
Amiga 500 Plus 190	02.99
Amiga 500 Plus 191	02.99
Amiga 500 Plus 192	02.99
Amiga 500 Plus 193	02.99
Amiga 500 Plus 194	02.99
Amiga 500 Plus 195	02.99
Amiga 500 Plus 196	02.99
Amiga 500 Plus 197	02.99
Amiga 500 Plus 198	02.99
Amiga 500 Plus 199	02.99
Amiga 500 Plus 200	02.99

41 SOUTH STREET, LEIGHTON BUZZARD, BEDS, LU7 8NT TEL: 0825 377974 FAX: 0825 852278

ORDER FORM



Please supply me with the following for computer.....

Title	Notes

DATE:
 NAME:
 ADDRESS:

 Post Code
 Tel:

Please make cheques & PO payable to Turbo Soft
ORDERS under £5 please add 50p per item. Over £5 p&p FREE in UK. Elsewhere please add £1.50 per item.
N.B. Please state clearly mode of computer & also cassette or disk when ordering

THE ACE HARDWARE GUIDE (CONSOLES)

Want to catch up on a games machine? Check out the new ACE's console guide for full details of the machines currently available. Next month, we'll be listing 30 fast computers.

Supplier telephone numbers are their own-price MS agencies are available. As a general rule, however, your local dealer should be the first place to start asking questions.

We've also provided some Star Plus tips for each machine, but as well as all that you should be taken into account along with your own needs and preferences. The more stars the better.

ATARI LYNX

Package:	Lynx with California Games pack
Memory:	64K
Processor:	6502
Price:	£149.95
Contact:	Atari 0753 500044

IN BRIEF

The Lynx was designed by a team including Ati Most one of the men behind the Amiga. If that doesn't convince you consider it now a first 68000, has 96K of game storage on its cards and supports multiplayer games. The graphics look more like built-in hardware scrolling and image scaling. Software is a little less at the moment but bound to increase during 1985. Although not officially available yet in the UK, the Lynx is widely available from distributors.

GRAPHICS AND SOUND

Resolution:	360 x 200
Palette:	4096
Colour:	32
TV:	No
Monitor Output:	No
Monitor Supported:	Yes - 12.5 inch backlit colour LCD
Monitor Options:	None
Speakers:	Special graphics hardware effectively treats all screen outputs as rendered on monitor
Speed:	Fast

Speaker Quality:	Very good
MIDI:	No
Storage Output:	No
Performance:	4 Channel, 5 octave stereo channels to be heard to be defined.

HARDWARE AND SOFTWARE

Cartridge Format:	Only 50K
Cartridge Price:	194
Inputs:	4 joystick, 2 buttons
Ports:	Cartridge port, multipoint port, miniature stereo-headphone jack.

Existing Software Base:	Very small
Current Releases:	California Games is a great finding
Prospects:	Very good
Software Loading:	Almost instant

VALUES

Best Buy Price:	£150P
Second Hand Availability:	Very low
Maintenance:	One year's guarantee

STAR RATINGS

Graphics:	****
Sound:	****
Expansion:	****
Overall:	****

ATARI VCS

Package:	75A
Memory:	94A
Processor:	6502 (3000/4000/7600)
Recommended Retail Price:	£155.000
079-05-703/800 079-05	£175.95
Contact:	Atari 0753 53344

IN BRIEF

The VCS/7600 is a reborn version of the original Atari games console which will be a couple of years ago remained the best selling home video games system of all time. The VCS/7600 is a revamped version of the VCS/2600 with a faster processor, slightly better sound and vastly improved graphics.

GRAPHICS AND SOUND

Resolution:	192 x 144 (2600)
	320 x 240 (7600)
Palette:	16 (2600), 256 (7600)
Colour:	4 (2600), 16 (7600)
TV:	Yes
Monitor Output:	No
Monitor Supported:	No
Monitor Options:	No
Speakers:	16/8/5A
Speed:	Slow

Speaker Quality:	Depends on TV
MIDI:	No
Storage Output:	No
Performance:	Limited to 1 channel on 2600 and two on 7600.

HARDWARE AND SOFTWARE

Joystick:	Supplied
Ports:	2 x 1/8 in 0 for joystick, TV cartridge port.
Inputs:	TV cartridge port.

Existing Software Base:	Small
Current Releases:	None
Games:	40 new
Prospects:	Unclear in the light of new competition from Japan.

VALUES

Best Buy Price:	As RRP
Second Hand Availability:	None
Maintenance:	Looking
Performance:	One year's guarantee.

STAR RATINGS

Graphics:	2600	7600
Sound:	1	1
Expansion:	None	None
Overall:	1	1

KONIX

Package:	Multi-system plus joystick and Atari.
Memory:	256K - 512K expansion.
Processor:	6808 - 1.8MHz custom 80C chip
Price:	£179
Contact:	Michael Baxter 0273 620000

IN BRIEF

Since its exclusive unveiling in A&E, the Konix has suffered from the changing fortunes of its manufacturer. A jobless designer had the misfortune of a champion. For the first time, a game console has the option of changing between a joystick and a steering wheel and a handle-bar - depending on the game being played. The multi-system was going to be the machine when it appeared, but whether it will ever make it now seems doubtful. If you see one, buy it for the early sale, not for the prospects.

GRAPHICS AND SOUND

Resolution:	256 x 200 (no 512 x 200 hardware program)
Palette:	4096
Colour:	512 (variable at low resolution, 16 at 512K).
TV:	Yes
Monitor Output:	Yes
Monitor Supported:	No
Monitor Options:	Analogue RGB + sound composite

Speakers

The Konix uses four hardware stereo channels (like digital synthesizers). The latter is capable of 12 million pixels per second. In other words, over 50 frames per second.

