

ACE

CPC
 ■ NINTENDO
 THE
**ULTIMATE
 GAMES
 MAGAZINE**

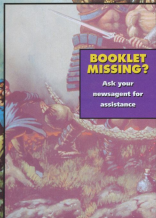
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Reviewed: Latest Blockbuster
 using Ultima VI gamesystem



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CONVERT ACTION,
 ORBGLINE 2,
 WEALTH OF THE DEERON,
 RAINX, SHOCKWAVE...



THE AXEMAN COMETH

Exclusive review of
 Golden Axe plus FREE poster

TIMEWARP!

The Ultimate Games
 Experience is yours



...AND YOU'LL BE SEEING YOU ON PAGE 37



SCHWARZE

STARS IN THE MOVIE - NOVYO

TOT RECA

A S D'OUS QUAD YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS, YOU ARE DRAWN TO RECALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE TETRI L

YOU MUST TRAVEL TO MARS TO FIND YOUR TRUE IDENTITY. YOU WILL TAKE A JOURNEY OF NON-STOP ACTION, FIGHTING MUTANTS, FUTURISTIC VEHICLES, AND AN ARRAY OF WEAPONRY. ALL CAREFULLY EXECUTED GRAPHICS AND SOUND EFFECTS COMPLEMENT THE STORY.

YEAR'S TOP



ZENEGER

HOW YOU STAR IN THE GAME...

TAL CALL

EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
HIDEOUS NIGHTMARES.
SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASINS.
YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU -
YOU'RE ME

TO MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE

TOP MOVIE

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The latest releases on computer, console and CD are all given the authoritative ACE treatment...

"My centre is giving way, my
right is in retreat, situation
excellent, I shall attack."

Image from *Medal of Honor: Allied Assault*.
Download the demo of Electronic Arts' *Medal of Honor: Allied Assault* from www.ea.com.



Medal of Honor: Allied Assault looks like the best of the best when it comes to graphics on page 48



The Sims is the most fun game you can play on page 47



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EDIT PAGE 11

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Henry Cook

BOTTOMS UP!

Next month's issue is going to be so hot we just had to let you into a few of its secrets ahead of schedule. For a start, we've got a fabulous report from the EA-BatD conference, where ACE readers gathered in Birmingham and were greeted by... well, you'll find out. The photos on the right should give you a hint of what to expect. Then we've got a real hot-off-the-press report from the Entertainment '98 conference in Las Vegas - a stunning glimpse of the future of interactive television, games, and online deals... er, er... if you're serious about gaming, then it's a no-brainer you just mustn't miss.

On the gaming front, we'll be covering more games than ever before as well as providing in-depth hardware and software buyers' guides for the Christmas season - so if you're out for a game, a console, or a computer make sure you check with us first. There'll also be some of the next ACE conferences (and here you can join us), a special EA-BatD Christmas game guide, major EA-BatD entertainment releases, and a huge guide for game trials - lots with bags of prizes!

But that AND a Christmas festival! ACE is really going to hot up on its festive issue so don't miss it around! Receive your copy now on page 104!



One year of the Christmas issue made a huge festive celebration of EA-BatD, you'll love it!



Could the console be the next big thing in handheld gaming? After the success of the Game Boy Advance and the PlayStation, did you see the Sega Game Gear on page 8?

IMPORTANT NOTICE The publishers of ACE Magazine recognize that the contents of this issue may prove offensive, or even harmful, to certain people. Those of you who think that handheld gaming is a vicious, destructive habit may be disturbed by our intensive gametesting of the Sega Gamegear on page 8. You may also be appalled by our irresponsible distribution of 50 free Game Boys on page 25. Narrow minded bigots who insist that time travel is not possible will be outraged by our Gamesworld feature on page 15, and failed comic strip artists may conceivably shoot themselves at the sight of pages 28, 30 or 31. You have been warned. The rest of us can relax and have a stonking good read...

GOLDEN AXE

The conversion of the year? Find out on pages 30/31.

0800 AND OVERSEAS

Don't forget, as promised last month, the contents of the 0800 numbers for the £10000 software scratchcards are printed in this issue - and there's still time to claim your prize or discount. See page 26.



ROGUE LOADS AND RUMS

...and so do Judge Death, Rick O'Connell, Hugo the Hominid, and Spideeman in the latest glut of comic-inspired literature. ACE takes a look at outside strip art and wonders whether hot strips make for hot games on page 33.

