

ACE

MAGAZINE OF THE YEAR

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Lucasfilm reach for the skies



Midwinter

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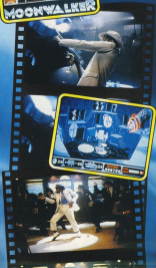
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GAMES GALORE!

ACE is overflowing with games news again. In addition to the full reviews listed below, you'll find coverage of the latest conversions on pages 122-124; our guide to over 60 top games in the Pink Pages (starting on p.127) - ideal for Christmas presents (or yourself, of course), plus three new fantasy RPG's on pp.129-132.

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SPITFIRE FURY...

Not content with producing a *Battle of Britain* game, Lucasfilm have steered ahead and put out a full-blooded *Battle of Britain* simulator. Not only can you fly dozens of British and German planes, but you can also plan your *Battle of Britain* strategy - see pages 10-11.



ACE's resident aircraft expert reveals the potential of flight in an page 68.

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END OF AN ERA

It fair made us weep, guys. As the ACE Team travelled back over the last ten years for our pilgrimage through the decade, even the iron-spirited Rik Haynes was seen to shed a private tear. Farewell Eugene Evans, programmer of the immortal Whacky Waiters, now lost down the brain drain (surely some mistake - it was a terrible game) to the USA; farewell the Microdrive ("...it will have a major impact for sophisticated personal/business software..."); and where do Space Intruders intrude now (probably at number one in some far Eastern country). It's all there, in a giant three part series starting this month. However, when we actually got down to playing some of the Great Old Games, we got a bit of a shock. A few flickering sprites jerked across the screen, something beeped, and then we got ERROR IN LINE 40055. We soon dried our tears: gameplay may be what it's all about, but give us gameplay AND solid-3D state-of-the-art displays (with digitised stereo sound) any day.



GAMEPLAY

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The glowing games heart of Christmas features the riggers of Road Driver, the banners of Droids in Cloaks, the flats of Brock Lee, the screens of If Came From The Desert, the battery of Leisure Suit Larry III, No Tanks - but you do get a Mickey in Moonwalker.



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The or here-ough-eh-eh-eh Waaad! You'll want a video of Brock Lee in action, courtesy of Microgame.

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ACE readers explode a few misconceptions. Are there - you would not - a prize, and a reputation.

FREE ISSUE! 42

ACE is here, one. The future is far away. Bridge the gap with a subscription for Britain's most respected entertainment technology magazine - and get a free issue into the bargain.

NEXT MONTH

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Some sprites are cute; some sprites are vicious; but this man's sprites won an Oscar! ACE profiles John Lasseter, a man who can move mountains - on screen.



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V O T E D

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ACE NEWS

GAMEBOY II

Just when you thought it was safe to start saving up for an Atari colour Lynx console, news comes from the East of a new Nintendo...

Nintendo is planning to launch a full colour version of its highly successful monochrome Gameboy, according to a number of unofficial sources. Its current monochrome Gameboy hand-held system is doing a storm in Japan and USA with demand easily outstripping supply (see ACE 27).

Meanwhile Gameboy is set for a UK debut at the Earls Court Toy Fair in January - along with its rival Atari Lynx (colour hand-held console). Some cynics say Nintendo will wait several months before officially announcing a colour Gameboy - thus allowing them to soak up the

profits from its phenomenally successful mono deck. As ACE went to press Nintendo was unavailable for comment.

Meanwhile, Nintendo has just won its long going court battle with Tengen over the cheap Lynx. Nintendo now has exclusive rights to this addictive game - after some confusion over what company had what rights from whom. Although the Nintendo vs Tengen court battle is over, there is still another \$100 million lawsuit between the two companies - this time over alleged patent infringement. The final judgment in this case will be in the near future.



STIMULATING!

A Catherine entrepreneur has developed a revolutionary new life-like entertainment race-car simulator. Developed by Driver Seat, the Stimulator is an amusement park ride similar to Walt Disney's Theatre-Simulator (as featured in ACE 27). Based around a Formula One racing car, the Stimulator is a fully enclosed motion capsule - a scaled-down version of the steady civil and military flight simulators - which can move at 25 revolutions per minute. In fact, the Stimulators are built for Environmental Technologies for training Navy Pilots. US gamblers can look forward to experiencing a Stimulator later in the year at their local shopping mall or amusement park - so for their UK counterparts we'll have to wait and see...



Walt Disney's Body Wars theatre simulator in full swing

SEGA FOR RENT

Vega/Mastertronic has hit upon another great marketing scheme to promote its Sega Master console - its going to let you rent (or buy) Segals from your local video rental shop.

Under the scheme, you can go into any RCA/Columbia outlet there are some 1200 around the UK and rent out a Sega console or game cartridge. Although market forces will decide the eventual asking price, a rough price guide would be £10 per weekend for the console (with a few games thrown in) and £2 per night for a game (from a selection of twenty top titles). On the subject of the Segals rental viability, Philip Lee - Sega Brand Manager at Vega/Mastertronic - told ACE: 'we're lucky the Segal's on bull's proof'.

SHOP TILL 'YER DROP

Computer City Supercentre - the world's first computer supermarket - opened in a regional computer (public) last month in Garden Grove, California. As well as dozens of stores of the latest hard and soft ware there is a soft-ware lab for testing programs. The normal assortment of low-inflation are supplemented by manufacturers such as Apple, IBM and Epson. The next Supercentre will open in San Diego, and Computer City plans to open 25 US stores over the next five years. Unfortunately a UK Supercentre doesn't look very likely, but you never know...



Here, in CD... Starting Boss, that is!

COMPACT CODE MASTERS

Hardware budgeteers: Code Masters has come up with a novel way to sell a games compilation... by releasing it on Compact Disk for Spectrum, C64 and CPC.

The £30 30-games compilation including Code Masters "classics" like 040 Simulator, Fuel Machine Simulator and Four Soccer Simulators comes on a CD and leads to connect to a CD player. Code Masters claims its CD will work with 99% of players, with an average load time of just 20 seconds. German software developer, Release Arts already has a similar CD package for the C64 - though the Arts pack only includes six games and costs £35. Amiga, ST and PC owners will have to wait for their C64 CD games due to "technical difficulties". Funny enough, Code Masters isn't selling the pack, CD Simulator.

BUDDING BUDO

Electronic Arts' latest PC release is a epic martial arts game with a multitude of opponents and disciplines to master. The most startling thing about the Budokan is its beautiful graphics and wonderful sound: the octagonal backdrops are complemented by life-like sprites and nice little animated touches like flying birds and waterfalls. Even the sampled sound effects through the internal speaker are impressive. As with many EA PC titles, the full complement of graphics modes and sound boards are catered for. ACE has played an promotional version of the game, and it not only looks and sounds good but also plays extremely well - check out next month's issue for a full review. PC Budokan costs £24.99 and should be available later - other versions may follow later in the year.

NEWS FROM USA

- The Wizard movie from Universal Pictures - starring Fred Savage from the cult Clashed Four Surely evening comedy The Wonder Years - tells the adventures of two brothers at the National Video Game Championships. It opened across America on 17th November. It should be over here during 1995.
- Taito America has bought up the rights to Indiana Jones: The Last Crusade from Lucasfilm Games. The game should be appearing in coming form sometime this year. Previously, Atari Games handled the coin-up conversion of Lucasfilm's Indiana Jones and the Temple of Doom.
- Conversion games are to be converted over to Nintendo 64. No title details at present, but Defender of the Crown is sure to be among the conversions planned.

IN THE PIPELINE

Entertainment International is so pleased with its latest game that it's licensed the title out to leading US software company Lucasfilm and is planning console, console and hand-held versions. With a provisional title of Pope Dream, the game was originally created by John Dale at the Rowley Line, but once Lucasfilm got involved with the project, it underwent some tweaks in the looks and playability departments. Pope Dream is one of those simple, but intriguingly addictive, arcade-quartz games like Tetris or Sol. Expect to see it sometime in January on Spectrum, C64, CPC, ST, Amiga.



NO SEXIST SOFTWARE

OASIS (Organisation Against Sexism in Software) recently celebrated its first anniversary. Sandra Iggitt, founder of the organisation and keen ST gamer, decided to campaign against sexist software after playing one offensive game too many. Iggitt says, "I can see no reason why stereotypes of women for men should have to be used in computer games. One of the advantages this technology has over other games media is that you can do it really anything with a computer".

Membership to OASIS costs £3 £25 overseas. Members receive six magazines a year, lots of recommended software and names of useful organisations. If you're interested make cheques payable to Sandra Iggitt or send an SAC to: Sandra Vogel, 3 Alden Court, Stanley Road, Wimbledon, London SW20 9BQ.



Get your heart out, Bruce Lee!

HARD DRIVEN'

AGE INTERVIEWS THE GUYS BEHIND COMARK'S 307-PARTED RACER

Jorgen Friedrich and Mike Day are the programmers behind the ST and Spectrum versions of *Hard O'Ware* (reviewed on pages 68/47). Spectrum *Hard O'Ware* took five months to write. Day used a "Status Driven" as a development system until the source code got too big, for then switched to a PC 386 PDS system. The final source code came in at 200K, including the tables graphics file data. Day spent the first month updating the polygon handling routines - the final game runs at 3 frames per second with a "virtually unlimited" number of on-screen objects. The CPC and C64 versions use the Spectrum's program code and data tables. "Inserting the source code onto the C64 was difficult - the original C64 programmer opted out - but the object shape data remains the same for all versions", which this means to C64 gamblers is - unfortunately - monochrome graphics, but Day offers "at least the C64 dashboard will be more colorful". Day, a 24 year-old Cambridge graduate and record breaker (he's going into the 1990 Edition of the Guinness Book of Records for breaking the unbroken record from Lem's *End to John O'Grady's* in 14 days, 12 hours and 41 minutes - the

previous record was 19 days, 1 hour and 45 minutes), had only written one game before *Hard O'Ware* - *Double Dragon* on the PC. Day made the move from the PC to the Spectrum because, "the Spectrum is a simple clear cut machine to program with its complicated Operating System or 'graphic incompatibility'". Day believes there will be increased emphasis towards 3D games in the future: "The new powerful graphics hardware will be put to good use". His next game will either be another Spectrum cover-up conversion - probably *Darius*/Leaper's *ST3D Asterix* - or a 50000 programming project developing complex 3D routines.



Mike Day: programmer, record breaker and part-time jockey

Jorgen Friedrich, a 25 year-old Nairn, Garmen from Düsseldorf, wrote all the 16-bit versions of *Hard O'Ware* - except the Amiga version which is being written by the independent programmers (see review on page 68). The game took about 6 months to write and was written



Jorgen 'Lord Vader' Friedrich

on the ST using Turbo C and Art Director. The final source code is 250K-400K with a ratio of 70% C, 30% assembler. The hardest part to write was the rotation code, the most difficult version was the PC, due to its lack of framebuffer and differing graphics modes.

The 16-bit versions maintain a frame rate of 60.3 a second, will run 250 objects on screen at the same time. Friedrich started out writing utilities for the Apple II, but he got to hooked on the Star Wars co-op that he wrote a Mac version. *Hard O'Ware* is his second game, and he will probably be writing the 16-bit versions of *ST3D Asterix*. Friedrich foresees a trend towards 3D graphics and more complex games with "virtual worlds where four or five players can interact together..."

Jorgen Friedrich	Mike Day
TOP TWO RECORDS	TOP TWO RECORDS
1. 15,000 POINTS	1. 1,000,000
2. 1,000	2. 100,000
3. 2,000,000	3. 100,000,000
4. 10,000,000	4. 100,000,000
5. 200	5. 100,000

TOP TWO RECORDS	TOP TWO GAMES
1. 1,000	1. 100,000,000
2. 100,000	2. 100,000,000
3. 10,000,000	3. 100,000,000
4. 10,000,000	4. 100,000,000
5. 10	5. 100,000

NEWS



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HOMICIDAL FRENZY IN COIN-OP COUNTRY...

John Cook runs the gauntlet at the recent Associated Leisure Preview in London and discovers a promising new Tetris challenger...plus



BLOCK HOLE Konami



Tetris it, as you may know, was a global phenomenon. Oh, Gamemoby (it's founded with the thing) alone we are talking in million and counting. Counting very fast too.

Well, surprisingly, that means that just about every software company in the world's trying to produce another arcade puzzle game to be the next Tetris.

There have been some pretty bad attempts so far - Tetris's Partner probably being the worst - but now Konami have come up with an idea that is the best of the bunch yet.



SPECIAL CRIMINAL INVESTIGATIONS Taito

In recent years, after Go-Wolf, Taito's greatest success has to be Chase HQ. This was a chase driving game where you had to imagine you were in Miami Vice, driving a fast motor, coming after assorted mobile villainy.

When you caught up with them, what did you have to do? Well the leader's car was there until they burst into flames and puffed over. It

was never like this in 2 Cars.

But despite its success, I always felt that Chase HQ had something missing. That elusive touch that is the dream of all motorists who have ever driven in London lanes, speed during rush-hours, I don't know, I don't know!

Simple. The ability to lean out of the car with a backhoe and blow all the other cars off

Many of the seaside arcades might seem a bit empty this time of year but, as usual, the trade is busy looking at the arrivals of the cold-weather good, 'winter' games, and generally reflecting on what brought in the most money last season and what they'll have to buy to make even more next summer.

To this end, there are two major UK trade exhibitions in the winter - the first of which was held recently in London - and very well attended too.

Arcade operators made the long trek to the Movable in Hannoverstadt to see the latest hardware in action and they weren't disappointed. The big manufacturers take these shows very seriously and there were games that hadn't even been shown at the huge UK AMCA show a few weeks previously.

CRIMINALS OF DEATH

First the bad news. Just when you thought it was safe to go back into the arcades without sporting a flak jacket, both Sega and Sega came out with more electronic shooting galleries.

This is made all the more depressing by Sega's effort, Line of Fire, being its first attempt to produce an 'op' title since - having held out for so long. Shows in prototype only. Line of Fire allows Sega's well



Line of Fire

tried and tested sprite expansion technology will well draw money and human military types coming towards you at a constant rate. All you have to do is engage the foe into the button from cheapage, both convenience and frontal lobes.

Rather than limiting the player's hand there can be up to two of your ammunition. Sega have planned for a bonus based on your percentage of hits - and overall the game seems an excellent example of its type - although I am still mildly dismayed that anyone should need to pay good money to blow away fake human beings.

At least Line of Fire tries to remove the action a little way from reality by using

large cartoon bubbles with "Dash" in it, is deadly when you get hit.

SNK, of course, had a big success with *Mohammed Ali vs. Aztek* - a two player clone of *Op Wolf* - which was, strangely, a great deal more successful than Tatsui's own follow-up to the mega-hit, *Operation*



Beat Busters

Thunderbolt. Will they repeat this with *Beat Busters*?

This can be played by up to three players simultaneously - but gone are the formulaic sprites. With this one you are slaying scary ghosts, goblins and things that look like they've got terminal wet rot. I'd call it a cross between *Op Wolf* and Namco's *Spalite-tour* myself - and as such I game, slating on my philosophical tin can. I'd rather see people playing this obviously surreal game than something more 'realistic'.

It's interesting to see if this second generation shooting matches have as much success as the former breed - but you can bet they won't install either at the Red Bull in Hungerford.

PINBALL POWER

Two bits of good news from the Show, however. Firstly *Pinball* seems to be making something of a minor comeback - which only goes to show that some punters have got a bit of common. In the USA the revenue split between video and pinball is around 45/55, but it's nowhere near that high in the UK - so yet. With the great titles that are being produced at the moment, however - *Black Knight 2000*, *Rocky Night Football*, *Police Force*, *Dino*, *Booze Busters*, etc, maybe that will change over time?

Secondly, someone has come up with an arcade puzzle game that is almost as good as *Tetris* (*Black Tetris* - see below). Let's hope there are lots more to come.



the road (no, no, gibber, gibber). *Special Criminal Investigations* - effectively *Chase HQ II* - allows you to do this and by golly it is so satisfying that I've got the psychiatrist booked already.

Controls are almost identical to *Chase*, with the addition of two buttons on the side of the steering wheel. Press it and - looing - at first you get a gas booster of a piece to administer truth and justice with.

But if you're good - very, very good - the SA

Special Criminal Investigations



drop you upgraded hardware by helicopter and then the fun really starts. Raboom!

Not the kind of thing you expect to get a great deal of intellectual stimulation from - but if they ever release an MSX version ROM for it, you'll have to join me at the cabinet with a crowbar.



EXTERMINATOR Gottlieb

Gottlieb? Who are they? Well held on a bit, Gottlieb generally makes quite good pinball games - the latest being a super-fant effort called *Booze Busters*. (I'd curiously, it has now entered the video market - and in the widest possible way.)

People like me often criticize manufacturers for lack of imagination and choosing to make safe and easy games. But there again, it's not our houses on the line if the games board!

I anticipate someone at Gottlieb is either going to be very rich - or homeless - in the near future, as *Exterminator* is a completely new and fresh game. As such it seemed bewildering to many coinists.

The look of the thing for a start - digitised backgrounds and sprites. The theme, surreal mad flu control - a disembodied hand which can stamp on and fire at attack spaces of household objects that come out of the screen at you.

A non-standard control system doesn't help matters much - making the game quite difficult to get into. And I'm not even sure if I like it or not. But it does show that someone can still use their imagination and is still willing to take a flyer in this business. For that at least, I strongly recommend you give it a try.



Exterminator





Actual C44 Screenshots



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ACE LETTERS

YET MORE MOANS – AND VERY UNDERSTANDABLE TOO – ABOUT THE LACK OF VERSIONS FOR CERTAIN MACHINES, A HEART-WARMING STORY OF COMPUTER GAMING SOLIDARITY AND A SAD TALE OF A MOTHER'S GAMES OBSESSION DEPRIVING HER SON OF TIME ON THE MACHINE...

WHERE OH WHERE?

A few issues ago in ACE the Firefox game Rainbow Islands was reviewed. It was rated 9/10 and I thought it would be a great game to get for ST. Since then I have heard nothing about it. All the mail order companies I have phoned don't have it, it's not in any of the local software shops and I was surprised not to find it in you Times '89 gamers and drivers section. Can you tell me what's happened to it?

Also, do you know if the arcade game Pinobotic, like will be converted to the home computer? Is Golden Age being converted?

Craig Sutherland, Irvine

There will be probably be an ST version of Rainbow Islands, but just at the moment it's anybody's guess when, or an what label, it will appear. As for the other two games you mention, we haven't heard of any conversions underway.

MOUSE GROUSE

May I appeal to gamers designers, programmers and software houses to always include a facility to click from the keyboard and the mouse. Some of us not have use our computers for work and all haven't got the room and all don't want to have joysticks around. There are several games I would have purchased - but I was deterred from buying them as they were joystick only. I can fly around and blow things up perfectly adequately on Microsoft's Falcon without recourse to the joystick. So come on programmers - make sure that your products are available to the widest possible audience by including keyboard or mouse or joystick playing.

Seriously, although I have read that some software companies are abandoning the Atari ST for the Amiga, are they really so foolish as to forget the hundreds of thousands of potential Atari ST software buyers?

Mike Taylor, Hamburg

If you're interested in games, it really is time you got round to buying a joystick; it makes a lot of games a whole lot easier and more enjoyable. However, are take your point - programmers avoid, wherever possible, include mouse and keys options. As for your second point we doubt whether software houses are safe or foolish as to abandon the ST. It's a strong market for them, especially in Europe, and they aren't going to turn down the chance of making more money, are they?

HOURS OF FUN

I must say I've had hours of fun playing with the 'Set 12 issues of ACE Comfortably into 'The Fielder' game that you gave away free when I last renewed my subscription.

Unfortunately, I have to admit that it has one bother, although I did manage 12 issues before the folder exploded, showering me and the bedooms with bits of wire, magazine articles, and other assorted debris.

Can I, through your pages, ask if anybody has beaten my record (which included last December's bumper issue)?

Malcolm Crawley, Southampton, Sussex

Despite a collective IQ that fails to make these figures we can reveal that members of the ACE team have indeed broken your record, smoothly inserting all 12 of the year's issues into one binder.

GOD SQUAD

Dear mortal ACE readers, I am the Deity who plans to make sure that violent computer games stay, not only on Earth but in the whole Universe.

I believe that a computer game does not turn US. Good into that terminator or anyone else for that matter. Violent games are great for letting off steam, and so on for great fun.

When my followers are killed on the field of Popobius I turn to Operation Fall to do the job myself. No, I don't throw bolts of lightning at innocent humans, I don't even pick up an M16 and turn to extreme violence - I turn on my ST.

Why must some stupid mortals go against violent games? soon it will be violent TV shows. I will never understand why some mortals believe that violent games cause murders and so on. It bet my goodness that it's because they never got to play a violent game!

I would like to make ACE the God of ALL computer magazines!

Dean Maleta, New South Wales, Australia

Your wish is our command: from now on ACE is the God of all computer magazines.

ST SALT OF THE EARTH

At 8 pm for 30 hundred hours as these usual types say! I received a phone call from a fellow ST user. He had seen my plea for help in your helpful column and proceeded to provide me with the cheat code to Pygmybird's Bananbird. In my hurry to load up I did not thank him for his long distance call. So to the Lancashire stake who saved my hair (private part I'd like to say THANKS!

I'd appreciate you printing this letter as I feel it shows the good nature of ST users.

Sam Woodford, Eastons, Devon

Fair winds the cockles of yer heart, don't it?

INFERNAL ENGINE

I was very interested to read your

article about the PC Engine. Our 3.5year old son has driven us mad with computer games for the last two years. So, when he read a report earlier this year in various mags about the PC Engine, he had to have one.

So in June of this year after for months he had saved to buy one we went along to a shop in London. Out of excitement we got it home and - guess what? All it did was flash and roll up the screen. The game had cost £89 so I was happy mad, we went back to the shop and it worked for them. He travelled up to London eight times; each time they changed parts and games but nothing helped. I demanded my money back, but all of this would give me was a credit note. This we took, but when we went back they gave us another PC Engine as they didn't get anything else my son wanted. Then I discovered it worked on my old black and white television - and on this that had vertical hold mode. So we bought an old colour TV and,

THE BEST OF THE BEST

T'R I A D



V O L U M E • 2



ST Menace (Amiga) - Great Snake Action
Menace will have you crawling! Menace and The Snake are "just one more game" looking like you are.

ST Action
This game is not like other snake games - it's a bit different.

Pages 1
Menace is a superb game which is extremely addictive. Menace is not a snake game, it is a snake game which is not a snake game. It is a snake game which is not a snake game. It is a snake game which is not a snake game. It is a snake game which is not a snake game.

Special Offer - 10
The most original and playable game in the world.

Amiga ST Game - 10
Tetris is one of the most addictive games that you can play. Just one more game.

Amiga - 100
This is the all time computer classic... it's perfectly simple and simple games!

ST - 10
This is the all time computer classic... it's perfectly simple and simple games!

Amiga ST Game - 100
This is the all time computer classic... it's perfectly simple and simple games!

ST Action
A superb game which is extremely addictive. Menace is not a snake game, it is a snake game which is not a snake game. It is a snake game which is not a snake game. It is a snake game which is not a snake game.



PSYCHOSIS LIMITED
Company Building,
Trent Street,
Loughborough LE11 3BU,
051-754 8755

Right, it worked.

So now I read your article about PC Engines in ACE. I know it was not us, I think more research should have gone into this Engine before it was allowed to be sold in the United Kingdom.

Mrs. P. Priestley, Croydon

It's a sad tale, Mrs. Priestley, and we can only commiserate with you. We're excited as to why the offer wouldn't give you your money back, but at least with your old colour text things seem to be a bit more for now.

MEAN MUM

Way back in 1983 my little niece received a Spooky 486 for Christmas. It sat unused for two years, then she problems arose.

One was that I accidentally bought a game, Haunted Hedges, which is pathetic. My mum can't last five minutes without it. And, two, the pressure pads are bad. I've thanks to Daisy Thompson.

So as I got sick of this I bought a CD4 four years ago. The problem is, though, that we've only got one TV for the two computers, and I never get to play the CD4.

So I'm asking you to do a little review on the letters page and tell my mum how good it had it.

Paul Evans, Walsley, Merseyside

Come on Mrs. Evans - how a heart it's just not fair depriving your son of his fun on the CD4. One it's a what - you might even kill yourself.

BUG HUNTER

I have found a bug in the PC version of The Amazing Spiderman and Captain America in Dr. Doom's Revenge. Any time during the game you can move your position at the comic screens by pressing B. Later on in the game when you do press Y in the State of Liberty comic. When you see the starting comic screen that press B and you should return to your saved position with full energy.

Alan Young

F-16 COMBAT LETTER

I write to express my disappointment with your recent review of Digital Integration's F-16 Combat Pilot game on the Amiga. I doubt that the game is superior or even comparable to Intercept, or that it is the 'best of the bunch' as you describe.

Digital Integration cannot be oblivious to the fact that a lot of serious things simulation players enjoy the benefits of two disk drives. So why do they find it necessary to release an expensive 'quality' computer program which reduces the hapless purchaser to a state of constant disk-swapping? The game is far from user-friendly. I am no stranger to computers but it took me a good twenty minutes to figure out the Data Disk requests, which of course go undocumented in what passes for a manual. The graphics that greet the player in the mess-room are sticky and poor, the character art in which the text for messages is presented is barely legible, and the mouse control is fiddly and jerky.

The focus of the product is nowhere near that of Intercept. If you need reminding, load Intercept up and compare the sound on F-16 Combat Pilot. For the engine we hear an unobtrusive cacophony of white noise - while Intercept boasts a full-throated engine noise and realistic weapon sound effects. On Intercept we have responsive, intelligent controls - a quick tap on the keyboard is all that's needed for undercarriage, brakes, radar etc. - and it's all very clear on the display. Combat Pilot, however, is quite a different affair. Keypresses are 'sticky' and everything makes the same 'beep' - there is no quick 'back' to quick response, and often pressing a key produces no net effect at all and it needs to be pressed twice! This is certainly not the way a simulation should be.

The aircraft movement is also totally inferior to Intercept - nowhere do we have the sensation of speed, nowhere can we investigate the scenery or accurately judge when inches of control tower or suspension bridge. And as controls go, joystick response in Combat Pilot is jelly and lacks any sort of 'feel'. The scenery can only be described as crap. A few old rocks, and a few white buildings here and there to break up the monotony and where are the 'hot cockpit' all round views on Combat Pilot as seen in Intercept and noder wondering 'Fuhah!' They're not - and we quickly lose another enjoyable element. Of course, it may well be very tedious, it may well be that sitting inside a real F-16 induces one to continually and needlessly swap floppy disks, it may well be that written instructions from the aircraft are unreadable, it may well be true that written instructions from the aircraft are not intelligible. It may be an unfortunate side-effect of flying such aeroplanes that from one's cockpit mountains all look like great pink pyramids. The silly cockpit protection scheme I can live with - but then let's get this into perspective, would you want to copy this programming the first place? It's a waste of money and I feel that it is a shame that people who disagree can longer be relied on for good advice. Full time, regardless of how highly you rate a program, I shall make damn sure that I get an 'installer' tape from a friend before I buy out more of my hard-earned cash.

I have been an Amiga owner for a year but an ACE reader for only one issue. If you wish to keep your readability you simply cannot continue going ratings the ETO to programs so flawed and of such obviously poor quality. In ten years it may well have

taken, but it takes me four hours to earn £25 - and that's half a day of my life. I don't need to spend money on the game - but putting my faith in your judgement I did so and I regret it. In please, in future, remember that just because a game is getting old (e.g. Intercept) it does not mean that it isn't still the best of its kind or that you should forget it and needlessly expend potential funds to the retching degree of spreemanship advertised in the F-16 Combat Pilot review: 'the aircraft's stability is quite incredible', 'Caught And', 'expensive and fast' - an essential addition to your collection.' Well, it isn't essential to mine and has provided me with about as much enjoyment as watching the plastic plants grow at Newport Pagnel Racecourse.

So come on cheap, consider the users out here. To prevent reviews of this sort being repeated it would probably be advisable to have more than one reviewer 'on the case'; for any one program or to provide the names of the reviewers responsible for the individual reviews, so that we know about judgement may be more in line with that of the reading individual. This is the way the old Crash magazine used to work and I have not seen a better reviewing system anywhere else. And these days, with sales as high as £25-30, mistakes are costly.

Richard A. Harrison, London

ACE Review Editor, Laurence Eastford, replies:

Unfortunately you seem to have misread, or misunderstood this review. The phrase 'the best of the bunch' was comparing the single version of F-16 combat pilot with other versions of the same game. It is no part in the review was there any direct comparison with any of the other products you mention.

Do ahead that I really cannot agree with your rating of F-16 Combat Pilot. It is a program designed to appeal to simulator fans who are looking for realism, rather than general game players who would be more interested in games such as the sort of cockpit view that you mention.

Regarding the problems that you had with flicky pointers and sticky keys, we experienced none of these. I would suggest that the problems may be caused by either a defective machine or defective software.

Although ACE reviewers try to be as fair and objective as possible in the way that they review games, it is impossible to ignore the fact that personal opinion and taste will always figure in any review in any magazine. It is inevitable that occasionally a reviewer's feelings about a product will not correspond with your own. In the case of the particular simulator I ought to point out that your own is the only one of disagreement we have received. Furthermore, if you care to glance at our Stock-market feature at page 168 of the December issue, you will see that F-16 Combat Pilot was the most highly rated program across all the entertainment magazines that month. Obviously I am not alone in my opinion of the product.

CLEAR FOR TAKE OFF

I have just read your wrap-up of the Bomber flight simulator. In it Mr Lewis of Vector Graphics states that all sims before have been either commercial Laser Jets and Corsairs or (they're laser fighters) 'flow to like to know if there are any commercial jet flight simulator games around, as I'd love to take to the skies in a Boeing 707 or an Airbus 310, landing at airports like Paris and New York before getting back to Gatwick.

I know that Flight Simulator does have different scenery disks for Europe, Japan, etc., but as far as I know their flight instructions only cover Learns and Corsairs.

It would be nice if someone brought out a commercial flight sim with the same cockpit detail as Falcon or F-35 and combined it with different scenery disks. I would be grateful if you could give me any info on games about, or if any software publisher plans to produce one.

A. Tomlins, Warrington, Sussex

No, we don't know of any such games. There was an arcade machine from Taito called *Jet Memory* games as well *Taito Action*. The problem with the thing was that hardly anybody played it — probably because it was too boring compared to the other delights on offer. There are the main problems with the kind of game you'd like to see. There's no fighting unless you introduce a hacking element and there's no great test of flying skill — smaller planes such as the Corsair needing more control than the big ones. So we think it's unlikely you'll see that game...

ARCHIE ANGST

I occasionally buy ACE as I find your game reviews the best of any magazine. However, I own a BBC II and clearly intend to upgrade to an Acorn 4000. (Unfortunately I don't share K. Parfitt's view that better games are receiving more coverage in ACE) if they are, it's very slow progress.

I am aware of 60 games currently available for the Acorn and another 30 under development which should be ready by Christmas. How many have been re-

VERY, VERY SAD

I was/ am very very sad when I read a letter by another Dutchman (Eddy Boreman) in ACE from November saying that it's completely normal to copy games in Holland, and that computers are only bought because you can get your software for free and as such is part of our culture.

Well let me set this straight at once. Eddy should shut up and stop generalising with everything he says because he makes other people think that the whole of Holland is a bunch of software pirates who find it quite normal to copy games. Well, it isn't true.

I have owned a C64, which included a lot of games and of course there were copies, but I can proudly say that about 75% of the top-change games I owned were bought (by accident in England, because it's cheaper).

Of course I understand why they copy!

If they want to be able to brag to their friends about the amount of games they own. This shows how spoiled these Dutch really are.

If the games they copy are indeed very expensive — which is no reason to do it.

I read in his letter that he is a computer science student, who probably doesn't know anything about economics, otherwise he would have known that if the number of games sold goes up, the company can lower the price because they have to make less profit on each game to reach their goal.

It is quite unbelievable that Eddy is a student. It would be better to describe him as a man with the brains of a 12-year-old and someone who doesn't deserve to be Dutch.

Richard van Gils, Utrecht.

Holland

Then words — would Eddy like to reply?

tured in ACE? Fine, if you're lucky.

Sure, the one issue is small at the moment, but then again how many have got the PC Engine? With its speed, graphics and sound capabilities there are going to be very few consoles that can match the developer's game-playing ability and of course it is fast and has most a powerful computer.

I look forward to the games promised by the likes of Boreman and Doorn and also to the smaller names like Impact, Perceptor, Claws and CIG, all of whom should be compensated for their efforts and for taking a risk.

In the meantime, how about ACE reviewing *Interlink*, *U-Pop* or *Karna*? The latter deserves some attention and in the end it can only be good news for ST and Amiga owners too when games of the quality of *Zandybros* are converted to run on these machines.

Alan Card, Abbotsburgh, Suffolk

Take a glance at page 64 of this issue and you will find a review of *Interlink* on the Archie — which well, we promise, be the first of many reviews.

ONE BIT BRAIN

Synapse with a one-bit processor for a brain actually had the nerve to compare a games console with a computer (ACE 2G). What's next? some girl writing to you, telling you she prefers for *Thriller* but to her father's Amiga?

I don't care if the latest consoles go up to the 16 million colours and make your chest move along with the action. They are TVs and a computer isn't. I'd like to see Chris Brown design a cover for a club magazine, make an advert with a DTP program, write a letter, etc., with his Sega. Computer users can do all of that and a lot more and still enjoy a good game afterwards.

Sometimes also complained about the low ratings of Sega games. No wonder — only racing, boot 'em up and shoot 'em up. What about 32000 games like RPG and adventures? What about *Papu'ton*, *Dungeon Master* and *Sim City*, to name but a few ACE rated games? Never saw one of those on a Sega. Someone mentioned *Thunderblitz*? I played it once, and found it to be completely stupid and boring. Compare this with *F-16 Combat Pilot* and *Falcon* and you'll see what I mean.

And you, I don't look down on console players, but they have to play in their own league. It's like someone in a Lada with some stripes who thinks he can beat a Porsche. If you only drive a playing game? Good, but a console. But if you want something that is a challenge every day, that is endlessly more versatile and creative and makes your brain work, buy a computer.

Leo Stuyves, Barchem, Belgium

Don't look down on console players? Come off it then — you think they're stupid.

THEY'RE BACK...



双截龍

DOUBLE DRAGON

The Revenge



IBM



AMIGA



COM 64



COM 88



SPECTRUM



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Bloodwych



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



Main PC Screen Shots



Amiga £24.99
Atari ST £24.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst - from one of many races he has come. His task is to help the demon that has descended within the Castle of the Bloodwych.

Utilisation of the Crystals of Sarguin will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate - even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

THE ACE STOCK MARKET

HERE'S WHERE YOU CHECK OUT WHICH GAMES ARE GETTING THE HOTTEST REVIEWS IN MAGAZINES AROUND THE COUNTRY - THE HOT RELEASES YOU MIGHT MISS. YOU CAN ALSO PRACTISE YOUR GAMES MARKET SKILLS BY PREDICTING NEXT MONTH'S FIGURES - AND WIN GREAT PRIZES! THE ENTRY FORM IS ON PAGE 24.

The ACE Stockmarket is really getting into full swing this month. You can see for the first time how the share prices of the various software houses have fluctuated over the Company Counter (on the right) and, if you visit one of the many readers who sent in the form for Round One, you can check out whether you're for a prize.

If you missed Round One, here's a quick recap. The investment trades over four counters. The **Blue Counter** features the top ten games on Amstrad, Spectrum, and C64. The **Black Counter** features the top ten for the ST, Amiga, and PC.

In addition to the two Professional Counters there is also the **Blackline Counter**. Here the top ten games for each of the six most popular machines are listed.

Remember that these ratings are different. They are not your typical chart entries, which rely simply on sales. Here at ACE we've always advocated that method of charting: a game that's been hyped outrageously can always fall in way to the top, before everyone realises that it's a pile of rubbish and consigns it to the rubbisher.

Instead, the ACE Stockmarket rates its prices according to the **reviews ratings** each game has received in UK Magazines. Our researchers read every magazine they can get their hands on during the month, and the games that top the ACE Charts really deserve to be there. So you can not only use the Stockmarket to see prices, but you can also treat it as a valuable buying guide.