Speed:	Very fast
---------------	-----------

Speaker Quality:	Depends on TV/monitor
-------------------------	-----------------------

MIDI:	No
Storage Output:	1.5mm jack

Performance: Digital Signal Processor could produce up to 40 channels of sampled sound. If you want a game as well the steps to a 8 channels (4 left, 4 right over 8 channels - better than the Amiga)

HARDWARE AND SOFTWARE

Box Format:	1.5in - 800K
Box Price:	Applied to consumers only.
Box Performance:	Fast - variable
Keyboard:	No
Joystick/Mouse:	Optional/optional channels built in
Ports:	Joystick, Sound 3 Stereo/4 Stereo, 8 pin DIN/15 pin expansion port for light gun and Power Quest

Existing Software Base:	Microcode
Current Releases:	Last Night 8, Bikers (Atari Europe '90), Hammerfest, Star Wars...
Games:	All likely to be arcade titles.
Prospects:	None very poor, but not too far from

VALUES

Best Buy Price:	As RRP
Second Hand Availability:	None
Maintenance:	Expect one year's guarantee with normal return procedures.

STAR RATINGS

Graphics:	****
Sound:	****
Expansion:	****
Overall:	****

NINTENDO ENTERTAINMENT SOFTWARE

Standard version - console, plus game controller plus 1 game (Super Mario Brothers), Deluxe version - console, game controller, light gun, 800 floppy, 2 games. Recommended Retail Price: Standard

model 689, Deluxe model 6799
Cookbook Daphnia PR 01-836 29.11

IN BRIEF

The world's largest selling console, largely because of the playability of some of its games rather than its hardware specifications, which is 64-bit average. Better supported now in the UK than it used to be.

GRAPHICS AND SOUND

Resolution: 256 x 240
Palette: 53
Colours: 18
TV: Yes
Monitor Output: No
Monitor Required: No
Monitor Options: None
Speakers: 6/4
Speed: --- Average

Speaker Quality: 6/4
Stereo Output: No
Performance: Average

HARDWARE AND SOFTWARE

JoyStick: Mouse 2 dedicated controller supplied. 81 wireless controllers with 328 range now available for 679.95.

Existing Software Base: Around 50 titles available here. Many more available in Japan but these require a converter to play.

Current Releases: Nintendo predict about 2-3 titles per month.
Prospects: In the UK, improving due to increased support - but this is primarily in technology.
Software Loading: Instant

UPDATES

Best Buy Price: As 689
Second Hand Availability: A few.
Maintenance: One year's guarantee. Fully machines return to dealer.

STAR RATINGS

Graphics: ---
Sound: ---
Expansion: ---
Overall: ---

NINTENDO GAMEBOY

Package: Main unit + 1 game (Dental
Memory: 48Kbit DR (static)
Processor: Custom 8 bit
Price: Not yet released in the UK. US price is around \$60 (equivalent to £39 when officially launched in September).
Contact: Daphnia PR 01-836 29.11

IN BRIEF

Nintendo were the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On reflection even the Game Boy isn't a long term coming, since the technology employed by the display is starting to age rapidly.

GRAPHICS AND SOUND

Resolution: 6/4
Colours: 2 (monochrome)
Monitor Required: Yes - 128 (black) or 16 by ambient light.
Speakers: Information not available
Speed: Fast for what it is.
Speaker Quality: Depends on individual phones.
Stereo Output: Yes
Performance: Plays a lot better than Florida.

HARDWARE AND SOFTWARE

Keyboard: Select and Start + 2 option buttons.
JoyStick: Single 8 way controller.
Pump: Headphone socket, duplicate interface.

Existing Software Base: Growing rapidly - check with your local dealer.

Current Releases: Increasing
Games: Arcade and adventure types.
Prospects: Not due for UK release until at least September, Game Boy - on technological grounds - ought to be first announced but the Lynx, but it's cheaper and the games play very well.
Software Loading: Instant

UPDATES

Best Buy Price: Only available through grey imports to date.
Second Hand Availability: None.
Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

Graphics: ---
Sound: ---
Expansion: Dual machine interface has lots of potential.
Overall: ---

NEC PC ENGINE

Package: PC Engine + controller and 1 game
Memory: 64K internal + 6K video; 2-128K internal 32K video
Processor: 8/54 custom
Price: 795 (US price around 1199)
Contact: Local dealers

IN BRIEF

There are now very few indications that this machine will be released in the UK in September. Its CD-ROM add-on does it now the largest selling CD-ROM on the market and is responsible for much of the recent increase in CD development. There's also a station 1st version, with more power, called the TurboGrafx, but this is only rarely available through imports and at a price - usually around £800. NEC are also working on a hand-held version of the Engine which will be software compatible with its larger brother.

GRAPHICS AND SOUND

Resolution: 256 x 224
Palette: 632 (768 - 1024)
Colours: 32 - 18 background

TV: and 15" stored by option.
Monitor Output: Yes
Monitor Required: 6/4
Monitor Options: 7/6
Speakers: 6/1 (768 - 128)
Speed: Very fast considering this is a 16 bit
 ...
Speaker Quality: Depends on monitor
Stereo: No
Stereo Output: Yes
Performance: 4 channel stereo

HARDWARE AND SOFTWARE

Disk Format: CD ROM of write-look
Disk Price: Readily to 9/4
Disk Performance: Superb - the CD ROM adds a new dimension.
JoyStick: Supplied with dedicated controller.