Do you see the word? Well then page 12 is a little different from most magazine titles.

ACE

DECEMBER 1990

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- + **PLUS...**
Adventureline...dlang...creaword...mail...order...competition winners...check out the full index on page 125.

KICK OFF 2



A NEW DIMENSION TO SOCCER SIMULATION



- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

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

- Full size multi-dimensional scrolling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option (Amiga and ST only)
- 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (strength, pace, etc.) and skills (passing, shooting, tackling, etc.)
- Interactive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- Set piece FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
- 3 types of corner kicks with full control of shot power, long and short throw ins.
- Team selection from a squad of 18 with substitution and a choice of tactics.
- League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replays and create a Golden Shots disc (32k, IBM & CPM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

- ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
- AMIGA (TEAM 007) - The best Computer game ever. 97%
- THE ONE - Ultimate soccer simulation. 90%
- THE ACE - Britain. Buy, Buy, Buy 90%
- AMIGA FORMAT - Best buy game to have appeared on any machine. 94%
- ST FORMAT - What a gem! Best to play. 90%
- ONE - Uniquely winning realism. 97%
- COMPUTER MAGAZINE - Probably the best sports game ever. 92%
- COMMODORE USER - Another soccer game can touch it. 90%
- AMIGA ACTION - Surpasses all other football games. 90%
- POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
- NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
 IBM INT & XT Turbo, EGA & VGA £28.99
 CPM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

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

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, acquiring the right players from the transfer market and building a team worthy of the highest honours.

- Unique facility to design and implement your own tactics.
- Over 1800 individual players, each with a unique combination of attributes and skills.
- A lively transfer market. Fiddle for the best deal.
- A division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life. His talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

- ST ACTION - A grade of pure genius.
- THE ONE - An exceptional football management simulation. Astounding depth. Most involved, rewarding and playable.
- THE ACE - Successfully blends challenging soccer management with tactics and it's not words when.
- NEW COMPUTER EXPRESS - The show depth is incredible. A definite management gem.
- COMMODORE USER - A top management game for anyone who manages.
- ST FORMAT - Brilliant. 93%
- AMIGA FORMAT - It's thrilling and addictive. 90%
- EXP - Best football management game ever written. 92%

AMIGA - ST £19.99



3 DIMENSION IN SIMULATIONS

THE FINAL WHISTLE

Amiga - ST £12.99 (Ret. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two states file.

Look at any player stats, attributes and skill before entering a game.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Lineups and referee on the pitch.

A new player attribute FLAK. A player with a high level of flak will try a solo attempt at the goal.

4 new pitches - Wembley - Ivy - Muddy - Non-League

And let's blow

WINNING TACTICS (£5.99 - ret. Nov.) - A collection of tactics for use in Player Manager KICK with full explanations.

RETURNS TO EUROPE (£29.99 - ret. Dec.) - Three European cup competitions - UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (ret. Nov.) Best teams of Europe on one disc.



Player	Goals	Assists	Appearances	Minutes	Goals per Game
Player 1	12	5	20	1800	0.60
Player 2	8	3	15	1350	0.53
Player 3	5	2	10	900	0.50
Player 4	3	1	8	720	0.38
Player 5	2	0	6	540	0.33



Don't speculate on subject to change without notice

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It's not just your first look under the hood, access to the front, while gamepads are made it all to hand.

Japanese console companies are putting a lot of faith into the 'Wakeman' theory of portable electronic entertainment. If you visit your local electro-galaxies in downtown Tokyo you can buy a Nintendo Gameboy, Atari Lynx, NEC PC Engine (21 Turbo Express), and now a Sega Game Gear... the latest addition to the team of handheld consoles. So how does it compare to the portable competition?

The Sega Game Gear is a sleek black console with the now classic handheld top-down of screen, jogged, two fire buttons and a start key. Its size and weight is pitched between the Gameboy and the Lynx. Game Gear weighs a reasonable 150g and is a little larger than a 1940s video cassette. It has a similar internal architecture to the Sega's 8-bit Master System deck, but cannot use any Master game cartridges.

Six AA-size batteries provide you with a 3.2" backlit colour LED screen at a resolution of 400x146 with 14 on-screen colours out of a palette of 4096. A loud internal speaker blasts

COLOUR, a vibrant update to the look and of arcade genre games.