It is also to give a fair and true overall picture of a file or company's rating, and to guard against 'topical releases', ratings are site-fairly weighted, and titles must have more than one single review rating to be included in the Blackline Counter and the Professional Counters. Similarly, publishers must have more than one product to qualify in the Company Counter. This explains why some titles appear in some charts and not others.

On the page overleaf you'll also find an entry form. Check out the Stockmarket each month, get a feeling for the way the market changes as the software companies release new titles during the year, and watch out for ACE rated games, any one of which may be a contender for one of the Stockmarket prizes. And a really high rating could show up the share price of the company that released it.

Then try to forecast next month's position. There's £20 worth of software waiting for the first winner in each category to be priced at random on the closing date. Don't miss it!

THE COMPANY COUNTER

These three columns of ratings for companies each month in the ACE Stock Market. The first shows the overall score for this month end, statistically 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. To get into the share price listing, companies need to be releasing products reviewed by magazines. To see their fortunes that, they need to be consistently improving their product. In the short term, the overall number will seem to do well, in the longer term, companies will get off.

Delphine's fortunes took a sharp Stock Market tumble when it followed up the development Caddy Walker with Future Wars. But last Delphine has up the score of improvement. Future's OK Impression is steadily growing momentum, while The Tigers' budget label B&B is starting to score full long measures in its golden site category.

ACE top ten readers' top ten Rainbow lists. ACE's list is one of the few files of the moment that the Blackline counter shows and the month's review ratings should be in share price list.

Publisher	This mth	+ or -	Rating	Share Price	7d	1m	100*
Delphine/Potato	88.75	+28.82	167.89	78.67	0.14	100.0	
B&B (The Edge)	8.8	+44.38	171.82	83.24	0.16	100.0	
Amiga	40.25	+18.89	128.5	50.41	0.18	100.0	
Greenline	77.89	+11.78	118.52	48.5	0.14	100.0	
Gainstar	78.23	+8.14	111.87	45.47	0.14	100.0	
Playtex Premier	75.26	-7.58	111.1	78.44	-0.14	99.89	
System 5	63.42	-7.42	110.76	78.8	-0.18	99.54	
Hudson	54.89	+6.87	109.76	78.8	-0.25	99.88	
US-600	80.58	+8.78	109.49	78.87	-0.21	99.84	
Shades				78.67	0.14	100.0	
Warped Games				83.24	0.16	100.0	
Wicki-It				50.41	0.18	100.0	
Omega				48.5	0.14	100.0	
Impressions				45.47	0.14	100.0	
Amoc				78.44	-0.14	99.89	
Midnighter				78.8	-0.18	99.54	
Activision				78.8	-0.25	99.88	
Massachusetts				78.87	-0.21	99.84	
Freemove				78.8	-0.25	99.88	
Urbair				78.8	-0.21	99.84	
16-BITS				78.67	-0.14	99.84	
ACE Development				78.8	-0.14	99.89	
Byte Dash				83.24	-0.16	99.87	
Elite				78.67	-0.14	99.84	
Microspace				78.67	-0.14	99.89	
World Style				78.67	-0.14	99.89	
Firebird				83.24	-0.16	99.87	
All-arounding				78.67	-0.14	99.84	
Indycom				78.67	-0.14	99.84	
IMMagazines				78.67	-0.14	99.84	
Academy				78.67	-0.14	99.84	
Hi Speed				78.67	-0.14	99.84	
Grand Slam				78.67	-0.14	99.84	
Artistic				78.67	-0.14	99.84	
MSB				78.67	-0.14	99.84	
COB				78.67	-0.14	99.84	



Stockmarket's Gold Bank of Games Simulator could show the charts.

MicroMaximus	79.4	+5.48	107.41
Digital One n	1.95	+8.3	106.6
Compu	77.77	+3.88	105.21
Virgin	68.3	+2.89	104.42
Blue	71.5	+2.87	103.88
Eye/M/ Gold	80.15	+1.28	101.58
Cocon	83.48	+1.27	101.54
Image Works	68.88	+0.81	100.73
3D/16 Gold	76.5	+0.71	100.43
Electronic Arts	75.89	+0.74	100.24
Novogon	70.13	0.0	100.0
Shade	88.85	0.0	100.0
Level 9	87.89	0.0	100.0
Way-Jolly	88.23	0.0	100.0
Origin	79.84	0.0	100.0
Hardware Arts	74.18	0.0	100.0



Drives marked with an * are now the stock.

THE MACHINE COUNTER

AMIGA RATINGS

17th Central Post	Digital Integration	97.50
Rock'n'Roll	Paradise Arts	95.17
Simon & Magaloni	Image Works	93.87
Lunar Island	Block	93.50
Batman - the Movie	Coast	93.17

Software/Future World's special report on 12 of the most exciting Amiga high-amplitude for Amiga games. The 17th Central Post is the best - how do you do Amiga integration like this and so on?

STAR 87 RATINGS

Demolition	Navigator	94.50
Simon & Magaloni	Image Works	91.13
Interphase	Image Works	89.8
Paperboy	Block	87
Comix - Summer Edition	US-Soft	85

Focus on the top Amiga Image Works list. Simon & Magaloni is the only one that's not a game. Demolition is only just getting going.

PC-COMPATIBLE RATINGS

Game Command	Bandart	94.24
Demolition	Activision	93.68
17th Central Post	Image Works	92.13
1st Star Post	Image Works	91.4
Polish James Art	US-Soft	90.75

It's a combination of 12 and 17th Central Post's special report on Amiga high-amplitude for Amiga games. The 17th Central Post is the best - how do you do Amiga integration like this and so on?

SPECTRUM RATINGS

Math	System 3	94
Interphase	Coast	90.97
Operation 1000	Coast	90
Batman - the Movie	Coast	87.50
Shocker/Shock	US-Soft	85

All right, the Spectrum is the best. Coast's edition and Amiga's edition are the best. Amiga's edition is the best. Amiga's edition is the best. Amiga's edition is the best.

COMPARISON 64 RATINGS

Turbo Drive	US-Soft	90
Star	System 3	87.5
Operation/Coast	Coast	85
Power 500	Activision	80.50
Comix	Coast	80.5

Star is the number one, and the first review of Turbo Drive is the best. Amiga's edition is the best. Amiga's edition is the best. Amiga's edition is the best. Amiga's edition is the best.

AMSTRAD CPC RATINGS

Batman - the Movie	Coast	91.5
Christmas Collection	Bandart	87.5
Demolition	Activision	85
Dragon Knight	Demolition	83.75
Shocker	Image	75

Star is the best. Amiga's edition is the best. Amiga's edition is the best. Amiga's edition is the best. Amiga's edition is the best.

THE 16-BIT COUNTER

It takes an hour to read, but it's worth it. For Amiga - the best Amiga (the number one) and it goes straight in to number one. Also scoring consistently is over 90% in Amiga - and with only a tiny fraction of the publicity of its neighbors at number one and three.

Demolition	Navigator (Am. ST)	94.13
Rock'n'Roll	Paradise Arts (Am.)	92.17
Simon & Magaloni	Image Works (Am. ST)	91.67
Interphase	Image Works (Am. ST)	89.9
Future Wars	Digital/Paradise (Am.)	88.75
Demolition Circus	Virgin (Am. ST)	87.24
Heart Car Race	Image (Am. ST)	87
Batman - the Movie	Coast (Am.)	86.8
Powerboy	US-Soft (Am. ST)	84.24
Overnight	Navigator (Am. ST)	83

Building under: Ninja Warriors, Demolition, Indiana Jones - the Adventure.

THE 8-BIT COUNTER

Here at ACE we were absolutely less enthusiastic than most about the month's number one, Power 500. It will be interesting to see how it fares next month, when its Spectrum ratings should be included. And if you're looking for a compilation like Christmas, there are plenty of games to choose from.

Power 500	Activision (Am. CPC)	88.50
Christmas Collection	Bandart (Am. CPC, Sp)	88.27
Operation/Coast	US-Soft (CPC, Sp)	86.5
Operation Thunderbolt	Coast (CPC, Sp)	86.27
Indiana Trilogy	Image (Am. CPC, CPC, Sp)	86.03
Operation/Coast	Image (CPC, Sp)	85.75
Calad	Coast (CPC, Sp)	85.27
17th Central Post	US-Soft (CPC, CPC, Sp)	85.07
Heart Car Race	Image (Am. CPC)	84.75
Batman - the Movie	Coast (CPC, CPC, Sp)	84.50

Building under: Turbo, Dark Force, Ninjas, and Dynamic Cue.

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My prediction for next month's top five software titles on the Company Counter is:

1. _____
2. _____
3. _____
4. _____
5. _____

My prediction for next month's top five games on the Commodore 64 is:

1. _____
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My prediction for next month's top five games on the Spectrum is:

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My prediction for next month's top five games on the Amstrad CPC is:

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My prediction for next month's top five games on the Atari ST is:

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My prediction for next month's top five games on the Amiga is:

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2. _____
3. _____
4. _____
5. _____

Notes:

1. All entries must be received by the closing date for December 1989-1989.
2. No exchange of 50% or of any company's securities is permitted, or any of ACE. Requires an eligible entry.
3. Only one entry per household.
4. The choice of the judges is final and no correspondence is allowed.

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GOLDCUT GAMES

FROM DRUG BUSTER TO SAMURAI WARRIOR, US GOLD HAS A GAME FOR EVERYONE

Birmingham-based software company US Gold is preparing to blitz the games playing public with a colossal collection of games due for release between now and Spring. ACE has gone on the road to Birmingham (yes, we're that dedicated), taking a sneak look at the forthcoming US Gold line-up...

In the past, USG has suffered a fair amount of criticism concerning the quality of its computer games - particularly with its micro conversions of Sega's Out Run for instance. Taking note of the disappointment, USG embarked upon a bold scheme involving the complete reconstruction of its management and software development structures. The result was dramatic: a new USG produced two of its most respected games: *Phyngden World* and *Spider*. Now USG plans to surpass these achievements - both in terms of commercial success and technical standards.

David Baxter, Software Development Manager at USG told ACE, "we experienced numerous problems in the past, especially in product quality and control - now we only use software developers that we know and trust."

Surprisingly, USG prefers to use software development companies instead of in-house programmers. The actual USG software development team is organised by Baxter and two other managers, with two games leaders going each game a thorough going-over. But life for these guys can be tough going, as USG has a staggering 140 games internally under development at any one time.

THE USG SCHEDULE

As well as the prestigious Lucasfilm Games, two *Battle of Britain* and *Loon* previews on pages 133 and 130 and 59 licensed products, USG also has a myriad of co-ops, conversions and original games planned. One of the first games due on the release schedule is *Ghost 'n' Goblins* - the follow-up to Capcom's phenomenally successful *Ghost 'n' Goblins* co-op. *Ghost 'n' Goblins* has been programmed by software Division, the guys that brought us the brilliant micro conversions of *Bubble Bobble* and *Blaxx*. Commanders. Take a look at page



Loon made by Lucasfilm, designed by ex-Infocom Brian Moriarty - see overleaf.

58 to see if we think they're done as good a job with *Ghost 'n' Goblins*.

Another Capcom co-ops conversion, *Black Tiger*, is due out next February across all major formats. BT has been on the cards for ages - "an absolute age", says Baxter - in fact it will be approximately 18 months late when it does finally arrive. BT is a six level, highway scrolling fantasy arcade adventure, with 37 and Amiga versions programmed by Graham Lilly (creator of the *Lance* and the forthcoming *Dragons of Flame*), OS4 BT from Software and Spectrum and CPC versions conceived by Tientex. Baxter characteristically sums up BT as "a big platform jobber". But behind the BT development story there lies a very sad tale, for an 18 year old programmer suffered a nervous breakdown while working on one of the micro conversions. He has now resigned his day drive for a spinner - working as a trained mechanic for Ford. His sad programming computer games was easy!

Sega's *Crash* conversion should be out a month later in March - with BBC Development to *Phyngden World* handling the micro conversions. October is a simultaneous two-player, 18 level sci-fi exploration

shoot'em-up featuring a slightly overcast Glastonbury view. A PC version is planned for May.

Among the other co-ops' licences due are Capcom's *Omiga Wars* - a classic simulation 'troopier' rock 'n' slash arcade adventure set in feudal Japan - due sometime in the Summer. Sega's fantasy epic *Golden Axe* and the fast-scrolling shoot'em-up *USA Squelch* from Capcom. Out of these lots of games, Baxter seems most enthusiastic about *Omiga Wars*, claiming it to be the most blood-thirsty game he can think of.

AND THERE'S MORE...

Back in March USG decided to commission a new label solely dedicated to producing original games - mainly on 16-bit formats with console and OS4 versions under consideration. The as yet unnamed label has six games due for release over the next six months with a

view for world wide release instead of USG's more usual Commodore-only approach. Two of the new original games, *Robot* and *Sobriquet*, are particularly impressive beasts. *Robot* is being programmed by Binary Design

Heavy Metal on Screen (Lucasfilm, *Black Hawk*) multi-vehicle land-simulation also out on Newtron, OS4, CPC, ST, Amiga and PC in January.





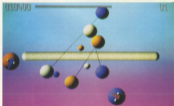
The Rastapopple graphics routines used in *Blaster* took nine months to develop.

and features Rastopscaping – a new programming graphics technique which rotates the whole screen around you. It took Binary Design nine months to develop the Rastopscaping code using 68020 tanding. The nearest we've seen to this technique is in the *Benji* Atari/Amiga console.

Satanstuck, on the other hand, is a totally original (well, it's a game using raytraced graphics). Satanstuck may be considered over to the Archonoids, which would bring welcome relief to games starved Archon gamers.

While on the subject of more exotic USG micro conversions, SAM Coupe gamers (if there are any!) will be pleased to hear about the SAM version of *Strider*. Amazingly, it will only take the programmer two weeks to convert *Strider* over to the SAM. Admittedly, the programmer is very experienced – with the Spectrum, CPC and PC conversions of *Strider* already under his belt. The SAM version itself uses ST graphics, Spectrum original logic and will have eight-channel sound. SAM *Strider* should be out anytime now.

Blaster ended our visit to the USG offices with a list of future plans: "There will be 10 new Capcom games, a licensed (not original) road racing game and another new label using the talents of a single well respected programmer with six original USG-own games planned – all due before the end of 1986. And that's just the stuff I can tell you about!"



Eternity: "The game that does for particle physics what *Strider* did for video games" (Proseas © 1985 David Baxter All Rights Reserved)



Animated graphic screens in *Blaster* style, but with more detailed graphics...

LOOM

...accompany a story line by Brian Kopp. Due for release in February '86.



GOLD MOMENTS

We plundered the USG photo-files for a few pics of recent Gold highlights... Award yourself a prize if you can identify them all...



Two infamous gamers, now all stars of one of AOL's sister magazines, plug it out... What? What? What?



USG's Geoff Brown with three colorful companions. What's going on? Who are they?



This fella helped USG celebrate... What? And what? (The bonus points) where?

ANSWERS:

1. The fella's name is Richard (aka Rick) Brown. He's a former programmer, now leading one, writing 10 or more games. 2. The fella's name is Geoff Brown. He's a former programmer, now leading one, writing 10 or more games. 3. The fella's name is Geoff Brown. He's a former programmer, now leading one, writing 10 or more games.

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Four well proven tactics are provided to suit most situations but you can design your own tactics. See the tactics instruction using the Ray Trace facility.

Many of other factors like referees, injuries, disciplinary problems, team morale etc. can try to make the best laid plan of a manager. The **PLAYER MANAGER** brings everyday realities of a Manager's life, his talents as a manager and a player into a sharp FOCUS. THE FOCUS IS ON YOU.



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Paul White	Defender	28	£60,000
Robert Black	Goalkeeper	30	£40,000
Michael Green	Striker	20	£20,000
Andrew Brown	Midfielder	23	£15,000
Christopher Grey	Defender	26	£10,000
Thomas Gold	Goalkeeper	29	£8,000
Richard Silver	Striker	21	£5,000
Joseph Copper	Midfielder	24	£3,000
Benjamin Lead	Defender	27	£2,000
Samuel Tin	Goalkeeper	31	£1,000

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ACE MAGAZINE • DECEMBER 89**

ACE FLASHBACK!

Before 1980 if you had a computer in your house, you would have built it yourself, and you would have thought of yourself as an electronics whiz, not a computer enthusiast. If you had a microcomputer at work, you would be in a specialist, scientific/technical profession, and the more useful it felt/looked to be a Commodore PET. Your home computer would have taken days, hunched over a hot soldering iron to assemble and you wouldn't be thinking of playing games with it (for that there were dedicated Atari consoles from the States).

And it was in the US where people were buying Apple II in hundreds of thousands, and the new Atari 400/800 machines. While the Atari's, like their VIC20 predecessors, were very much game machines, the Apple II were used for serious applications as well for games. American computer users tended to be older, with more money to spend on serious commercial software.

It is more than likely that we in the UK would have gone on to follow the American market slavishly, and rely solely on American imports, were it not for one company - Sinclair Research. The ZX80, which sold to those electronics enthusiasts and the ZX81, which brought home computing to the non-specialist, gave the UK a distinct, local flavour of its own.

By 1980, it was clear that off-the-shelf computers would sell into the home sector rather than later, slowly come of the burning issues of the day bore an uneasy resemblance to debates which will carry on into the 21st century. For example, in August 1980, an article in Personal Computer World discussed three issues: is "does existing legislation cover electronic media"; is "is digitised pornography on a disk advertisement"; or "what is the current intellectual property to protect software to prevent it from bootleggers and pirates?"

By 1980, Motorola was offering its new 68000 processor as a chip for the 80s, the 280 and 63002 were already well established, and IBM was introducing its first 6888-based PC. The chances are that your computer uses one of these and yet they are all at least five years old. What has dramatically changed computers into the colourful, fast, sophisticated machines of today are the advances made in terms of graphics processing, of debiased graphics and sound chips, such as the early examples in the Commodore 64 to those of the Amiga today. Faster, bigger data storage systems have led to much bigger, multi-level programs. Devices can now be made much smaller - drive monitors, disk drives folded into the keyboard - machines of a size which can be accommodated easily into the home. And finally, memory chip prices have halved, so that all the technology that was available in twenty eight or nine years ago is now affordable and microprocessed.

More evolution than revolution, really.

1980

ARRIVALS AND DEPARTURES

The Sinclair ZX80 - first shown to the public in February - was the first sub-£100 'computer', available for £79.95 in kit form and £99.95 ready-built. The ZX80 was a flat slab of white plastic. These coating units along the top-back are actually painted black lines - an optical illusion which was commented on in more than one press review. It had a four-bit-sensitive keyboard, 1k RAM, an NEC 1801 processor, which was a 'copy' of the 280, and built-in Sinclair Basic. Graphics? Not produced until 1981. Sound? Forget it. Software? You had to write it yourself - indeed, that was the whole idea of the ZX80.

Another kit-form computer launched this year was the Acorn Atom, for £125 as a kit and £150 ready-built. The Atom claimed to be 3-5 times faster than Apple Integer BASIC, and it has the unique feature of including an assembler in the interpreter, but the Acorn Atom treated graphics as well as a screen with a high resolution of 256 x 192, but graphics modes and 193 graphics characters.

Acorn suffered from production problems with the Atom, so much so that one retailer, described in Personal Computer World as the "incognito" manager of Lush's Microdigital chain, announced to it and said that he would not include the Atom in its next catalogue because he was in a position of receiving any orders from floors. That manager's name was Bruce Lister, the computer industry was to hear quite a lot more from him.

Wari had no UK division in those days, instead the Atari 400/800 machines were imported by Igarashi,

Get back! ACE storms the Tardis and heads back in time...to an age when your average sprite came in two colours (black and white), jerked about the screen, and went 'beep beep'.



Frogger Intellivision Model

Houses Consultants Founded: 1980

Having worked with microchips and logic during the previous decade, Houses was an early buyer of the Sinclair ZX80. He began selling programmed and boxed for the machine, and advertising them in the few magazines which existed then. Andrew made his name with books of programs for the ZX80, ZX81 and later the Spectrum. Plus Mike made some fine light pens for the ZX80 before his 1983 program, *MicroWar* for Telford Central, and the arcade game written to Steve Turner in 1983-84 - *Space Wars*. *Starblast* (written with Andrew Atkinson and Jonathan) - got most ratings in Spectrum's home magazine thanks to the other working independent game software publisher.

For the 'Home and Fun' to the ZX80 (books, 1980) Plus and Apple (MicroWar, 1981), 1985, 2005 will be by Mike Ware. Best ever order: Personal (all versions).

Andrew Houses, Founder of Houses Consultants



"The ZX80 really is a computer, powerful, full feature computer, matching or surpassing other personal computers on the market at several times the price. The ZX80 is programmed in Basic and you could use it to do quite literally anything from playing chess to running a power station..."

—Scientific Computing International
 (Sept. 1980)

at initial prices of £395 for the 1284 model 400, 4000 for the 486 800.

EVENTS

If you visited WH Smith's outlet at Great Cross Shopping Centre in North London, you could witness a curious "experiment". Market development manager John Rowland was putting together the first Colquhoun "kiosk" unit. It comprised a PET (borrowed from a local dealer, it had copies of Byle magazine and a small range of books, "which were actually all about calculators because we couldn't find any computer books," says John), made up the display. The crush of interested customers around the stand was so great that it had to be roped off.

The success of the Great Cross venture led John to ask Clive Sinclair in September about selling the computer city ZX80 in his South. "Clive suggested that rather than take on the ZX80, I should wait for his



"Sinclair 80 - the microcomputer that thinks it's a main." Advertising slogan from Singapore Computer Systems



Blue in Volcanic Background

new product, then sell assumed," he remembers. "By Christmas 1980, it was officially the ZX81, and we were arranging over how many units we thought we could sell. We thought somewhere between 10-20,000 would be about right, and gave Clive an order for 20,000 to put in 15 branches. We ended up selling 450,000—in the two years of the ZX81's life."

The third PCW show moved to the Cassel International Hotel now the focussed in September. This was the last wholly business/hobbyist PCW show, before the games began to take over.

The "best wave" of arcade games - Galaxian, Scramble, Defender, Galaxy King and Pacman - spawned in Space Invaders born itself out (the first wave) of Ping Pong and Breakout had taken the arcade by storm in the early to mid 70s. A year or so later, crude variants of these titles formed the raw beginnings of the games we know today.

PatronFounded: October 1980

Patron was set up by David Patten enlisting the teaching staff of Imperial College, London. By 1981, the winners was enjoying considerable success (marketing and advertising efforts supported by the ICI). "Night Invader" was a huge early seller, followed by *Planet Zoo*, *Blitz Invader*. Patten's ambitions for beyond games and other publishing ideas on the Spectrum. Disappointed by the lack of success in publishing the integrated business software for the Spectrum 64, Patten decided to start producing his own Spectrum software program in 1982.

At the same time, word began to filter in from hardware developers, each either saw the light of day or the first computer hardware computer in 1980. News that Patten was concerned about distributors, or hardware development. The Computer set to succeed, the magazine's success in a variety of consumer and OEM marketing efforts, and were allowed in September 1980 by the MS - Model Computer - range. Patten's business unit set in a one-time review software publisher which has successfully traded since the start of the 1980s Exchange.

For the Night Invader, ZX81
 See later Patron Classical formats

Where are they now? Nelson Bushnell

Nelson Bushnell was the founder of Atari, which he set up as an Atari Inc. However, it has diversified into games, where Nelson wrote the commercial video program, Pong, back in 1972. The format didn't do as well as hoped for, but a little more number called computer games. The success of it as an idea under the Atari banner, before selling the company to Warner Communications. Nelson's Atari Inc. was the first to create the design and manufacture video, but the first functional version of Pong, a light fixture for the Atari. Today the Atari Inc. is a manufacturer Atari and Atari, which makes a move to go back to the Atari Museum. All the companies are located in California.

1981

ARRIVALS AND DEPARTURES

The Commodore Vic 20 was shown publicly for the very first time at the January Consumer Electronics show in Las Vegas, and was launched in the UK in June. It wasn't the first colour computer, but it was the first to sell for under £300, at £299.95. The Vic 20 had 64K RAM, a full-size keyboard which was later used in the Commodore 64, and its own custom chip, VIC Video Interface Chip. It went on to sell over two million units worldwide over the next three years.

The first UK-produced Vic 20 game appeared in September. Published by the Micro of £10, it was called *Gold Rush*, and the first person to complete it would win a bag of 22 carat gold.

The Sinclair ZX80 got its first games and Clive Sinclair was reportedly "toiled past" that programmers had produced graphics on the computer. The program was Space Invaders and readers of Tim Harrold's book *Making the Most of Your ZX80* could either type it in, or order a ready-made tape from Ken Macdonald of Solihull.

In March, the Sinclair ZX80 was announced by the newly rebranded Sinclair Research, and given an explicit welcome by computer enthusiasts. It had 8K of RAM, and still with that flat touch-sensitive keyboard, it was nevertheless a great leap beyond the ZX80, and furthermore, less expensive, at £49.95 in kit form and £59.95 ready built. It had a much lower chip count, thanks to its own custom chip designed by Sinclair and built by Ferranti. It had a much improved screen display. It could produce graphics, it could do floating point arithmetic - in short it was genuinely useful as a computer rather than the electronic assembly exercise which its four layers tended to treat the ZX80.

The more the market grew, the more it became only a matter of time before the mighty conglomerate IBM launched its microcomputer. The PC was just been behind-hand compared to computers like the Apple and Commodore who were forging ahead in the new industry, but its solid, pioneering specification - Intel's 8088 running at 4.77MHz, a single disk drive, 128K RAM, but all expandable - and an equally solid price of

Who said this - and about what? (answer at the end)

"It marks the beginning of a new wave of personal computers aimed at the home... it's well made, well packaged and would hardly look out of place alongside the family hi-fi."



\$3,000, plus the 64 name ensured plenty of eager new sales.

1981 saw the first of the truly commercial software houses, in those with full-time staff, proper offices and advertising budgets. Proton, Bug Byte and Quicksilver led the way out of the back bedrooms, the latter now run by Nick Lambert and John Helle, who later took on a certain Rod Coopers to look after the company finances, and indeed, run the company.

Quicksilver produced the first ever Spectrum game, Space Invaders at 49.99, in 1982. Bug Byte spin-off companies such as Software Projects and Imagine went to address owners of their own (see 1983). Eventually both Bug Byte and Quicksilver went on to become labels of Granular Entertainment, while Proton exited quite differently.

EVENTS

The 68K finally made it into W H Smith, the centre piece of a display which included books, magazines and software. The demand was so staggering that WH Smith had to cut 500 staff on a crash course to train

them to switch it on and run a small program to demonstrate the machine to customers. This was the computer's first real entry into the high street multiples, and it gave home computing some much needed visibility as a leisure pursuit.

On September 26, the first ZX Microstar home spin is shown to the public. Head at the Central hall at Westminster it was attended by several familiar Sinclair devotees. Entry was free of charge. Over in the US, Microm launched the first Jazz adventure for the Apple II.

STORIES

Sinclair suffered its first serious setback when the 6502 was rejected by BBC. Initially, the BBC had selected the Newbury Electronics' Newbus as the nucleus of its forthcoming series on computing; the machine had started life as a Sinclair Radiolec project in 1978. Newbury rather to everyone's surprise, turned the BBC down and the way was left clear for Apple headed by its Sinclair employee Chris Gurny, providing the Atari hardware, the Proton, and Sinclair staff, putting the successor to the 6502, its competitor, to the test.

There simply isn't space here to detail all the back-siding, foot-dragging and press speculation that accompanied the award of the BBC contract. As every one knows, the BBC chose Acorn, and the Proton became the BBC Model A success.

**Where are they now?
John Holtz/Nick Lambert**

In 1982, Angus Ross, Software Design (Glasgow), a small software house and music company, sought to expand its sales. Both moved to Glasgow, where they took on a wide but very company related business. With the aid of, with the 6502 gone, Robert Neil Lambert, a new recruit in Southampton, Co-Quicksilver was contacted. Neil Coopers (now Nick Coopers) Software in Glasgow took, which later became an office at Aberdeen.

1982

ARRIVALS AND DEPARTURES

Everyone wanted to jump on to the home computer bandwagon in 1982. The Sinclair ZX Spectrum, launched in April, led the pack and featured the largest range of games computing in the UK. These machines that followed in its wake had nothing like the brand loyalty that Sinclair had built up from 2800 down, and most did not incurably expense on Sinclair's cooling slogan for production schedules.

In comparison, the Commodore 64 could have come from another planet. Its specification, which doesn't look too terrible today, was way ahead of its time, and made visitors to the Third International Commodore Computer show in June, where it was presented, gasp in astonishment. The 64K memory really was huge at that time, its proper keyboard compared very favourably with the rubber-keyed Spectrum, it had 16 colours and to attribute class problems, as the Spectrum did, sprite graphics, a 40 column screen and the 588 - Sound Interface Chip - built in. But, to begin with, you paid for all that mighty technology: the 64K was launched at 4990 at the end of 1982. And so, 62K, joysticks or software included, either.

In the UK the Commodore quickly joined the Spectrum as a real choice computer for buyers, without ever entering it, in the rest of the world it was a 68-

"We hope to produce at least five new games each month - and all our software will be original rather than versions of existing arcade games."
Chris Gurney, Imagine Software (Popular Computing Weekly, January 6, 1983)



Falcon Patrol
Sign Games

"We designed the Apple II with its gaps and it's about to become the most installed computer of all time. We designed the Apple III with a comparison of 1980 and it will almost work."
Steve Jobs

EOS Founded 1982

At the first British Computers for Williams began by programming to the 6502 in its back bedroom, making a game called Death Adventure. It was the operator on a commercial basis, to run the program through the local 6502 house, where the branch manager, Mike Hume, took out a new licence in July 1980. In December 1980, EOS opened its first shop, in December. There are now 12 - and a new branch later. Headed by Neilson, EOS now employs over 100 people, with interests in full-price and budget software, publishing, design and other disciplines, packaging and printing.

For the Game Adventure, 1982
Business sales: 100,000 (Price, 49.99 following Steve Jobs' reaction to the machine)

level story. The 6502 became the world's best-selling computer by Commodore, headed by Jack Truesdell, led to a price war and near financial ruin for most rivals. The Dragon 32, was launched in July and sold in Boots as terms similar to WH Smith's exclusive contract with the Spectrum. Its 32K RAM, graphics and Basic all compared favourably to Sir Clive's bested. The Newbus, finally saw the light of day, produced by Grandy Business Systems, which had bought the project from Newbury's employees.

The first Japanese home computer to be sold in the UK was the Sord M8, which was really a computer/teletext hybrid. And let's hear it for the Eric L, legs and all, rubber key board and 16K RAM. The Lynx was a 280-based machine, with some impressively large memory configurations and high resolution graphics, which simply never made it into the high-street stores in great enough number to sell. Finally, there was the curious Jupiter Ace, developed by Steven Hickert and Richard Atkinson, who had both been at the Sinclair Spectrum design team. It was another 280 derivative machine, which is chiefly remembered today as its only home computer to sport Fortran as its in-built language. This proved to be its downfall.



Hazon
Methuen House

"He's done it again. Steve Jobs has come up with a level-by-product approach with huge awareness which is going according to plan and more about Commodore's first software in computing them we can see and a leg."
David Tebbel, Personal Computer (Time, June 1981)

"Our Microdrive, when it comes out, will revolutionize mass storage thinking."

Mark Brannan (Senior Researcher)
Prestel Computing, Inc.,
November 18, 1982



International Festival Connections

Who said this - and about what?

"It will have appeal as a games machine because of its very high speed and because the language allows such sophisticated user-defined graphics."



Calony
Aiming

Virgin/Mastertronic Virgin Games Founded: February 1983

My research (and business) has been 'Virgin Games' set up by Peter Dinklage, was a natural expansion for Richard Branson's 10-year-old record company, and was set up as the brain of publicity. The quality of its programs undoubtedly impressed other high-tech set-up as freelance programming teams like Bang & Olufsen in 1984. In 1985, Virgin Games brought out various games and its range of licensed board game conversions, and in October 1987, it changed its name to Mastertronic, the former biggest software house. The takeover was completed a year later (I got a nice company, Virgin/Mastertronic). The involvement with Mastertronic gave Virgin its first entry into the home scene, becoming the distributors of the huge games console range Intellivision in November 1987.

That title after an involvement of eight titles which were relatively unsuccessful. Further plans was the company's first for 'Software sales' (Virgin) set forward by the Bang of Fire.

Digital Integration Founded: February 1982

Steve Marshall and Paul Smith, like so many others at the time, struggled their first program, 'Finger' after its first release through marketing difficulties in the Midwest market. Encouraged on to the ZX81, Steve and Paul decided 'Finger' after an 'unsuccessful' 100,000 copies on the ZX81 which, with sales of over 100,000 through the ZX81, enabled the company to set up its own computer store. Both 'Finger' plus and 'Finger' Online were converted on to the Spectrum in 1983, and Steve and Paul spent the first year in production on it.

First title, 'Finger' plus 1983
Second title, 'Finger' plus 1984

EVENTS

In November, Tony launched the 5.5 inch disk drive in the UK. Those of us with 1.2MB versions may care to note that Tony's original single density disks stored 218K, the double density a meagre 437K. Starting 800K was £2.50.

January - and the second ZX Market. Standing at the stands with arcade games, visitors could buy and buy 2881 titles such as Invaders and 18 Break-Out from founding Liverpool publisher Bug Byte, Defender, Invaders, Q5 Scramble, Asteroids and Galaxian from Quacknia, Monkey Bomber from Artic, or 3D Monster Maze from J Graze Software. No prices for guessing which of these were based on Space Invaders, Phoenix, Galaxian, Scramble and Defender.



showed off its 290-band mixer, the Mercedes BE's. Babel announced that the age of 45 Aquarius would dawn in September. IBM dipped a computer toe into the home computer market with the PC 2, 128K RAM and a 5.25" disk drive for \$1299. The Cosmos Adams was added the 'bite' of June's Consumer Electronics show in Chicago, but by Christmas, Cosmos was having so many problems with shortages and reports of faulty machines, that it was glad to have the Cabbage Patch kid to fall back on.

A game called baseball caught everyone's imagination. Publisher Legend Software claimed it was the "first computer movie", a Florida scenario peopled with 'idiosyncratic' characters in which the outcome could be different every time. And at \$24.95, it was a nice little game for Legend.

In 1983, software, which had hitherto been distributed by unofficial versions of arcade games, began to branch. Adventure games like The Hobbit, by Melbourne House, and Level 9's Colonial Adventure and Jewelball had significantly improved covers. Geoff's Quill became available towards the end of 1983, and

Where are they now? Commodore Max, Ultramax and Vic 10

Initially there are all one and the same computer, intended as successors to the VIC on the market computer. All three machines were announced and produced at once. The VIC was never really ready for showing in the mainstream hardware store but the Max, and with the Commodore Max the latter, did come out in 1984, and great problems followed as a 400 x 400 screen, 1 meg memory, and was slowly superseded by 640K types of a VIC and 284, which eventually became the first and Plus.

led to a thriving cottage industry of 'homemade' adventures. It was a good time for UK adventure writers, since famous titles, such as the famous Zork series, and adventures by Scott Adams, were not only available in the UK, and certainly weren't converted for any home-grown machines like the Spectrum.

EVENTS

The PCW show was again at the Barbican, and was the first of the all-screaming, where long gameshells that became the PCW show of the late-80s. Star turns by Imagine and Ujamsoft.

Bug Byte, one of the largest and most well-known of the software houses which had grown up around the ZX81 and Spectrum, was going through turbulent times. In January, its head programmer Eugene Evans, and senior staff David Lisonon and Mark Butler broke away from the company to form Imagine Software, and its first game, Arxalis, for the Spectrum and Vic.

Miracsoft Founded: November 1983/June 1985

Although Miracsoft was set up by David Newquapp's already well-known firm Miracsoft as a satellite project in November 1983, it did not become a company in its own right until June 1985. Early titles included such educational games as Computer Cas, Fire Ships and World Map and World Trivia (early 1984), which all was published in Spring 1984 (I remember the first very clearly because I spent hours working on the software, and was very proud to see it in the shops). Miracsoft's first major success came in August 1984 with the game 'The Mirror' (which was later sold as 'The Mirror' by the publisher). The Mirror (which was later sold as 'The Mirror' by the publisher) was the first game to be published by the publisher.