Existing Software Base: Large
Current Releases: Increasing
Games: almost exclusively arcade
Prospects: Good
Software Loading: Cartridge in cabinet, CD ROM.

UPDATES

Best Buy Price: Currently grey import.
Second Hand Availability: 7/6
Maintenance: Watch out - grey imported machines rarely have any warranty.

STAR RATINGS

Graphics: ---
Sound: ---
Expansion: ---
Overall: ---

SEGA MASTER SYSTEM

Package: Console using cartridge or slot 1 card plus game controller and 1 game (Heng On)
Recommended Retail Price: 479.95
 299.95 (light gun 429.95 - light gun and 3D glasses)
Contact/High Maintenance: 01-721 8000

IN BRIEF

Japanese software tends to not be good at Nintendo's but more titles reach UK. Most software, however, does good support to the machine in the prospects look good. Like the Nintendo, however, the 64-bit machine also established but dated technology.

GRAPHICS AND SOUND

Resolution: 256 x 192
Palette: 64
Colours: 18
TV: Yes
Monitor: ---
 ...

Speaker Quality: Depends on TV.
Performance: 2-channel.

HARDWARE AND SOFTWARE

JoyStick: Game controller supplied.
Existing Software Base: Very good

Current Releases: Good
Games: All arcade
Prospects: As good as any 8-bit console

Software Loading:

UPDATES:
Best Buy Price: As 689
Second Hand Availability: A few
Maintenance: One year's guarantee. Fully machines return to dealer.

STAR RATINGS

Graphics: ---
Sound: ---
Expansion: ---
Overall: ---

SEGA MEGADRIVE

Package: Negative, controls, one game.
Memory: 768 main + 64K video
Processor: 68000 + 68010
Price: Under £200 when it appears.
Contact/High Maintenance: 01-727 8000

IN BRIEF

Excellent example of the new 16-bit console technologies. Although not yet fully available, grey imports are leading all the way in the UK. All will come when Sega Masterdrive start importing the official UK in September likely to be the first 16-bit 64000 console to receive official support in the UK.

GRAPHICS AND SOUND

Resolution: 320 x 224
Palette: 512
Colours: 68
TV: Yes
Monitor: No
Speakers: 6/0
Speed: Very fast
 ...

Speaker Quality: 6/4
Stereo: No
Stereo Output: No

Performance: 12 channel stereo sound is produced by a custom FM chip and sounds brilliant.

HARDWARE AND SOFTWARE

JoyStick: Dedicated controller supplied.
Existing Software Base: Poor
Current Releases: None UK at present
Games: All arcade
Prospects: Very good
Software Loading: Instant

UPDATES:
Best Buy Price: 689
 available through grey imports to date.
Second Hand Availability: 7/6
Maintenance: Watch out - grey imported machines rarely have any warranty.

STAR RATINGS

Graphics: ---
Sound: ---
Expansion: ---
Overall: ---

TWIST AND SHOUT

MILLENNIUM IS CELEBRATING THE LAUNCH OF ITS NEW RELEASE CLOUD KINGDOMS BY GIVING AWAY TEN COPIES OF THE GAME. PLUS EACH LUCKY WINNER WILL RECEIVE A FREE LIMITED EDITION FLYING TWISTER TOY...

"Cloud Kingdoms stars the first spin-off modelled, graphics refining, rubber-ballooned software hero"

"The hero is a cute character specialist Japanese games such as Bubble Bobble and The New Zealand Story. The game is simple and fun, mainly editorials and it explores working with 3D different views and a whole host of options for the steady state"

"Cloud Kingdoms is programmed by Dick Carter, creator of 2D programs such as Doodle and Doodlemania. It's available for the CDi, Amiga 25, Mega and PC."

As a bonus, you could also win a Flying Twister toy. It's a really a wooden stick with a lot of propeller-shaped plastic attached. You flip the toy's "spinner" into the air for extended amusement, entertainment and around pleasure. How fit, actually, you'll find that by hours of fun with flying twister. Bored, but remember... it's not for the spinner at point blank range towards other people or animals - it's very effective and generally not a nice thing to do.

THE COMPETITION

Getting your hands on a copy of Cloud Kingdoms and a free Flying Twister could be fun!

All you have to do is fill in the form and send it with the coupon card and a 10p stamp.

Write the name on the back of a postcard.

AGONY ACE

Do you have a problem with your favourite games? Has your joystick jacked up? Do you want to know the titles of the best horizontally-scrolling shoot-em-ups for your money?

Agony ACE is a new section in the magazine, dedicated to help solve your Advanced Computer Entertainment problems. No matter how complex or trivial the query, we'll try our best to answer it. This service is completely confidential - no names will be printed - so don't worry, just ask us. Write on a postcard to: AGONY ACE, EMAP Images, Priory Court, 30-32 Farnborough Lane, London EC4R 3AG. SEND AGONY ACE CARROT MINDER TELEPHONE ENQUIRIES.

What, in your opinion, is the best sprite ever produced in a computer, console or coin-up game?

- Laurance: "Garlic (The Edge), Shadow of the Beast (PlayStation) and X-Out (Rainbow Arts) all have good sprites. Syster Theory's Myth-sprites were small but well animated. My all-time favourite was the Pyromaniacus Flea in 3D Monster Wars on the 32X."