The Sega Game Gear offers handheld console... 4096 colours, four channels of sound, optional 16-bit stereo output and a 3.2" screen.

PALM

GAME GEAR SPECS

SCREEN: 3.2" backlit LED
 SCREEN OFF: 0.0001cd
 COLOURS: 14 colours on-screen out of a palette of 4096
 WEIGHT: 150g
 POWER: 1.5W
 BATTERY: 6x AA (not included)
 SOUND: 4 channels of sound, 16-bit stereo output, optional 16-bit stereo output
 PRICE: £199.99
 RELEASE: 1995
 MANUFACTURER: Sega
 CONTACT: Sega Europe Ltd, 100 Brooklands Drive, Weybridge, Surrey TW20 2EX
 TEL: 0181 871 1111
 FAX: 0181 871 1112
 WWW: www.sega.co.uk

out three FM stereo sound channels (plus a noise generator). If you don't want to annoy your fellow commuters you can connect 'Wakeman' headphones. You plug your game cartridges into a slot in the top-back of the console.

Game Gear has a wealth of optional accessories including a TV tuner, link-up lead to let two Game Gear owners to play head-to-head games, and various power supply options such as an AC mains adaptor and a cable which allows you to power the Game Gear using a car cigarette lighter.

But the most impressive feature of the new Sega machine is its very low price. You can pick-up a Game Gear in Japan for only 19800 yen (\$176). This compares to the official UK price of £84.99 for the monochrome Gameboy, with the Lynx coming in at a hefty £179.99. And let's not

forget the 'Wakeman' of handfields, the PC Engine (21 cooling the equivalent of 4290 in Japan) already the Game Gear has a clear advantage, but what about the software?

PLAY THE GAMES

There are three games available for the Game Gear at present. Prices are in the region of 3500 yen (£14) per game (not, though, a coincidence of the word 'Sega' coming, when Colson is a more up-to-date coin-up, selective taking, when top of the current crop for arcade genre games that becoming the de facto standard for handheld games). In fact, you can find a Game Gear as a colour version of Tetris.

Sega Master GP is the most impressive title of the three. This fast Pole-Position style racing game is full of extra features, like a multitude of



One of the exclusive Saturn games from SEGA Saturn, the Saturn Star is only available to the Sega Saturn System... only if you purchase this kit.



SEGA Saturn got probably the best game available on the Saturn Star at the moment.

It will interesting to see how SEGA handles Star for the Saturn Star... It's not looking that good from the moment when.



SEGA Saturn got the best game.



Sega has just launched a colour handheld console in Japan costing a mere £79! Is the end in sight for the Lynx and Gameboy? Rik Haynes grabs the first look at the GAME GEAR...

POWER

Grand Prix circuits to race on and the chance to customise your racing car with different wings, engines and tires.

That's not all. *Wonderboy: The Dragon's Curse* and even *2-Loac* will be released on the Game Gear in the coming months.

GETTING INTO GEAR

The future looks very bright for the Game Gear. Software surely should not be a problem. Sega is one of the top Japanese game companies with a string of classic coin-ops already under its belt. We could soon be playing Game Gear versions of *Space Harrier*, *Out Run*, *Afterburner*,

Thunderbolt, *PowderMill* and *Galaxy Force II*.

And don't forget all the Japanese, American and European third-party software houses. But Sega has signed up to produce games on the Master and Megadrive. So will they be developing Game Gear titles as well?

Scott Green, boss of US G&A, was most enthusiastic about the new Sega baby. It seems likely that the Master versions of *Paperboy*, *Gunfight*, *Indiana Jones* and the *Last Crusade* - the Arcade Game, and *Impossible Mission* will be converted over to the Game Gear. "We also have the opportunity to develop other titles in the future," added Green. Meanwhile, Gary Shroves of Ocean told us they have no plans to develop Game Gear titles at present. Though he did manage to mention the fact that *RoboCop* is nearly finished on the Gameboy and looking very good.

Microsoft's boss Peter Dinklage was very secretive about the whole subject of Sega's Game Gear, reportedly saying he was bound by a non-disclosure agreement. But, the most we'll shortly be playing Game Gear versions of *Simon & Schuster* in the Future Part 4 and *Speedball*.