Miracsoft finished selling with another big hit for the home great success which began to make a specialty of the operating system in 1987, using its Commodore license as a springboard. The Mirror (which was later sold as 'The Mirror' by the publisher) was the first game to be published by the publisher. The Mirror (which was later sold as 'The Mirror' by the publisher) was the first game to be published by the publisher. The Mirror (which was later sold as 'The Mirror' by the publisher) was the first game to be published by the publisher.

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DO, became available shortly after-
ward. At first, it appeared that
Imagine could do no wrong. Ac-
cording to strongly and the company
presented a flamboyant, afflu-
ent lifestyle. It appointed Bruce
Kernis, the "unruffled"
Montrealer from 1960, to
lead its marketing, there were
lots of fast cars and fast
lifestyles, and Imagine finished
1985 on a high. In November, Bug
Bite lost its second batch of per-
sonnel when Alan Watson and
Matthew Smith, programmer of
the Basic Blues, left to form Soft-
ware Projects, Smith with the
Metric Miner (usual address).

Alan CO used nearly a quarter
of its total staff—about 1,100 peo-
ple—after posting "disastrous"
financial results, despite announc-
ing a new 1200XL computer with
640 KRAM, and cutting the price of
the 800XL from \$499.95 to
\$399.95. By the end of the year,
Werner Communications was look-
ing for a buyer for the ailing
games company.

Clive Sinclair, 40 years old,
was named The Guardian Young



Quarter Dash
First Star Software

Who said this - and to whom?

"Are you going to self-insure water
to address all your life whom you
could be doing something really
important?"

Where are they now? Eugene Evans

Evans founded The Bermuda Project in Montreal in 1983, before moving into project
management software programming. Now lives and works in the U.S. About two years
before in Chicago a year ago, company has produced like his (understand) (under-
stand) published in all by Microsoft.

Businessman of the Year in March.
In June, he received a knighthood
in the Queen's Birthday Honours.

STORIES

In the summer, General Comput-
ers changed its name to Eln Computers,
and opened off one of
Europe's longest running
copies of several release dates,
some changes and confusion with
the ever-changing tale of the
Enterprise.

The Eln Enterprise, we were
told would be a computer "with
intelligence built in". Dedicated
men handling graphics and sound
the Next and Dowl' chips, if you
will, large memory, expansion
potential, the Enterprise had it all—
on paper. When it eventually
appeared at the end of 1984, it
wasn't quite all that, but cer-
tainly nothing groundbreaking any
more.

"The Microdrive should have a
major impact on the Spectrum
software market, not only for
gamers, but for sophisticated
personal/business software
like spreadsheets or database
applications."

Personal Computer News, August 8

Acknowledgements

Many thanks to David Tebbutt, and
Clare Kelly for their help and for val-
uing the magazine through their
responsive magazine collections.

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Sunday also visited Alan.

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WIN A TRIP
TO ANFIELD

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ON ATARI ST
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IMPRESSIONS



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QUARTER, MAKE NO
COMPROMISES"

X-OUT

"X-Out is not simply a game, more a multi-sensory assault - the fruit of a 'new wave' in software development that not only restores the principles of games programming, but then transforms the expectations of the new generation of game players. Computer entertainment delivered on the computer for the computer."

From the farthest reaches of outer space, they come to inhabit the depths of our oceans. From their strange assaults on sophisticated human eyes, given a planet's landscape in *Orbadee* - proud *Deep Sea*, the ultimate underwater war machine. Early missions reveal incomprehensibly intricate, however a few large fish, all the time improving *Deep Sea* the greatest collection of truly technical wizardry, mounted in the hands of a videogame this one final attempt of being for available - the final battle of a civilization sinking into darkness.

The gladiator's battle cry - take no prisoners, give no quarter, make no compromise.

- Strategic underwater action
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- 20 plus pre-screened soundfiles
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- "Wet and hot" over 20 multi-functional water weapons
- Free style combining of weapons and abilities



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but fair play isn't one of them.



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honing of your military strategy and execution of political subterfuge.

Betrayal is available now for your ST and Amiga at £24.99, C64 and Spectrum cassette at £9.99, and C64 and Spectrum disk at £14.99, and PC at £24.99.



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THEIR FINEST HOUR



The Battle of Britain

ACE trips the flight fantastic with Lucasfilm's latest historic air combat simulation...

Summer 1940: the future of Britain lies in the hands of a few dramatic, young, but very brave RAF fighter pilots equipped with just 530 fighters up against the might of Hitler's Luftwaffe with over 2000 aircraft. Save the aircraft which side would you have gone for? Well, with this new Lucasfilm historic flight simulation you have just that choice, and the chance to fly eight classic aircraft from the period. You could even alter the outcome of the Battle of Britain if you're good enough!

FLIGHT OF FANCY

Dear Aired hero: The Battle of Britain is a classic period from start to finish. The PC version comes



"If the British Empire and its Commonwealth last for a thousand years, you will still say: 'This was their Battle Hour!'"

Winston Churchill, 1940

RELEASE BOX		
IBM AT	CD-ROM	FEBRUARY
AMIGA	CD-ROM	FEBRUARY
IBM PC	CD-ROM	FEBRUARY

THEIR FINEST HOUR: THE BATTLE OF BRITAIN

Continuing the historic theme first shown in its earlier Battlehawks 1942 air combat simulation, Lucasfilm has produced a superb flight-sim in *Their Finest Hour: The Battle of Britain*. Although the control mechanisms aren't that responsive and the PC graphics are slightly jerky, the sheer fun of playing through the numerous captaing missions and the chance to fly eight classic aircraft make this game an attractive purchase for any budding ace.

ACE RATING 933

on four disks with a staggering - and extremely impressive - 200-odd page manual detailing everything you could possibly want to know about the Battle of Britain - the Lucasfilm game and the real thing.

On loading, you're presented with a menu selection screen detailing the game's options: training flight, combat flight, custom mission, play campaign, review combat records, review combat film or exit. Training flight lets you practice flying, shooting and bombing in various situations. Combat flight takes you into one of a possible eight historically accurate missions for each of the eight aircraft included in the game. If you get bored with the preselected assignments, you can build your own missions using the Mission Builder utility included with the package. Play campaign allows you to take part in several campaign missions. You can also review the combat records of the pilots and crews who have flown in

Cockpit controls



THE HEROES



Douglas Victor

Victor captured his first top effort in combat while in 1000 Squadron from September 1940 onwards from home base at RAF Upper Heyford in August 1941. Victor's illustrious CV also includes the role of an air observer during the invasion of the west of the war in the Mediterranean theatre.



Ernst Dohr

Ernst Dohr was a reserve pilot who served with the RAF during the invasion of a neutral state in 1940. He was also the first to capture a German plane in the process. Dohr served two tours in the combat zone and was shot down on the 10th of March 1941. A reputation for a pilot's courage and for his exceptional skills in the cockpit was earned by Dohr in November 1940.

your mission, and review the combat film which you can "rewind" during every mission.

PLANE SAZING

Their finest hour lets you fly eight single-seat fighters, double-seat fighters and dive bombers, and mock air bombers: Spitfire, Hurricane, Messerschmitt Bf109, Messerschmitt Bf111, Junkers Ju87 Stuka, Junkers Ju88, Conqueror Flying Fortress or Heinkel 111 Gotha. Each aircraft has its own characteristics, advantages, and disadvantages but the general control methods remain the same for all of eight.

Early the most powerful in-flight control feature is the review combat film option. During a mission, you can watch a camera on and record the ensuing action into "film". You can then playback the results just like a VCR using a comprehensive variety of view modes from the ground, air or even a frontal!

LEADERFILM'S FINEST HOUR

The ACE team are well impressed with this one — it has everything you could possibly want: authenticity, character and most importantly playability and addictive fun. Whether you're a flight-sim fan or not, you can still gain a great deal of absorbing enjoyment from examining a Squadron, taking out a few Hun over the English Channel, while managing to return in time for four drinks tea at Mrs Higgins' parlour. It's great in-flight entertainment. Check it out.

THE RIGHT STUFF

After a daylight over the English Channel, Pilot Officer Tony Brown's mission was based on excellent first-hand experience on the line of flight, knowing not his best friend in the process. He then caught a Jerry in Southampton, but almost too late to regain his Squadron. He made his way to a bar in a Southampton hotel, had a few drinks and spent the night. The next morning he telephoned his Squadron and told the captain, "If you want me to go on fighting, you'd better send someone down here to see me out."

REMEMBERING THE FEW

The year sees the battle of Britain film anniversary special dedicated to helping World War personal and their families — there's a target set for collecting £20 million. If you want to get involved in this 50th-anniversary, The RAF Recruitment Fund's Battle of Britain 50th Anniversary Appeal Limited, 31 Grosvenor Street, London W1R 9PL, tel. 01-495 3567.

"Never say to much credit by so many to so few" Winston Churchill

Turning inside the enemy



When attacked, German aircraft frequently resorted to flying in a defensive circle. The attacking fighter could turn inside this circle but should bring his guns to bear and forcing it into danger or being fired upon instead.

World War II fighter aircraft

During the 1930s a new generation of airplanes was developed, moving away from the wood and wire biplanes of the First World War and making use of flush-riveted metal stressed skin monocoque construction, retractable undercarriages and enclosed cockpits.



The Messerschmitt Bf 109

The first prototype Bf 109 flew in May 1935 and was powered by a Poles Flugzeug Werke V engine, although the full production version used German made engines. The Bf 109's construction had a maximum speed of 348mph at 14,500ft, a wing span of 30ft7in and was 32ft6in in length. It was armed with two 7.9mm machine-guns and two 20mm-cannon.

The aircraft engineers think of when talking of stall-lighters. Continuously developed during the course of the war it was the only fighter which maintained it's superiority for the entire duration.

The Supermarine Spitfire

How an airfoil works



When air flows around an airfoil it is forced to travel faster over the top surface than the bottom. This creates an area of low pressure above the wing and a low pressure below the wing. The difference in pressure pushes the wing upwards.

Attack on Middle Wallop: The ACE Photo-Story



We go to intercept the Ju 88 but are instead attacked by the BF109 - which we then have our attention to...

After firing a volley at us, the BF109 banks towards the sun in a classic manoeuvre.



...it's got that shot from another angle!



BLACK THURSDAY

On August 25th, 1940 a group of bombers Ju 88s from 1 LG I used a low-level approach to attack the airfield at Middle Wallop. They arrived so unexpectedly they captured and all but wiped out 2 British Squadrons on the ground. Only a few Spitfires of 609 Squadron managed to make it airborne while bombs were exploding behind them in the hangars. The day was named "Black Thursday".

While testing our Spitfire on the Middle Wallop airfield runway we come under attack from a German Ju 88 medium bomber and BF109 fighter.



Meanwhile, the Ju 88 makes a banking run on the airfield...



Thankfully the Ju 88 misses its target.

We catch up with the Ju 88 and let her have it!



THE LEADERS



Hugh Dowding
—RAF Air Chief Marshal

Dowding, a professional aviator since 1914, was the conventional leader of the RAF during the Battle of Britain. Despite being the overall winner, he lost the airfield and airbase. "Dowding" was the name used to refer to the RAF's command center. He was subsequently elevated to peerage in November 25, 1936 - to set the RAF on its feet.



Hermann Goering
—Luftwaffe Reichsmarschall

Goering was a great fighter pilot himself and an excellent tactician. He was the overall leader of the Luftwaffe during the Battle of Britain. He was the overall leader of the Luftwaffe during the Battle of Britain. He was the overall leader of the Luftwaffe during the Battle of Britain. He was the overall leader of the Luftwaffe during the Battle of Britain.

HUD TO HUD

Compare the Executive view from a Spitfire Mk I cockpit with the real thing...



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SCREEN TEST

PIC CURVE POWER

The PIC—Predicted Interest Curve—is the most sophisticated reviewing tool around. Here's why...

The curve is divided into six sections, indicating the player's adrenaline level after one minute, one hour, one day, one month, and one year. But the info you are careful to learn just what your interest level will be at any given time (although that's obviously important to itself)...

For example, a high one-minute rating means that the game must look fantastic and get you all excited from the word go. That means its probably a good game to show off to the neighbors—after all, they probably aren't going to pay attention for much more than a minute, after which they'll go back to drinking coffee and making rude remarks about those awful arcade games the boys play these days.

The minute, hour, and day ratings can tell you a lot about a game too. If there's a low rating, followed by a rise, you're getting a game that may take a lot of getting into—but recommended if you like to get down to something quick and easy. Also notably, the graphics may put you off for a while until the gameplay starts to loop. Check out the PIC comment for more details.

Finally, you've got the month and year ratings. The better a game looks up there the more enjoyable it is if you have earned cash.

PIC curve construction takes a lot of playing on the part of ACE reviewers. PIC curve analysis is an art in itself. The reward is knowing just what you're getting when you make the decision to splash out on *Blade Runner: Out of the Flesh* or *F15 Strike Eagle II*—just one of this month's excellent examples of today's software technology.

PREDICTED-INTEREST CURVE



PIC give you more than a rating—they reveal the entire life of a game...you see!

DON'T FORGET THE UPDATES!

Precision hits three new formats, plus *Parade of the Drums* and *Psychosis*'s attractive half-blaster on the PC. Check out p.1204.

THE ACE REVIEWING SYSTEM

PIC CURVES

The unique method to the ACE reviewing system starts the interest level that a game promises you at just one hour. The curve is an extrapolation of a constant acceleration of the slope. See *Predictions on the PIC Curve Power* page in this issue.

Each review also carries special "Verbal Bites" that give you details of the game's representation in a specific market. These bites include things like:

GRADES

An overview of the game's graphics with the indication of each machine's play rate amount. A generalizing feature game can fall either one score higher than an accompanying Amiga one.

ADVICE

The most advanced advice on software. A high rating is

available on even limited machines like the Spectrum and PC if the computer's shortcomings are clearly demonstrated.

10% FACTOR

Yes, sometimes you have to sit over hours. The rating indicates the rate of their effort—which some people actually enjoy. Note that ACE readers are generally rock steady to be more stringent than other human beings, so the ratings may be lower than you expect...

FIN FACTOR

Basically a measure of your true addiction. Does the reviewer and their flock really actually use their power but are still somewhat addicted. Most reviews come with two sections: This is designed for instant satisfaction. Games don't have to be either fun or addictive—they can be both.

AGE RATING

This is not just obtained out of the air but is calculated from the area under the PIC Curve. To get a really high rating a game will not only have to be very addictive but stand the test of time as well, but because a game does not get over 900, most don't mean we are not recommending it—the following is a general guide to what the ratings mean:

900+ A classic game, recommended without reservation.

800-900 A superb game, but perhaps lacking the long-term depth to last into the month and year later game.

700-800 Not highly recommended, but probably has a couple of aspects to the game that take the edge off it.

600-700 The fair game, where it tends to be very good. You take that sort of thing.

500-600 The old has good things going for it, but the game clearly has some noticeable problems.

400-500 Problems with gameplay and programming may make this an inferior game.

300-400 Not only is the gameplay bad but the design was probably flawed in the first place.

200-300 Things are getting really serious now...

100-200 Games falling in or in-between.

Under 100 Nothing too good (checked) the copying level of rating. If anything ever does, it would be an even less worth having it for fun.

VERSION NOTES

This column carries specific information on graphics, audio, loading problems etc. If there is to be any fix, we'll be included in version a period. If the review is an update in a later issue.

THE TEAM

Includes Steve Cook, one of the originators.

Of the award-winning magazine, the, knowing thousands through its many other genre magazines, including Lord's Weekly, Lord's PC, and Old Man.

Supports *Legend* is the magazine and Britain's top selling games magazine, *Vision*, on the map. **Lobby** for it, Europe got together with one eye for three and one eye for the interest game to tackle the challenge of ACE magazines. In one of Britain's most experienced games journalists, he won a LAR award for *Legend* in 1983.

new staff editor—Lorenzo has been playing games since he was four, but some of them are probably quite out of the box. There will be competition for the ACE staff editor position from generations of over the county, but Lorenzo spent them all of the past by your

ing that he could've got into each game in its test, but he could push even to the left of you of about it.

Other members include **Neil Miller** and **Garrett** (magazine both of whom seem to consider the necessary item for another magazine) but decided that ACE was another of their specialties. **Finally Mike Patterson** is editor of *Intermediate User*, one Britain's most powerful game magazines. **Connoisseurs** magazine, that Mike doesn't know about software could be written as a *WOW*...

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.

TENGEN'S *Hard Drive* managed to go up a gear on its numerous racing titles in the arcade earlier this year with its realistic handling controls.

Tengen has concentrated their efforts on making the car handle like a true racing simulation — rather than banking stacks of code in pretty scenery and background graphics.

The visual effect of this approach is to create a game that looks very simple — basic graphics, line drawings and blocky angular shaped vehicles on the road. (But what *Hard Drive* may be considered to lack in graphics it more than makes up for in game play.)

You are placed at the controls of a super fast sports car competing in a race against several other cars on a choice of two tracks.

The Sprint track features three exciting challenges, the Bridge Jump, Loop-the-Loop, and the Bank. It is also the part of the game where the race starts, and spills are to be had.

Getting the speed and approach right as you go into these starts is the key to success — and mastering this control will take a good deal of practice.



HARD DRIVIN'

DOMARK put the hammer down

Steering the car in *Hard Drive* also appears quite difficult on the first few attempts — but this is very much by comparison with other racing games that actually operate quite unrealistically under joystick control. *Hard Drive* is much more realistic. If you swing wildly out of control in one direction then it's your attempt to right your position you are likely to bring pretty strongly in the opposite direction. Skidding also needs to be mastered if you are to become a skilled *Hard Drive* ace. The skidding is excellent fun and can be used to particular advantage in the Bank.

The computer helps you master the steering and acceleration with a variety of on-screen prompts. Steer wildly out of control and you may find yourself driving down the road in the wrong direction — but the computer points this out to you. Because of the slickness of the steering a directional arrow moves slightly to the left and right, thus the controls and you will not go too far wrong.

Another feature there to help you is the action replay sequence. This goes on out of car view of the action (as opposed to your view of the road from the drivers seat, i.e. you are viewing the whole car). Particularly exciting viewing it makes too, especially if you come off the Loop the Loop track at high speed. But it is there for more than mere entertainment — it enables you to try things out and see how the car performs.

A choice of automatic and manual controlled gears are available. The automatic geared enable you to concentrate on the starts and the race — but once you have become familiar

Speed Breaker version

RELEASE BOX		
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AMIGA	C00006	IMMINENT
SPECTRUM	C00006 (14-000)	OUT NOW
AMSTRAD	C00006 (14-000)	IMMINENT
OSWALD	C00006 (12-000)	IMMINENT
IBM PC	C00006	IMMINENT
ARCHONIDE	Approx. C00006	JAN 1987



armed with the controls you may decide that real men use gears.

As you operate the accelerator the white lines in the middle of the road soon start to dip — appear quickly underneath your car as it rams forward. The feeling of speed is very convincing due to the very low perspective you have of the road.





ST VERSION

Has perfect conversion of the original. For speed is slow, the music, and steering, cars jostle with sound effects to match. One of the very best conversions available for the G2.

GRAPHICS **B** IS FACTOR **B**
 AUDIO **B** FUN FACTOR **B**
 ACE RATING **927**

SPECTRUM VERSION

The main race window features a monochrome display. Inside this the graphics are very detailed and the track moves fast enough to be convincing. It is slightly noisy but this is only to be expected. Thanks to the programmers' credit, many single important game play elements had been included - right down to the action replay from again a spectrum conversion of an advanced course is pulled off against the odds. Finishes Spectrum-racing.

GRAPHICS **B** IS FACTOR **B**
 AUDIO **T** FUN FACTOR **B**
 ACE RATING **926**

The tracks are dotted with checkpoints which measure your progress against the grid clock. If your speed is good enough you may get a visit of the Phantom (Phon) computer controlled car in a race around the Start track.

The Phantom makes a tough adversary and accelerates away from the start at great speed. Taking him on is for the advanced Hard Driver - but is a challenge well worth tackling at 10.

ST Version

Action replay view of the time the Lap starts. The driver locked sufficient speed to pull it off.



ST version:

Driver's eye view of Lap, the Lap, first down, deep breath, and close your eyes.

The appeal of *Hard Driver* is in the pure joy of racing along - over taking other cars, and the sensation of speed that is created in the process. The starts are the icing on the cake, but in the end it's the racing that remains as the main attraction.

Hard Driver appears to have an addictive hook that many of the current crop of racing computer lock. Certain have captured the addictive spirit of the game for better consumption. Unquestionable and certain to be the Don Dem's biggest hit to date - possibly even pipping all the other Christmas racers to the number one slot.

Digitize Logic

PREDICTED INTEREST CURVE



Potentially excellent entertainment as *Hard Driver* is likely to become the favorite racer for many gamers - and thereby get more regular spins.

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BRUCE LEE LIVES!

SOFTWARE TOOLWORKS bring the muscle-bound hero of Chinese kung-fu revenge movies back from the dead - and give him artificial intelligence to boot.

SOFTWARE Toolworks certainly can't be accused of putting out programs that look alike, however. Last time out came *Life and Death* - the game when you were trying to cure people. Now *Bruce Lee Lives!*, when you are trying to kick their heads in. Naturally Bruce is the great guy, trying to defeat the assorted forces of Master Fu. But it's not you who - it's his way.

The martial arts set itself a quite straight forward, with about 15 steadily positioned moves - activated either by joystick or keyboard, with or without fire/self pressed. One particularly nice bit is the fact you can program a series of three selected moves into a "macro" - activated by a single keystroke during the combat sequences. This can be quite useful.

First it's into the training room to practice your skill in the punch bag. You'll find this vital if you are to get through the initial learning stages. We thought into the action stuff here - you first have to prove your worth in the qualifying rounds. This is not a simple workout - from the very beginning the program starts to show its real concealed teeth. Because it learns.

Remember back in the old days, when you used to be able to find a series of moves that always, always, always used to take the opposition out? Bruce Lee Lives just won't stand for that sort of crap. The macro claims that it identifies moves and sequences that you consistently use - then adapts its tactics accordingly - as

to the point of using your particularly good sequences back at you!

First off, I tried using the repeated jump kick - and was pretty successful. After a while - the learning business is a pile of stiggs, first qualifying round, first again. Got beaten in a pain. Tried again - serious intensive care needed. Surely some coincidence.

A trip back to the gym quickly installed a new jump kick, the kick, jump kick sequence - then back to the qualifying. This worked a lot better immediately - until the second round. Pans the plasma glass. You. Take it from me, the program is smart!

Having got through the qualifying rounds, you go on to a number of missions of increasing difficulty, ending with a final confrontation with Master Fu himself. You can only take on a harder mission, though, when you have com-



You're not just looking at one move here: the program lets you define macros for multiple attack tactics.

pleted the ones before it.

One point, your enemy does replenish at a slow but constant rate while fighting - but this again, so does that of your opponent. Here I found the single glitch I could complain of - you can get into a repetitive sequence of punching each other, when very close together. Neither of you inflict damage, but your opponent will not back off if you carry on punching. It'll just push back.

You can use this to take a breather if you are hopelessly behind in a bout and recover at your best stamina. OK, so will your opponent, but he never goes beyond 100%, so you lose each up.

The learning thing has to be the main challenge to the game, in all honesty. The graphics are fine, but not stunning - unless a 640x480 resolution to be reviewed next month - and although there is a story line to it, there is no variation in the weapon types or disciplines used.

But despite that, however, it is highly playable and will present you more of a challenge than the run of the mill beat'em-up plus it will certainly retain your interest for longer. On that premise alone, it's well worth a look.

John Cook

RELEASE BOX

SEMIET	CTSA	Early 1990
PC	CDROM	OUT NOW
AMIGA	CTSA	Early 1990

PC VERSION

Fast, colorful, and above all intelligent. Don't expect too much in the way of sound - but you're used to that, aren't you?

GRAPHICS	7	NO FACTOR 0
sound	4	FOR FACTOR 7

ACE RATING 766

PREDICTED INTEREST CURVE



Rapid appreciation of the program's learning factor leads to long term challenge.

WONDER BOY III

Hack'n' slash with cute power on the SEGA.

WONDER Boy is back in his third incarnation, once again bringing the art of the silly sprite to the Sega. As with the other Wonder Boy titles you play the adolescent hero as he comes to way through various battles in one of whom look in the lead (a threatening), in a platform based action adventure.



Wonder Boy confronts the evil fire-breathing dragon. Even if he manages to defeat the monster all will not be well. This dragon has something nasty up its early armor.

This time you begin your adventure as per any day of the week. You know, it's the usual monster hacking routine (no sweat). But things start to go wrong when you come across the nasty old Dragon. When (and if) you manage to mortally wound him he throws a horrible curse and turns you into Lizard Man (yuck). Which only gets to prove what you suspected all along — Dragons are really bad losers.

Well, no one crying over spilt milk — you're a hard core and you're going to have to work out how to regain your normal form. It isn't all bad news, however, you do look very cute as a Lizard Boy/Lady, it suits you. Don't so, you'll probably not want to stay that way for long.

The answer lies in a magical item known as the Salamander Cross (no, not as sweet for heroic identity but the only thing that can restore you to normality/sanity). The rest of the game concerns your quest for the last

Cross, and involves the usual (but with a whole host of colorful) nasty enemies.

The game is quite enjoyable to play and has some nice touches. The sprites are fun and well animated (look out especially for the way Wonder Boy himself shifts to a halt when you stop. The scenery features are very good too, like the giant springs which launch Wonder Boy/Lizard Man onto higher platforms. Good arcade adventure fare for the committed...

Laurence Stafford

RELEASE BOX

SEGA EP 35-cat OUT NOW

GRAPHICS 7 IQ FACTOR 4
ACTION 5 FUN FACTOR 7

AGE RATING 675

PREDICTED INTEREST CURVE



Cute a good for game to begin with, but doesn't seem to have your interest up for any long.

GHOSTBUSTERS

The classic spook license now haunts SEGA...

IT'S always a rather pleasant surprise when a film title turns out to be a good game. Such was the case with the original Ghostbusters game, released way back in 1984. Activision, the company responsible for the title, chose to concentrate on the more obvious action sequences from the film rather than worrying too much about a subtle plot. This action seems to have worked well.

The game on the Sega plays much the same as it did on the original computer version. You begin with a small amount of cash with which you can buy a basic ghostbusting



Our heroes move in, use beams and ghosttrap at the ready, in an attempt to bag a few more ghosts. They had better get it done, though, or they'll be allowed

vehicle and equip it with the essential pieces of equipment needed to go out and bag ghosts. Once you have kitted up, it's time to drive off and into some nasties.

In the first section of the game (proper you are presented with a map of the city. The Gate keeper and The Master of the Key are both wandering around. If they happen to meet and make their way to Jail, then things start getting nasty. Meanwhile, you guide your ghostbusters spirit around the streets touching the ghosts before they accumulate and form Marshmallow man.

In the second section of the game in which you have an overhead view of your ghostbusting vehicle driving through the streets. You must avoid other traffic, while sucking up the pesky ghosts with your ghost vacuum. Once you arrive at the infested building you enter the section of the game which actually requires some sort of skill. Here you must manoeuvre your ghostbusters with their ghost trap and ion beams to capture all of the ghosts floating in front of the building. If you fail to trap them all you will be allowed, Ugh. Your ultimate aim is to build up enough points to enter Jail before the city's PR image gets too high. Then you can

break past the Marshmallow man for your final confrontation with Core.

The appeal of Ghostbusters really lies in the sheer variety of the gameplay, even though some of the sections are ridiculously simple. As an added attraction, the better you do, the more complex and useful the equipment you can buy. The feature is likely to keep you coming back to the game, even after you have played it several times.

Laurence Stafford

RELEASE BOX

SEGA EP 35-cat OUT NOW

GRAPHICS 7 IQ FACTOR 5
ACTION 5 FUN FACTOR 6

AGE RATING 725

PREDICTED INTEREST CURVE



A varied game with reasonable starting prices. You'll take a while to really get into the swing of it.

SWITCHBLADE

GREMLIN's little Cyber Knight goes forth into arcade adventure land

THE cyber world of Texas is about to enter a new era of darkness and despair. The dark lord of nightmares, Hawk, having slept for 30,000 years has finally woken. The Freblade has been broken, and its sixteen pieces scattered through the underworld where Hawk now reigns. The slaughter has begun, and all of the Steadrighters, 16-bit warriors of Texas are dead. **NO**, that is, except one. The last of the Clevelinghams, he, is Texas's last hope.

Knowing stuff isn't if you, naturally enough, play the hero. Here comes your hero, in this platform-based arcade adventure with beat-on-up elements. Your task is to search the undercity for the sixteen pieces of the Freblade. Once you have collected them all you will be ready for your final confrontation with Hawk.

Doing your search you will have to tackle the many evil creations of Hawk. To begin with you have a basic series of punches and kicks to defend yourself with. Fortunately for you, your Cyber Arm is reprogrammable, too, folks, that means Power Ups, and lots of 'em. Better than have a whole lot of complicated psychic powers for each offensive movement you must use a power bar to let it fuel to gauge the strength and type of each powerup you make. This depends on the length of time that you hold down the fire button.

Make short stabs at the button and you will throw light punches. These are quick, but not very powerful, so you will have to keep par-

telling away at your opponents for quite some time before they disappear in a puff of pixels. Hold the button down for long enough however and you will execute a perfect sweeping kick - powerful enough to dispatch most bad guys with one blow.

The actual display shows only the areas you have already explored. Any areas you have not yet entered are initially dark. This makes the whole task of exploring the complex a lot more interesting. Other areas are accessible only after you have smacked your way through a crumbling wall, so it pays to be thorough. This is especially the case with regards to powerups and bonuses, which are frequently hidden behind crates.



If he's quick enough, Mike can grab the crystal armor bits for a bonus.

Graphically, Switchblade is quite nice. The sprites are not that large, but this does allow for a larger playing area. There are also some fairly fanciful effects, playing alongside the usual spot effects. Gameplay seems to be polished just about right as well. The control method works well, and allows you to get straight into the game without having to absorb half-dozens impossible controls. Well worth a look - there should be something here to satisfy most people.

— Laurence Scott

AMIGA VERSION

Small, but nice control, and a nice standard mode for a fairly playable game. It's not quite that much fun as it is on other games, however, it's not really so bad that you can't enjoy it as well as it is. I don't feel that this version gives it a lot more fun. It does well and does get into the swing of things.

RELEASED IN 1989
BY ELECTRONIC ARTS
AGE RATING: 10

BEWARE



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ELECTRONIC ARTS

ONSLAUGHT

Colourful battle-lust from the berserkers at HEWSON

WHEN you've had one of those really hard days at work, everything that can go wrong has gone wrong, and you're just about ready to explode, there's nothing better than taking on a whole army single-handedly and having a good hack for half an hour or so. Let me tell you, it's a really good way to shift that old tension headache. And in case you haven't got a few friends handy who are willing to be hacked about a bit, Hewson have come up with the perfect solution—*Onslaught*.

It, like me, you have always thought that conventional wargames were a bit dry (my apologies to all those hard-core table-top war enthusiasts out there), then *Onslaught* is the game for you. It is based around the mythical land of Gengora. A land peopled by warlike tribes, each of whom specialises one of the many gods (all neatly explained in the rather detailed manual). You play a lone warrior, also a follower of one of these gods, who sets out to conquer the entire land (ambitious eh?).

There are several phases to the game. The first presents you with a square battle map, divided into a grid with each cell representing either a kingdom, a temple, or a landscape unit. Landscape units are chosen as mountains, water, and so on. You cannot cross these unless you have collected the relevant magical charms, available at certain later stages of the game. By moving the cursor over an adjacent enemy kingdom you are shown an information panel giving you the alignment, age, strength, and so on of the people who reside there. If

coloured are set against equally brilliant background graphics and a soundtrack generated by, which obviously indicates some pretty intensive software work.

The larger of the far left of the battle field and must sneak and hack your way through the enemy forces to reach the opposite side of the field, it's not just a case of ploughing your way through however, for if you let too many of the enemy get past you then you will lose the battle. To start with you are armed only with a mace, but as you cut your opponents they leave shields behind which can be collected to gain more powerful weapons. Selecting weapons can prove a little tricky in the heat of battle. Fortunately, there is a later mode that automatically collects and selects weapons for you. The only disadvantage with this mode of play is that your score is never entered on the Frisco's table.

The second stage, siege, is much like the first only you actually enter the enemy's fortifications. The third stage, hand battle, is a sub-game in a completely different style, it supposedly represents the psychological battle between you and the enemy leader. This involves moving a cursor around a word looking board with falling arms, and firing of it, while avoiding return missiles, and collecting bonuses. The same system is also used if you attack a temple. Should you win the last stage, then you have successfully conquered the kingdom.

As you slowly conquer kingdoms on the battle map you will also have to contend with plague and rebellions, making it just as difficult to keep king doms under you as it is to gain them in the first place.

Onslaught is a superbly presented game, with a lot to it. It is quite enjoyable to play, but the method of selecting weapons and the over-busy on-screen action can make it difficult to keep pace with the game. This is a shame, as it flows an otherwise excellent product. I also suspect that conquering kingdoms could become a bit monotonous after a while. Having said that, if you enjoy a bit of hectic hack 'n' slash, then this is definitely the game for you.



Our hero is about to be inspired by a passing stranger. While he's sipping there's time to admire the colourful city. Which, incidentally, can be edited by the player.

PREDICTED INTEREST CURVE



Let's high expectations are not disappointed. It's not uncommon to see slaying games through.

RELEASE BOX

ATARI ST	124 999	OUT NOW
AMIGA	124 999	REARWIND

BY VERSION

"Our immediate reaction will be: 'That's never been seen on an ST'. The graphics are incredible. Forget any noise of our 16-colour limitations on this game. The writing is as good as you can expect from the ST, bearing in mind that, on the machine, it's a fairly processor intensive activity. Hewson hasn't let you down in the sound department either. They've obviously worked hard to get the old peripherals sound into good to do limit. Load, Colour, Fast and Furious... What more can you say?"

GRAPHICS 9 16-FACTOR 9
 AUDIO 9 FUN FACTOR 9

ACE RATING 85%



The battle map, showing the territories that make up the war-torn land of Gengora

you can press the fire button you can attempt to conquer them.

Conquering kingdoms is the main, meaty part of the game, and is achieved in three stages: hand battles, sieges, and hand battles. The first two are quite similar and are the best parts of the whole. When you first see the graphics for these stages you are going to be absolutely gobsmacked. You are presented with a sideways scrolling view of your warrior battling, clear and crisp, with the opposing army. The sprites are absolutely first class, incredibly detailed, and extremely well-rendered.

© Laurence Costant

ATARI...THE POWER BEHIND

ARC

REACH OUT FOR THE POWER

ARCADE POWER



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LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Mutsuki used all his mystic powers to transport himself through time and establish a new chapter of tyranny in modern day Mustang. In fear of Mutsuki's growing powers, the arcade gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. Your strike is his (mis)fortune and awesome modern world bringing nothing with you save your intelligence, wit and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Mutsuki once and for all?

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FUTURE WARS

PALACE SOFTWARE import a great Gallic graphic adventure.

ADVENTURES have been something of a crowd recently—but not, perhaps, in the way that many old adventure devotees might have hoped for. The best adventure seems to have finally died a death (at least in the sense that none of the larger commercial software houses care for this format any more). When a company like Level 9 finally made a concession to graphics (and, pains its bags and moans of from a game it has been resistant to, then you know that change is in the air).

There has been a noticeable move towards more complex graphics, and simpler, though more sophisticated, ways of interacting with the machine than was afforded by some of the very adventure classics. This is, perhaps, not surprising, given the widespread availability of machines like the ST and Amiga which both boast a powerful processor, large amounts of memory and easily accessed graphical hardware.

Examples like *Serra-Clair* have led the way forward with celebrated titles such as *Jason and Larry*, *Palace Quest*, and *Booze Quest*. These are all distinguished by their heavy reliance on detailed background graphics, animated sequences, and the use of the mouse for movement and selection of many of the commonly used functions like saving and loading games. The *Serra* games never quite divorced themselves from text input however, and although they all use an extensively enhanced parser, which does make things easier, you still have to make the machine understand what you want to do through typed phrases.