Jim: "Who am I working with? They're all mad. But as you asking, the Galactus Blob from Crystal Quest on my Macintosh is the best. It's the most it makes when you shoot it."

Mark: "The Last Ninja sprite from System Three because the character was dressed in black. Footman has to be greater sprite ever created through simple and cute."

Steve: "For his time, the animated figure in Egypt's Improbable Mission was great, as was the flea in Bugaboo by Duck-er."

What ever happened to Bob Hubbard? His soundtracks on the CDi games Jambon and Delta by Thelmaus were brilliant, but I haven't heard anything from him in ages.

- Bob Hubbard was one of the most prolific CDi musicians in the mid 80's. His soundtrack on the CDi computer of Commander Jax from Elite was my personal favourite.

Unfortunately for UK gamers, the son and son of California loved Hubbard away. He went to work for Electronic Arts in the States. Since then, he has concentrated on more advanced electronic music-making. For further information, have a look at the Electronic Arts article in ACE 11.

How can I improve my reflexes in computer games?

- Start off with the things if you've heard of - count the time it takes for you know, heightened Extra Sensory Perception (ESP) or a type of computer operation to directly link up faster brain tissue to silicon processors doesn't seem to exist (it could happen someday), the only way to improve your reflexes is good old practice. And when you're done that, practice some more.

Where can I get back issues of ACE?

- If you want back issues of the magazine or wish to subscribe to ACE write to: EMAP Periodicals, ACE Back Issues Department, PO Box 999, Luton, LU2 9SA.

Alternatively call 0800 4 080 0 (subscription telephone orders), 088 810888 (subscription catalogue orders) or 0800 480 018 (queries and back copies).

I recently plugged one of my Hoover washing machine vacs into my Saga Master system. You can imagine my surprise when my TV said: "Go me a Hoover, plug me into a surface".

Why did it do that? Does this mean Hoover vacs don't work on the Master system? (Can I use them on the new 15-bit Saga Negative console?) Is the Master System also incompatible with Surface Boards, Visa credit cards and my video rental shop membership card?

- It seems you're suffering from the hallucinations effects of noxious chemicals. We advise you to immediately seek medical assistance.

along with your full name, address and money. And send this:

FIRST AND SHOUT COMP
ACE, EMAP Images, Priory
Court, 30-32 Farnborough
Lane, London EC4R 3AG.

Enclose most cash up by
30 June 1990. Empty
copies of Millennium and Emag
Images are not eligible for

entry. The editors decide to
final and no correspondence
shall be entered into.
Good luck!

TELEGAMES

UNIQUE Largest Stock of Video Games & Cartridges For...

SELL MEGA DRIVE

Nintendo

COLECO VISOR

NINTENDO GAMEBOY

LYNX

PC SUPER DRIFT

SEGA

ADAM

THE LEADING VIDEO GAME SPECIALISTS. SEND FOR FREE HOME MADE GAMES!

TELEGAMES, WIGTON, GROSVENOR, 100 ST. MICHAEL'S

HOT OFF THE SHELVES

THE NORTH ACE GIVES YOU THE LOWDOWN ON THE LATEST AND GREATEST RELEASES TO HIT THE SHOPS. THESE ARE ALL THE ACE RATED GAMES THAT WE HAVE REVIEWED OVER THE LAST SIX MONTHS. WE WERE VERY IMPRESSED BY ALL OF THEM, AND WE KNOW YOU WILL BE, TOO. SO GET YOUR SOFTWARE COLLECTIONS LOOKING A LITTLE DOWN IN THE MONTHS. THESE ARE THE GAMES YOU SHOULD BE LOOKING AT TO MAKE YOUR MONTH BEGAINFUL, YOUR MESSAGES BYTE GOOD, YOUR JOYRIDE JOYFUL, YOUR MOVIE NIGHT, AND YOUR DRIVE DELICIOUS. ALL OF THE GAMES COVERED HERE SHOULD BE AVAILABLE FROM YOUR LOCAL RETAILER. SO SCORE OUR LISTING, GET YOUR DASH OUT, AND START HAVING A GOOD TIME AGAIN. FILE UNDER "ESSENTIAL."

BATMAN

MS-DOS ■ Atari ST
\$19.99 ■ Amiga
\$24.99 ■ Spectrum
\$9.99 ■ £14.99 ■ CD
\$9.99 ■ £14.99

The games of the month. We had featured up to a pretty good idea as the caped crusader in the film, and to digital cartoonists' hearts to beat either. There are no less than five editions to the game. The first, *Acu-Chemica Plans*, and last, *Gotham City Cathedral*, are superb 3D platform games in which you have to go going around on the rooftop jumping off the eaves before they get him. There is also a first game in the *Batman* and last-released 2D games rate as the last mobile and Boeing respectively. It must be of DC comic fans.

▲ ACE RATING: 9/10

BOMBER

Amstrad ■ Atari ST
\$24.99 ■ Amiga
\$24.99 ■ Spectrum
\$14.99 ■ £19.99 ■ Microsoft £14.99
\$19.99 ■ CD
\$14.99 ■ £19.99 ■ PC
\$24.99

A flight sim employing fast solid vector graphics with more balls and whistles than most similar jet games. There are a total of fourteen fighter bombers from around the world low level in the program. If you get bored of the standard forward cockpit view then it is possible to select one of a variety of out of cockpit views. The PC version is an expansion not to be missed providing

you have a 286 or 386 machine with VGA or better, but for all the other versions - try before you buy!