TO BUY THEM FOR A DOLLAR

Nick Alexander, boss of Naps/Mastertronic - the official UK distributor of the Sega Master and Megadrive, was pretty non-committal on the official UK launch of the Sega Game Gear. "There's no firm release date but we're hoping for early next year," confirmed Alexander. And what about the price? "We'd love it to be under £1.00 - we just don't know at the moment."

In the meantime, you can bet the game importers will be buying up huge stocks of what must be the best value handheld console in the world.



SEGA GEAR IS ALSO IN PLAY THUNDERBOLT ON THE GAME GEAR.

Flip-it & Magnose

EXCITEMENT ON TAP!

In **FLIP-IT & MAGNOSE**, two players can compete head-to-head on their mission across six action-packed levels thanks to an innovative split-screen display. The question is - **WHO WILL RETURN AS CHAMPION OF MARS?**

TWO CAN PLAY AT THIS GAME! THE PLANET MARS IS RUNNING OUT OF WATER - AND ONLY YOU CAN SAVE IT ... In a last ditch attempt to save the drought-stricken Red Planet, its two top agents, **FLIP-IT & MAGNOSE**, have been sent to Earth to collect enough water to save their planet. Sounds simple? Don't you believe it!



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ALL CUED UP



Atari's Snooker got a second chance: Marklar's Atari Snooker 2.0 is a more fun than the original. Photo: Atari.

PLAY IT AGAIN, SID

Now you can relive the classic C64 music hits on your Amiga courtesy of a reusable slice piece of public domain software.

Teams will stream from your eyes as you foot your 120 Hertz feet from the Commodore 64 and listen to the sound effects and musical tracks from such classics as Commando, Crazy Games, Delta, Ghosts 'n Goblins, Inherit the Earth, International Karate, The Last Ninja, Master of Magic, Makers, Paradise, Samurai, Tears Cresta, Thing on a Spring, Trap and Warhawk - to name but the best.

The Hagan and Ron-Bink have managed to simulate the infamous SID - the C64's custom soundchip - on the Amiga. And they claim to have achieved this amazing feat in a mere 60 weeks. There's only one thing missing from the list, there's no sign of Richard. This is an outrageous omission - Mark's Gateway's work on Richard was undoubtedly the best audio heard in any C64 game.

Many thanks to LM Software of 1 Queens Road, Southend-on-Sea, Essex for supplying the essential 42.99 Amiga program. What are your favorite game tunes and sound effects? Send your top ten tracks to ACE Letters, EMAP Images, Princes Court, 30-32 Farringdon Lane, London EC2A 4BJ.

**DIAL
0898 555563
NOW!**

ACE



The ACE helpline operates as the only way to get a weekly update on the latest games news, future games knowledge and games currently under development. You can also win special prizes. The ACE helpline is open every Wednesday afternoon. Calls cost less than your average telephone, 15p per minute (plus pence). There's just a phone-call away from the future.

After Marklar, the veteran programmer of the classic games Dragoon and IP's, has now turned his attention to the 'trouder' sport of Snooker ... and produced one of the best: challenging more simulation the ACE team has ever played.

The busy programmer is putting the finishing touches to his yet unnamed Snooker game, which should be released within the next few months on 500k format by Virgin Mastertronic.

Archer's new masterpiece incorporates some of the fastest 3D Med polygon graphics yet seen on an ST, with a very respectable screen rate of 25 frames per second. It also includes a multitude of play options, viewpoints and a

handy 'undo' feature allowing you try out and perfect some sly trick shots. Look out for a full review in a near future issue of ACE.



And for those of you looking in black and white... get your eyes fixed!

IT'S A SMALL WORLD

How, I Shrank the Kids Movie Set Adventure is the latest attraction for the Disney-MGM Studios, Theme Park in Florida, USA.

"This takes visitors through park guests into the Wagon land of the 1939 Disney MGM motion picture Honey, I Shrank the Kids," says Disney. "Soaring blades of grass reaching 30 feet in height, giant-pan backpack bearers and giant-robotter heads all dwarf human-sized visitors."

All these Florida-based Walt Disney World

theme parks are open daily throughout the year, with extended hours of operation during the summer and at other peak vacation times.

General guest information about the Walt Disney resort is available by writing to: Guest Letters Department, PO Box 10080, Lake Buena Vista, Florida 32836-0040, USA - or by calling 0121 407 8044321.