If that isn't right, the new graphic adventure from French developers Gaphic Software looks quite a bit like the *Serra* adventures. But the resemblance is only superficial. An immediately noticeable difference is the superior quality of both the graphics and sound effects. They are not just good, they're first class. Much the same goes for the animated sequences which occur at particular points throughout the game. Attention to detail, especially in the presentation, is found throughout.

PREDICTED INTEREST CURVE



It still takes a while to get into the game, but you won't be disappointed. Shouldn't take too long to come through.



Impressive isn't it? This is just the opening location, and there's plenty more where this came from.

For example, rather than a cursor—but boxes, and menus, blocking out huge areas of the screen, they are presented as white text on a translucent grey background, a la *Chivalry II*. This way, you can still see the graphics beneath them.

Movement is achieved by moving the pointer to your planned destination and clicking the mouse button. The bars, an office window cleaner, then attempts to walk towards the spot you have indicated. When you come to give him other instructions, you discover the beauty and economy of the *Gnomex* system that has been used to create the game—in text entry!

By clicking the left mouse button you call up a menu of standard adventure commands: **EMERGE**, **TAKE**, **INVENTORY**, **USE**, **OPERATE**, and **SPEAK**. Once you have selected the option

you require, you move the pointer to the person or object you wish to apply the command to. For instance—if, in a standard text adventure, you would type **SPEAK BLUE DOOR**, with *Gnomex* you would select **SPEAK**, then move the pointer over the blue door and click.

There are several advantages in this system. Firstly, there is no fiddling about trying to find just the right word to use, secondly, unless yours is a touch type, this method is much quicker. Another benefit that is probably not immediately apparent is that there are a limited number of combinations of commands and objects/people, so even if you cannot solve a problem logically, you can probably do it eventually through trial and error. It can save periods having the page in *stopgap*! This does mean that this adventure is likely to prove a bit less frustrating than most, especially for novice adventurers.

The actual plot concerns the searching of alien planets to disrupt history making their conquest of Earth in the 43rd Century inevitable. You have been unwittingly drawn into this rather messy state of affairs. You find yourself being dragged through several time zones in an attempt to put a stop to the diabolical machinations of the aliens. This provides plenty of opportunity for far warded graphical locations and problems, that should be enough to keep most people happy for some time.

Although I can see that *Future Wars* might not appeal to adventure purists, it does succeed in making the game accessible to a lot more people. It is certainly an enjoyable, well-presented product with a bit of depth, and I wholeheartedly recommend it if you fancy an adventure that is a little different.

• Laurence Corbett

RELEASE BOX

KTARI ST	024968	02/1990
AMIGA	024968	02/1990
IBM PC	0784	04/1990

AMIGA VERSION

In *Future Wars* there is none of the staidly-rotten you may have to come to expect from adventures in the past. Instead you are treated to superb graphics, stunning sound, and detailed animation. The *Gnomex* system makes good use of the Amiga's mouse and graphical capabilities. A stunning product.

GRAPHICS 50 FACTOR
 AUDIO 50 FACTOR

AGE RATING 910

DRAGON

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BATTLE SQUADRON

All this and Hybris Two from ELECTRONIC ZOO.

IF there's one word that sends Amigaowners shooting into an ecstatic, ecstatic frenzy, it's *Hybris*. Released near the beginning of last year, Discovery Software's US inspired blaster did for the Amiga about the same what F-14-D Interceptor did for the Amiga flight sim — mainly because at the time there were no decent quality blasters about, apart perhaps from *Sidewinder* and *Force*.

Such was the critical success of *Hybris*, a follow-up was inevitable — and here it is. It's not an official sequel — there's no *Hybris II* subtitle or anything like that. But it's by Martin Pedersen and Torben Larsen, the team behind the original, and after one look at the game there's no denying the similarities. In practical terms, *Battle Squadron* is really *Hybris 1990* — a 12" remix of the original, with Martin and Torben taking the original formula and giving the graphics, sound and gameplay and elaborate overhaul.

The most notable new inclusion is the simultaneous two-player option that seems really looking in many shoot 'em up these days. Fight the good fight together with your mate to make the task that much easier — and enjoyable. There's a level of healthy competition produced as a result — you're a team when it comes to killing the alien pest, but as soon as a weapon capsule is released, it's every man for himself.

And talking of extra weapons... There are 25 in total. In addition to *Hybris*, how the weapon was upgraded through a series of stages? Well that's how it works here, but there are two separate and upgradeable laser

weapons, each represented by a different colour capsule. There's not too much difference in style or performance, and it all comes down to personal taste which is the best weapon, but check out the *Magna Blaster* for some whole-sale destruction! And of course there's a complement of varied bombs for when the going gets tough.

Each level is broken down into two halves — the first takes place above the planet surface, where the aliens thankfully aren't too nasty, while the remainder is fought out underground, in the planet's subterranean caverns. This is where things get sticky as the huge stationary aliens that were such a pain in *Hybris* make a comeback — but this time they're bigger and better. Look out for the gargantuan *Jesus Platypus!*

Of course the multi-level battles are back, but they're better and more vicious than ever. This time around it's not just a matter of pumping them full of lead — most of them have to be taken apart piece by piece in the correct order.

As always go, *Battle Squadron* does the job — the programmers could have capped out and done a few more extra levels, but the complete facility that's been done here means you've got a whole new shoot 'em up that still manages to retain the winning feel of the original. It's tough — at least as tough as *Atom*™ 2 — but a moderate screen provided that allows you to go around with numbers of lives, alien speed, extra weapons and so on to give you a head start.

Artistically it's a winner — a real improvement over the original with bigger, better nasties and — something which *Hybris* lacked — proper varied landscapes. Check out the mechanical level for some jaw-dropping effects!



Scorching action from the programmers of *Hybris*.

All in all, *Battle Squadron* must go into the top three Amiga shoot 'em ups, along with *Seven-Peak Silhouette* — not to be missed.

☛ Gary White

RELEASE BOX

AMIGA CD-ROM OUT NOW

No other versions planned.

AMIGA VERSION

An excellent soundtrack comprising a plethora of themes and jingles does the business, and graphically there's little to touch it. It's the little touches like the slight left-handed scrolling that give the edge. The only quibble is that there's not much feeling of depth to the backgrounds — perhaps some parallel scrolling would have helped? Gameplay-wise however, it's *Hybris*, *Hybris* USA, *The Big Cheese*, *Jetty Coast Drive*.

GRAPHICS: 9 IQ FACTOR: 3

ADDED: 7 FIRE FACTOR: 8

AGE RATING: 8/7

PREDICTED INTEREST CURVE



Showing volatility of the way.



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THE THIRD COURIER

Berlin sounds like an exciting place these days. It quack waltz with a familiar to chip a block off the Iron Curtain for posterity, a few free beams from emotional linkspans, flowers from evasive passersby, in fact just the place for a holiday if you fancy seeing history unfold before your eyes.

On a rather different level, Berlin is also the scene of Accolade's latest offering. It's a strange experience to wander up and down the Kurfurstin in the game while simultaneously watching a TV program featuring footies of foot and emotional Germans tumbling down the same street. With such strong competition from current events, can the game hold its own?

TAC takes place in the old Berlin and the wall is most definitely in place. The program gives you the opportunity to create a number of Agent files, each of which effectively defines a player character who may then be 'activated' to enter the scenario. Your objective is to recover stolen NATO defense plans before they can be sold to the Russians by an apparently delirious Russian agent.

Each time you play you can select any one of your first agents and 'activate' her (or him). Relevant characteristics include the standard RPG-style attributes, but these have a rather subtle effect on the action during the game. What's most important is your ability (or otherwise) to handle a gun and your current potential for healthy living, both of which determine how long you're likely to survive constant attacks by postcarders, muggers, chinks, and evasions.



A policeman confronts you in the street near your apartment. All encounters take this format: a graphic figure, and limited interaction. If you kill someone, you can usually take their weapons.

You start the game in your apartment. The display shows your current location; there are three categories of location: shops (refer to in The Star's Tale series), interiors of shops and apartments (as revealed as single floor-screen rooms), and doors scroll towards you with a perspective view each time you move, and there are also the equivalent of 'dungeons'—temporarily detailed perspective interiors that scroll in a similar fashion.

As the Iron Curtain is swept aside, ACCOLADE plunges you back into the Cold War. NATO plans are missing, and it's up to you to create an RPG-style character and get after them...

Encounters involve the relevant, excessive or colleague appearing as a detailed figure superimposed on the current location graphic. A description of the encounter is flashed up, and if things turn nasty you'll be keeping a close eye on your character's attributes on the right of the screen. It doesn't take many shots from a policeman's NATO rifle to get the health count to zero.

Commands are all in-voice but the design of the menu can mean some rather tedious multiple selections for frequently needed options. For example, confronted by a policeman-demanding your papers, you have to **SEARCH**, **USE**, **USE PASSPORT** every time. Adding in an **ENCOUNTER** menu could cut this and other tedious factors seen considerably.

This may seem like a small problem, but it's compounded by the game's most serious design flaw: over frequent and uninteresting encounters. While you explore the city, you're constantly challenged by police who only want to see your papers. In the end it becomes so tiresome that it becomes a real disincentive to further movement. Other



An interior: Bergepos-style—this is a hotel.

encounters are just as dull and after being told to get lost by the 10th identical looking barman in the 10th identical looking bar, you're looking up at the staff for something else to play.

Your search for the NATO plans involves similar repetitive gameplay as you question everyone you meet (almost always with identical, uninteresting conversations) and explore all possible locations, most of which look exactly the same. Back in your apartment your computer periodically drops being lost, in the form of e-mail from your superiors. After taking the first puzzle (with a sense of relief rather than achievement) I returned by the house to find that the solution was practically handed to me on a plate by my boss.

As you move along the street, different categories of establishment are flagged by icons at the bottom of the screen: a bar to your left, for example, or a hotel to your right. Unlabeled safety all bars look the same from the outside but do all other building categories so you have to visit each and every one in your quest. This soon becomes rather tedious since the rewards are not numerous enough to compensate for the disappointments.

Things do hot so later on as you get further into the case, but it is a tremendous whop gig against the impulse to treat the machine to get this far.

The Third Courier is a disappointment. A slick user interface conceals what is, essentially, a very simple game mechanic which lacks variation in gameplay and ultimately fails to raise the adventure levels. Great, but, shame about the lines.

■ See p. 149 for release details.

LANDSCAPE 80

Adventure graphics, memorably both of variety. Very little animation.

ENCOUNTERS 80

The plot provides almost every step of the way, but the few puzzles have nothing interesting to say and most of them take time.

CHALLENGE 70

Not too many things to solve, but the plot features a lot of creative uses of puzzles to drive player events at the same time and, unfortunately, substitutes for logic and ingenuity.

SYSTEM 80

It's really all on the eye, with clear and readable icons. Includes characterizing and understanding good characters in a set of his name.

ACE RATING 87.5

Not a game that's going to send alternate levels flying. The 10 items of the system are only adequately translated into character, primarily.

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BACK TO THE WALL!

ocean



LEVIN WORLD



* Great fun, colourful and addictive too - Overall rating: 81%

A. Smith
Amiga Format (January issue)

"It's one of the best 16-bit exploration games around. A great combination of platform and arcade adventure action. (Overall rating: 81%)

Computer & Video Games
(January issue)

"Levinworld is a lot of fun! Overall rating: 78%

Phil King, Zzap (January issue)

A game created by Blue Byte



Available on ST and Amiga



Screenshots from Amiga Version

UBI SOFT

Entertainment Software

The original Leisure Suit Larry was a milestone in computer gaming: it was one of the first titles to achieve significant penetration of the PC-compatible market and was partly responsible for software houses in the UK launching their attack on PC gamers.

The formula for all the games is pretty simple. You, talking programmer Al Lowe has created his on-screen persona Larry Laffer to pursue his male fantasies in the form of a stable relationship with a good-looking gal. Although

many felt didn't live up to the promise of [LSL], in this new title the formula is more subtle, the locations more interesting, the animation more polished, and the storyline more absorbing. Throughout the game a series of incident animated scenes include seeing little sheets of paper slip through photo-copiers, being beaten up by your boss, going for Passionate Patti in the piano bar of the Casino, and seeing several women in various states of undress.

Watch out - he's back! SIERRA-ON-LINE's animated nerd with an insatiable desire for romantic encounters is once again in pursuit of a mate. This time, he's after Passionate Patti, who's got a thing about Pulsating Pectorals. Is this really just 'good clean fun', we wonder...

Larry's a one-man man, however, he can only achieve his status by flirting with every boy he meets, and so far the games have ensured that he meets quite a few.



You've got 8000 points to spend. Pick up five by looking at yourself in the mirror. You've got to look your best for Patti...

It's the fact that makes up the first of the innovations. Previous LSL titles have been widely criticised in their pandering to male-fantasies, but LSL3 definitely goes one step

further and introduces graphics that are also totally designed to be as seductive as possible can be. You may be easy on the eye, but it's also undeniably exploitative of women's bodies in ways that the earlier games weren't. If that sort of thing bothers you (and it's not overrating this - the game has very clear mild pornography), be warned that the experience is going to be marred as a result.

Another word

LANDSCAPE 70

Attractive animated scenes with subtle very explicit innuendoes as Larry wanders in - if you prefer I can't do the PC version either, the screen.

ENCOUNTERS 70

Lots of them, including some that might be considered a little overly explicit. It would be nice if there to avoid that sort of the conversation through.

CHALLENGE 80

Easy to get into, but you spend a lot of time looking at the same ground. Most of the encounters are avoided by continuing searching in vain.

SYSTEM 80

Only a standard 486/386 with an enhanced version of Windows. Recommended PC system recommended.

AGE RATING 8/10

Leisure Suit Larry has become almost a legendary figure in PC gaming. The latest title confirms his an 'innocuous status'. It's a pity, however, that the game seems to be heading towards increased female nudity.

need a fast PC with VGA or VGA to get the best out of them. On a big standard machine, many of the animated sequences are too slow as to be pants. This game isn't as bad as some of the earlier titles (Kings Quest IV in particular) but the speed still aggravates sometimes. It's also questionable whether text entry is really suitable for this sort of game: speed of interaction might well be improved with a menu-driven command system.

LSL3 is, despite its shortcomings, a very enjoyable romp and possibly the best of the Larry games to date. Let's hope we don't have to wait too long for the next one...

See p.143 for release details.

LEISURE SUIT LARRY III

After his initial success in LSL2, Larry kicked off LSL3 by rising, in the first round, to conquer of the previous game. He then has to live on a Pacific island, but in this latest title the same thing happens all over again. Life with Larry is obviously not a bed of roses, so our hero is forced to abandon his flabby Bermuda pants, don once again his appealingly fatless leisure suit, and set out on the search for a new companion in the island paradise of Montecito.

With one or two innovations, it's heartening to report that LSL3 is definitely quite a lot more enjoyable than the last game, which

was in the game concerns the way events are handled by the plot, for obvious reasons. Certain things have to happen in sequence, but at the same time it's clearly an advantage to allow the player to wander around as freely as possible. This means that you often attempt to carry out an action, only to be told that you can't do it 'now' but you might like to try again 'later'. This character was a feature of several early text adventures and nowadays game designers usually find a way round it - in this case Sierra have!

The only other criticism is one that applies to all Sierra games, and that's that you rarely



This does-eyed lady is more interested in walking than swimming than in your heady thought-bath...

MYTH

SYSTEM 3 weaves 8-bit magic

IT is very rare, when you have become used to the sort of quality and presentation usual in the best 16-bit games, to stumble over 8-bit products as inferior titles designed to run on inferior machines. It is also easy to believe that computers like the 286 Spectrum and Commodore 64 have already been pushed to the limit. There has been some very impressive software developed for both of these machines in their long existence. Many programmers have found ingenious ways to get around both machines' shortcomings. So surely nobody is going to get anything more out of them? *Myth*: System 3 have done just that, with *Myth*.

The idea is that one of the gods, Demeron, has rebelled and begun to change history. It is

forbidden for any of the good gods to intervene directly in the course of history, so they assign a more mortal (that's you) to help to travel through several time zones in order to put things right, and ultimately face Demeron himself. The zones you must travel through are Hell, Ancient Greece and the ruins of the Medusa, Ancient Rome, and Ancient Egyptian.

In each zone you shall complete certain tasks in the correct order to explore the natural course of history and then go forward to the next zone. Unfortunately for you there are a number of obstacles and traps in each section which, unless dealt with carefully, will thwart your progress. To defend your self against them you initially have nothing but your fists, but other weapons can be collected as the game goes on. The idea is that, as the planned confrontation with Demeron gets nearer, your powers become more and more god-like.

The game itself is essentially a two-dimensional scrolling game with platform elements. Near hell on earth, before you turn the page, this isn't just any old platform game. It's the best I've ever come across, and I've played a few platform games. I can tell you. So what isn't making *Myth* stand out from the crowd?

Well, the first thing that strikes you is the quality of the animation. You've never seen anything like this on either the Spectrum or the C64. Each figure is given a life of its own. Forget stiff walks, unrealistic jumps, and unconvincing combat — you won't feel any of those in this game. Every sprite from the beginning of the game to the end is captivating. As if that wasn't enough, just wait until you start moving the central character. The degree of control that *Myth*: System 3 has managed to squeeze out of the humble joystick is quite incredible. You'll really enjoy the way you can finely adjust your jumps and steps, or the way you can duck and weave with the sword when you are tackling enemies.

The quality of the graphics alone would be enough to recommend this game, but there are yet more goodies in store. There is enough variety

here to keep even the most easily bored person going. Each section has a very different feel to it, creating its own very special atmosphere. Take, for instance, the vicious lightning while you are fighting aboard a Viking boat in the Ancient Norse era, or the gloomy, echoing halls of Medusa in the Ancient Greek era, both extremely good effects (better executed than anything I have seen in a similar vein). Then there is the way that weapons and items you collect must be used at the correct time and in the right way to complete each section but you can't just hack your way through. The final confrontation is also very surprising, but you are going to have to find out about that for yourself. Add to this a tremendous soundtrack and special effects, and you have one of the best 8-bit games ever created.

• Laurence Griffiths



Oh dear! It looks as if you have been caught between the devil and the deep blue sea.

C64 VERSION

To be perfectly honest with you, I've not used anything as accomplished as this on the humble Spectrum. Having seen the game on the C64 first, I would have expected the programmers to have copied out on this version, and gone for the usual monochrome screens, but no — not only have they used all the available colour (yes, all eight of them), but challenge you to discover any major attribute clash. In case you don't know the Spectrum that well, let me tell you, using lots of colour in a game of this type and managing to avoid attribute clash is not only very difficult, it's also impossible.

But, despite using the maximum technical achievement, there is just as good a game here as there is in the C64 version. Gameplay is slightly different, mainly in the way that puzzles are solved and each section is finished, but the atmosphere and variety is still there.

The only thing we couldn't check was the soundtrack, which has yet to be implemented, but the all of the other elements were complete and extremely impressive. If you are a Spectrum owner you should buy the game. The chances are you won't come across a better product for your machine.

GRAPHICS 9 **IQ FACTOR** 8
AUDIO 8 **FUN FACTOR** 8
ACE RATING 900



Spectrum? Never mind the impressive sprites, but look at those state-of-the-art colours.

PREDICTED INTEREST CURVE



Should not look very special at first sight. Just wait for the title.

RELEASE BOX

SHARE	© 1985 CH.3000	OUT NOW
SPICE	© 1985 CH.3000	ARRANT

© 1985 version © released in 1985.

C64 VERSION

This should look like an Amiga game that someone has managed to get running on a C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for getting with your C64, do this first, and there's lots of words in there. I was impressed — you will be too.

GRAPHICS 9 **IQ FACTOR** 8
AUDIO 8 **FUN FACTOR** 8
ACE RATING 925

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TURBO OUTRUN

US GOLD goes back to the long and winding road with a sequel that's been widely awaited in the hope that it improves on the original!

APES evolved into humans, words morphed into letters, and planets and Gallian evolved into Turbo Gallian, but unless I don't think that Sega's classic roller burner got the best deal.

Sega's pioneering racer had everything: cars, girls, gun, war! and a beach-scooping soundtrack. The sequel had everything too - the only trouble was that it was the same everything. Any additions that were made to the second version were at best cosmetics and at worst a detriment to the gameplay: the Turbo button actually made the floating Persian more difficult to handle, while the changing landscapes hardly made an ounce of difference to the action.

AMIGA VERSION

You didn't spend all that money on Commodore's wonder machine to sit looking at pixel art graphics and listen to the disk drive-churn.

GRAPHICS: 5 IQ FACTOR: 2
SOUND: 4 FUN FACTOR: 2

AGE RATING: 601

ATTENTION C64 GAMERS

C64 Turbo Outrun slipped onto our desks as we were going to press. Superficially it looks and plays a lot better than the MS-DOS version - read next month's ACE for a full update.

PREDICTED INTEREST CURVE



Drive that car... downhill.

The fact is that the original Outrun is one of those games that simply can't be bettered - in the decades, at least - as a sequel hasn't just got a tough sell to live up to, it's got an insuperable challenge ahead of it. But as far as the former competitor conversions go, at least this second stab gives US Gold a chance to make amends for the dismal quality of the original effort.

Unfortunately though, that chance has been wasted. Programmed by TCE, clearly in the case it can't stand for its Car Entertainment, this suffers from all of the original's faults and adds a few for good measure. The most immediately off-putting feature is the awful visual style: the cars and backdrops are embarrassingly two-dimensional, creating no feeling



Movement in the Amiga version is disappointingly blocky, and - even worse - the speed just doesn't impress.

of depth - but there's acute attention to detail in the roadside signs (what a weird sense of priorities).

And to cap it all, there's a massive wall between levels, while the program loads the next chunk, which is unfortunate in this day and age and also serves to make the gameplay even more 'stop-start' than it already is.

Turbo Outrun has nothing new to offer and doesn't even retreat the old ground to any great effect. There was never a great deal of potential in this unnecessary sequel, but TCE's version has made the worst of a bad job: it's filled the petrol tank with sugar - and failed to sweeten the pill.

• Dave Mead

RELEASE DATES

ATARI ST	03/1988	OUT/CHI
AMIGA	04/1988	OUT/CHI
SPECTRUM	03/1982 - 04/1988	MM/NOV
ASTRAB	03/1982 - 04/1988	MM/NOV
OSAY20	03/1982 - 04/1988	02/1982

ST VERSION

At least the long wait between levels is cut out on the 1840 machines, but otherwise (unfortunately!) it's business as usual.

GRAPHICS: 5 IQ FACTOR: 2
SOUND: 4 FUN FACTOR: 2

AGE RATING: 601



Shouldn't look too bad does it? Well, on the paper, anyway...



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GHOULS 'N' GHOSTS

Grave goings on at US GOLD



GHOULS 'N' GHOSTS

is the sequel to Capcom's latest game ever - Ghosts and Goblins. It played like a Grimm Brothers' fairy tale and was the scariest thing you ever saw. Complete with a knight in shining armour, a princess to be rescued, magic spells, and spooky zombies and ghosts wailing up out of the grave yard.

At first glance the sequel looks very much like the original - but it is actually a good deal tougher. Five levels of difficulty before you confront Lucifer in the final show down, where you can rescue the princess, may not sound like much - but once you start losing knights before getting anywhere to speak of on the first level, you soon see that you are up against one tough game.

The giant golden lion bars the knight's entry to level 5. He is difficult to kill because of his habit of leaping all over the screen.

You begin your quest armed with an unlimited amount of darts that you use to take out the various snakes that confront you as you dash from left to right. The weapon can be exchanged for an axe, time bomb, shield, or knife by grabbing the power-ups that appear in the occasional treasure chest.

One of the best power-ups to get is the magic suit of armour which gives your knight temporary invisibility, but caution needs to



be exercised with the treasure chests. Instead of a power-up, certain treasure chests contain a magician who pops up and turns you into a duck - which is no joke when you've got a princess to rescue and half a dozen zombies racing behind you.

If you surmise the gullible and manage to see off the mad boar mid-way through level one you will come up against the first end-of-level nasty - a long-necked demon with a seemingly insatiable appetite for your arrows or axe. If you get the better of him he drops the key to the next level.

The real challenge is more of a platform test than the shoot 'em up nature of the first



Pump the pliers (right) full of this until he drops the key. This opens the door to level 2.

The key's gone. Watch out - level 2 is even nastier!

PREDICTED INTEREST CURVE



Tough arcade conversion that will take considerable time to master.

ATARI ST VERSION

Very bright and colorful graphics are enhanced by the use of a 320x200 background. The game is very similar to the Capcom version. Fast and outpacing in its game play. Good use of sound effects and a superb late score for a first rate ST arcade game.

COMPACT: 8 16 FACTOR: 8
 HARD: 8 FUN FACTOR: 8
JCE RATING 900

RELEASE BOX

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are. A series of intricate rope bridges have to be negotiated - without falling through the various holes that appear should you place your knight's foot on a rocky section of ladder. You won't actually fall that far - just below you is a pit complete with giant snails and other ghastly creepy crawlies. All crying out for loot. Jumping out of the pit back onto the rope bridge requires very deft use of the joystick - you have to jump slightly upwards and then quickly change direction to enable your knight to secure his footing on the pit that is constantly moving.

If you survive this level and make progress in the following three you will begin to appreciate the fact that success depends on speed. The knight needs to be constantly moving forward - not just to avoid the ghouls and other nasties that are constantly wailing up out of the ground, but also because there is a time factor to be taken into account. Only too long on any level and you are likely to be told that you have "Run out of time".

It is the graphics that set Ghost 'n' Goblins a good few degrees above the dozens of "rescue the princess" arcade adventures that have done the rounds. The detail of the knight and of the combats and ghouls, their movements, and the back grounds make for a very pretty



arcade game. It looked heavy when it appeared in the arcades and appears to be converted to a high graphical standard in all of the home versions ACE has seen.

But this address should not blind gamers to the toughness of the challenge provided by Ghost 'n' Goblins. This is not for the uninitiated. You will find it addictive and enjoyable but be prepared to invest a goodly number of days - most weeks - of gameplay if you are serious about defeating Luther and rescuing the princess.

◆ Expert-Lazy



◆ Don't stand and fight - this road (shown in the middle of level one) is tougher than any of the end-of-level nasties. Be careful...

MOONWALKER

Wacko Jacko's soft shoe shuffle put US GOLD in the limelight.

MICHAEL Jackson's launch on computer had all of the pizzazz that you would expect to be associated with the world's number one pop music megastar.

US Gold did Jacko proud in the hype department with a mega bash at London's trendy LimeLight Club. There was booze and food in abundance, dancing till dawn, a cabaret spot by the Mayall, and even a Michael Jackson look-alike doing his stuff on stage for the hundreds of members, distributors, retailers, and buyers who converged in to be entertained for the best PM do at the PC Show.

While all this partying was going down, Emerald Software was getting the finishing touches to the game across the Irish Sea in Walsley.

Your brief was to follow the Moonwalker film as closely as possible - not easy when you consider quite how ludicrous the storyline is. First the film is trapped in a maze and must find eight pieces of a funny rabbit suit before leaping on a motorbike, whizzing through a city destroying bags of drugs, shooting it out with Mr 'Dingo Basher' Big's Storm Troopers in a right ruck, and finally rescuing Katy, the little girl who has been kidnapped by the drug dealers. It all ends with a shoot out in Mr Big's compound where Jacko has to destroy his giant laser cannon before turning into a space ship and shooting off to the stars where, presumably, it belongs.

This far fetched storyline doesn't matter a jot in the film as it really takes on a platform for the spectacular song and dance routines. Computer entertainment has got a long way to go before it can rival the best of Hollywood's film makers, let alone Michael Jackson's feet, and so as a game structure it appears a little, well, lame. Hardly the most appropriate label for a superstar.

That, however, was the brief and you can't blame the programmers for it. It is also possible that they were hamstrung by Michael Jackson's publishers. The press release reads: Michael cannot be killed; cannot be seen to die on screen. No violence! Michael Jackson is very anti-violence, so there are no weapons in the game until the 3rd level.

"No weapons until the third level?" What is supposed to happen then? Does MJ cease to be anti-violent for this level? Surely some mistake. Shooting it out is a righty-woo with a bunch of storm troopers seems just a funny bit removed from anti-violence. It does, however, make for one of the best bits of the game.

Amazingly, in the face of all this nonsense,

Emerald have produced a full level game. It is not a game for hard core gamers, veterans of tough arcade adventures, and aside of the art shoot 'em ups, it is however well suited to younger players - particularly if they are MJ fans.

The opening maze game is Pacman like - combining the appeal of collecting the various bits of the suit and using the square pacific take shape with the minor tactical diversion of avoiding your fans, most of whom have varying movement patterns and strategies. It's a shame there are no power-ups in this level - as it would have greatly improved game play if you could have had a go at some of the nasties. But then it's not level three so you are not allowed to be violent yet. The best you can do when the game gets tough is run away, but you have a limited amount of energy for this so it's best saved for the really tight corners.

Once you get the suit, hop on the bike, and enter level two you are initially disappointed to find that it is pretty much identical to the previous level. However, there are more things to collect though - ten emeralds to be precise - before you can metamorphose into the Rocket Car. You are racing against a time limit so you have to make use of the radar panel to locate the emeralds and gather them in the quickest way. Unlike most computer game radar devices this one does actually need to be used

and does also work. Bonus points are earned by destroying the bags of drugs by driving over them.

The righty-woo scene is a welcome relief from the maze levels. All you can grab a gun and start blasting the nasties that appear at the windows in this horizontally scrolling

level. The graphics are far superior in this section. Jacko walks and runs with some of the elegance that you would expect from the best dancer in pop music.

An even better shoot 'em is to be had on the final screen when you attempt to destroy Mr Big's giant laser. All attributes previously mentioned go out the window as the game turns into a good old fashioned shoot 'em up. Jacko is now a robot and has to shoot all of the guards before he gets to the giant laser.

Only four levels of play - but reasonably absorbing game play - result in a game that's a definite must for MJ fans (a valuable piece of memorabilia). Game play is more suited to



Level Two and you're all fitted out with your fancy suit.

younger players - which is fine because most of MJ's fans are. The verdict for everyone else, however, is that the game is definitely not a 'seller', but nor is it totally bad. Not something, in short, that you'd make a long bet for.

• Evgene Levy

BT VERSION

Disappointing sound track. The BT is capable of a lot better than this and when you consider the massive Emerald had to work with there is no excuse for the awful disappointing rendition of the 'Bad' album title track. Graphics also leave a little to be desired on the first couple of levels. Specially so on one of the best BT games around.

GRAPHICS 7 IQ FACTOR 6

ADDED 4 FUN FACTOR 6

ACE RATING 600

RELEASE BOX

AMEL £19.990 AMMINT

BT £19.990 OUT NOW

IBM PC £24.990 AMMINT

SPX £24.990 £14.990 AMMINT

MS £24.990 £14.990 AMMINT

CDROM £24.990 £14.990 AMMINT

PREDICTED INTEREST CURVE



Not enough variation in gameplay to raise the interest levels high either in the short or the long term.



Level Two on your bike.

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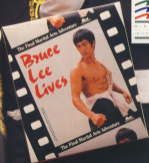
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Available on IBM PC and compatibles, happens in colour VGA, includes F104, 2mbly 386x and CD-ROM graphics.

Coming early 1993 in the Christmas design and 1993 1993.

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TOOBIN'

DOMARK shoot the rapids in a rubber ring

JET and **BI** are two rascal cool dudes, who like nothing better than enjoying down to some crazy shorts, flopping on their backs and launching into the nearest fast. One bright Californian day, they decide to do just that — but this time they picked the wrong river.

The wrong river, to be more precise. Sick of the ponds back home, they decide on a spot of globe-trotting in search of some real action. Their paddling papers take them along the Amazon, Nile, Rio Grande and Colorado and they're pretty crowded there these days. In fact, Jet and Bi have to be extra careful to get through the kind of hazards they face on the fast trip.

For example, each river has its own unique wildlife, such as hippos, crocs, submerged trees, snakes, fishermen's crazy floats, submarines and (in a nightmare section) a band that hurls at you with a knife. There are plenty more obstacles, all of which will deflate your rubber tube, and if it all gets too much, you can get rid of them with an expertly piloted Cole's car. Then there are hazards on the bank. Trees topple and fall into the water, angry-lion-like at you, rather use you in target practice for their slingshots, strange gulls snap crazily towards you. In canyons, rocks fall in the water far too close to your Bermuda shorts to comment.

It's not all bad, though. If you're a particularly deft boat-manipulator, bonuses like around-over canoes. Pass through gates without touching them for big points, collect cans to stock up on ammunition, chase after beach balls to speed you up, and collect pebbles for extra lives. In fact, if you manage to collect tons of points and avoid being killed, you'll qualify for an extra cool status.

At the end of each sub-stage you make a decision to paddle left or right through a canyon, choosing one route over the other determines which out-stage you face next — and some are definitely more difficult than others! This is just one aspect of the game which makes it all the more enjoyable to come back to time and again.

Like the arcade parent, the home version of *Toobin'* are great fun. The control method has been translated well from the joystick



Wobbling on his inflatable, Jet can throw these cans to remove dangerous obstacles and reveal bonus objects. Flipping into a tree, falling or anything else that's strange will puncture his rubber ring and speed him.



In two-player mode, Jet and Bi battle it out for points and goals. The river narrows a while but smaller than there are two boats waddling around.

control system, and it only takes a minute to get used to. If you get bored of the solo game (which will take a long time), there's always the two-player option. Not only does this have you credits, it also means you can push your mate into the nearest twig and pinch all the Cole cans before he can grab them. Whether or not you've played the coin-op, take a look at *Toobin'*, because it's one of the most enjoyable games around this Christmas.

— Stefan Houghton

You're not alone out there on the river, those gods pull things at you, obstacles chase you from behind, big gulls swoop up and gobble you up. What's even new?

AMIGA VERSION

Detailed, colorful graphics, almost full-screen scrolling, great music and heaps of playability make this a brilliant conversion of the coin-op — even if it's not completely accurate. Just the kind of game to cheer you up.

GRAPHICS	B	PG FACTOR	A
ARCADE	A	FILE FACTOR	B
AGE RATING: EDD			

RELEASE DATES

ATARI ST	04/88	URGENT
AMIGA	04/88	OUT NOW
SPEC 128	03/88 • 07/88	URGENT
AMSTRAD	03/88 • 07/88	URGENT
CG128	03/88 • 07/88	URGENT
IBM PC	04/88	URGENT

PREDICTED INTEREST CURVE



Fun from the start, the gradual difficulty level, two-player option and large number of levels guarantee its longevity.

DRAGON SPIRIT

Does Domark's Dragon do justice to the coin-op?

DRAGON Spirit is a relatively obscure and very tough coin-op which takes the vertically scrolling shoot 'em up theme into the realms of fantasy.

Light completely different levels lie ahead of you, populated by unique opponents — all of whom will reduce your lifebar by one unit. Lose three units and you forfeit a life. At the end of each stage there's a fairly typical confrontation with a pretty awesome enemy which is very tough to kill.

Your basic weaponry consists of hitless bombs and the ability to spit fireglobes, but this ammunition can be enhanced by bombing eggs on the ground. Blue eggs give you an extra bomb, and red ones give you an extra power unit; eventually, you can work your way up to a powerful flame-thrower.

Other enhancements come from killing floating enemies. These include extra points, shields, megaflame, multidirectional fire, flaming flames and speed-ups.

In the end, Dragon Spirit is just a standard vertically scrolling shoot 'em up, but using a dragon as the main character rather than a fighter plane or spacecraft is a nice touch. All versions are characterized by poor sound effects, and that's the only real drawback. Domark's conversions contain all the features of the original coin-op and if you liked that, you should look at this.

— Gordon Houghton

SPECTRUM VERSION

Probably best played with keys, shoot with a joystick you can't see and bomb at the same time (under the ST and Amiga versions). The graphics are nicely defined and animated, and the speed and toughness of the arcade game are well captured here.

GRAPHICS 5 ID FACTOR 4
AUDIO 4 FUN FACTOR 5

AGE RATING 7/9

ATARI ST VERSION

Smooth vertical scrolling and a pretty nice difficulty level make for addictive gameplay, however, the playing area is a bit small compensated for by a generous 'bomb' count, making it harder to anticipate attack waves. Still a good conversion, though.