▲ ACE RATING: 9/10

CHAOS STRIKES BACK

FTL/Microsoft ■ Atari ST
\$24.99 ■ Amiga/MSA
The long awaited sequel to *Danger Mouse* if you have already played through the first program you can now enjoy playing characters, otherwise there is another lot of missions you can select from. *Chaos* has a similar feel to *Danger Mouse*, but it is much bigger. There are also some new features thrown in like a character editor, and you can play funny bands if you haven't played *Danger Mouse*. There play that first battle making a definite date with this game.

▲ ACE RATING: 9/10

CONQUEROR

Parsons Int'l ■ Atari ST
\$19.99 ■ Amiga
\$24.99 ■ PC £24.99

An arcade style tank on which makes use of a 3D graphics system based around the one found in *Star Trek* developed for Amiga. There are three types of game available: arcade, action, and death ray. All three are best played with two players. *Conqueror* style, but there are control options to suit every style. A definite buy for tank buffs.

▲ ACE RATING: 9/10

DANCING

Parsons ■ Atari ST

\$24.99 ■ Amiga
\$24.99 ■ PC/MSA

The unusual combination between flight sim and adventure game, the sequel to the well-received *Blenny*, has been in development for a couple of years now, but the resulting game has been well worth the wait. The realistic graphics of the original game have been replaced by solid 3D vector graphics, but they are just as fast. There are now new planets to explore instead of one city, to have a plenty of long term challenges here.

▲ ACE RATING: 9/10

FUTURE WARS

Parsons ■ Atari ST
\$24.99 ■ Amiga
\$24.99 ■ PC/MSA

A title made-up of graphics, adventure from French developers Calphos. You are capt in a 3D-rendered office window cleaner who gets caught up in an alien plot to conquer Earth in the 30th century. The graphics and background music are very striking and the game is made very accessible by the lack of text entry. There is enough of a challenge here to keep most adventure fans happy for some time. A definite game.

▲ ACE RATING: 9/10

GHOSTS 'N' GHOSTS

US Gold ■ Atari ST
\$19.99 ■ Amiga
\$24.99 ■ Spectrum
\$9.99 ■ £14.99 ■ Microsoft \$9.99
\$14.99 ■ CD \$9.99

\$24.99

The cute sequel to *Top Secret M* returns thanks to *Galaxy*. More many all four horizontally scrolling levels in one of the toughest all-around games in strategy for some time. You must guide the little knight through many wares of video space to rescue the princess. Snapping stuff, but not for the faint hearted.

▲ ACE RATING: 9/10

GRAVITY

Impageworks ■ Atari ST
\$24.99 ■ Amiga
\$24.99 ■ PC/MSA

Deep space strategy unlike anything you've ever seen before. The scenario is being invaded by the alien-cultures who are attempting to land on the stars in the alternate into dark holes. Meanwhile you must create as many inhabitable systems as possible. The game makes use of the principles of *Star Trek* and *Star Wars* for some very unusual graphics. When you will programmable doors and travel-in-black holes you have yourself a highly original and very exciting game.

▲ ACE RATING: 9/10

HARD DRIVEN

Domark ■ Atari ST
\$19.99 ■ Amiga
\$19.99 ■ Spectrum
\$9.99 ■ £14.99 ■ Microsoft \$9.99
\$14.99 ■ CD \$9.99
\$12.99 ■ PC £24.99

A very complete conversion of the original concept. One year *Parsons* would offer a speed-track of a

short track complete with a loop and open bridge to stop. The course scored on its super fast solid vector graphics, and these have been (initially) replaced in the computer versions. A must buy.

▲ ACE RATING: 9/10

PARFOON

Microsoft/PC ■ PC
\$24.99

Quite simply the best mouse simulation to be released for the Game of Pubs. The software that comes with the game deals with East West conflict in the North Sea, but other battles will be available soon. A clever system of three map layers is used to effectively manage each mission. The nice thing about *Parfoons* is that the computer takes care of all the boring mechanics allowing you to concentrate on tactics.

▲ ACE RATING: 9/10

INDIANAPOLIS 500

Domark Arts ■ PC
\$24.99

The ultimate racing game. Only one side of the air solid vector graphics, which really add something to the high speed action. As an Armory's bonus there are a variety of out-of-track views to select from. The realistic handling of the cars will have you coming back to this game time and time again.

▲ ACE RATING: 9/10

INTERPHASE

Impageworks ■ Atari ST
\$24.99 ■ Amiga
\$24.99 ■ PC £24.99

A 3D out-of-track simulation inspired by *William Gibson's* novel *Countdown*. It is set in a 24-hour future. You take a 3D guide a female scientist in the heart of the Dream Track Corporation by interacting with a strange 3D environment. The game is very well and very compelling. It is also very hard - don't expect to get through this one in a hurry.

▲ ACE RATING: 9/10

\$24.99 ■ Amiga
\$24.99 ■ PC £24.99

Like *Playing with the Best*, it is a real-time strategy game set in the medieval land of knights. There are twenty-four quests to complete, or you can simply enjoy watching. The program stands out because of its attention to detail. There are no less than forty of them algorithms to show how and when a enemy retreats for instance. Impressive stuff.

▲ ACE RATING: 9/10

KNIGHTS OF LEGEND

Origin/Microsoft ■ PC
\$24.99

Like *Playing with the Best*, it is a real-time strategy game set in the medieval land of knights. There are twenty-four quests to complete, or you can simply enjoy watching. The program stands out because of its attention to detail. There are no less than forty of them algorithms to show how and when a enemy retreats for instance. Impressive stuff.

▲ ACE RATING: 9/10

KNIGHTS OF THE CRYSTAL LION

US Gold ■ Amiga
\$24.99

Including music, sounds of soundtrack. The most original game that US Gold has released in a long time. It has been marketed as a 'culture simulator', but that doesn't really say much about the game. You play a member of a noble community and your task is to lead to the highest possible status

PINK PUZZLERS

SOLUTION TO APRIL '90 PRIZE CROSSWORD



SOLUTION TO APRIL '90 PRIZE PUZZLE

The score was 1, 10, and 14. This makes a total of 24. Had the stars landed one place clockwise on the board they would have scored 10, 7, and 8, whereas one place anticlockwise would have given the score 10, 11, and 11. Both of these scores also add up to 24.

Solutions to the fitting the three loops A, B, and C date into the vertical positions of each of the three digits on the digitboard. The actual scores relating to each of these positions is found by reading the relevant value from its array 20. These are read into the array at the start of the program at lines 110 and 120, the actual scores of the digitboard being hidden in the 2000 array - this data being in sequence at read across the board. To allow reference to adjacent sectors there is a slight overlap in this sequence - that is, the array is 22 units in size and the first two sectors of the board 00 and 01 are repeated.

Each permutation of three is taken as generated by the three 000s A, B, and C and the score for that three is totalled into 31. The scores for the two columns of sectors are then calculated into 32 and 33, if those three scores are also the middle one of the three in the required three. This is then printed out at line 130.

```

100 DIM B(3,3)
110 FOR P=1 TO 20:PRINT P
120 B(1)=2000011
130 FOR Q=0 TO 99
140 FOR R=0 TO 99
150 FOR S=0 TO 99
160 S1=B(0)+B(00)+B(000)
170 S2=B(00)+B(00)+B(11)+B(00)+11
180 S3=B(00)+B(00)+B(00)+B(00)+10
190 IF S1=S2 AND S2=S3 THEN S=S1+R+S2
200 NEXT S:PRINT S:PRINT Q
210 NEXT R
220 NEXT P
230 PRINT 20, 1, 10, 8, 10, 9, 10, 15, 2, 15,
8, 10, 7, 10, 8, 11, 10, 9, 10, 5, 10, 1

```

JUNE '90 PRIZE PUZZLE

Set By Archie Meiler

Arnold, Basil, Charles, Dennis and Eric are all founder members of the Economics Club and some of them can be found most days forming lunch together at "Clubs Restaurant".

Because of their vast, but uncoordinated, set of all of them will occasionally be present on any particular day. In fact, they only attend for lunch at the restaurant on dates which are specified by the following table:

Arnold attends every other, but only during months which have an 'F' in their names.

Basil is only to be found there on the last days of the month.

Charles will never go for lunch unless the day of the week contains the letter 'P'.

Dennis is only present if the day of the month is exactly divisible by 5.

Eric, meanwhile, attends only every fourth day.

Obviously last Friday 13th June 1990, all five men happened to be present together - this date being one on which they could all attend - even including Eric, so this happened to fall on one of his "Thursday" days.

Can you say what text of five of them will be present for their lunch?

NAME:

ADDRESS:

ADDRESS:

Put in your name and address on a separate sheet of paper.



NAME:

ADDRESS:

Entries to be sent to: ACE June '90 Crossword, Pilory Court, 30-32 Farringdon Lane, LONDON, EC1R 3AA. To arrive no later than 7th June 1990.

ACE JUNE '90 PRIZE CROSSWORD

Set By Miss

ACROSS-CLUES

- One out of - and forming a software house. (6)
- Some annual work out via New York (4)
- Count Goli's hidden game (5)
- One taking steps to get game from US (and) (7)
- Still young to be in the thirties, but it's only a game. (4,5)
- Real MA's new game company. (6)

14. US. Belonged (2) (7,8)

17. It's a dare finger scores 4, 14

19. One of the game from White Swan. (4,4)

DOWN CLUES

- Game that needs men who in hours. (4)
- One who's held down. (6)
- Movement when (5) Gold game loses its head. (6)
- Game's round (6)

5. Effort to keep the name. (5)

10. Flip what the cat has finished. (6,6)

11. Put good by his portable (6)

12. It's a game format game establishment (5)

13. Try to excited, skip. (5)

15. Instructions to return point. (4)

**WINNERS OF
THE APRIL '90
PRIZE PUZZLE
AND PRIZE
CROSSWORD
ARE LISTED ON
PAGE 111**

ACE DEALS

CHECK OUT THE SPECIAL BARGAINS AVAILABLE AT LOCAL DEALERS THIS MONTH

Here we go. Here we go. World Cup fever has gripped the software retailers as massive this month, as shop windows, mobiles, posters and stickers all go to promote one or more of the new-arriving stream of soccer games being released or re-released to coincide with the final in Italy in June.

The Virgin Games Centre, with its under-coverage Virgin Games publishing the game later '90, is taking the lead in this, with Max being declared a 'total month' in all Virgin Games Centre stores.

Aside from being surrounded with World Cup material as you go into the shops, there

is also on a very big competition involving the Virgin title - details still being hammered out so we wait to press.

City Software in Liverpool is also jumping on the World Cup bandwagon, with several promotions lined up around a selection of soccer simulations.

The North-Eastern based chain, Computronics, is also hitting up for the World Cup with a free draw throughout its stores associated with US Sports July 1990 game - loads of official World Cup footballs are there to be won. It's not all free, though. Virgin Games Centres will find a bit of space for a competition associated with Nintendo/Micro-

provers equipment on most formats, so if you haven't yet bought your copy, this should be well worth checking out.