GRAPHICS 5 ID FACTOR 4
AUDIO 5 FUN FACTOR 5

AGE RATING 7/9

AMIGA VERSION

Probably the second version of them all — though it gets a lot higher ground levels (six and six) — and the dragon is a little slower to respond at first. It comes with a powered title tune, but more should have been made of the firing and landing effects.

GRAPHICS 5 ID FACTOR 4
AUDIO 5 FUN FACTOR 5

PREDICTED INTEREST CURVE



Initial frustration gives way to addiction as you learn to pick up extra weapons and avoid the predetermined attack patterns.

RELEASE BOX

ATARI ST	£19.995	OUT/NOI
AMIGA	£19.995	OUT/NOI
SPECTRUM	£9.995 - £11.995	OUT/NOI
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ROLLER COASTER RUMBLER

TYNESOFT'S Corkscrew Simulator

WATERY eyes, heaving guts, white knuckles. Know the feeling? If you do you're probably one of the millions of people who go on roller coasters for the nervous suspense and pleasure of feeling their internal organs upside down. Most of the theme parks have closed down for the winter, so if you're still bent on pursuing the thrills and spills of the corkscrew, you'll just have to rely on your computer simulation of all that rough and tumble fun.

As solo player or one half of a team, mean team of two, you're equipped with nothing but a big-stander roller coaster car and a couple of hammers strapped on to the front and back. The basic idea is simple, just beat the hell out of any obstacles that appear on the vector graphics track.

Targets range from multi-colored balloons, dangling from the roller coaster structure, to huge airborne ships dropping missiles all over the track. In between, there's a whole selection of hazardous geometric objects — exactly what they're supposed to be is anybody's guess — placed at intervals along the line. Occasionally rhomboids and cylinders completely block your path. If you don't manage to clear them in time, they'll do a limited amount of damage to your car. Hit too many and your damage meter guarantees down to zero sending the roller coaster completely off the track.

The track itself is viewed in first person perspective from either the front or the back of the car. You travel at standard speeds (slow speed, very fast downhill) unless you alter them using the relevant levers/pedals to accelerate or brake.

The objective on each level is to hit a specified amount of targets in a specified period of time. If the timer runs out or you run out of bullets, the run is over and you've lost the game. Fresh with time to spare and you move on to the next track.

If you get bored of just going round and round the roller coaster, there's actually an extra option on the Amiga and ST versions, which lets you leave the park and go off into the surrounding landscape to blast whatever takes your fancy. The PC version even lets you try out a musical ride.



Planned just for me, our own use.

PREDICTED INTEREST CURVE



A roller coaster simulator which just lacks that extra rickety number.

The package comes with its own health warning: "Roller Coaster Rumbler is only for the totally radical number!". All I can say is that the totally radical number must have a very powerful imagination. Jerry 3D vector graphics do not adequately capture the excitement of a roller coaster ride. It's difficult to blanch at hair-raising turns and death-defying dips when the track is front of you in an anatomically woody wireframe after.

It's a pity because all the basic elements of a good game are here, different tracks, lots of

obstacles and even a convincing sense of speed (only if you use the speed up option). The movement is very jerky, especially if you choose off-track mode, and sound effects are unimpressive (though you get a decent sound track tape streamer but ultimately it's on the vector graphics that the roller coaster crumbles). Quake-factor is what Roller Coaster Rumbler definitely lacks.

— Kai Hara

AMIGA VERSION

Best presentation and running heavy-metal style soundtrack tape can't make up for the hair-raising excitement that this so utterly lacks.

GRAPHICS: 4 IS FACTOR 3
 SOUND: 4 PLAN FACTOR 5
 JOY: RATING 0.5

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TWINWORLD

Can a jumpy-jumpy, collect the objects, thwart Ultimate Evil, teeny-weensy sprite-tyt scenario still cut the mustard in 1989?

UBISOFT surprise us...

ANY lot of instructions that starts off with the leading 'The Legend of the Sacred Amulet' must surely strike terror into the heart of the majority of computer gamers. I ask you: The 'Unken with Mother' school of game design.

Top, we're stumped in the Advanced Computer Entertainment market here, with a little man jumping around collecting 24 pieces of some stupid magic amulet that is-eat something or other has scattered to the four winds. Fat and fat layers all eat and all the good little pieces will have their private parts disconnected. Heh!

Nevertheless, apart from the astonishingly bad quality of sampled music at the start of the game, as far as jumpy-jumpy games go, I quite enjoyed *Twinworld*. And I'll tell you this much - it's big! Two ST discs worth of jumpy-jump! When the sprites are this small, that's a lot.

The scene is that your nicely animated sprite, Uloos, has to battle his way through the lands infested with evil, killing monsters for

points and points make prizes if you maintain the merchant - trying to make difficult jumps across lava filled pools, earned only with those types of magic bubbles.

You'll find you have a limited number of these, but more can be obtained all

round the map by picking up the magic potions that are filtered around the levels.

Each level has an upper bit (on the land) and an underworld bit - which often can only be accessed by having the correct key to get into a particular door. Look out for the odd back-hole, however, which you can use to get to the underworld without using keys.

This underworld part is important, as it runs parallel to the upper bit - so if you find a jump that is just that little bit too much to take, on the surface - chances are you're going to

have to go back and take the tube under the obstacle to come out on the other side.

Such a banal scenario must live or die by the implementation - and I'm happy to say that, on the whole, programmers Blue Byte have made a great job, capturing an almost Super Mario feel in *Twinworld*.

The physics of your little hero appear to have been coded very well, so he has weight that is sensibly governed by gravity and momentum. This is in turn exploited by some of the puzzles - you make a jump, say, and if you don't reverse thrust straight away, it's the law for you, m'lord!

Using the bubbles isn't exactly straightforward either, with the exact parabolic trajectory depending on whether you're jumping up-down, standing or crouching - you'll find the bonus you get for catching a monster will vary depending on what type of bubble you use, too - the sprites being easily changed by a tap on the space bar.

Some of the jumps are difficult - some

of the puzzles are a bit infuriating - and you can proceed in the same knowledge that if you haven't picked all the useful items up before you get to meet the chief bubble, he'll probably punish you to bits anyway.

But if you are the sort of person that covets the kind of agonistic gratification that this sort of game can deliver, however limited that sub-set of human beings might be, then this will undoubtedly be an essential purchase.

Those of us with more eclectic tastes, and



Uncoloured screens and clear graphics in *Twinworld*.

less money, however, would probably still rather go for Rick Dangerous or wait for Dynamic Demoguer.

John Cook

RELEASE BOX

ST/MSX2 174.996 MIBROSOFT

AMIGA 174.996 MIBROSOFT

No other versions planned

ST VERSION

No serious technical stuff here, and the sound could have been a bit more polished. However, the basic primitive mechanics are sticky dice.

GRAPHICS 8 IQ FACTOR 7

AUDIO 6 FUN FACTOR 7

AGE RATING TS4

PREDICTED INTEREST CURVE



After graphics is discarded as the old-fashioned, level-oriented scenario, old-fashioned physics gets the upper hand.

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FIREBIRD's beat-em-up arcade adventure

BUSHIDO is a Japanese term meaning "the way of the warrior" - a kind of military ethics for early feudal Japan. In the ancient feudal province of Demora, two clans, the Yatai (samurai) and the Goro (evil) - your lot, obviously are battling it out to decide who's best.

With typical (readers you decide that a low fighter is the best option. You can choose one of eight different characters; they don't look very different on screen, but, as you discover after a while, they do behave in genuinely different ways during the game. Some characters are better at fighting the Mountain Warrior, for example, whereas others are more skilled in gulf (back as the Bushido Monk).

After training your fighter you embark first on the Goro fortress. This is a full-screen movement but ColGold have added a lot of scrolling, which makes the rooms seem larger than normal and allows a bigger, more detailed main character - an unusual idea and one which works well if the character gets killed, his magical ball will transport you back to have to recuperate - but he will have lost valuable time.

Most rooms contain special items to help you in your task: food, weapons, special

potions and words (experimentation needed), and keys which to the next stage. When you're not searching and solving, you're battling it out with the opposition.

Truly interactive 3D faced perspective games have never existed (or will in the 64 titles like *Fortnite* and *Nobreaks*) were a bit too slow and only *Head Over Heels* managed to be addictive enough to compensate for the lack of speed. *Bushido* doesn't have the addiction of *Head Over Heels* there isn't really enough to the beat 'em up action or enough problem solving, but it is very fast and very playable. Anyone who likes a good arcade adventure should check it out.

• Gordon Houghton

664 VERSION

A pleasant Demora tale, a compares the equally beautiful and roughly fixed politics. Laying him in it the game.

GRAPHICS 8 10 FACTOR 7

AUDIO 7 FUN FACTOR 8

AGE RATING 7/8

PREDICTED INTEREST CURVE



Once you've got used to all the game's different elements, there's enough fighting and searching about to keep you hooked.

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The beat 'em up movement has several different versions, but most versions would have enhanced an already good arcade adventure.

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RALLY CROSS CHALLENGE

ANCO versus Super Sprint

If you've ever wasted happy hours grogging feverishly in your pocket for yet more fan pages to shove into the slots at the local arcade, you'll know all about Super Sprint and its clones. You'll also know that what singles this particular style of racing game out from the others is that it lets up to four players take part simultaneously. The official Super Sprint conversions have only managed the usual two. Now, if you've got the right joystick adapter, you can race your throttle and line up the road in a rubber-burning gang of four. That's if you've got an ST or an Amiga - 540 owners are stuck with gruesome two-ones.

As per usual there are four drivers per race with non-human competitors to make up the number. Whoever comes last gets replaced by a computer but if you make it into the top three, you're awarded with points (4 for a win, 2 for second place and 1 for third). You can use these later on, if you feel like outburning your fellow.

Each player is given access to a personal monitor screen before the action starts. It's at this point that you get to select your control method, not just from joystick or keyboard but from an additional selection of three different joystick controls. It all hangs on whether you prefer your acceleration automatic or manual (either by pushing the joystick up or pressing the fire button). It's a nice touch, though there's not all that much to choose between them.

You also get to make your choice from a menu of car improvements. These include turbo acceleration, more sensitive steering, improved road holding capabilities, a higher top speed and reduced braking distance as well as increased pit efficiency to reduce pit times. This is also where you'll be able to turn your points into extra equipment in between each race.

The single screen tracks throw up all sorts of obstacles in various combinations of barriers and dirt, hump-bumps, bridges, rolling tracks, roundabouts, ponds and chicanes. Hit anything, and your mean machine immediately bursts into flames and is replaced by another one a few yards back. Drive too fast, and you'll stall or spin off the back, wasting valuable seconds. If it should get dark in the middle of a race, your headlights automatically come on.

None of this is breath-takingly new or innovative, but it's a tried and tested formula which has proved extremely addictive in the arcade. It also relies heavily on a superbly control method and that's exactly what Rally Cross Challenge hasn't got. It's far too easy to crash

for a start. Touch a barrier, rock a chassis or graze the side of a bridge and your engine bursts into flames and puts you temporarily out of the race. After a few laps of exploding around the track the car starts to get extremely frustrating, especially as the computer drivers never seem to make the same mistakes.

It's all the more disappointing because the excellent graphics, slick presentation and wide variety of courses are a constant reminder of what Rally Cross might have been, if it weren't for the control method (this would be a top-class racing game, as it stands, it's just too awkward to be anything more than a nodder).

■ Rally Forces



None of Rally Cross Challenge's competitors who jump the lights are automatically penalised.



Anco's Rally Cross looks and sounds a lot like Super Sprint; pity it doesn't play as well.

RELEASE BOX

ATOM 57	1/1/85	IMPACT
AMIGA	2/1/85	OUT NOW
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PC	2/1/85	100

PREDICTED INTEREST CURVE



Not-looking Super Sprint derivatives which is started by your controls.

AMIGA REVIEW

Despite the control difficulties, the colourful graphics, a wide variety of courses and lots of animated details make this look very attractive. Sound is limited to a few driving effects. It's still the best driving game of this type out on the Amiga though, as Super Sprint (based on the ST) has never been converted for the machine.

GRAPHICS	7	IQ FACTOR	3
AUDIO	3	FM FACTOR	5
ACE RATING 657			

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AMIGA



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F-16 Combat Pilot pulls out all the stops!

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It's primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly three warning - interceptors closing! I quickly select dogfight mode and am a Stöberler. We both fly at the same time - and a high turn out maneuvers his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low I turn my F-16 towards my target. Time to switch on the gun/radar and am the lean-gabled Mavericks. I fire six missiles in quick succession, I aim automatically locking onto each tank. With the burning around me I slow for cover and head for home. Approaching base, I sort out the tower and request a refuel for my night landing.

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COMING SOON!

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As you can see, Interdictor's graphics could hardly be described as realistic — they are less so.

FLIGHT simulators have always been among the most popular form of computer entertainment and the Archimedes has, at last come of age, with the arrival of Interdictor.

It is control of a high-performance jet, your task is to fly along enemy valleys, destroying gun emplacements, capturing airfields and generally causing as much chaos as possible to the 'other side'.

You start at your own base, armed with a selection of weapons. Rapid cannon fire destroys gun bases, whilst more powerful rockets enable you to blow up anything from enemy tanks to bridges. Heat seeking missiles make ideal deterrents when air-to-air combat is the only option left.

As well as weapons, your jet is equipped with all the usual instruments you'd expect on board. A radar and a map allow you to pinpoint (y) spot enemy aircraft before they spot you.



INTERDICTOR

CLARES send the Archimedes skyward, but the interest level remains earthbound...

whilst various meters provide information regarding your height and speed. A heading display (permanently centred over the front cockpit view) shows the rate of climb using a scale of pitch bars. These are numbered from 0 to 9 and move up or down depending on your current attitude (or angle).

Control of the aircraft is provided through the mouse, or by using an optional joystick (available from Interdata). Sensitivity of control can be anything from sluggish to featherlight. The middle spring gives the best compromise, although it's worth changing to the lightest when accurate control is needed, ie. flying under land along bridges. An 'Autobank' instrument acts rather like stabilisers on a bicycle, keeping you levelled when control gets out of hand. Very useful.

Now, enough of the theory. How does it fly? Engines are broken off and wings snap. Pulling the mouse back slightly, raises the nose and the jet lifts off into the blue skies.

One of the main selling points of Interdictor is its 'attention to detail', although I would hardly say that the odd 'typo' and the occasional rectangle go to make up a realistic landscape. Most of the best stationary graphics are the bridges. The actual plotting can be a bit haphazard, at one time, the view out of the right window showed two mountains, with the farthest plotted on top of the nearest!

The enemy aircraft, tanks and command are by far the best graphics in the whole game, although it is rare that you'll get close enough to take a decent look. Perhaps if a little more thought had gone into the landscape, the 'real-

RELEASE BOX

ARCHIE (3) CLARES (4) OUT NOW

to other versions planned.

ARCHIMEDES VERSION

Fast as you'd expect, but the power of the machine could have gone towards handling a more complex scenario rather than simple driving out speed. Good sound though...

GRAPHICS 7 IQ FACTOR 3
RANGE 8 FUN FACTOR 8

AGE RATING 650

PREDICTED INTEREST CURVE



Should take you about three weeks to master, after which interest levels drift northward.

istic' label would be justified. Maybe it's meant to be that you're flying over and all the trees have been cut down.

Flying the jet is easy enough and it doesn't take long to master rolls, loops and other acrobatic feats. I can't help feeling it's all a little too easy though. Taking off along the width of the runway and going straight into a vertical climb I think not. There's no mention of the Hanger in the instructions but who are I to argue? Coasting is essential though. Hit the ground and you're dead!

Fortunately graphics aren't the only part of a game. This is no Dugale film and sound makes an appearance whenever possible. Whether it's the roar of the engine as you taxi along the runway, or the thudding explosions as your rockets bring the bridges down, all the sound-effects are excellent. Played through a decent amp, you could almost believe you were there — in the plane, not on the bridge!

To cut us, what could have been an excellent game, is marred by some careless mistakes, and also a general lack of interesting 'things' to do. The whole program goes fast, although this is mainly due to it-it being run on an Arc, and till then I can't imagine going any way!

Unfortunately Interdictor isn't a touch on the latest 16-bit simulators Dugale for instance, which is a shame. The Arc is capable of so much more and I hope CLARES realize this. Given it's new power, the Arc could and should outperform any 16-bit machine available.

What there is left Interdictor is playable and fun for a few hours. Once you've bombed the bridges and managed to land the jet a few times, there isn't much to hold your interest.

Let's hope the first flight simulator for the Arc isn't the last.

Phil Miller

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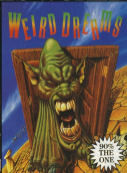
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OUT OF THIS WORLD

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IT CAME FROM THE DESERT!

CINEMAWARE produce their best game yet: great graphics, great sound, giant ants...

EPIC — that's one word you could use when describing the latest — and equally greater! — game to come over the Atlantic from the CinemaWare Corp. It came from the Desert. Three Amiga discs this time, yep.

Power up the first disc and BLAMM — special effects, sampled music, sampled speech, the works. Not so much a loading screen, more an introductory disc. In 1989 you'd have got up Defender of the Coast to repulse the seaborne, in 1989 you plug in Disc 1 of Desert. But what about the game itself?

Drawing again from movie cliché, this time CinemaWare have captured the 'big movie feeling' perfectly for the original sci movie like Attack of the Killer Tomatoes, in a delightful send up of a genre — never losing sight of the real of most playing that would break the spot — the program enters into a conspiracy with the player to believe that his location is part of the cliché, unfortunately in Geological being (briefly working in the small SD's desert town of Lizard Breath).

You are a relative newcomer to the place, conducting research into the weird content of meteor fragments, when a particularly unhealthy specimen glides down just outside the town and — unknown to the innocent inhabitants — activates problems a breed of giant ants that will overrun the town in 15 days. Unless you can intervene for the good good!

In fact there are two parts to it. Come from the Desert. First you have to collect enough evidence to convince the local Sheriff that the problem is real and convince him to call out the National Guard. After that... you don't the forces against the invasion and finally seek out the lair of the ants and destroy the Queen-Ant and the nest. No problem, eh?

CinemaWare being the company that it is, the standard of both static and animated

graphics is impeccably high. In the past, the main complaints have been against gameplay — here there is more than enough game and playability in it to satisfy most players.

The main shell of the game has two elements — your view of static locations, in which you can interact with a particular person chosen to be present, via a highlighted response menu plus a scrolling map of the town. Moving the screen pointer to each location will give you its name, plus the amount of time it will take you to get there.

Time is, in the present view, clearly of the essence and the game is played realtime, with a second of realtime accounting for a minute in Lizard Breath.

The attendant arcade sequences are a mixed lot. The overtones are lights (where you have to shoot off the giant antennae, incidentally) are simple, relevant and well implemented. The above view games where you are fighting the ants themselves are fun and have a direct bearing on the outcome of the game. Whether the game can be said to be value for money (some of the inhabitants are a little wasted) and the 'Clicker' driving game is more open to debate.

However, take in any of the games and you find yourself in hospital sentenced to any number of days on a diet of Jell-O. Attempted escape for as not to loose time leads into a Mini-out. Tap down game where you try to evade the hapless running staff and make it to the main entrance! Placing sampled speech patterns at 'That's Her!' abound to make the game a little outrageous!

Taken as a whole, CPTD is probably the best yet from CinemaWare — with special merit going to an atmospheric soundtrack — and any-



Good in a *Desert*, honey?

one who enjoyed previous efforts are certain to enjoy this one.

But the fact that it's a 1. Meg only game and in many ways the gameplay itself, show that the company has probably reached the near limit of what can be achieved using its present design philosophy and technology. Never satisfied with second best, it's interesting to see which way they go next.

John Cook

RELEASE BOX

ATARI ST	£29.95	AVAILABLE
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AMIGA VERSION

By usual CinemaWare standards this is a superbly detailed cut of the machine. The game terminal team, for the highest quality of presentation.

GRAPHICS	5	IQ FACTOR	5
AUDIO	5	Fun Factor	5

AGE RATING: 8/5

PREDICTED INTEREST CURVE



Definitely one to show the neighbours, and enough variety of gameplay to keep you going for quite some time.



Yes, it was worth getting an Amiga, didn't it?

GHOSTBUSTERS

Four years after the block-busting success of GB1 and David Crane's funky computer adaptation, ACTIVISION serves christmas spirit with its turkey...

SNORTING (occasionally) is the worst of pursuits - as actor James Belushi has too it is, removed unfortunately enough to find out. It not only cost him his life but a leading role in one of the biggest grossing comedies of all time.

A staggering box-office reverse of \$228 million has inevitably spawned numerous cash-ins, including two lockstep cartoon series: *The Real Ghostbusters* and *Ghosted! And The Real Ghostbusters* plus associated paraphernalia such as action figures keep the fire raging.

A film sequel was inevitable, but it almost didn't happen. Fortunately the original crew got back together and as a result *Ghostbusters II* was able to pick up the story. Four years after the team battled the demonic galleonmaster that was terrorizing Singapore Weaver's wife, paranormal forces return to the city - and when Weaver, now a single mother, notices strange things happening to her baby, who's she gonna call?

The reunited *Ghostbusters* find themselves doing battle with a new of slime which goes in response to people's negative emotions flowing under New York and threatening to engulf the city. The slime's destination is traced to an Art Gallery in the center of the city, and in it lies an ancient and mysterious painting of an evil eerily warlike-called Vigo.

Activision's computer incarnation of the original film has repeatedly sold in excess of 2,000,000 units, which must please its designers, the now-legendary David Crane (who was also responsible for finding *Indiana Jones Computer Encounter*). The task of converting the sequel however was carried out by Fairfield Inc.'s incredible Shining Sparks and the conversions of Time Scanners.

But whereas film Crane chose to exploit the general *Ghostbusting* theme of the film as opposed to more specific elements like the Manhattan film, Fairfield has chosen to exploit specific aspects of the film - three 'key' scenes, interspersed with choice snippets of digitised imagery from the film.

A sampled series of the original *Ghostbusters* theme and a neat introductory sequence create a film-like atmosphere before the game proper begins. The first section sees a *Ghostbuster*-renowned Dan Akroyd (the name's dropped like this in the film) being lowered down a shaft. Spooks attack from all sides (not in the film they didn't), and Dan shoots them with his weapon while swinging from side to side - his main aim is to collect three pieces of a toopie which is used to collect a sample of slime from the room below (er, Dan did have

to collect some slime in the film, but he was already armed with the wood).

Fast-forwarding through the best part of the movie, Section Two has you in control of the Statue Of Liberty and a crowd of native New Yorkers. The idea is to guide her along the horizontally scrolling street, shooting oncoming ghosts with her torch. The crowd is used to collect the sculptures released by dead 'B' ghosts while avoiding other ghosts on the floor. Once where the torch and ghosts came from is another's gate...

The final section sees the 'busters' move the Art Gallery in a confrontation with the arch-villain Vigo. Having carefully lowered the four *Ghostbusters* down a rope into the gallery (but not too fast or they die), your first objective is to dispose of James Vigo's mental mist and rescue the baby to prevent Vigo's power being boosted. But then Vigo steps out of the painting and, via telekinesis, pulls the baby towards him. Quick! Avoid the energy balls he unleashes and shoot him to win the game.

Control of each *Ghostbuster* is transferred via a separate screen, complete with digitised mugshots. A hand in the computer sees two of them armed with proton guns, and two with slime guns. James has to be shot with the slime, and Vigo (who starts out of painting once the baby is recovered) with the proton.

Apart from the skills and explanatory text, a digitised picture of Vigo is shown following the target's failure, and James is heard to say: "You are like the building of fear to heaven".

And that's your lot. Even more astounding



but that, these three scenes. Like all those things that is staggering (GB1 in the '81), and it's a case of musical chairs until you turn off. Sadly, *Ghostbusters II* looks like being one of the biggest turkeys you are likely to see this Christmas. It fails to succeed both as a film conversion and as a game in its own right, interestingly enough the film was originally going to be called *The Last Of The Ghostbusters*. After this, I hope it is.

• War heads

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PREDICTED INTEREST CURVE



Watch out! Vigo appears at his best. See the film instead - it's considerably cheaper and much more entertaining.

BT, AMIGA VERSIONS

Nice graphics, decent but not amazing colourful. Sound is very impressive sampled stuff - the *Ghostbusters* theme. Both 100% version make equivalent cuts of most camera's panned, but early sightings of the first monster show that it's the graphics rather than the presentation's early deterioration (or quality - or lack of it).

GRAPHICS: 7 IQ FACTOR: 8

AI: 8 FUN FACTOR: 8

ACE RATING: 351

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ANOTHER RAINBIRD CLASS



GALAXY FORCE

ACTIVISION convert Sega's eight-legged arcade monster.

GALAXY Force was a coin-op for the sea side plants and laser downtown arcades. An eight-legged monster with a hydraulic seat, massive screen, and speakers tucked into every hole and crack, it was a monster — even by Sega's gaudy-tan standards.

As is often the case, the deluxe hydraulic version was something of a lost leader for the larger number of coin-taps that were to follow. Unfortunately for Sega, the game just didn't seem the same without your seat being thrown back as the ship zoomed forward. After one short summer season *Galaxy Force*, the zenith of belt-and-whiskers hydraulic arcade entertainment, had just about disappeared.

Meanwhile, Activision boss Rod Couzens announced that return to a press gathering at the London Intercontinental Hotel that his company had signed the rights and would be converting it for home use in Christmas '88. A few months dropped again in deleted. Was this system's premature?

The results of this conversion are very far from what most people who have played the coin-op would regard as being a game of *Galaxy Force*. There has to be a point where the experience of playing the home version is so different to the experience of the coin-op that it is reasonable to put the question: are they the same thing at all, and — if not — is it therefore fair that they carry the same name?

The coin-op had amazingly fast, detailed, and colorful graphics with a space ship for you to control that could slow down, speed-up and turn through almost 360 degrees. The ST version is slow, has blocky graphics utilizing a very limited color palette, and does not flip through 360 degrees, or anything remotely like it.

The five levels are selected by pulling the joystick to the right bringing into view a camera view of the terrain on each level. They vary from aerial combat to caverns, trenches and deep space. Apart from blasting anything that is locked onto by your computerized cross-hair, your aim is also to penetrate the enemy fortress and destroy their HQ.

Each of the five levels plays very much like the last one. There are power-ups, but these offer little discernible difference to your ship. Shield strength and energy bonuses are registered in your control panel as is a digital display of the time left to complete your mission.

About the last part of the game is when you are inside the fortress and have to swing right and left to avoid crashing into the walls but this too is let down by poor control of the ship and the inability in certain situations to "right" your position should you collide with a wall.

What *Galaxy Force* boils down to is a very



ST deep space really shouldn't be as blocky as this.

substantive 3D shoot'em up with average graphics and sound. The coin-op relied heavily on the capability of its four 32-bit processors and 16-bit sound processor. The game design was never much to write home about — and without the all singing, all dancing, rock'n'roll hydraulic cabinet it just isn't the same.

■ Eugene Lucy

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STARBUIT	CD ROM	OUT NOW
ATARI	CD ROM	MARKET
AMIGA	CD ROM	MARKET
MSX	CD ROM	MARKET
SPCC	CD ROM	MARKET
MS	CD ROM	MARKET

ST VERSION

Details were the development team who did the game to ST *Galaxy Force*. I can't believe it is one of their proudest achievements. The 3D motion just isn't convincing. Its graphics are VGA, only 1920, standard.

GRAPHICS 10 FACTOR
AUDIO 10 FACTOR

ACE RATING 395

PREDICTED INTEREST CURVE



Not exactly in the great tradition of arcade conversions, *Galaxy Force* fails to impress from the start and never recovers.



ANYBODY remember Paul Sharkey? Well, if your game-playing history doesn't go back beyond a couple of years, it's a good bet you don't. But if you're a seasoned gamer, you're most likely to recall, "The Paul Sharkey?" as young Paul was the man behind *Spindizzy*, an upmarket clone of Atari's *Blitzkrieg*, and one of the true all-time computer classics which, sadly, never made its way onto the 16-bit.

Now, after a two-year absence, Paul has returned with *Quartz*, another brilliant clone - but this time he's not drawn inspiration from any one game, but from every shoot 'em up ever written! Quartz traps you inside a huge crystal, with the simple objective of escaping - alive.

Anybody who knows anything about physics will tell you that a crystal is composed of many different layers, and it's these layers that form the basic layout of the game. The



QUARTZ

layout of the entire game is the Lattice, an eight-way scrolling shoot 'em up set in the core of the crystal and based on the classic Asteroids. Here, though, the asteroids are replaced by coloured Neutrons that float around the Lattice. Shooting the Neutrons break them up into smaller Quarks, which in turn become collectable Neutrons when shot. Collect the correct amount of each colour Neutron, and they can be traded in for a power-up, and this is where the real fun starts.

Your ship is equipped with three empty weapon slots (upgradable to six), where weapons are placed when purchased. This system allows any combination of the ten weapons to be fitted, 30 - depending on your playing style - you could have three Octopods, an Octagon, plus a Bomb and a Flame, or anything you like. The function keys switch the weapons in and out, allowing you to switch over to the correct weapon for the next section.

RELEASE BOX

AMIGA	CD ROM	OUT NOW
ST	CD ROM	OUT NOW

AMIGA VERSION

It's business as usual apart from the soundtrack. It's more technically accomplished than the ST's as you would expect with sampled speech, but it's not the same holy two - it's a more standard affair that doesn't work quite so well.

GRAPHICS	5	50 FACTOR	4
SOUND	5	RUN FACTOR	5

ACE RATING 905

The man behind *Spindizzy* returns with a stunning shoot-em-up for FIREBIRD.

After a minute or so of blasting and collecting, you are dragged off course into one of the four other layers of the crystal. The Atomic Zone is the classic left-right scrolling shoot 'em up with a number of novel twists including arms of flame, for example, similar to those in *Super Mario Brothers* and the Neutron, an inviolable bubble that must be destroyed one out at a time.

The Void scrolls from top-to-bottom, testing special items, but the streams of aliens are accompanied by sections that come OUT of the screen at last, *Galaxy Force*-style, gun rotations, and as ever tougher enemies. The Lar scrolls from right-to-left and plays like a mamee image of the Atomic Zone, but is much tougher due to its deadly force fields and electric storms. Finally, there's the Organic Zone, a classic bottom-to-top vertical scroller in the Neon mold where everything has an Aim-escape (shiny ball - look out for the pulsating brain at the end!

When one of the sections is completed, it's back to another, tougher section, learning will allow as well as Neutrons. And so it goes on...



ST VERSION

The soundtrack is perhaps the version's strongest point - it's fast, moving, funny and everything else a respectable game in its own right. Don't ask for the CD-tape!

GRAPHICS	5	50 FACTOR	4
SOUND	5	RUN FACTOR	5

ACE RATING 905

Quartz is sheer brilliance - virtually flawless in every aspect. Each of the five separate levels is a respectable game in its own right, but bundled together they make an awesome combination. It's tough...but not so

tough as to be frustrating or off-putting. Realistically, it's a dream, with Bob Stevenson's top-class graphics and a touch of class, together with some of the best soundtracks heard on the ST and Amiga to date.

Quartz is an amazing game seriously needs review it is the shoot 'em up masters.

■ Gary White

ACE
RATED
905

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DRAKKHEN

THE FRENCH TAKE YOU TO THE

RPG Français from Infogrames...

OF late, the French have started crossing a chasm that serious, lived-to-the-British-software-market. With the excellent *Fable Wars* taking the shelves over Christmas and now *Drakkhen*, it looks like 1999's going to be a lively year for the Gallic software tycoons.

Drakkhen is a stylish role play, set in your typical run-of-the-mill fantasy world, bringing together four adventurers to triumph over yet another horde of evil demons. As with most RPGs you have to create your little band from scratch, but you cannot steal the show to change a character's stats, so it's quite easy to have a varied party. With a choice of fighter, scout, magician or priest you can play the field and have an immense number of abilities at your disposal.

All commands are issued via the mouse and the return key, first through a pleasantly tidy operating system. When the group travels across the land, they move as a unit. Pressing return divides the party into the four members. From there you can send each one on a separate tale.

The only problem with moving the group for a character to a different location is the time factor; first you select where you want

them to go, then sit back and wait for them to get there, taking at of half a minute at times.

Manipulating on screen objects is achieved by placing the cursor over them then clicking the left button, similar to the system in the Sierra games. There is also a lot of commands which are accessible when an individual character is selected, including a useful search facility.

Interactions between computer controlled characters and your team is basic, but effective. You're given the choice of greeting, questioning or impressing them. Most of the time any of these will obtain a useful reaction, though on the odd occasion they will attack.

Combat is also executed in a simple, effective manner: merely click the pointer on the creature you wish to maim and the character nearest will strike a blow. Naturally you can expect some fence retaliation. Spells can be used by the magician and priest and are operated in much the same way as the combat,

select a spell and click where you want to activate it.

As RPGs go *Drakkhen* is a fine game, though perhaps lacking the depth that makes a classic game. But on the whole a fun, lasting fantasy quest.

■ Mark Paterson

RELEASE BOX

AGE 11	OS 95A	CD ROM
ARGA	CRIMM	MMRMT
for other versions planned		

BT VERSION

The major plus is the speed. Combined with the smooth command system, the game flows very smoothly. The graphics are utilitarian, but provide a few nice surprises later on in the game. A word with NPL.

GRAPHICS	8	IQ FACTOR	7
ARMS	8.5	FUN FACTOR	8
AGE RATING 8/10			

PREDICTED INTEREST CURVE



Great fun to get into, and a pleasure to be rewarded with typical RPG attention to detail, but in the end the action focus falters.



The four adventurers (seen in the status panels in the side of the screen) begin to explore an ancient building. As you can see, *Drakkhen's* atmospheric 3D graphics are extremely impressive.

Austerlitz

COMING SOON ON ATARI ST, AMIGA & PC



*Get ready to experience the
Horror and Glory that awaits
the Battle of Austerlitz!*

The date is the 2nd December 1805. The place is a few miles east of Vienna in the proximity of Mollersdorf. Ranged across the frozen Pannonic heath are the forests of the Austria-Russian army facing them, Emperor Napoleon Hill and the Kaiser known as Napoleon's Grand Army! The greatest battle ever to be fought by France's 'L'empereur' is about to begin.

Using a unique system developed by Dr. Peter Turcas, AUSTERLITZ gives you the opportunity to relive the battle. The battlefield is represented on your screen in marvellous 3D graphics. You can actually observe your troops as they move and fight the way across the scene.

Your orders are written out for your Corps/Commanders, just as they would have been at the actual battle, and then relayed by messengers. Of course, orders might be misinterpreted, ignored or even fail to get to their intended destinations, and even if they do arrive, it all takes time - exactly the sort of problem faced by Napoleon and the Russian Czar Alexander on that cold winter day.

Play AUSTERLITZ, and take up the challenge that gives you the chance to rewrite the history books!

Written and Designed by Dr Peter Turcas. Illustrated by Peter Gannon



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THE CYCLES

ACCOLADE put the PC on two wheels and give you 15 tracks to choose from.

EXACTLY what kind of bicentennial stress you'd get if you used a stereotypical bike with the average PC user must stretch over the mood used of imagination. I can envisage the scene now.

Dressed in full 1800s reg. - with breeches - he approaches the machine. Spectacularly mounting the velvet chair, he steps off the padded leather seat cover (1888 Road) and powers up the international (Suzuki) Machines 40 (1870 180) with an 80 Meg hard disc.

The internal drive grunts into life as the whole lot surges power into the customised monitor. As the C program loads, onto the screen he sees the mouse scanning across the desk into a full blown website and taking the first double click (bending) test, brings up...well...*The Cycles* website.

Published by US firm Accolade, programmed by the Canadian mob at 035, *The Cycles* is very much a transatlantic product aimed at the recreational PC user and attempts to capture the bells, whistles, bells, and chills of conventional Grand Prix motor cycle racing, but it's nothing if not comprehensive.

As you come to expect from 3D software, there are options galore before you even get lost in the terrain. Take a practice lap, a single race, or go for the big one - a full season of 15 races, each round a different track. Choose a difficulty level - there are five in all from easy-peasy into gear change, instant spagetti bile and top speed approximations to full season, full realism on a track full of Hell Angels.