City Software is also stocking the Nintendo Entertainment System for the first time here next month and is offering some discounts on both Nintendo hardware and software to keep you into spending out.

Throughout May, both the console and cartridges will be available at a 'general introductory price'. And if you're in City Software looking at Nintendo, it's always worth entering one of their cafes - for every £2 spent in the store you'll get a raffle ticket, every week a ticket is drawn

to win a variety of similar sort of prizes.

Finally, Computershops will be giving you the chance to win model robots - as seen in Sonoma's science fiction-measured Escape from the Planet of the Robot Monsters - in a special competition. And you don't even need to buy the game to enter.

City Software is on Lime Street, Liverpool. There are Monaghan stores in the Greater Centre, Manchester; the Broadhurst Centre, Nottingham; Kinggate, Wakefield; the Metro Centre, Gateshead; the Greenmarket, Newcastle Upon Tyne; the Kingsgate Centre, Bradford; the Star Ring Centre, Birmingham; the Coun-

ty Centre, Lincoln; and Parkside Road, Gains.

You can find Computer Shop outlets in the Arisdale Centre, Manchester; Newcastle, Leeds, Preston, Sunderland, Stockton and Nottingham. Also part of the Computer Shop chain are the two Games More outlets in Carlisle and Middlesbrough, which stock role-playing games, as well as computer software.

Virgin has its Games Centres outside on London's Oxford Street (at Marble Arch, within the Maggotters, and at no 130 and Bristol), and also in Maggotters in Birmingham, Brighton, Dublin, Edinburgh, Glasgow (at Union St and Apple St), Leeds, and Nottingham.

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealers' plans.

ATTENTION DEALERS!

Don't keep your promotions, competitions, special offers, etc., a secret. Tell us at ACE... and we'll tell everybody else.

MICROBYTE

HOME ENTERTAINMENT CENTRE

The following stores open now for all your computer needs.....

176 Haile Mall
The Arisdale Centre
MANCHESTER
(061) 832 1438

34-36 County Arcade
LEEDS
(0532) 450529 Or
(0532) 441287

109 Upper Broadwalk
Broad Marsh Centre
NOTTINGHAM
(0602) 586454

1 Kirkgate Mall
Kirkgate Centre
BRADFORD
(0274) 308829

424 Grand Parade
Bull Ring Centre
BIRMINGHAM
(021) 6161036

5 Pasture Road
DOOLE
North Humberstone
(0405) 763183

33 Kirkgate
WAKEFIELD
West Yorkshire
(0924) 376656

46-47 Green Market
NEWCASTLE
Tyne and Wear
(091) 261 9050

56 Garden Walk
The Metro Centre
GATESHEAD
(091) 460 6054

The latest issue of "CLUB MICROBYTE", our FULL COLOUR, review packed magazine is available NOW and it's TOTALLY FREE!! Just pop in to your local store to collect a copy.

Attention AMIGA Owners! Microbyte can now supply you with the FULL RANGE of 17 BIT SOFTWARE'S Excellent Public Domain software disks - for only £2.90 each or FREE with any purchase over £12.50! Just ask in the store for more details...

SUBSCRIBE!

Get 12 issues of ACE for the price of 10 - and get it delivered to you in the comfort of your own home

HOW TO ORDER

Complete the coupon below OR send your details on plain paper OR ring our special 24 hour Orderline service on 0800-410088 and quote your credit card number.

ANNUAL RATES

UK £11.95
Overseas Surface Mail £21.95
Annual Europe £12.95

We suggest that overseas readers pay by International Money Order. Other annual rates available on request. For subscription enquiries telephone 0133 988244

To ACE Subscriptions Dept., PO Box 500, Leicester LE 99 0AA

Name

Address

Postcode

Please start my subscription from the (enter month)

issue of ACE. I enclose my cheque/postal order for £..... (payable to ACE magazine)

Please charge £..... to my Access/Visa/AmEx account. Card number Expiry Date

Signature

ADVERTISERS INDEX

ACCOLADE	67
ACE T-SHIRT COLLECTION	79
ANCO	44, 57
ATARI	95
CEC	114
CONSOLE SUPPLIES	114
COOL MASTERS	88
CTR SURVEY	88
DIGITAL INTEGRATION	70
ELECTRACON	12
FRESHAM	115
FUTURE	74, 75
HEWSON	125, 81
IMPRESSIONS	84
INTERMEDIATE	107
LOGOTRON	86
MAIL CENTRE	112
MCC	119
MEDALAND	106
MICROBYTE	78
MICRODIGITAL	81
MICROPROSE	25, 21, 24
MINDSCAPE	47
MINDSOFT	15, 65, 67
OCEAN	80, 80, 80
PERFORMERS	182
PIRAM	88
RAVE	88
RAPO	112
READERS CLASSIFIED	118
SHERMAN	114
TELEGAMES	108
TURBOGSOFT	104
UBI SOFT	102
US GOLD	ORC
WPCN	25, 28
WORLDWIDE	117

E.L.S.P.A

EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION

"In our recent advertisements appearing as part of the 'Piracy is Theft' campaign, we caused to be reproduced a GCSE Certificate bearing the name of the Northern Examining Association. We should like to make it clear that we did not intend to suggest that the Northern Examining Association had in any way been responsible for or implicated in software piracy, and apologise to the Northern Examining Association for any embarrassment caused"

E.L.S.P.A
25 Newry Road, St. Margarets, East Twickenham,
Middlesex.
TW1 1PJ

The BLITTER END

CD UK - AT LAST?



MSX... already over 200,000 MSX titles to use, and now coming to the UK in September?

One good thing about the Computer Entertainment Show this September is that an alibi exists in giving the console manufacturers a platform from which to reveal their plans for our green and pleasant land.

NEC, whose PC Engine has been the subject of more press reports than most machines, is now firmly fixed to launch the official UK version this year at CES. Similarly, Sega MasterSystem are to launch the excellent Sega Mega-CD.

There's no doubt that if 16 bit consoles get the same support in this country from manufacturers, software houses, and distributors that they are going to give the 16-bit computers a run for their money. To date this hasn't happened, it's been a frustrating feature of the console scene that the official UK import delays (which always seem to accompany Japanese products) have meant that no matter how we receive our product we are four longish years of a race, more powerful (and, it is argued to some if they don't buy a PC Engine because they want a Super Turbo-graph) or facilitating over a Sega Master System because they have a secret desire for a Mega-CD!

But the best thing about the PC Engine launch is that it will bring with Commodore's much discussed but little seen CD-Amiga give the UK the potential to develop a CD-ROM games market. And that can't happen too soon...

People will do anything for a mention in this column. Lesley Walker of Higgs wrote to us to say that four finalists in the Higgs games championships flew to New York for four days and returned to eat anything related to McDonald's. What's the chance of using this as a main story? asks Lesley. Well, apart from the apparent connection between sales games addiction and health, not much. But rather more chance, perhaps, than the people who sent us the press release headlined 3.5 INCHES HIGH STANDARD AT OHSABACKS MARKETING. Surely not a fact in advertising, eh chaps? For parents, however, was the one from Parklife which promised a video to let us 'Discover the world's secret animals...'. So that's what they were doing with that catcorder at the Golden Jaybirds...
END MAIL

This probably won't have noticed a small change in our contents page this month... ACE is now published by a new company, ACEC Images. Journal reports say to produce innovative ideas for tomorrow's consumer technology. When published in their (Managing Director) they don't need to be... (editorial) the best of this great idea and best... (in the context of) of their... (editorial)...



ACE CAPTION COMPETITION NO 1



This dreary, somewhat comic, reproductive to launch the first of a number of ACE Caption Competitions. If you can come up with a witty line or two to fit an imaginary bubble above the boy's face, or an extra on a pendant and we'll send mysterious software prizes (worth around £25) to the holder of the one that makes us laugh loudest. Send your entry to ACE Captions, Pearly Court, 39-50 Farringdon Lane, London, EC1R 3AB.

While we're in the prize-giving mood, here's another opportunity for you. Many hard readers will have noticed that there is a rather long photo graph (page 18) printed here. The couple both of them when the software business get together some of the things they get up-and-irresponsible to imagine... at some point. So what's going on behind that anonymous 'their' square? Again, we're up to the value of £25 to the man (or woman) who sends the most original suggestion. And a editor's note to anyone who gets right.

SPECIAL 3D ISSUE

There's a graphics extravaganza next month as we bring you exclusive details from some of the world's top software developers on the construction of 3D worlds. Mike Singleton, Jez San, David Braben, and others take you step by step into cyberspace.

There's also a special location report from Spain as we visit Dinamic in Madrid - the boys behind such hits as *Army Moves* and *Game Over* - and we continue to blaze a path through the European software jungle with a visit to Intergames in Lyons.

But for someone it's going to be the hottest issue ever - because we'll be announcing the winner of our fabulous FM Towns compo. Keep your fingers crossed!

Coopel!

Only a sprinkling of minor Coopel last month, you'll be sorry to hear. In our review of *Champions of Xperiance* the old score got from the previous month appeared on the page along with the correct one. These are really mistakes from the person using the game of still was on the right track. And in our review of *Revelations*, retroblades would have immediately spotted that the version labelled 'Homebrew' was actually 'Coopel' - and vice versa. Finally, many apologies to Philip Manning, who completed our 'Wildwest Pages' but did not appear on the contributors' list. Sorry Chris.

WE'RE FIT, WE'RE ALIVE, BUT...

LOST PATROL



"Published until it qualifies,
The Lost Patrol features
colossal screens the like of
which we've never seen before!"
The Games Machine

WE'RE NOT BACK HOME



AMIGA

ocean

ATARI ST

WELCOME TO THE FIRST NEW AGE COMPUTER GAME...

E-motion



The revolutionary spirit that has set the New Age apart from the Old.



It's not a word, it's a game... with a whole 'nother' way to play.

Take it easy, E-MOTION is here to entertain... to expand your mind, not to explode it. E-MOTION is for Einstein... takes you to a world outside the stars and tensions of the 1990's, a New Age. Here you can play to win or simply to enjoy the ever-changing kaleidoscope of multi-colored "particles and infinite patterns. E-MOTION is for everyone who likes to win, but also wants to see the 2nd Century!

- 10 levels including 2 types of bonus level.
- Unique ray-traced graphics (3D only).
- 4 channel sampled sound (31 to 63). All file card compatible.
- Simultaneous 2 player option.
- Realistic elastic modeling of motion.
- 12 colors (4 mix).
- Hidden secret bonus.

CD-ROM
1 AMIGA
CD-ROM
SPECTRUM
16 BIT

AMIGA
16 BIT
100% COMPATIBLE

THE GAME THAT DOES FOR COMPUTERS
WHAT EINSTEIN DID FOR PARTICLE PHYSICS!

IT'S GOLD!