Choose name, number of laps per race, then go on to choose your weapon - 125cc, 250cc is the big mucker - 500cc is racing legend. Four cylinders, six gears, 120mph at full week. Quick! Go on to the race itself!

Selecting one track from 15 international venues (the first track is Donington Park, not Silverstone - good you find your own to a classic over the handbrake job, rather than the behind the bike view of, say, Hang On or Roadkill). First thing - you take one lap to qualify for a place on the grid. Vision!

Using joystick or keyboard, the controls are simple enough - throttle/brakes, left/right,

change up or change down - and gate response. Particularly good news for mountain-bail joystick owners is that you can brake your stick before the race.

Zooming off the grid at high speed (no the higher difficulty this levels results in spectacular wheelies) you have the track to yourself and there's no denying that it's fun. Going into a turn does not hit the footcage - that stays level the whole time - but the handbrake turns in, and the right clutch hand animates when you change gear.

Another neat touch is the way that track gradients have been handled, with quite realistic dips and hills to encounter - certainly the best I've ever seen on a PC to date.

Pick the lap, get a good position and the real thing starts - against nine other guys. Some drive pretty damn fast and all seem to get in the way just when you'd rather they didn't. All smiles nevertheless probably.

The whole quest is undoubtedly a good left and if you want to take on a whole season the program even allows you to save position and come back to complete the marathon another time. But does *The Cycles* ever manage to make you suspect your belief that you are ever doing anything other than playing a computer game? Unfortunately not.

Partly it's the feature limitations of the PC. Most of us will have to put up with Scream's standard sound - although those with Tandy sound or Ad Lib boards will do much better. The graphics can't be to blame - CGA is fine and CGA is, well, adequate.

you'll CSA.

Probably I'd pinpoint lack of speed as the major failure. It's not that *Cycles* is slow, far from it, but it doesn't seem to deliver quite that enough to convey that extra bit of realism the hand-drawn computer bike will hunger for. Would you wonder how much of an overhead that very wobbly implemented, but largely unused, rear view window takes up?



Heading up to the finish (with most of the other competitors ahead of you unfortunately) to grab the 10 on the PC.

However, *The Cycles* still comes well into the category of quality product and as long as your expectations are not unrealistic will not disappoint if you're looking for a fun race game with enough options to make sure you'll be playing it for more than the customary couple of weeks. For another reason to consider buying a sound board, too!

John Cook

RELEASE BOX

DATE IT	£29.99	RECOMMEND
AGES	12	RECOMMEND
HOW PC	24.999	DEFINITE

PC VERSION

The sound rating gives us the unranked PC. Offered the game makes good use of the world's fastest growing game machine.

GRAPHICS	3	IS FACTOR 2
AGES	12	IS FACTOR 7
ACE RATING 773		

PREDICTED INTEREST CURVE



Great fun to get into, and a pleasure to be treated with 100% of the attention to detail, but in the end the screen looks strained.

In 1989 the Wall cracked... ...in 1948 a nation cracked.

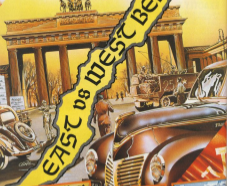
As a nation is torn apart in one of the greatest political struggles in modern history, this is only but a backdrop for a more sinister event that has taken place.

An atomic bomb is being waiting from a British base and is believed to be headed to the Soviet Union. As a lone American agent, you stand among the city witnessing the military police and occupying forces and intercepting the shadowy figures of the underworld, in your intention to convey the bomb before the Cold War takes a much more dramatic turn.

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EAST IS WEST BERLIN 1948



SNARE

THALAMUS ensnare late night game addicts with their newest puzzler

QUEDEX remember that? Well, unless you're a Q&A owner who enjoys puzzle-type games you probably won't. The idea behind the game (which incidentally earned an ACE Rating of 924 in our very first issue) was that you controlled a ball rolling across a series of planes. The aim was to visit each plane in the quickest possible time, but in order to do this you had to solve some very tricky problems first. The resulting game was addictive enough to keep even the most committed person playing all night.

Thalamus' latest puzzle, *Snare*, is very much in the same vein. This time, rather than a ball, you control a small spacecraft which glides over a platform, using the joystick you can control the craft's speed and direction, as well as making it fire and jump. Turning is a little confusing at first because the whole screen suddenly flips through 90°. Until you become accustomed to this it can be very disorientating, especially if you make several turns in quick succession. Eventually you think nothing of it, but it is still quite confusing watching somebody else play.

Mastering jumping is absolutely essential, because there are many occasions on which you have to leap chasms between platforms. It's not just a case of moving to the edge of the platform and leaping off. You have to carefully gauge your speed on the approach. Get it too slow and you won't make the distance and consequently end up plummeting to a very sticky end. Approach too quickly and you'll probably overshoot and smash into a wall on the opposite platform.

Again the idea behind the game is to visit the transporter that allows you to visit each level. Occasionally a level will be divided into several sections, each of which is linked by a further transporter pad.

Solving each level is not quite as simple as

gliding about until you find the exit however. Firstly, each level is divided up into corridors by walls. All one of these and you're a goner. Secondly there are a number of special tiles strategically placed on each level. Each of these has a different effect on your craft if you pass over them. The effects vary from minor inconveniences (like preventing you from turning) to disasters (sending you hurtling forward at full speed towards a nearby wall for instance).

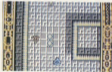
Each of the different types of tile is colour coded, but it is all too easy to forget which does what. This is the one small gripe I have — it would have been better if each tile had a completely different design rather than just being a different colour. The problem is not enough to spoil the game however.

Another problem you have to face are the alien ships which patrol each level. These keep to set routes rather than attacking you directly. Contact, however, is still deadly: it will do you no good whatsoever to simply land every alien ship you come across (some of them are indestructible anyway). Many of them are essential to the completion of the level. In some cases you must destroy the alien by building tear walls to force the enemy ship to lay low (as for you).

There are also switches which affect some part of the platform you are currently on. Unfortunately they can also be activated by the aliens. It is most distressing when you are about to cross a bridge which has been activated by throwing a switch, to find it suddenly disappear because some inconsiderate alien ship has just seen the same switch.

The first few levels of there are not that long, but you will soon find that quite a bit of lateral thinking is required if you are to progress. The arcade style aspect should not be quickly forgotten either. At times you need a pretty devious joystick technique to overcome some of the device's obstacles the programmer has put in your way.

If you don't like games that require too



At least a transporter, but watch out for the alien craft.

much thinking than I can't really recommend this to you. On the other hand, if like me, you enjoy putting the old grey matter into play from time to time then this is just your cup of tea. Go ahead and try it — you'll find it frustrating, but I guarantee you'll be back here and time again until you complete it.

Laurence Easton

RELEASE BOX

DATE: 15 Nov 1988. COST: £10.95

No other versions planned.

Q&A VERSION

The graphics are really not all that hot, in fact to go as far as to say that they are functional. There could have been improvements here, but fortunately the game is well coded too much by the industry. The sound is generally good, and not too irritating. Important when you're trying to think on your feet. On the whole *Snare* on the Q&A is an impressive and very addictive game.

GRAPHICS: 5. SOUND: 6.5

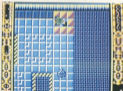
ARCADY: 7. FUN: 8.5

ACE RATING: 925

PREDICTED INTEREST CURVE



It will probably have most appeal once played several times. If you manage to solve it you are unlikely to go back to it again.



The switch in the corner fires on a useful bridge. The alien ships will stop.

CLOWN-O-MANIA

STARBYTE clown about with manic 3D platform fun

MATTHEW Scott's well-known and ancient debut, *Manic Miner*, was one of those rare games in which simplicity was the key to success. It featured small, but cute sprites, an animated scenario, and straightforward two-dimensional play screens. It doesn't exactly sound like a recipe for an inspiring game, does it?

The game was a runaway success. Highly playable and extremely addictive, it set a precedent for games to come and—together with other classic titles like *Boulderdash* and *Pacman*—helped establish the golden rule that large colorful graphics, irregularities of light and sound, and highly complicated gameplay are not prerequisites of a great game.

Too many, therefore, to Starbyte for rejecting current trends towards highly complex scenarios and producing a game which has many of the qualities of *Manic Miner*, and combines them with another great classic in the same vein—*Pacman*—lumping both concepts up to date.

In *Clown-O-Mania* you play Beppo, a circus clown. One day he discovers a map showing the way to a land of many crystals, and decides to give up clowning for ever to go in search of them. Simple, eh?

The actual land Beppo finds is made up of a series of three-dimensional platforms on which are arrayed small round crystals (each is mostly 1 pixel wide) and more exotic angular crystals (each a minimum 10 pixels each). These Beppo must collect in *Pacman* style as quickly as possible. There are also rolling mines of varying shapes, sizes, and directions to contend with.

Movement is achieved using the joystick (which actually takes a little getting used to because of the angle of the platform). To get between levels Beppo must use little yellow ladders. Occasionally there are ladders which he can fall into to descend to a much lower platform or *Transmat* and *Nidiscans* which can be used to reach higher ones. The only other means of transport over large distances are beams. These are little square support posts which can move after that not prone to be extremely frustrating.

Just in case you think that all you are getting here is a (cheap) or 3D *Manic Miner*, I ought to say at this juncture that there is plenty of thinking involved as well, especially at later levels. For example, you will discover squares which change colour as you walk over them. If you manage to complete the level leaving all of the squares the same colour you will earn a massive 10,000 point bonus. That's not as easy as it sounds. As the levels become harder you will frequently find that you "can't round into a corner" as it were, and have to undo all your careful work to get your self out again.



Clown-O-Mania: re-establishing the art of the simple game?

As if colouring squares wasn't enough, you will also have to master the use of pyramids. These come in two forms, like pyramids, when dropped, become obstacles which present the movement of any spheres that try to cross them, so you can use them to fence monsters in. While pyramids, on the other hand, will destroy any creatures that come into contact with them.

There are many goodies to be had to help you on your way. Good masks will give you extra lives, *Fluxor Masks* can be collected and fired at the mines, and *Jumps* can be collected which allow you to leap over gaps. The latter tag shoot round the screen at a rapid rate, so collecting them is not that easy.

Once you get further into *Clown-O-Mania* you will also begin to encounter other interesting features like one-way lines, speedup bits and other similar items, all of which must be taken into account as you plan your completion of each level. You will find that you whiz through the first few levels quite quickly, but don't worry—there are seventy of them and they get truly very tricky.

If you enjoy puzzles combined with fast action then *Clown-O-Mania* is most certainly recommended. It's very easy to get into, but should still provide a long-lasting challenge. Smooth multi-directional scrolling, colours, well-animated sprites, and pleasant background music all go to make up a very polished and entertaining game.

© Laurence Scott

AMIGA VERSION

A very competent looking game. It isn't exactly clearing the market, but it plays well. Good use is made of a lot of coding horizontal and vertical bars in the background to give a sense of great depth. Not bad too.

GRAPHICS 8 IQ FACTOR 7
SOUND 7 FUN FACTOR 8

ACE RATING 800

RELEASE BOX

AMIGA £14.99 @ OUT NOW
BT £19.99 @ BANNED

PREDICTED INTEREST CURVE



Quite a challenge, but more you've solved if you are willing to come back for more.

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Midwinter

It's nearly two years since Mike Singleton launched *Lords of Midnight* upon an unsuspecting games world. The program offered a whole new dimension of gameteaching experience by combining strategy with the revolutionary "land-slapping" technique. 250,000 troops, lots of player characters to recruit, and thousands of graphs/locations made it a true record-breaker.

Unfortunately none of Mike's later games really lived up to the promise of LOM. Although *Commander's Revenge* and other titles were impressive, they lacked the magic combination of simplicity, immediate appeal, and strategic interest that made LOM a winner. The long wait for a true successor to *Lords of Midnight* may now be over.

The scenario for *Midwinter* is simple but compelling. Just as the world gets used to global warming and is waiting around for a solution to the problems of the rising sea levels, along comes a massive meteorite that lands into the jungles of Sumatra with the force of a 100,000 megaton bomb. Dust and debris are hurled into the atmosphere, cutting off the sun's rays and leading to a rapid cooling of the earth's temperature. And if that wasn't bad enough, a second natural catastrophe (volcano eruptions caused by an earthquake in Central America) compounds the situation. Earth temperatures plummet to -25 degrees and *Midwinter* has hit us.

One of the first attractions of the game is the detailed research that has been put into the scenario. It may sound horrific, but every element has been closely vetted by experts at the Climate Research Unit of the University of East Anglia, one of the world's main sources of expertise in this subject. Whatever bit of the scenario you try to knock, the result is a solid chunk of authority and not the hollow ring of fiction. Which makes playing the game far more compelling.

Set on the island of Midwinter, the plot is simple but effective. *Midwinter* is a 400-mile long landmass formed by falling icebergs. Labyrinthically is the keyword again; the topography of the island was based after the game design team checked out Admiralty charts for the Arctic area.

In the new Ice Age, *Midwinter* offers salvation to a small group of pioneers who, by establishing food mines labyrinthically again, the designs were taken from similar establishments in Iceland, have created a more hospitable environment. After a generation of successful colonization, the pioneers make one mistake: to discover they have lost contact with their colleagues living in the southernmost parts of *Midwinter*. Somehow, it seems, is intent on seizing their island sanctuary and, in doing so, condemning them to death from cold and starvation.

COLD WAR

The scenario of the game from this point on combines strategy and action in a manner very similar to *Lords of Midnight*. And so is that game you were attempting to halt the advance of Desmodium's forces, either by destroying them or by preventing Desmodium's stronghold, so in *Midwinter* you must prevent the heat-

2000 troops,
32 player characters,
10000 control points...
Microprose/Rainbird
prepare to launch Mike
Singleton's latest
blockbuster.



The *Midwinter* team: (l-r) Martin Smith, Paul Wilson, Mike Barnes, Peter Jones, Mark Robinson, and Mike Singleton.

waves from falling into enemy hands, avoid alien tross amongst the other islands, and force either a military or strategic victory. Whatever happens, you have to destroy the enemy camp at the south of the island. If all the features are captured, you win...

The complexities to *Lords of Midnight*, however, are soon forgotten when you start playing. Unlike LOM you have a full-size 3D tactical generated landscape to travel over. Furthermore there are three different ways of traveling (land, air-sea, or hang-gliding) and each has certain tactical implications in terms of speed, vulnerability, and the ability to access certain parts of the island.

Strategy is more dominant in *Midwinter* too, since the program offers very comprehensive mapping functions that enable you to track enemy movements and generate battle plans on a large scale. Information on the current status of the struggle is therefore easily available at any time.

You have to wait up to 120 days in the struggle against the invaders. Here again there have been considerable advances over the early Singleton days. Each character has a complex profile and history that makes relationship vital in establishing alliances. This all adds to the strategic elements, together with your character's differing skills in a wide range of areas.

The graphic display of the game is superb. *Midwinter* makes clever use of a limited palette to display a detailed fractal landscape that scrolls very rapidly in all directions. Land contours are all faithfully imple-

ON YER SNOW BIKE!

There are four principal means of transport in *Midwinter*, each with a corresponding view of the surrounding landscape.



↑ Your old goggles...



↑ This is the view from your Snowpilot cabin goggles: you feel cool and secure, but there are some places they can't reach. Much used by the opposition.

Hang-gliding is THE way to travel, always provided you can find a thermal updraft. When you're out over the hills, make the 'inlay'...



mented, so that if you follow an enemy crew Sully you can see its tail rise and fall as it negotiates the icy slopes. (So too fast does one fall, and you could come to grief if there's a steep slope on the other side of the valley. Topography plays an essential role in the strategy of the game, its implications ranging from simple ambush techniques to the feasibility of long gliding from one cliff-top to another. Even the thermal air blinks, as it real life, to the terrain below.

Control is quick and easy, driven by a selection of attractive icons that enable you to move between various command modes. Once in control of a character your principle actions are driven either from the movement or mission screens. You can swap characters at any time, wherever they may be, provided you have previously recruited them — you start with just one and must make friends quickly to survive. The game has that classic combination of simplicity and depth that could well make it a winner.

GAME OF THE YEAR?

Microprose have gone through several major changes recently. After first acquiring the three Tele-concept labels, and marketing the headline games, they then embarked on forming two new labels of their own, Microstyle and Microstate. After learning a few tough lessons, the company have now settled down and are planning a new Advanced Computer Entertainment strategy. Fewer games, more time and money spent on development, and hopefully what we'll miss in terms of quantity will be made up by quality.

Since releases like *Mt. Erik*, *Platoon* and *Gunfire* were scarcely negligible achievements, it's difficult to see exactly how much more resources Microprose

MAPPA MUNDI

The map screens in *MicroWarrior* are especially impressive. The display is built around a 20 million triangle, fractal generated landscape. A nation built around you, you select different displays, subdividing characters, heat vision, and other game elements.



▲ Here you are at full zoomed, with the character screen location option selected.



▲ You can zoom in and see features to select different features.

MONITOR TECHNO-PORN

Map: Dual Display Available user light source shading and topographical 10000 control points fractal generated, equivalent to 400bytes of data. 20-million triangles of graphic display 3000 unique place names 400 miles of playing area at game level

Characters: 32 player characters 14 attributes and skills 20000 invading troops

Display: Up to two mile view Up to 400 triangles per frame Buildings have up to 3D faces



▲ You can select light-source shading view, useful for planing tactics of manoeuvres.

Commander Harvey Pringle
 Name: Captain
 Age: 28 years
 Current Location: White Horse Valley

Early on in the Harvey Pringle has been credited with a star by the 1st1 without even realising it. He regards himself and Pringle as good friends but, in truth, they are not. Since the late Pringle became Commander, Pringle has been left with aching and aching for nothing, while Pringle, that Pringle responsible, will find that Pringle responsible and Pringle find that same individuals.

CHARACTER AND SKILL

Strength	100%
Agility	100%
Intelligence	100%
Endurance	100%
Stamina	100%
Speed	100%
Accuracy	100%
Power	100%
Control	100%
Balance	100%
Stability	100%
Shooting	100%
Driving	100%
Swimming	100%
Stepping	100%
Subterfuge	100%

▲ Complex character attributes screens are backed up by comprehensive details in the manual. You have to take careful note of why a value and what their particular items and abilities are as these factors affect recruitment and tactics.



▲ This is the view through your sniper scope. You're not an enemy Sully in your sights. They look up and down continuing to as they negotiate the terrain.



▲ Here is the 'real' world, some of the features are fairly complex. Here you are outside a window that's a boat-mine on the left.

can put into a game (Erik, for example, had a manual that weighed in like a coffee table book) and still make a profit. We're relying entirely on the quality of the product," answered marketing director Peter Jones. "This game is far and away the biggest project we have ever undertaken. It's arguably the largest project ever undertaken for a home computer. We genuinely believe it's the beginning of a whole new generation of computer software."

However, we've heard some of this before, we think. But however sceptical you may be about the claims, you can't argue with the facts. We're already out there and delved into the world of *MicroWarrior* and we reckon it just might be THE big game of 1990. Naturally we're remaining judicious until we've carried out more in-depth play-testing; watch out for the definitive ACE verdict next month...

THE MISSION IS VITAL – THE ODDS ARE AGAINST YOU.

F-15 Strike Eagle II

F-15 Strike Eagle II is a whole new concept in computer air warfare. Dogfighting is the name of the game. The air wars with enemy aircraft. Dive with Stealth as you fight your "enemies" and lead for the skies. Success depends on making the right moves – fast. Super visuals, state-of-the-art terrain, over 200,000 square miles of authentic terrain. Superb real-time polygon based 3D graphics make it feel as though you really are in the thick of the action. Hundreds of options, four difficulty levels and a real amount of missions and scenarios make F-15 Strike Eagle II perfect for dogfighting veterans and novices alike.

F-19 Stealth Fighter

MicroProse's F-19 Stealth Fighter transports you into the real world of Stealth Technology. Place in charge of one of the USAF's most valuable and secret aircraft, you must carry out missions deemed too dangerous for normal aircraft to accomplish. Amazing three-dimensional graphics add a totally new dimension to F-19 Stealth Fighter as you fly undetected, at 70 feet above the water and over deep-water Command Territory. F-19 is not just a flight simulation – it's an experience!



Chinook

Chinook has evolved itself to be one of the truly great combat flight simulations. Featuring the WA-40 Apache, one of the most advanced attack helicopters in the world and developed with the help of real attack helicopter pilots. Chinook, you bring out a high-performance helicopter that can fly low and slow, hover, attack, fly backwards, rotate and perform a full 360°, 200 knot power dive through some of the most beautiful terrain in the world. In the face of adversity, this is a true test and a very exciting mission. Now this is the leading edge of the war. The name of the game is...
The name of the game is...

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KEEP THE THIEF



Every adventure worth its or her salt makes good use of the TALE, or GUT rather different stand-on-the-innocent-pastore. Rather than allow you to wander round the world idly taking things, and houses with the owners simply turning a blind eye, the game takes a rather more realistic view of theft. Get caught 'knocking anything in the city of Tel-Merron and it's curtains...

You take the title role, in permanent exile from your home town for personal and social behavior. Your new hunting ground is the Tri-City area and the city of Tel-Merron in particular, where once the evil Godking Telcor held sway. Here, rich pickings are an offer for the successful thief, but theft has its 'to learn in order to survive, let alone become the new Godking which is your ultimate objective. Since our hero has it that the all-powerful Telcor - banished by peasant revolt - is still alive somewhere in the land, it's questionable whether this objective is entirely level-headed.

Starting in the jungle near the city, your first necessity is to equip yourself with weapons and armour to give you a fighting chance of survival. Unfortunately such items are expensive so you'll either have to steal them from under the nose of the watch or look around for valuables which are less well guarded elsewhere.

The streets of Tel-Merron contain some pretty wealthy households who often have valuables lying in full view and apparently unguarded. However some citizens are rather less trusting than their fellows and use a variety of subtle traps to protect their goods from the likes of you. Armed guards on patrol are a further hazard, so you might by your lack in the jungle instead, where the pickings are not so

rich but the monsters and snakes there generally carry some personal wealth, and even, occasionally, useful items of weaponry and armour.

The screen display is divided into several sections. The top half shows either a still graphic of your location, a 3D representation of the combat area, your spell mixing 'clock' and ingredients, and a direction indicator.

During combat an overhead view of the combat area is shown as a small scale map supported by a radar like display of your direction of view. Below this is a long narrow panel in which any trees or monsters are shown in 3D perspective.

Below the main display is the heart of the control system, a set of buttons show currently available command words. Clicking on these either implements the command or puts up a further sub-menu. The system is very easy to use and quick to learn.

In addition to icons, many housekeeping functions are available on the menu bar including options to reduce the numbers and qual-



ity of random monster encounters - very useful while taking your rest. Several status displays are also available from the menu. Your statistics in climbing and swimming traps are shown as both percentages and partly filled bars as are general attributes such as strength, hit points and magic points. You can also monitor current levels of sleepiness, hunger and drunkenness. All the displays are clear and easy to read and instantly accessible at any time.

All good fantasy worlds cater for magic and this is no exception. Spells are created by

It's a steal!
ELECTRONIC ARTS have come up with a novel adventure, featuring RPG influences, a menu-driven operating system, and a sense of humour.

mixing ingredients on your spell cloth and include such gems as Bandit's Hair for healing and Victim's Blood for light. To mix spells you need to open the appropriate spellbook of which there are several to find, then decipher the cryptic clues given to decide which reagents are needed. While many common reagents are available at the herb shop, more exotic numbers can involve a long and dangerous trek to acquire.

Combat takes place in real time and requires both tactics and fast reactions at times. Both ranged and close quarter weapons can be used as may some spells if already prepared. But be warned, once in combat the battle is to the death, usually yours, so save often as attributes are frequent.

Keep the Thief is a well crafted RPG which should offer hours of exploration and discovery. The whole game is shot through with humour, often in the form of insults and put-downs, which help to set and maintain a very enjoyable atmosphere. Its style is a nicely varied combination of traditional adventure and character building with plenty of flexibility to explore and try out ideas.

LANGUAGE 40
Does standard graphics, standard speech to text and custom techniques. Characters are rather sparsely drawn and tend up in the standard fantasy locations.

ENCOUNTERS 75
Lots of miscellaneous characters appear whom you can get your wits and skills, although encountering a bandit is not a surprise.

CHALLENGE 85
Offers both the difficult to play, the above average of effort for the standard combat to survive and get into hours of enjoyable play.

SYSTEM 80
Very easy to install, for changes of environment etc.

ACE RATING 850

Keep the Thief offers a fresh and original approach to the genre. Easy to learn to use RPG and fun graphics, adds it a new twist, a leading challenge for experienced and those a player's aim - and it's fun!

MYSTERY OF THE MUMMY

The year is 1912; the place Hamburg in this new adventure from Rainbow Arts. Programmed by Time Library, the game casts you as a lawyer who, together with his driver/companion Wilhelm, is approached by local resident Rudolf Rosenberg.

It seems a mummy belonging to Mr Rosenberg's father was stolen from an exhibition several years ago and never recovered. Now news has reached his son that an important African mummy is to be put up for auction. Your task is to discover whether the two mummies are in fact one and the same. As a typical attraction of the era, you are due in Munich on Thursday and today is Sunday—your time is therefore limited.

The screen display is divided into sections which show a clock with the current time, a short text description of your location and conversations with other people, a set of icons for



controlling the game, a picture of your location and four bars showing your level of money, hunger, thirst and freshness. Input is a mixture of mouse/track and typing (addresses, names etc).

A quick glimpse at a new detective-style graphic adventure from RAINBOW ARTS. In the style of some of the recent French mysteries (Montville Manor, for example) you explore Hamburg in a search for a missing runaway...

Generally consists initially of exploring the town by visiting various addresses and asking people you meet about other people. With well over a hundred characters the permutations are mind-boggling. The game also includes several action sequences which range from tab-wagging exhibits from the bottom of a lake to messing about in a formal laboratory with chemicals brought from the local chemist.

To aid you in your task you are provided with a map of Hamburg showing 185 numbered places and a telephone/address book listing the residents, residents, hospitals etc. From your hotel room you are able to contact many people by telephone, while others may be visited either on foot or by car.

Since I haven't got very far into the game yet I'm reluctant to give this one the benefit of a full rating. Stand by for more details next month.

DRAGONS OF FLAME

US GOLD continue the Heroes of the Lance saga but tone down the hack'n/slay elements.

Remember Heroes of the Lance? Did you manage to recover the Duke of Melkard from beneath the guardian? If so, you'll enjoy this follow-up in the Dragonstone series.

Dragonian forces have spread out across the face of Krome with only the Quabernil elves still holding out. Although the elves will tell the Companions still have a chance to free the slaves of Pao Tharkas and recover the long-lost Rymtaylor. The Companions must run the gauntlet of swarming Dragonian forces to succeed.

Play takes place in the open initially with the party seen from overhead as they move about the countryside. However the Dragonian forces are everywhere and battle is joined from the first moments of the game.

As combat becomes imminent the overhead view changes to the more familiar side-on shot as used in Heroes. Fighting is a matter of aiming low, middle or high at the enemy or casting ranged weapons such as spears from a safe distance. If you're anything like me you'll find yourself frantically squashing the joystick anywhere just to stay alive! Following combat the press of a key returns the screen to an overhead view.

All your characters are shown in cameo at

the bottom of the screen together with a compass pointer on the left. Accessing commands is achieved by pressing the space bar to bring up the main menu. From here various actions can be selected such as spell casting, changing the marching order, manipulating objects, saving/loading etc. One available is a command to show a map of the whole area of the quest in case you get lost.

Pao Tharkas is made up of several levels containing a variety of secret rooms and traps and is very similar to Heroes visually with your character shown side-on against the background scenery of wells, doors, passages etc.

The display's an improvement however bright primary colours make identifying objects and characters much easier and quicker which it turns makes the game more friendly than its predecessor.

While Heroes of the Lance had too much of the hack 'n' slay and too few strategic elements for my liking, Dragons of Flame seems to have a far better balance, therefore appealing to a wider range of adventure tastes. Although basically an arcade adventure, the game contains enough puzzle elements to satisfy most followers of the fantasy genre.



Colors in Dragons are much less muddy than they were in Heroes and easier on the eye to boot.

THE DEEPEST
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The company that produced 'The Kristal' bring you an inter-active arcade adventure written in the spirit of 1940's cinema heroes, taking place deep under the Ocean in a maze of underwater caverns and then in the Fabled City of Atlantis. Surmount the perils of the deep with a clever strategy and slick joystick control... the underwater world could be yours.



Screen shot from Aquanaut



Screen shot from Aquanaut

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BAD CAT



TRICKS 'N' TACTICS

FEELING LOST? TNT GETS THOSE TRICKY GAMES MAPPED OUT

TV Sports Football

If you enjoyed this game as much as I did then by now you are probably at the stage where you want to improve your playing skills. These 14 gems from *Hi-Dropout* at Intermedia, may just prove helpful in doing so.

1. Fake punts are the best to use.
2. Don't run with your quarterback.
3. Always pass the ball at the earliest opportunity.
4. Passing to the left is generally better than to the right.
5. Make sure the ball is thrown in front of the halfback.
6. Don't make long passes as there is probably a member of the opposition further up the pitch.
7. Run along the edges.
8. Try not to pass into the end zone. Try to set the ball up.
9. Run straight ahead and go diagonally when there is someone running in front or behind you.
10. If you don't do well as your first three downs go for a field goal instead of making a risky throw-in.
11. Field goals have more chance of going in than the 40 yard line.
12. Never go for the punt.
13. In defence use blitzes as often as possible.
14. Use Time-Outs only when you are losing.
15. Use the 4-3 alignment rather than the 3-4.
16. Use the pass-out formation rather than the T formation and the shotgun.

The Darker Side of Freescape

Liam Hughes of Bonford, Essex has devised through *Dark Side* from Intermedia, and here gives us the benefit of his insight into the game.

Start by destroying ECDs 1-5. Now go to the Reptile. Go into the building that is in front of you when you are facing North, in front you will see fuel rods, and shield blocks. Collect all of these.

Now destroy ECDs 5/6. This will give you quite a bit of time. Now go through either *Limbed* or *Procyon*. Walk to the prison sensor until you get thrown in prison.



More C64 Pokes Galore

Never let it be said that ACE ignores C64 owners. After a whole FMF column to themselves in November, C64 fansites can celebrate the new year with yet more gems. This time they're from Ace Tracker and cracker Koen Smeyers, Leuven, Belgium. Thanks a million folks.

XXX (unlimited lives)

POKE 1495A,173
SYS 28673 (to restart)

LEONARDO (passwords)

Wynowah
Football
Diner

SEVEN WINDS

(infinite lives)
POKE 453B,173
SYS 4096 (to restart)

(passwords)

Mr Money (level 2)
Classics (level 3)
Whodunnit (level 4)
Gambol (level 5)
Goodman (level 6)
D.Gibson (level 7)



NHL HELL (passwords)

CHEESEHAMULLOCKIT
LEVEL 2)
DAREHAMULLOCKROW
LEVEL 3)

It's simple for Leonardo to do a little manoeuvring, with ACE's recipe for an easy game.

FIRST STONE

(infinite lives)
POKE 3820A,173
SYS 2051 (to restart)

POKE DANGERHOUSE

POKE 2793,173 (infinite lives)
POKE 11195,173 (infinite lives)
POKE 10695,173 (infinite lives)
SYS 24480 (to restart)



KING OF THE BEACH

(passwords)
Tennis (level 2), Chicago
Golf (level 3), Hawaii
Tennis (level 4), Wind
Sandbox (level 5), School

(Try these for other 6)

Logic
Chess
Chess
Chess
Chess
Chess

(Beach tips)

- always play with simple
- smash after the reception
- when playing on the left side, go up to the upper corner
- on the right side set up in the lower corner
- 'ohy' is a hit
- 'hook' at all the girls after 3 rounds

When inside collect the Telepod Crystal, then get out. You do this by shooting into the boxes, you will either be going up fuel or shield. Soon the door will open. When you have exited the prison you will be in the tunnels. When you have got out of the tunnels, go and destroy ECDs 9-15.

Now go to Sirius, enter the building in the West. You do this by shooting the block above the door about 10-15 times. When inside JetPac up to the top, here you will see two fuel rods, and two shield blocks, and a Telepod Crystal.

From here go to Jupiter, get into the building East of the river. To do this you have to JetPac over a fence field, then get into the building. In it you will find four tele-transmitters. Now go and destroy ECDs 13-20. Go to Triton and collect the four fuel rods.

Now you can get the other third Telepod Crystal. Destroy ECDs 22-24. Go to Pegasus and go into the Telepod and shoot the crystal that takes you to Pegasus. Here you will find the final Telepod Crystal. Use this to take you to the MERCUR vector. Take the letter E, then go back to Procyon, and go

through the open gate. Destroy the final ECD and the game is complete.

CPC Capers

Right, C64 owners have had their fun, now it's time for some juicy morsels designed by Amstrad addicts. These tips, once again, come from Liam Hughes of Bonford, Essex.

ROAD RUNNER - NICE

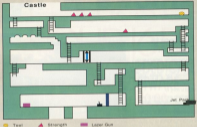
On the selection screen type US for infinite lives.

111

Let me tell you — I'm impressed. When I played "Pyramids" very long games, the "Shadow of the Beast," I thought it was extremely difficult. I certainly wasn't expecting so many cheats, tips, and solutions to be laid in this guide. Obviously there are plenty of ACE readers out there who can beat anything the Soft were House can challenge them with.

Anyway, as with the good stuff, the solution below has been compiled from those sent by Mark Barber of Preston, Lancashire, and Darren from Peter Matthews (pseud) of Southampton in Hampshire. Both also sent maps of the tree level, and Darren also supplied the map for the castle level.

Follow the arrow left at the start. Punch the buttons and the brick, remembering to jump the goblin



Beastly Business

careful, it's difficult to see). When you reach the door in the tree, enter it.

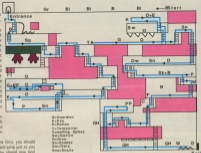
Once you are inside the tree go right, and jump the fistball that appears from behind you. Now descend the ladder and punch the box when it reaches the lowest point of its flight. Go down the next ladder and run towards the giant insects. Now crush and take along low patches until they are all destroyed. Now go down a pit again, then up to the right, continue going right, then down to the right, and down again until you can not go down any further. Now go left and down, then continue left until you reach a point where acid is dripping from above.

Try to avoid the acid, and continue until some ones approach you. Run towards them, and as they swing their weapons, let them have it.

Once you have finished off the Goo, you should see the end of the platform. Run and jump just as you are about to fall off the edge. You should see land safely on the opposite ledge, from which you can retrieve the key.

Now step off the platform and fall to the lower ledge. Here you can collect a strength potion which will give you full health. Move right, punching the green insects, as you go. Now climb up the ladder and go to the left. Some more purple ones will come towards you. Use the same method to kill them as you used before.

Run up to the gaudier and crouch when it breathes fire. When it stops breathing, stand up, and punch the ball that it holds in its flow. Crouch again immediately or you'll get fired. Repeat this process



until the ball breaks. You should now shoot light bolts. Walk right and enter the teleporter. You will appear at the position marked on the map as 1A. Go right until you reach the next gaudier.

You'll see the bolts at first will be dead. Don't let him touch you, or you will be captured. Run right after you have killed him and kill the ones as before. Try to avoid the spiders (not easy).

Now go up the ladder and up again. Go across to the left, and when the eyes bounce up, run under them one at a time. Stop in between each one, go to

Blue circle for Bombardier
Blue circle for Bomb
Blue circle for Explosion
Green circle for The Squapper
Red circle for Something Terrible
Blue circle for No-Question
Blue circle for Kill-You
Blue circle for No-Question
Blue circle for Kill-You
Blue circle for Kill-You
Blue circle for Kill-You
Blue circle for Bombardier
Blue circle for Bomb
Blue circle for Explosion
Green circle for The Squapper
Red circle for Something Terrible
Blue circle for No-Question
Blue circle for Kill-You
Blue circle for No-Question
Blue circle for Kill-You
Blue circle for Kill-You
Blue circle for Kill-You

red level will also come to you. Dispatch this with a punch. When you get to the alternate of the past form, get the key and go back across and down. Now go to the right, and kill the owl, then go right and down the ladder. Blue devils should begin to fall from above. Stand in front of the point at which they fall and punch them. Now jump quickly past the snakes if you have enough energy left it may be easier to run through them all.

You should now come to some owl heads. When the first of these goes up, run for it and continue running through the devil (unavoidable). Go down to the slug and jump it, and then fall down. Continue running and kill the bee as before. Now punch the skull one by one until you reach another position which you should collect. Go down the ladder and jump the worm. Continue down and then run along and a large bee will fly above and drop his bombs. Stand in between the bombs and jump the bomb.

Now move down avoiding the crawler. Go left and kill the ghost, and then go up and collect the power punch which you will take damage from while collecting unless you have previously pulled the lever which shuts off the electric field around



it. Now go down and right and avoid the thrusters. Continue right until you reach the worms. Get as close to each one as possible, and when it goes, run up to the dragon and crawl, then punch like hell. When it dies, quickly run into the well and climb out into daylight.

At ground level go east punching everything and you get to the castle. Before you go inside, collect the light so you can see. Once inside retrieve the tool then make your way down to collect the laser gun. Now disable the field with the tool in order to proceed, killing the monster and collecting the jet pack.

Go level two just blast everything. On the first level punch everything, and kill the giant at the end to reach.

OK, you're saying, that makes it easier, but it's still illegal! Well, I agree, and so does Greg Stone of CyberWorld, Derbyshire. So to help out those players who are still dying after five minutes' play and long to see more of the great graphics in the game, here is his cheat for infinite energy:

When the loading screen with the picture of the beast appears, press and hold down the fire button on the joystick and the left mouse button, until prompted to insert disk two. Now proceed as normal and you will have infinite energy.

AFTER BANNER - ACTIVISION

Levels 1-10 are easy, so try to gain as many bonus lives as possible for later levels. Concentrate on shooting planes down as missiles are easy to dodge.

Levels 11-18 are slightly more difficult, still try to shoot planes down rather than worrying about dodging missiles.

Levels 19-23 are difficult. You will lose some lives. Stop shooting planes and start dodging the missiles. To do this, move up and down. Don't try and pick up any rhythm as the missiles are not fired in a set sequence. If you try to shoot your forward vision will be obscured and you are more likely to get shot down.

On all levels except 8 and 17 go at maximum speed. Levels 5, 11, and 23 are just landing and refueling except 23 where you have completed the game.

OPERATION WOLF - ACTIVISION

Level 1 is simple - just keep your cross-hair in the middle and occasionally move up, and of course down for supplies.

Level 2 is the same as level 1 except you should go up a lot more for the paratroopers. Level 3 is the same as level 1 except that you should not worry about health too much because the villagers will replenish it. Use a grenade when there are too many men.

Level 4 is as level 1 except you do not need to worry about ammo as the ammo factors in your target. Helicopters are a real problem here.

Level 5 is an level 1 except you should shoot permanently at some points.

Level 6 requires you to kill 200 men, so with little time, fire everywhere, and try to use all your grenades over the first half of a level. There are many grenades to pick up.

Forgotten Worlds

This one comes from Brian Khan of Coventry, West Midlands, and is a solution to the first three levels.

Level 1

Collect as many Bombs (Gummy?) as you can. Blast your way through aliens

in a straightforward manner. Don't try and shoot the first lot of ground based aliens. Go to the shop. Buy everything at once. Once you are out of the shop, try and hit the spider-like robot aliens (they reflect most damage). When you're near the end of the level, guide your man through the gate to the dem-

god before they close temporarily. Now guide your man to the bottom right-hand corner as fast as possible and the dem-god will die automatically!

Level 2

Kill the bands and other aliens with your cannon. Buy fuel and etc. from the shop (don't buy multiresistant first. To avoid giant snakes, stay as close to the top of the screen as possible. To destroy gunbats, stay at the bottom of the screen and shoot across (your v-cannon will protect you from their shots). To kill the dust dragon, position your man directly above the dragon's bottom and make him face towards the screen left-hand corner, and keep shooting. The dragon will die (your v-cannon will kill the bands.)

Level 3

Kill the aliens in a straightforward manner. Go to the shop. Buy the necessary equipment. Don't buy laser cannon. When a star shaped building appears, guide your man to the bottom-right corner, face the top right corner and keep shooting. Once you have reached the top, reposition your man at the bottom of the screen and so shots will track you.

Once you enter the three gates to the god of war, position your man at the bottom left corner, facing up. The arms of the god will not touch you now.



When you reach the head, move a little to the right and fire up at his shoulder. When it blows up, move to the other side and do the same with the right shoulder until that blows too. Now make your man face to the top-left corner and move a little to the left. Now shoot his nose until he dies. All this takes a little practice.

Level 4

Sorry, but you're on your own for this one!



Megatips for a Megablast

Kludg P Headler has you in this complete guide to the *Blitzkrieg* Doctor's first rate shoot-em-ups. Know it, no excuse now - get reading and then get capping.

First a note on joystick. I have a *Logitech* and a *Spaceball* turbo, both of which have excellent auto-fire options. If your joystick doesn't have this then buy one as soon as it becomes available (type 1). It really comes in handy when your trigger finger gets sore.

Know It Shop Table

What to buy and what to sell

SHOP #	SELL	BUY
1	(nothing)	Health (and all other quest shops)
2	Beer	Excubator (Doctor x 2)
3	-	-
4	-	Optics (Powerup x 1)
5	-	-
6	-	Laser Powerup x 1
7	-	-
8	-	Laser Powerup (Life if you need it)
9	-	Life (if you need it)

This table shows the items I bought to complete the game, but at shop 8 you may want to try out some new weapons.

Homing Missiles - so point it getting hard as they are great early fire just before the halfway land level 8!

Bombs - very effective, but if you already have rockets you will have no room to carry them. If you want to try these out then sell one and buy one.

Protection - makes your shield last longer. I prefer a life instead.

Doors - quite good, but better when powered up.

Die - useful for getting out of sticky situations.

Laser - the best weapon when power is 3. Tears through everything in its way.

Blitzkrieg Stapes - if you want a surprise, this is the thing to get.

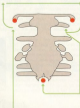
Misses - these are effective if you can remember the positions of the waves, as a well laid stream can

obliterate a complete wave.

Doctor Hat - useful in the rock passage level 3 for destroying serpents before you. Sometimes it disappears. In my experience it was usually in a corner of the screen or not on it at all. Bring it back by keeping the fire button down and missing the joystick. If this doesn't work then the hat has expired.

Flamer - this isn't really effective with auto-fire or because the fire button needs to be constantly pressed to give a continuous stream. Limited range.

Health - Unless you are less than three quarters full don't get it, except on level 4 where there's no free health.



Level 2

- Go up and shoot the eyes.
- Go along the top.
- Shoot the other eyes.
- Go down and shoot the last eye.



Guardians

Level 1 - Shellfish

Shoot it in the eye.

Level 2 - Ice Skating

Level 3 (0:5) - Crab

Shoot its eyes. To avoid it, move in a rough figure of 8 pattern. Watch out for those extendable claws.

Level 3 (1:3) - Serpent

At this point you should have at least 3 heavy weapons at the side. Position yourself outside of the bottommost set and as he swings, keep your firecocker trained on his head as he moves across. He should then take up leaving loads of money.

Level 4 (0:5) - Dragon

As it appears, go right to the side and advance upwards. Your rocket should knock off those small heads. Then hit the tail at the very end and go down, but don't stay at the bottom. Wait until the dragon's head is in view. Just after he has lunged, go right to the bottom and as he leaves it where it hurts him, his head should!

Level 4 (0:0) - Chameleon

Just advance up the side and disperse of his eyes. Now push your self forward next to his feet and you can get the body with the rocket as well. This saves having to change the target.

Level 5 (0:5) - Tank

Pick up the homing missile while destroying the tanks. Now position your laser dead centre so you can blast the tank without getting hit by its own laser.

Level 5 (2:0) - Battleship
If you haven't got a power 3 rocket then you've got to chance make. First shoot the engines until they stop. Now go in off both tanks. Advance up the side destroying the tanks. Watch out for little serpents hiding you from behind. Destroy the lasers and then go down. Pump the ship's rear full of bullets and enjoy the ending.

Level 2

- Circle around the island destroying bridges.
- Make sure that when you are shooting the spider you are as far away as possible in front of it. Otherwise you will be slightly poisoned against the island and all the money will go swimming by.

Level 3

Rock Passage

- When gap appears reverse and let up with side shot



TINTIN ON THE MOON



Hello, Hello... This is Earth calling Moon Rocket... Hello, Hello...

Hello, Hello, This is Earth Calling Moon Rocket... Calling Moon Rocket...

Thunder! I think something has happened to Moon!



"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained consciousness. Everything seems OK, we are now taking over the controls of the rocket." Around the rocket, you will relive with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Bark, the traitor, who wants to make the expedition fail? Will you be able to feed the extinguishers to put out the fires, even while floating in zero-gravity (which is everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you!



Available on : AMIGA, AMSTRAD, ATARI ST, SPECTRUM, C64, IBM PC.

INFOGRADES 

Miller House - Abbey Road - Enfield Middlesex - EN2 8JQ - Tel: 079 76 40 123

The console crackin' team are back again. Jojo Cicero and Mark Hook of Cardiff, South Glamorgan are back again with more amazing tips - this time we have the maps for rounds 1-9 of Spy vs. Spy on the Sega.

round 1



round 2



round 3



round 4



round 9



round 5



round 6



round 8



round 7



KEY	
LU	Ladder Up
LD	Ladder Down
-	Disconnection
S	Start



CONSOLE CORNER

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Commodore AMIGA



£346⁹⁵ ~~£399~~ (INCLUDES FREE UK DELIVERY)

The Amiga 500 is one of a new breed of technologically advanced computers which give more performance per inch of standard for home computing. Based around the new Motorola 68000 chip, the 5000 has 128K RAM and a 5-Mbyte floppy-based disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV-out socket. Designed with the user in mind, the 5000 features a user-friendly GUI environment and comes equipped with a free mouse. And when you buy your Amiga from Silica Shop, the UK's best Amiga specialists, you will experience an after-sales service that is unequalled for home, including a technical support hotline and free hardware and price lists. Request the complete letter for our current information packs, which will give details of the 5000 series and the very latest Silica Amiga offers.

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BATTLETECHnology

ACE reveals the story, specs and sensation of 31st Century gaming...



Each cockpit is equipped with a 19" color monitor which serves as a front window to the vehicle and displays graphics of the surrounding environment and the ensuing battle. The secondary screen is used for radar and vehicle status. Dual joysticks with trigger buttons, throttle controls, directional pedals, calling message center, radio controls for communication with teammates and opponent and other interior battle functions all add to the realism of the battle.

I might not only play a computer game but actually experiencing it, that's the underlying idea behind CDP Corporation's BattleTech Centre - a simulation experience far more advanced than any other system available to the general public, and one of the most exciting games projects to hit the market in years.

Jordan Neumann, designer of BattleTech Centre and founder of CDP Corporation, told ACE: "We have created a whole new multi-tasked medium - the world's first complete computer simulation experience for play."

INTERACTIVE STAR WARS

Recomm, a 20-year-old Division, originally had the cockpit for BattleTech Centre ten years ago. The central idea behind BattleTech Centre was to bring the movie magic made popular by Star Wars to a place where people could actually participate in the total environment of a fantasy world. So Neumann and friend L. Russ Rabinovitch formed RASA in 1980 with the hope of raising funds to produce the Environmental Simulation Project - but they were greeted with apoplexism from potential investors worried about the high risk factor and costs.



It took RASA considerable time to create an exciting, interactive, popular adventure and role-playing board game, such as BattleTech, Environmental Simulation and Star Wars. Pioneered by the author, RASA's first success came from the BattleTech Centre concept and started RASA's water ramping. CDP Corporation - dedicated to interactive entertainment.

BattleTech Centre takes advantage of cheaper microcomputer technologies; this gives us the speed and graphic power required without having to

BattleTech cockpit controls



BattleTech Specs

Each BattleTech Centre console contains 10MB of RAM and 20 proprietary 40 boards, which make up the graphics, sound and control-control systems. The computers control sound with the other consoles via a local area network. The console has control of 100 3D boards in real time, using a maximum of 84000 colours on screen at any one time.

The graphics boards are split between two viewing screens, the primary '3rd first window' screen and a secondary screen for video analysis information. DSP designed the primary screen graphics system differently than most million byte computers, which made the screen viewable via a set of judges requiring incredibly fast maths processors to handle the calculations. Instead, BattleTech Centre graphics systems use 1000 'windows' (area) images which are dynamically inserted via a CPU system and rendered using raytracing, shading, colour lighting and image compositing. The graphics system also use a fast and versatile geometry engine which performs hardware scaling of the images in real-time and allows 3D transformations such as mirroring, rotating, flip and keyframing.

Primary screen:

Graphics processor	84010 (4-8MB)
Hardware throughput	400 instructions per pixel
Texture throughput	200 "real" images on screen
Colour resolution	300x200
Maximum colours on screen	84000
Total colour palette	1.5 million colours
Texture memory	32,768 entries, expandable to 1.5 GB
Graphics memory	17,000
Sound generation engine	Hardware scaling of graphic images and uniform 3D transformations.

Secondary screen:

Game and graphics processor	88010 (1 MB)
Screen resolution	320x200
Colours on screen	16
Total colour palette	4096

Sound system:

Processor	68020
Digital samples	4096K and PCM based
Channels	20
Matrix on channel	63
Memory	4096 MB

The sound system incorporates three sound generation channels, giving it the ability to generate spatially oriented sounds from either straight sampled sounds, sampled sounds with frequency control or FM synthesized sounds.

Cockpit controls:

- 1 Eight position joystick, each containing three firing buttons
- 2 Analog throttle
- 3 Thrust/brake pedals
- 62 Microswitch controls
- 8 Microswitch/rotary switches
- 12 Joystick buttons
- 107 Lightbulb 3.0/200mg/mph
- 120 4 segment LED alphanumeric display

Each BattleTech Centre is a featured console and use a multi-colour light.



An each object is placed on screen, it's assigned a colour palette which consists of 666 colours. Palettes are assigned based on the object type, location and reflection. An example of this palette use is distance fade. In the real world, as an object gets further away it tends to blend into the background - the palette system emulates this perfectly.



BattleTech Centre uses a new series of textures for the terrain. Allowed to use players over the next six months. This picture for David Black's career mostly in a fire-support role.



our a huge multi-million maintenance computer," says Mike Hanson, director of BattleTech Centre system development at Incredible Technologies. Hanson adds, "In the past only governments could afford this sort of thing. DSP has found a way to bring the person on the street the same sophisticated imaging of commercial and military flight simulations used by NASA and the Air Force".

PLAY THE GAME

The BattleTech Centre is an environmental complex which simulates a fictional universe, the core experience being an eight-player battle. Each player sits in an enclosed cockpit, whose simulator allows each contestant to see a graphic image of the other player's vehicle, their movements and the surrounding terrain. The BattleTech Centre operates in a 5000 square foot location, encompassing a lobby area, two combat information systems, entertainment hall and two launch areas.

The lobby area is decorated as a warroom of a giant starship with 1012 video monitors broadcasting battles, newsreels from the future, cockpit simulator instructions and "God's Eye View" of games in progress. This, coupled with uniformed staff, surrounds players with sensory cues of a science fiction universe. In the Combat Information Centres, a uniformed officer hands players their sheet of orders and

they are allowed to form team strategies, scope the terrain of their mission and obtain information on the universe via a "user friendly" computer. The launch areas are dominated by eight cockpits (each 10 feet by 3.5 feet by 5 feet).

The simulators are connected as computer network to produce a real-time simulation experience in an interactive, 3D environment. The terrain, vehicles and mission change every game, so each time you play there are new challenges. In addition, for the first time, the opponent you face is not a computer, but another player who thinks ahead, learns from their mistakes, and is unpredictable.

Each BattleTech Centre will have two eight-player games going on simultaneously. The Centre can change its fictional environment every 20 minutes. The game software and videos are changed and the track is a new attraction and retail type to master. The first two environments created for BattleTech Centres are based on HGM's BattleTech and Battletech Legion role-playing games. BattleTech is set in the year 3020, where the members of the Battletech are huge, manlike BattleMechs do. Battletech Legion is a game of starfighter combat in the year 5000. DSP will create several other environments in the future.

The BattleTech Centre books reservations for teams, or mix and match individuals as they arrive to make up teams for each game session. A half-hour experience will be priced at a pair with a trip to the cinema or equal-cost.

COMING TO A THEATRE NEAR YOU!

DSP plans to develop 150 BattleTech Centres across the United States and Canada, and has a license for distribution in Japan. Each console will cost approximately \$750000 to build - \$500K for the electronics package and \$1800250K construction cost. The first BattleTech Centre was scheduled to open in Chicago before Christmas, but has been delayed until March 1990 due to licensing problems. Because antennas, "sites in Los Angeles and Los Angeles are under negotiation. We're also in touch with major US arcade companies and theme-park organisers - we hope to have a deal signed soon..."

BEVERLY HILLS

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Cop

BEVERLY HILLS
COP II



Look out, Beverly Hills.
Here comes Axel Foley!

The hero of "Beverly Hills Cop" and "Beverly Hills Cop II" is back in Beverly Hills - and this time he's working on a case that's a real stunner! He's going to stop the crime of the year, unless an army of trigger-happy gunmen stop him first!

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UPDATES

A ROUND UP OF THE LATEST MAJOR CONVERSIONS

PICTIONARY

The latest versions - ST, Spectrum, Amstrad



Pictionary on the ST

Demarc, Amiga Version
revised issue 26) **ACE Rating**
7/10

Having managed to capture the license for the most popular board game of all time (*Clued* Pursuit — for those who've been living in a cardboard for the last five years), Demarc have now turned their attentions to the lat-

est 'Yaggle board game — Pictionary. The idea behind this one is that one member of a team draws a picture and the other players have to guess the word that the picture is intended to convey within a set time limit. Guessing the word correctly allows you to move your course further round the board.

ST VERSION

£24.99pb

The first thing that struck me about this version was how well the drawing utility actually stands up in its own right. All of the functions are particularly easy to access (just a single key press for each), and there are enough of them to produce some quite intricate doodles. The art tool is particularly useful and powerful. As an added bonus, once you have completed a picture you can save it in *Paintbrush* format (it is then a fairly simple matter to import it into most

commercial ST art software).

It's not a review and that's paying £25 for Pictionary on the ST is preferable to buying the original board game. However, the ST and other versions do have the additional appeal of being able to assign all the pictures drawing to the computer (essential if you're playing solo).

■ **ACE RATING** 7/10

SPECTRUM VERSION

£19.99pb £14.99cc

The first thing I expected to find on loading up this version was an inferior doodle package, so I was pleasantly surprised to find that this was not the case. All of the functions available are easily accessed with either the pointer or a single key press. The chief advantage of this and other *3D* versions is the lack of a mouse for drawing. I tried playing with the keyboard controls, and to be quite honest, drawing anything other



Pictionary on the Spectrum

than very simple shapes proved to be a longwinded and painful process. It is still quite fun to play with the computer drawing the picture, although if you have the cassette version be prepared to wait during the frequent tape loads as the next block of pixels is put into memory.

■ **ACE RATING** 5/10

AMSTRAD VERSION

£19.99pb £14.99cc

The presentation here is slightly better than on the Spectrum version, although the board is still limited to a hazy title tune and the occasional dip when you select a function. There are still the same difficulties with drawing without a mouse, although it is a little easier if you use a joystick. Again, not a bad effort, but both this and the other *3D* versions are a little overrated.

■ **ACE RATING** 5/10



Pictionary on the Amstrad



Finland's Freddy on the ST

ATARI ST

FINNISH FREDDY'S BIG TOP 'N FUN

Microcass: £29.99; Amiga Version reviewed issue 24; ACE Rating 7/10

Finland's Freddy is one of those games that really shows off the capabilities of the Amiga. It had great sound, bold cartoon style graphics, and bags of humour. It was also the sort of game that could well have lost all its appeal once it had been converted to the ST. Happily that is not the case. Everything that made this game

enough to earn enough money to pay off the loan. There are High Diving, Juggling, Tug-of-War, Ice Skating, Knife Throwing, Tightrope Walking, and Human Cannonball.

Each of the events is quite difficult to master, but matters are made worse by the presence of Finnish Freddy himself — an evil little clown who is determined to sabotage every single event.

The whole thing is a bit of fun to play, and the larger humorous spots should keep you entertained for some time. Shame about the tedious disc swapping though.

ACE RATING 7/10



Continental Circus on the ST

appealing on the Amiga has been packed into the ST version. Packed in, perhaps, the wrong word to use. The whole thing spends over 100 less than six disks, a fact which is not made any more delightful by the necessity for frequently swapping the disc that is currently in the drive.

The idea behind *Finland's Freddy* is that the bank are about to foreclose on you and make your circus bankrupt, so unless you can come up with the cash within 24 hours of all is lost. The way you manage this is by performing six circus acts well

CONTINENTAL CIRCUS

VIRGIN/MASTERTRONIC; £19.99pb; Amiga Version reviewed issue 26; ACE Rating 8/10

Virgin's CD version of *Tatch's* renowned CD arcade racing game has now made it to the ST. *Continental Circus* was not the most amazing arcade game of 1989 but it did have the virtue of being extremely playable. The Amiga version was a superb conversion from the dedicated machine, and

as far as I can tell the ST version is identical in almost every respect. I say 'almost' because the ST's inferior sound chip has raised its ugly head again and forced things up for the Circus programmers. Actually it's not all that bad — your engine just goes suddenly silent as opposing cars whizz past.

There's a minor quibble though — the game is otherwise excellent. There are some interesting aspects to the game which give it a slight edge over other similar offerings. If you crash, for instance, your car is damaged but not completely written off, so you still have time to crawl into the pits for a repair that's worth a look if you're a racing fan.

ACE RATING 8/10



Ballistic on the PC

PC

BALLISTIC

Psychoparc; £24.99pb; Amiga Version reviewed issue 20; ACE Rating 6/10

Psychoparc are the sort of company who can take an old, simple idea, chuck in some pretty silly graphics and some amazing sounds, then bring out a game good enough to be mistaken for an arcade original. The idea for this one apparently comes from *Coastline*, but I doubt if many can remember it, I certainly can't. The idea is to shoot balls at the puck and to knock it into the opposing goal.

You can play against a friend or the computer. You've got an infinite number of balls, but each ball only lasts for a couple of seconds. The screen can sometimes get cluttered up with an array of balls. The computer doesn't control the other player, but sets a gravity boundary which can pre-

vent the puck from getting into the opposing goal. If you knock it three against the computer (or against your opponent) you can progress to the next level. However, live the floor with an magnetic force and walls which lead the journey of the puck. There are around 50 pitches in the one player mode and about 100 in the two player. You can adjust the flow of the game by changing parameters like gravity pull and slowing. There are bonuses in the form of boosts that give you things like exploding balls and letters that spell out 'GOOD-BY'.

The VGA graphics don't stretch to the PC as it's best, and although the screens that were beautiful on the ST and Amiga are included, they fail to impress. Sprites and background graphics are pretty to look at but, as, as I mentioned before, clutter up the

screen. The sound is a bit irritating — enough to give you a headache. The game doesn't really present any challenge, and is far from addictive. *Ballistic* on the PC is similar to the other 16 bit versions, even down to startup sequences, but also, it doesn't quite make the grade.

ACE RATING 5/10

UPDATES CRAZY!

Starting in issue 30, we'll be running a new updates section in ACE, covering more machines, more games, and giving more detail.

If you've got any suggestions for the new section, let us know at ACE Updates, 30-32 Farringham Lane, London, EC4A 3AU.

ACE GALLERY

ACE READERS PROVE THEIR PIXEL PROWESS...

Here at ACE we're well aware that our readers are a talented bunch and on these pages we're going to prove it. The stunning pieces of artwork that follow have all been produced by ACE readers on their own PCs. Impressed? So were we. If you think you can do as well or better, then send your masterpieces to ACE READERS, APC, Theory Court, 30-32 Ferringham Lane, London, EC3R 3AG. Your artwork should be supplied on a disk or cassette with a plotdriver program that can be parsed and loading instructions. Ensure that all disks and tapes are clearly labelled with your name and address. Please enclose a stamped addressed envelope if you require the disk/cassette to be returned.



CHRISTIAN CAPSTAFF, Great Yarmouth
AMSTRAD CPC 464

These two pictures just go to show that you don't have to own expensive 1988 hardware to produce great artwork. Christian drew these pictures of Superman and Road Runner using GCP's Advanced Art Studio, one of the best art programs available for 8-bit machines.

Both pictures make good use of strong colour and well defined lines to achieve the necessary cartoon-like quality. Notice the good use of shading in the Roadrunner picture to make up for the limited colours available on the CPC.

ANDREW WALLIS, Brough, North
Humberdale
ATARI ST

The Flintstones and Betty Boop were both initially drawn using Advanced Art Studio, and then finished off with Omega like you would expect ST art package aficionados to do with their ability to use with 65536 and to work in all three screen resolutions.

Andrew has clearly stuck to the principles of cartoon art to produce these pieces. Keep all your lines strong and simple and go for bold, distinctive colours. You will be surprised at the degree of expression, personality and action you can incorporate into a good cartoon without resorting to complex, detailed drawings.



SEAN RYAN, Waterford, Ireland
COMMODORE 64

These two Batman pics are superb examples of the sort of things you can do even on a machine with low resolution and a limited colour palette. Sean has not been afraid to put shadow for good effect. This is always a good idea because it gives the picture a more dynamic three-dimensional quality than is usually achieved. Sean has combined this with the use of lighter colours to produce effective highlights.





ANDREW WALLIS, *Brough, North Humberdale*
STAR8 BT

The *Flintstones* and *Beetle King* were both initially drawn using *Advanced Art Studio*, and then finished off with *Super Edit* (an excellent BT art package characterized by its ability to run with 3000 and to work in all three screen resolutions).

Andrew has clearly stuck to the principles of cartoon art to produce these pieces. Keep all your lines strong and simple and go for bold, distinctive colours. You will be amazed at the degree of expression, personality and action you can incorporate into a good cartoon without resorting to complex, detailed drawings.



POB, *London*
STAR8 BT

Pob used *Super Edit* to produce the colourful robot picture, and an interesting illustration of the standard BT desktop. He tells us that "because all of the pictures have light shining in them, I had to use the *Super* even more to make sure they were accurate enough and had less of its rough edges. I hope these pictures show that almost anything can be achieved with a palette of only 16 colours."

1 BATMAN

Batman - The Movie from Ocean

Take on the brilliant black-leader movie. From the streets of Gotham City in your Batmobile. Come face to face with the dreaded Joker at the Ace Chemical Factory. Analyse the Joker's New-God in the Batcave and then prepare yourself for the final fight to the death in the cathedral.

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3

Beach Volley from Ocean

Your team travels the globe from London to Sydney challenging all comers in the latest-once that's sweeping the beaches. Fantastic as well with multi-player version and play your team as you like the differences. It's a lightning reflex shot! Search to win. Back your service, jump block or defend your match win.

This is Beach Volley... you may never catch a ball.

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SOAK UP SOME HOT ACTION!

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DRIVING YOUR OWN RACING TEAM

Track Driver

SPORTS CAR RACING ACTION!

1 G 4

2

Strider from US Gold

In the eternal struggle between good and evil, both Rousarov and Rousar look very different. You take on the role of Strider Rousar and need to do battle with The Lord and his wicked minions. You're dropped into the Square and must guide Strider across platforms, destroying evil spirits and your tricky point. Get through all the and return to Moscow to face the Grand Master of the Red Army.

Strider fans who like their games: speed with plenty of action and nothing around are certainly going to enjoy this.

Amiga Format



Strider	PRICE	CODE
Commodore 64	Cass	\$ 9.99 BF0900C
Commodore 128	Disk	\$ 24.99 BF09 00D
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Now's your chance to get going with portable games playing. Nintendo are offering you the chance of getting your mitts on the stunning Game Boy pocketable console. Plus - those lovely people are putting up the Nintendo Deluxe NES home system.

GAMES YOU'VE GOT TO HAVE132

The ACE updated guide to the games you just have to buy. Check them out, and then look at your collection. Remember - it's coming up to Christmas and time to give yourself a treat

BRUCE LEE VIDS!160

Crash! Pow! Mindscape are giving you the chance to add the COMPLETE set of Bruce Lee videos to your collection. And they're offering 10 readers copies of the great Bruce Lee game!...

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Stacks of ads that might just contain the very second hand thing you've been looking for - or the help you need to crack that game that's been bugging you for months.

COMPO RESULTS154

Are you in for a big prize? Or even a little one? Find out on our results page.

THE ACE PRIZE PUZZLE155

Have you got a brain the size of a planet? Of course you have, and of course this month you really are going to win that exclusive prize for eggheads.

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Richard Branson's in a pickle 'cos he can't get his balloon breath. Now in a competition that's Virgin on the ridiculous we're giving you the chance to win the latest Virgin Mastertronic game - but only if you come up with a brilliant caption.

DIARIES AND DATES142

All the events you need to know about in the coming month...

components of the year that should not be missed.

• **AGE RATED: 6+**

RVF

Baltimore, UT \$24.99
Amiga \$29.99

RVF offers a near endless supply of fast-paced action as you pilot your Honda RVF. Attention to detail is paid out all along the route with your riding being the like a past year after a crash, the second run of waste and simulation.

• **AGE RATED: 10+**

SPIDERTRON-IG

An International • that
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Guide your spider-like character around the game area, collecting colored points in the correct order. The built-in construction kit means you'll be knocking out your own levels for the next come time.

• **AGE RATED: 6+**

SUMMER GAMES

Lawrence, CO \$24
\$29.95 • \$24.95 •
\$6.95 • \$29.95

Open sporting simulations are of high quality but none have quite captured the playability and style of original Summer Games and its immediate successor, Summer Games II. One to six players can take part in high-egg, gymnastic, trampolinediving, clay-pigeon shooting, swimming, golf (solo and others) — with tennis kept graphics and smooth animation throughout. Control of your athletes can be complex or practice is recommended.

• **AGE CLASSIC**

SUPER SPRINT

Chicago, Illinois • that
ST \$29.99 • \$24.99
Amiga \$29.99 •
\$27 • \$29.99

One of the better 1988-89 newcomers certainly available. With up to 16x24

display of competing at once, the action is fast and furious and it will take a halfhearted car to complete some of the more tortuous circuits that appear later in the game.

• **AGE RATED: 10+**

THRUST

Portland • Spectrum
\$1.99 • \$4 • \$4
Amiga \$1.99

Surprisingly sensitive controls and a large helping of realistic physics make this budget title an absolute must. Flying down through the vortexes of an enemy bombardment, you face to go up and down, while your jet burns without ceasing into the void with. Tough enough to kill it, but then you'll get to make the return journey with a heavy load slung under your craft. Very mean, very addictive.

• **AGE CLASSIC**

URIDIUM

Houston • Spectrum
\$8.99 • \$24.95 • \$24
\$12.99 • \$8C
\$8.99 • \$14.99

The pace of resistance of building structures, from the straightforward and sticking close while bridging around any large obstacles. Great maintain building breakthroughs and the somewhat cranking you'll want to see just how well structures above the reputation. A game not to be missed, especially now that the versions come packaged with the excellent Freddi.

• **AGE CLASSIC**

ZARCH / VIRUS

Superior Software •
Amsterdam, CA \$9.95 •
\$10 • \$10 • \$10
Amiga \$9.95 • that \$7
\$19.95 • Game \$10
Amiga \$10

A real three-dimensional 3000x400 with built graphics, top feature and smoothly adjustable graphics that it became an instant classic. Now the third version has arrived and they're just at

ADVENTURES

After a brief surge of RPG-related popularity, the traditional text-entry adventure is rapidly disappearing. But for those of you who savour the powers of the imagination, the verbal twist, and the thrill of encountering odd characters, this game genre still has much to recommend it. Here are some of the all-time great computer fantasies...

quest of the 120th century.

• **AGE RATED: 10+**

BEYOND ZORK

Amiga/Amstrad • \$24
\$19.95 • PC \$24.95
• Amiga \$24.95 • that \$7
\$24.95

Infocom's attempt to muscle in on the role-playing market is a great success. Unlike the tedious format of Zorker it is a game that combines the wit and ingenuity of one of the world's most original software companies with state-of-the-art graphics and gameplay. Truly, but with an enormous map file.

• **AGE RATED: 10+**

CORRUPTION

Portland • that \$7
\$24.95 • Amiga
\$24.95 • PC \$28.95
• Spectrum \$24.95 •
\$24.95 • Amstrad
\$1.28 • \$29.95

The tale of leader dealings, infidelity and convoluted business deals is unlikely to appeal to adventure junkies who prefer to wander through vast foreign landscapes seeking treasure. But for those who see fun in traditional adventuring, it's like a breath of fresh air. Supergraphics, great atmosphere and a top-selling plot makes this a terrific game that goes from the start.

• **AGE RATED: 10+**

FISH

Magical Bonds • PC
\$24.95 • Amiga
\$24.95

More graphics than Commodore, better game design than Amiga and not as quirky as The Pinn. This is definitely MCI's best release since Quest Of The Nile. Good stuff indeed.

• **AGE RATED:**

GUILD OF THIEVES

Portland • that \$19.95
• Spectrum \$19.95 •
Amstrad \$19.95 •
Amiga \$24.95 • that \$7
\$24.95 • PC
\$24.95

One of Britain's most adventure software houses — Magical Bonds — managed to produce a traditional treasure hunt with superb graphics and some very lively puzzles. Powerful software helps to create a convincing game world with humor and imagination.

• **AGE CLASSIC**

INDRIE'S BACK

Level II • that \$7
\$29.95

A great follow-up to Indrie's Origin. Level II fans really got to grips with the core characters, so this game and how to program them very effectively.

• **AGE RATED: 10+**

JEWELS OF DARKNESS

Portland • \$24.95
• Spectrum \$24.95 •
Amstrad \$1.28 •
\$19.95 • PC \$29.95
• Amiga \$29.95 • that \$7
\$29.95

Level II has put together three of their classic releases, Cathedral Adventure, Dungeon Adventure and Adventure Quest in one bundle. The games have been updated with graphics and larger resolutions and are all close to the original spirit of adventuring in your hobby to play.

• **AGE CLASSIC**

LURKING HORROR

Proton/Indragem •
\$24.95 • \$27
\$24.95 • Amiga \$29.95
PC \$24.95

Infocom's tribute to H.P. Lovecraft and the horror-fantasy genre sends you into a cold world as you discover something very scary lurking beneath your college laboratory. Super Society game that defies you to stay it after dark...

• **AGE CLASSIC**

TIME AND MAGIC

Baltimore • Spectrum
\$14.95 • \$24.95 •
\$24 • \$19.95 • \$14.95
• Amstrad \$14.95
\$14.95 • that \$7
\$19.95 • Amiga
\$19.95 • PC \$19.95

This combination of the best of games, Lords Of Time, Lord Moon and The Five Of Magic have been crunched with better pricing, better resolutions and picture added. Super value if you don't already own them.

• **AGE RATED: 10+**

ZORK ZERO

Infocom version that's out there now. Watch the space for price cuts. Highly enjoyable with a variety of challenges that make for instant action. A lot more character interaction available than in the real world. One of the

PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

BONE

CRUNCHER

Superior Software • that
\$9.95 • \$11.95 • Amiga
\$14.95

At first sight the recent release may appear to be nothing more than a text-based puzzle. However there are a number of innovative graphics features which give Bone a new level of its own. Highly recommended for those who prefer to solve puzzles rather than shoot them.

• **AGE RATED: 10+**

BONDSMASH

Proton/Indragem •
\$24.95 • \$24.95 •
\$24.95 • Amstrad \$2.95

A game that has many things — instant addition, long-term challenge, for

with excitement as the stack falls down and extremely tricky puzzles. The most collect puzzle hidden in rooms, sliding walls and blockers to get the fish. Bonkers can't stop and leave you confused. While the finish will offer little bit, extremely memorable with. Complete the great fish. Bonkers is not so easy, you can't afford to miss it in this budget version.

• **AGE CLASSIC**

DEFLEKTOR

Chicago, Illinois • that
\$19.95 • \$24.95 •
\$19.95 • that \$19.95

Clayton are the order of the day here but the sport is personal as the player tries to connect a player team to a rocket and at the same time destroy a

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number of odds that are on screen at all. You'll need to make full use of the mirrors, barricades, obstacles and pulsating and rotating blocks if you're to survive your run. Clear the first screen and you'll only have 50 more to do. If you need staff that's mostly obsolete.

• **AGE RATED 900 - 95**

HERCULES

Hasbro • C&A 25 Mins.
124 99 (48) Ages 17
124 99 (8)

Guide you to the top of eight screens using the set of all platforms, lifts and ladders that form the road. It's a highly original game that offers a nice balance between frustration and adventure, aided in each by the video sound. This makes it a good-looking, playable version of a game.

• **AGE RATED 900 - 95**

SENTINEL

Hasbro • Spectrum 25 Mins.
• C&A 25 Mins.
124 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Atari
125 99 (48) • Amiga
125 99 (48)

Stare and competing strategy game played over the clear-cut surface of a screen dominated by the Sentinel. Fields readily give you to absorb energy while trying to stop the Sentinel from absorbing you. A slow train and fast trigger for you are both necessary in this very original (average - 20000) cosmic land.

• **AGE RATED 900 - 95**

SKULL CHERRY

Hasbro • Atari 27 225 99

Bookends show that completely ignores the origin of the particular machine. Again, low that doesn't show you're digging for diamonds in a diamond mine (a hundred different coins - with a time limit for each screen). Multiplay screens on playability (lower screens to begin with and a choice of starting point) and by increasing two-player

option.
• **AGE RATED 900 - 95**
SPORE
Hasbro • C&A 40 99 (48) • Amiga
125 99 (48) • Spectrum
125 99 (48)

The winning combination of strategy, fractal drawing and great graphics make Spore a worthy but somewhat tedious - what it takes time to be able to get it up for 12.99

• **AGE RATED 910 - 95**

TETRIS

Microsoft • Spectrum
125 99 (48) • C&A 25 Mins.
123 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Amiga
125 99 (48) • Amiga
125 99 (48)

A fascinating geometrical ability, the Russian puzzle game the obscure mathematical topic of packing into a cut game. One of a few, shapes fall downwards into reaction grid playing area. Left to their own devices they'll pile up or they'll reach the top of the screen your task is to guide them down and pack them tightly by so that doesn't happen. Different versions have proved to be rather variable in their arcade aspects, but the distinctly simple idea behind them means they're well worth a look whenever your machine.

• **AGE RATED 900 - 95**

THINK!

Hasbro • C&A 15 99 (48) • Amiga
125 99 (48) • Spectrum
125 99 (48)

Originally released by Amiga itself at full price, but now available for a fraction of that from Hasbro. It's a family video game played on a full-grid either one or two players in which you attempt to connect four counters, horizontally, vertically or diagonally.

• **AGE RATED 900 - 95**

XOR

Hasbro • C&A 25 Mins.
123 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48)

Extremely tricky maze game involving the player

controlling two objects and collecting marks through 15 mazes, which increase in complexity as you progress. More later stages, fish and chickens for an extra, often thinking the maze and just waiting

to fall on you and bring your quest to a premature end. Later on, there's got to be a bonus, from portals and dots (complete your quest). Smooth scrolling, simple graphics, this one requires drawing

SPECIALS

Original works that are simply unclassifiable feature in this section.

ATP

Digital Integration • C&A
125 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48) • Amiga
125 99 (48)

Excellent control flight simulator that's a bit of a change for Digital Integration, the simulator genre video. The emphasis is on total control, the result being a terrific one.

• **AGE RATED 900 - 95**

DAK DICE

Hasbro • C&A 25 Mins.
124 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48) • Amiga
125 99 (48)

The second game using the Hasbro programming system, which sets more of an arcade challenge. The 3D graphics are again superb as are the rules and graphics.

• **AGE RATED 900 - 95**

ELITE

Hasbro • C&A 124 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48)

Set the land space trading game. Elite set a standard for other computers to follow. One of the first space games to use vector graphics, it's a shooting and trading effort set across several galaxies, with plenty of variety to the game play. You can trade large quantities of interlocking sets systems, or run the gauntlet of games in the galaxies' danger spots with your total of combined. Other way

there's a nice bit in your C&A, but you'll find it a bit to pull for anyone.

• **AGE CLASSIC**

INCREDIBLE SHRINKING SPHERE

Electric Dreams • C&A
125 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48) • Amiga
125 99 (48)

Amiga, more recent where more, size and scale combine to provide an excellent game. Early variants and a few more variants (the last two are more or less) are all well worth a look.

• **AGE RATED 900 - 95**

M1 TANK PLATOON

Microzone • PC
125 99 (48)

This is a welcome lead from digital games that doesn't forget to be fun. It's a good computer version of a tank game, and at the same time has a breadth of challenge and control elements that should satisfy the most ardent gamers. A winner.

• **AGE RATED 900**

MAGNETRON

Hasbro • C&A 25 Mins.
123 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48)

Plunder and action. More than one. Use the world by dismantling eight satellites. Deal with them every time they appear on your own shield and hopefully make you a bit of a winner. The ideal game for Quaker fans looking for a challenge, see challenge.

• **AGE RATED 900 - 95**
SPECTRUM

QUEBEX

Hasbro • C&A 25 Mins.
124 99 (48)

In the impressively challenging game you must drive a mobile unit through ten different screens of mazes, traps and obstacles, all with a 10000 time limit. The single game concept has a lot of added features to make it particularly

attractive. You can carry over your score to the next screen, for example, and handle the different screens or 'levels' in any order you wish. Excellent graphics and steady scrolling.

• **AGE RATED 900 - 95**

SPINDIZZY

Electric Dreams • C&A
125 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48) • Amiga
125 99 (48)

Two-player skill game your spinning top can't avoid obstacles and collect points, against a leader board, the game landscape is a real system of obstacles.

• **AGE CLASSIC**

TOTAL ECLIPSE

Hasbro • C&A 25 Mins.
123 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48) • Amiga
125 99 (48)

The third game using the Hasbro system is a bit of a departure from the first two, but it's still an excellent game. In total eclipse you have to control your team in the 10000 trying to prevent the moon eclipsing. For a good adventure you can control the planet.

• **AGE CLASSIC**

STARGLIDER II

Hasbro • Atari 27
124 99 (48) • Amiga
124 99 (48)

One of the finest examples of a game using vector graphics is this full advantage, gets the most of the treatment and some of the best. You've got a large task to complete and there's plenty of action to destroy, making the combination of playing and exploring and rendering the landscape grey and blue. One of the most playable games around, despite the simple controls.

• **AGE RATED 900 - 95**

Atari 27 • C&A
124 99 (48) • Amiga
124 99 (48)

This is easily the best interpretation of Star Trek yet. The gameplay provides absorbing and challenging hours of fun.

Amiga for Tetris and an entertaining space shooter. Go for Amiga for everyone else.

• **AGE RATED 900**

TAU CETS ACADEMY

C&A • C&A 25 Mins.
124 99 (48) • Amiga
125 99 (48) • Atari
125 99 (48) • Spectrum
125 99 (48) • Amiga
125 99 (48)

Right amounts, shoot and avoid it around which are both incredibly smooth and well put together. The attention to detail is impressive as you set off on a training mission.

As a space shooter, Academy you get to through your own summer game as well.

• **AGE CLASSIC**

TOTAL ECLIPSE

Hasbro • C&A 25 Mins.
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125 99 (48) • Atari
125 99 (48) • Spectrum
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• **AGE RATED 900 - 95**

STAR TREK V

RPG

Role-playing games have exerted an enormous influence on modern game-styles. They combine the atmosphere of text adventures with the action of arcade games and the brain exercise of strategy - but their graphical presentation tends to be weaker than other game genres. Gameplay centres around developing characters by raising their experience and skill levels in conflict with other, computer-controlled masters. All that - and a great lot...

THE BARD'S TALE II

Electronic Arts, £54
£18.95, Amiga £24.95

The highly successful predecessor to *Bard's Tale II*. If I had the advantage of being slightly wiser to editors, The Amiga version features some very nice sampled music which when you enter a temple and suddenly coloured graphics, 40x40 screens, you can update your fantasy characters, find treasures and equipment for use in *BT II*.
★ ACE RATED 5/5

THE BARD'S TALE III

Electronic Arts, £54
£24.95

The latest *Bard's Tale* game offers a number of refinements over its pre-decessor, all of which are still well worth taking a good look at. First, the graphics are better animated. Second, there are ranged combat moves which take careful account of the distance between you and your opponents. Finally, the game's large and varied world, excellent value for money.
★ ACE RATED 5/5

BATTLETECH

Electronic Arts, £29.95, £7
BattleTech features some impressive cartoon sequences, arcade-style action, role play and strategy. In short a com-

plete, full game. A full size RPG experience even though it missed out on its AI coding.
★ ACE RATED 5/5

DUNGEON MASTER

Electronic Arts, £54
£24.95

Quoted as being a "mile away in advanced computer entertainment", *Dungeon Master* offers, *DO* levels, loads of spells, atmospheric graphics and sound. All going to make *Dungeon Master* one of the best role-playing adventures to have appeared on the machine.
★ ACE RATED 5/5

POOL OF RADIANCE

US-GOLD, £50
★ £54 (£24.95)

PO seems very hard to attempt to capture the complex concept of the *AO* system on a screen, but they managed superbly. In *PO* the second game that will appear is not only *AO* fans but to anyone looking for an enthralling game that will keep them playing for months.
★ ACE RATED 5/5

ULTIMA V

Origin Systems/Williams, £54
★ £54 (£24.95) PC
£29.95 (★ £24.95) Amiga to be announced

Anticipating word of detail in this column.

themed epic. Travel round the world taking the opposition and turning the magical, tactical, and geographical events that will enable you to defeat the forces of evil for underground. Sports

Play, great feeling interest, and tough challenges galore.
★ ACE RATED 5/5

WASTELAND
Electronic Arts, £54
£18.95

Change around involved *DO* shopping instead. Games and later return in the role-playing vein. The atmosphere may not be as good as the *Bard's Tale* series of games, but

the city-direction of strategy leads the *BT*, *DO* and *DO* series of the *BT* series may be better.
★ ACE RATED 5/5

BRAIN GAMES

Fuel up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section...

CHESS MASTER 2000

Electronic Arts, £54
★ £59.95 (£24.95) Amiga
★ £59.95 (£24.95) Amiga
★ £59.95 (£24.95) PC
£24.95

Strategic chess game on the Amiga, with excellent graphics, 3D or 2D view point, 17 levels of difficulty to suit all the playing styles, some could wish for. Plus some fairly silly speech options.
★ ACE CLASSIC

COLOSSUS CHESS 4

CGS, £54 £29.95
★ £24.95 Amiga
★ £29.95 (£24.95) Amiga
★ £29.95 (£24.95)

Best bet for 3-D machine owners, with a choice of 3D or 2D view, optimum levels of difficulty and a

printed options which enable you to play watch, work-out chess problems, etc against a live opponent.
★ ACE CLASSIC

COLOSSUS MAJ JONG

CGS, £54 £29.95
★ £24.95 Amiga
★ £29.95 (£24.95)

Memorylike oriente game of strategy and chance, it takes programming a decent manual, made this in many to use and highly entertaining piece of software for veterans and novices alike.
★ ACE RATED 5/5 - *DO*

INFOGAMES' BRIDGE

Infogrames, Amiga
★ £27.95 (£19.95) Amiga
★ £27.95 (£19.95)

Graphically the best of all contract bridge simulations, with long playing cards depicted against a subtle green laser background. Plays a good game like a computer, which often offers a bit of hints in the negotiation and the development, and features a wide range of options and bidding conventions which you can toggle off according to your style.
★ ACE CLASSIC

POWERPLAY

Beavis, £54 £28.95
★ £24.95 Amiga
★ £28.95 (£24.95) Amiga
★ £27.95 (£19.95) Amiga
★ £27.95 (£19.95)

If you want to try out your game of knowledge, we make good the better off with the original and challenging combination of

strategy game and play than with the extremely readable writing. *Powerplay* is graphically very pretty in its setting brilliant. *Clonus*, form of the *DO*.
★ ACE RATED 5/5 - Amiga

SCRABBLE

Laurus Games, £54
★ £21.95 (£14.95) Amiga
★ £21.95 (£14.95) Amiga
★ £21.95 (£14.95)

The highly readable word game translated very successfully into the video. Fast, readable display, and a especially large vocabulary from *DO* does include some strange looking words or some occasional. Good enough to give most strong brains opponents a tough game of the higher levels.

WAR GAMES

Fancy yourself as a master of grand strategy, marshalling hordes of troops and sending them off to do battle on your behalf? Look no further than the ACE war games section...

ARMEM

CCS, Spectrum £9.95,
Amiga £9.95, £4
£9.95

One of the oldest quality wargames featured in the section. *Armem* was one of the first in the field to have all the essential elements, for separate scenarios and one of the toughest computer opponents you could meet to meet, if thoughtfully attacking wargame which can be played on one of the old masters.
★ ACE RATED 5/5

CONFLICT EUROPE

Microart, £7 £4.95,
Amiga £24.95, PC £9

The 35 bit progression of *Theatre Europe*. Lots of nice graphical and sound effects. The computer controlled intelligence was marginally sophisticated but still enough to give a challenging game. The correct balance between strategy and movement through. Good for beginners and intermediate players.
★ ACE RATED 5/5

THEATRE EUROPE

Microart, £9.95,
£4 £29.95 (£24.95), Amiga
★ £9.95 (£4.95)

The perfect game for 8 bit systems, who go given will enjoy when they look at *Conflict Europe*. *Theatre Europe* is the successor to the excellent 32 bit game. The graphics are even all this are not as sophisticated, but on the whole it still is one touch of a game.
★ ACE RATED 5/5

UMS

Microart, £7 £24.95, PC
★ £24.95, Amiga
★ £24.95, Amiga
★ £24.95

Probably the greatest war game to date. *UMS* also 3D systems enables the creation of almost any bit for a history. As well as a very sophisticated computer opponents play. On top of this are add on scenarios and a very real no frictions to keep you going for even longer. An essential purchase.
★ ACE RATED 5/5

FLIGHT SIMULATIONS

How about flying the latest US Stealth Fighter on a mission over Siberia? Or perhaps a quick flight over Hawaii would be more relaxing? Computer flight simulations can fulfill any flight of fancy.

BATTLE-HAWK 1942

Location: Simons, NY
 ● \$17,274.95 ● Amiga
 128, 650 ● PC 124,950

A BOMBING AIR COMBAT SIMULATOR COVERING THE FOUR MOST IMPORTANT BATTLES OF THE 1942 PACIFIC WAR, FOR PROGRESSIVE-WHENEVER ACTION FANS WHO HAS EVERYTHING - THE SOUND OF BOMBING, THRILLING AND SURPRISINGLY AGGRESSIVE PLAY.

★ ACE RATED
 820

BOMBER

Amiga ● Spectrum
 \$14,995 ● \$15,995 ●
 C64 \$14,995 ● Amiga
 128, 650 ● PC 124,950
 ● Amstrad 414-995
 \$15,995 ● ST 124,950
 ● Amiga 124,950 ● PC
 124,950

Factor looks has spent a long time on this one - and a variety shows. The game gets the balance just right between controlling simulation and entertaining game: highly recommended.

★ ACE RATED
 825

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Commodore Amiga ● Spectrum
 ● C64 ● CPC ● ST
 ● Amiga ● PC 124,950

It's a multitude of aircraft from an early biplane to the Space Shuttle. It's entertainingly different from your standard flight sim and there's so much in the game that it will take many hours of instruction to experience and master all of the available options.

★ ACE RATED
 912

F-16 COMBAT PILOT

Digital Integration ● ST
 124,950 ● Amiga
 124,950 ● PC 124,950

The look and action seems to be superb, and you can feel that quality of work when playing it - it's one of the most realistic flight sims on the market. If you are a connoisseur of flight simulators then this is an essential addition to your collection.

★ ACE RATED
 970

FALCON

Spectrum
 Amiga ● Amstrad ● ST
 124,950 ● Amiga
 124,950 ● PC 124,950
 ● MAC

If you really want the terror, exhilaration and

sheer everything-happens-at-once confusion of combat flying, this game delivers. Make no mistake, this game is the real thing. An essential purchase for first timers.

★ ACE RATED
 945

FLIGHT SIMULATOR II

Saturn ● C64
 124,950 ● ST 124,950
 ● Amiga 124,950 ● PC
 124,950 ● MAC
 124,950

The flight sim that put the genre into the map. Throughly realistic flight sim of a modern American plane, which is well suited to flight schools to train

new pilots. Can be enhanced by a variety of scenery disks.

★ ACE CLASSIC

INTERCEPTOR

Commodore Amiga ● Amiga
 124,950

A low level flight sim with a touch of fun. Perhaps may dispute the label 'simulator' - it contains modification that you fly a real life intercept - but the program contains realism and gaminess for the real world. If you want your other people in combat action, intermission graphics and so on, month making period, use no further.

★ ACE RATED

RACING SIMULATIONS

In you can't have too much of a good thing, even if the excitement is liable to give other old timer a good going over. Racing sims have really come into their own over the past couple of years - and this is where you find out how to get the best of motor racing action - all from the comfort of that armchair in front of your computer...

LOMBARD RAC RALLY

Commodore ● ST ● Amiga
 ● PC

Race through many types of terrain, such as mountains or forest, and through many types of weather conditions, such as fog or night. The game has a nice atmosphere, and though the variety of gameplay may be a little less, it's still a game you'd be playing for a good while.

FERRARI FORMULA ONE

Commodore Amiga ● ST
 124,950 ● Amiga
 124,950 ● PC 124,950

If all of this was, but still a game that was way

ahead of its time to start with. Take the wheel of a Formula One Ferrari race on some of the most famous racetracks in the world. A true thoroughbred.

R.R.R.

Amiga ● ST ● Amiga
 124,950 ● Amiga
 124,950

The challenge is the best Super-Driven Racing Game, and a superb time slot, this one puts you into the world of performance like racing on more other than the tracks. Brilliant graphics, brilliant sound, brilliant game.

STUNT CAR RACER

Amiga ● Spectrum

124,950 ● 124,950 ● C64
 124,950 ● ST
 124,950 ● Amiga
 124,950 ● PC 124,950

This game itself is the proof of computer history as being one of the most amazing spectacles to watch, let alone play. The game is first-person perspective, with the outside world made of tracks, but including that vectors, and the impression of motion is unbelievable. An amazing experience, and a clear winner. When can things go from here!

SUPER HANG ON

Commodore Amiga ● Spectrum
 124,950 ● C64
 124,950 ● 124,950 ●
 Amstrad 124,950
 \$14,995 ● ST 124,950

● Amiga 124,950

for as much a simulation as a perfect arcade conversion of a brilliant table-top racing game ever so. Great game, excellent conversion.

THE DUEL - TEST DRIVE II

Amiga ● C64 ● ST ●
 Amiga ● PC ● MAC

Accidents tend to right all the Test Drive wrongs with the sequel, and to add what they succeeded. There's nothing serious about the game. It's just a lot of fun, it doesn't claim to be technically or visually accurate, but why should it?

THE ARSENAL

The may not be the place to say it, but it's got to be said and that's a very good one, so why not? Arsenal are finished. This may not matter to you, but here's the ACE offer: go to know of good companies. You see, ACE's student, teacher, all managers, Gary Williams is an Arsenal season ticket holder. He's just gone over the fact that Gary comes from Liverpool. Last May he was cooking up, as Michael Thomas scored the last minute goal at Arsenal that secured the league championship.

Well, you've heard of Gary Williams. He's with it a more 18 hour since Arsenal were second beaten by Liverpool at Arsenal. It's only a few days since they were dismissed 3-1 by the Dallas Athletic Club. Not even George Graham could believe it was the plastic pitch!

In the end of Arsenal's Second Gary Williams made his season ticket at Highbury for a place on the benches at Meadow Park, famous home of the famous 'Lads'. Watch this space...



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ACE DIARY

INTO THE NEW DECADE

DECEMBER RELEASES AT A GLANCE

PC:
 Populous and Populous: Promised Lands (Electronic Arts). Highly acclaimed world manipulation game makes it on to the PC, offering everyone should settle for a full, fast the Third Electronic Arts).
 Tempest: sleek graphic adventure, originally on Amiga/SJ Tracking (Electronic Arts).
 Start Car Race: Micro State.
 Goldberg's Domain (Pandora).
 Bruce Lee Lives (Microcrap).
Amiga:
 Neuroticism (Electronic Arts). Role playing adventure, simulation-Populous. Best ever in solid 3D, heralded it (Accolade).
 Baseball: aim support.
 Atari ST:
 Infestation (Progress, see above).
 All formats: Snowy and the Case of the Lost Blanket (The Edge). Big cartoon license - join Snowy in the hunt for Lisa's missing blanket.
 The Search for Shards (Chaosium). Arcade adventure involving hundreds of screens, characters, etc.
 Powerball USA.
 Accolade, not CPC or Spectrum. Offshore gamebook simulator with various "learned" hints around the world.

TUESDAY 12

Independence Day.
 Amiga

WEEK'S RELEASES AT A GLANCE

Amiga: Battle of Acropolis (PSD).
 Bloodwych Data Disk (Image World).
 Starlight (Electronic Arts).
 Amiga: Graphic adventure with fantasy/gothic scenario.
 Round of Shadow (Electronic Arts). Role playing adventure can leave you.
 Atari ST:
 Round of Shadow (Electronic Arts, see above).
 Battle of Acropolis (PSD).
 Bloodwych (Data Disk Image World).
 PC: Gold of the Americas (Electronic Arts).
 Inter-planet (Image World).
 Amiga: Arcade adventure with 3D field and graphics.
 Wolfpack (PSD). Naval simulation set in the North Atlantic in World War II. Much attention on authenticity and graphics.
 Dungeon Master (PL). Acclaimed role playing game make it on the PC.
 Night of the Intruder (Spectrum Hobbyists). Amiga combat game set during the Unsubversive Campaign in Vietnam, 1972.
 Harpoon (PSD). The Cold War line on a NATO vs Warsaw pact game with you

controlling NATO tank force in North Atlantic. C&A.
 Starlight (Electronic Arts, see only, see above).
 Madden Football (Electronic Arts). Disc only. American Football simulation.
 Easy Double Horse Racing (CDS). Horse racing sim with betting. Converted down from 360k machines.

FRIDAY 22

Shivers! day of the year - sun sets at 8:00am, sets at 3:54pm.

SATURDAY 23

Hankkiki: Jewish festival of lights

In one of the wrapped shapes under the tree remarkably computer-shaped? Has it got your name on the gift tag? If so, go and buy and try the following: mats, plug, small heated sweater with a long handle, four-way electrical socket, blank slide/floppy. This was you won't have to take the plug off the kettle, or place it somewhere utterly inconvenient just so that you can reach the socket power point, etc.

SUNDAY 24

Christmas Eve

WEEK'S RELEASES AT A GLANCE

If any games are released this week it

will be an accident. It's turkey on Monday, retarded turkey leftovers after that, liquor, chocolates and James Bond movies on TV for tomorrow this week.

MONDAY 25

Christmas Day

TUESDAY 26

Holiday Day (Bank Holiday) St Stephen's Day

THURSDAY 28

National Day, Nepal. Celebrate with some more safety...

FRIDAY 29

Feast Day of St. Nicholas the Righteous, known as the "sleeping monk", because he decreed that lysine should be used for 24 hours in his monasteries. Any excess of what the rightmost thought of this has not survived.

SUNDAY 31

New Year's Eve and the end of the Eighties. New's releases, at a glance

JANUARY 1990

New games going into the shops this week are likely to be titles which were intended for the Christmas release but didn't make it, due to unexpected high demand, or waiting for delivery of manuals, or, let January offer a better window of opportunity... just

weren't finished or delayed in time.

MONDAY 1

New Year's Day (Bank Holiday) Liberation Day, Cuba National Day, Haiti Independence Day, Sudan

TUESDAY 2

Bank Holiday in Scotland. Feast Day of St Basil the Great

THURSDAY 4

Buy the milk for your newspaper: ACE. Today's issue is out today. International Boat show begins. Independence Day, Burma

FRIDAY 5

Feast Day of St. Simeon the Stylite, famous because he spent the last 38 years of his life living on top of a 60ft pillar.

SATURDAY 6

Epiphany

WEEK'S RELEASES AT A GLANCE

Amiga: Solowarrior II (Electronic Arts). Animation package with many enhancements over Orbis II, and complements Solowarrior II. A hefty £79.99 though.
 Duke in the Electronic Arts). State-of-the-art simulation converted to their 3Dbit.
 Dragon's Breath (Phacel). One to three player strategy trading game developed by team whose members had varying degrees of involvement in

Populous. Space Invader 2 (Eurobeam). Like all the original, but this is the all-new 1990 version.
 Rings of Fury (Eamark). Amiga combat game licensed from Goodhead, PC.
 Indianapolis 500 (Electronic Arts). Fast racing sim (yet another) - based on Indianapolis 500 race, surprisingly enough.
 Samurai Monomaniac. Atari ST.
 Duke in the Electronic Arts, see above.
 Starlight (Electronic Arts, see above).
 The Death Test Drive II (Accolade). Lagging behind the other versions, this is the Ferrari F40 on Porsche 959 episode in Accolade's growing Test Drive series. Also coming out now for ST are the accessory disks: California and European Challenge, Super Cars and Movie Cars.

SATURDAY 13
 Feast Day of St. Hilary of Poitiers, who gave his name to the Hilary Term in universities and courts of law.

SATURDAY 13

Feast Day of St. Hilary of Poitiers, who gave his name to the Hilary Term in universities and courts of law.

WIN A HAND-HELD GAME BOY OR DELUXE NES CONSOLE, COURTESY OF NINTENDO



TEN NINTENDO FACTS

- 1 Nintendo's Game Boy has approximately 700 more of the 16-bit video game market.
- 2 It is 20 years older than the 16-bit game consoles we see today. It costs 10000 dollars less than the latest portable gaming game boy and console.
- 3 It is the Super Mario Bros. game cartridge that sold best in the US since 1987. Another The Legend of Zelda game cartridge has been sold in the US since 1987, and 0.5 million Super Mario Bros. Super cartridge have been sold in the US since 1988.
- 4 Nintendo sold more than 1.000.000 copies in 2000.
- 5 Japanese consumers have questioned why 30 million US video gamers only use 1.6 million software units, making Nintendo more than 50x market share and grosser than any competitor in several industries.
- 6 Nintendo was the first video game manufacturer to offer software with a program that can be downloaded from the internet.
- 7 100% of all Nintendo between the ages of 13 and 17 are Nintendo gamers.
- 8 Nintendo Power is a monthly and subscription magazine that has more than 1.2 million subscribers.
- 9 Every US Nintendo fan can buy an all-in-one official fan Nintendo kit and contribute along the Nintendo Nintendo game character.
- 10 Every Sunday morning, American fans can see a national Nintendo cartoon featuring the Nintendo Nintendo game character.

Launched in 1989 in Chicago (Ill.), the Nintendo Game Boy is a fully portable video game system which uses interchangeable cartridges and offers multiple action, monochrome LCD display and digital stereo sound. The Game Boy will be officially launched in the UK at the Earls Court, by the end of January.

With each Game Boy you get the exclusive Super Mario Bros. game, which emphasizes the Super Mario Bros. and complete tournament-style action themselves.

In addition to Mario, there is a large and ever increasing library of game boy titles including Super Mario Land, Linker and Mario.

Although a UK price is yet to be set, the average Game Boy US retail price is 299.95, with 149.95 per game cartridge.

The Nintendo NES is the most popular video game system in the world. The Deluxe NES includes control stick, two hand held controllers, RGB (Red-Green-Blue) Super Link gun and two game cartridges (Dark Hell and Super Mario Bros). As well as a huge range of games titles like The Legend of Zelda, Super Mario Bros. II and III and Gears, Japanese Nintendo gamers have developed an exciting range of peripherals which include Powerpad (an interactive electronic mat which allows the player's body movements to control the on-screen action of the character), Hand Puck (a controller which helps the physically disabled enjoy home video game play with the help of a "joy and soft touch" and a computerized feeding machine.

GO FOR IT

Winning a Nintendo Game Boy or Deluxe NES could be simple... just answer the following questions:

1. When was Nintendo founded?
(a) 1889 (b) 1987 (c) 1982
2. Which computer console or console game sold you most like to see associated to the Nintendo Game Boy?
(a) Atari (b) Commodore (c) Amiga (d) IBM (e) PC
3. Finally tell us which are your 100 favourite and 100 least favourite actions. Don't worry - there are no "right answers" for this question. We just want to hear your views, and whether you say will be to help affect the outcome of the competition.

Please write your answers in BLOCK CAPITALS on the back of a postcard. Don't forget to include your full name, address and telephone number.

Send your completed postcard to:
**ACE NINTENDO COMPETITION,
Penny Cook, 20-22 Farnborough Lane,
London EC1R 3AA.**

THE PRIZES

The Nintendo Game Boy will be awarded to the first entry - drawn at random from the entries received prior to the closing date - giving the correct amount to number 1). The Nintendo Deluxe NES will be awarded to the second correct entry.

RULES

- 1) The closing date for entries is 30 January 1999.
- 2) Only residents of the UK and Ireland are eligible to enter.
- 3) The editor's decision is final and no correspondence will be entered into.

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Every ACE reader can get £20 off his or her Christmas present simply by using the vouchers below. We've negotiated this special deal with Shekhana Computers. You can find out more by either calling at their shop or telephoning (details below). Your purchase can be made either by mail order or in person. The offer expires on January 30th 1993, so don't be late!

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COMPO RESULTS

PSUPER PSYGNOSIS PSYUFF

The following five lucky winners are the winners of our **Progress Special** copies, which we gave away November issue. We will be sending copies of *Trud*, *Blow Away*, *Never Mind*, *Wasteland*, *Math*, *Managers*, and *Stray*, as well as the very shiny *Progress Tourist* and *Roger Dean's Good T*, start.

Mark Fletcher, Malabar, Tenn., **Duffinoban**, **Mark Stone**, Corvallis, Oreg., **B. White**, Corvallis, Oreg., **D. Manning**, Newark, N.J., **Bobby Chigger**, Milton Hayes, Buckinghamshire.

BOMBS AWAY!

Back in our October issue we ran a competitive competition with 1600 copies of the upcoming issue of our magazine. Eight winners, London.

The winner who received first for it is a whole \$500 of *Progress*, in addition to a copy of the game, **R. F. Mitchell**, of Watford.

Twenty runners-up, also all receive copies of the game are: **Richard M. Gardner**, Humberston, Selby; **Graham Harvey**, Leno, Glasgow; **Neil Edwards**, Chichester; **N. Davies**, Tisbury, Oxfordshire; **Donat**, **Peter South**, Redding, No. Humberston.

M.S.D. Hedges, Chatham; **Neil Mark Baker**, Southam, Northants; **Richard Eder**, Latham, County Kerry, Northern Ireland; **Christopher Wallis**, Luton, Bedford; **M. S.S. Barnett**, Leighton, Essex; **John Young**, Southwark, London; **Samuel Heston**, Great Winton, Peterborough; **Quentin Pitkin**, Scarborough, N.York; **Miss Alison Galt**, Colchester; **S. Bedford**, Ottery St. Mary, Devon; **Mr. Martin Cross**, Swadlow, West Yorkshire; **Steve Wood**, Peterborough; **Mr. J. Baker**, Peterborough; **Mr. J. Miller**, Peterborough; **Richard**, West Yorkshire; and **Paul D. Hoyle**, Chipping, Northamptonshire.

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The master of the martial arts, the electrifying hero of *Way of the Dragon*, *Enter the Dragon*, *Fist of Fury*, *The First Martial Arts Adventure* allows you to bring together and battle - to become Bruce Lee, master of just how do, Bruce's own deadly form of martial arts.

Among the new features found in the game are opponent Artificial Intelligence and a detailed

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The BLITTER END

XMAS SILLY SEASON STARTS HERE!

It's been a strange month for the ACE team... Gary 'Fodger' Williams is off the booze, Sir 'Hissler' Higgins said he could not stand another drink either, and Jim 'Who's that girl? Well, haant' made a move on a girlie at month's end. How are they going to cope with the Christmas Party Season? And to top it off, Dave 'Good' I know? Jojo Cooke has disappeared into the Bermuda triangle - and to be fair it's even been the 4-Christmas present.

In love with Laserkraft?

Did you like the illustration of HP Laserkraft in last month's ACE (Issue 21, page 117)? If the answer is yes, you'll be pleased to know you can get this classic HP Laserkraft Contemporary design on T-Shirt (Sizes: Large and Extra Large £7.95), Limited Edition Print (Only 100 copies, signed and numbered by the artist £3.50) or signed £8.000 Print (£25). Please make cheques/PDs payable to D.C. Designs c/o UK orders post free. Order from: Dave Carson, Flat 15, Block 2, Peabody Estate, Horsley Road, London SW19 2BA. DC Designs also offers personalised designs, send SAE with your enquiries.

Alan Lynn Competition

The closing date for the Alan Lynn competition (further details ACE Issue 27, page 121) has been extended to 7th January, 1990.

SEE... SEE... SEE...

And the award for this month's most boring press release goes to... the best fit of iron-

ACE TOP TITLES

Lawrence

- 1 Interphase • Amiga Ports
- 2 Stormlord • Revision
- 3 Tetris • Nintendo Gameboy
- 4 Rock 'n' Roll • Rainbow Arts
- 5 High • System 2

Kit

- 1 Rock Off • Amos
- 2 Tetris • Nintendo Gameboy
- 3 Battle of Britain • Lucidius
- 4 Hard Drive • Demark
- 5 Battle Squadron • Electronic Arts

Stone

- 1 Lacoste Surf Lamp 3 • Sorensen Line

Jim

- 1 Crystal Quest • Mac

Eugene

- 1 Tetris • Nintendo Gameboy
- 2 Omega 'N' Ghosts • Capcom
- 3 Demolores • Newgrip
- 4 Big Man • Jaleco
- 5 X-Multiply • Iron

Gary

- 1 Tetris • Nintendo Gameboy
- 2 Rock Off • Amos
- 3 Cave Master • Sega

ing... Amiga Centre Scotland for its Whirlport Road press release. I quote: 'From OS8, the best serial, one parallel, and optional SCSI port expansion device comes complete with built-in high-speed serial networking support. It features 2 Serial Ports (DB9 RS232 and 8 pinless DB9 RS422), 1 SCSI parallel printer port, optional SCSI hard drive interface, and full OS8, not-AppleTalk compatible firmware. Gary Nisbet, development consultant, said 'It dramatically expands the Amigas I/O capabilities. The opens up so many possibilities for Amiga expansion that we know people have been waiting for'.

Well, I'm sure you agree, it's pretty exciting stuff, isn't? But if the level SCSI format supports aren't among your most desired possessions, you can always check out next month's ACE for the latest games news, news, reviews, prizes, interviews and other wares that don't end in us. But for now, over and have a very merry Christmas.

04000

NEXT MONTH

In the next all action issue of ACE, we take an in-depth look at computer football games including the greatest football game to date... Amos' Rock Off, interview Oscar-winning graphics wizard John Lasseter, talk to The Teds - Demark's lively bosses, give you more mazzies the complete Super Guide to MEGA, life and gaming, plus much more...

ACE 29 goes out for sale Thursday 4th January 1990.

CRAZY CAPTION COMPETITION

Don't do it Richard, being a millionaire and multi-media personality can't be that bad whether or not you gun for Richard Branson, you could get your grubby little mitts on a copy of Mega-Mazzies's latest game for your computer. All you have to do is give us a caption for the pic and a games tip for your favourite console, console or computer game. The pic was taken at a recent press party (ACE was there in full force) to launch the Mega Challenge games championship. The winning entry will be chosen by panel of well informed, sensible and extremely unbiased judges - that isn't our most of the legal system I have you say - but fear not because it's a panel of just one, i.e. me! The winner will be the person with either the funniest, most boring or totally wrong caption. Send your entries (with attached crop 13 inches) to: VHS/PH/CH/34/MS/CD/CL/SL, Winter End Competition, ACE, Poetry Court, 30/32 Farnington Lane, London EC1A 3BA. Don't forget the games tip, and include your full name, address and computer model. Entries must reach us by 7th January, 1990.



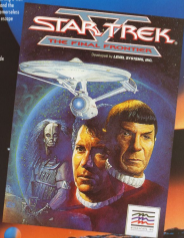
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