Disney ticket there are more than 1,000 overnight accommodations throughout the Disney vacation kingdom.



Pop into the future and get ahead in the size of a flea in Walt Disney World.

HE'S BACK... TO PROTECT THE INNOCENT



ROBOCOP 2



EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of **RoboCop!**

RoboCop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value.

Detroit is falling apart - it's time to put it all back together!

SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA



DON'T BELIEVE THE HYPE!

First of all, I would like to say how much I think your mag has gone downhill, heading more towards consoles and endless speculation on CD technology. Why dedicate so much time to consoles? Don't you think that the market will soon be if it hasn't already become overcrowded and people will not have a clue as to what to buy? I don't believe that all these computers, consoles and handhelds can possibly all live together. Consoles in particular seem to be aimed at the very people (the younger generation) who cannot afford to buy out CD or run on a console, and then anything from £30-£50 for the software.

My guess is that in the next few months you will have forgotten about the Megadrive (for instance) and will be writing an about CD hardware (such as the Anagid), shortly followed by the latest hi-tech gadget you think we should buy. Perhaps you should realise that most of your readers do not have an endless supply of cash and a desire to change their machines every six months. You may as well rename your mag *Advanced Console Entertainment*. This may seem harsh criticism, but while I welcome technological advancement I do not welcome unending hype. By all means report such things - but in moderation!

Alan Glover, Middlesbrough

Hard work indeed Mr. Glover, and (in our opinion) quite unforseen! Taking your first point, we would disagree that too much space is being devoted to consoles and CD news. You yourself state that they are new technology and as you know, *ACE* is dedicated to bringing its audience news of such.

As for the price of consoles, we are inclined to agree, although the cost of hardware is only relative to the UK market. Japanese consumers pay around £200 for the Megadrive itself and £24 for cartridges. Granted, that may not be applicable to the UK, but even here £120 for a 16-bit machine with arcade capabilities and £21 per title is considerably cheaper than any other such machine. As regards handhelds, (reading of around the £20-£30 mark), they provide a cheaper alternative and all the playability a younger gamer/player could wish for.

As for forgetting current technology when the future comes around. Take a look in *ACE* and you will find that we still cover the 8-bit machines that could long ago have been disregarded. Covering new technology does not necessarily mean that we are attempting to force readers into purchasing - just to advise and inform those who wish to know. Let's face it - who wants to live in the past?

Letters

Console aggro, computer aggro, adventure aggro, and a debate on economics...

THE WUMPUS IS DEAD...

I would like to offer a few thoughts on the subject of text adventures, as it seems that they are a dying breed.

A form of game similar to a book that actually lets the player take part in the story ought to have a lot going for it, yet the popularity of books and comic has always far outweighed that of adventures. The reason must be that the implementation of such games is all wrong.

For a start, text ought to be dynamic and captivate the readers attention. I am a great fan of just a few locations being in-

itially accessible and progress being made via logical puzzle-solving, giving the player a sense of achievement and allowing the story to develop along a set course. There is nothing worse than being faced with dozens of locations and an inventory full of useless objects, right at the outset. It is very daunting and deters the plot. Progression is the keypoint, and text based games on today's machines could involve quite a journey. Puzzles should always be logical and never include the kind of tedious random element you see in today's adventures. About 90% of all adventures I have played, I've been stuck within about half an hour, no wonder nobody buys them anymore. I only hope that I haven't written a eulogy, but software houses should realise that text-based titles now have more greater potential.

Mr C.A. Horsley, Birmingham

Your letter read of a fit of nostalgia in our Editor, who got onto the phone to someone called Mr John Howard and asked his opinion. It arrived the following day by Gregg Glover's hand...

Mr Howard: Worraling Hensley, Gwentings!

Although in retirement near the North Pole I was interested in the points in your letter and felt a reply was in order. Like you, I believe that the adventure format is far from dead, but simply suffering a temporary set back. The attractions of verbal puzzling and the power of the written word will certainly never be combated.

But how? My feeling is that CD technology will make a huge contribution to adventuring, wherever that CD's can show the spoken word very effectively. The big problem with traditional adventures was reading all that text on-screen. Now you'll be able to enter into adventures in an aural fashion, with the games presenting themselves much like interactive radio dramas with video screen graphics and powerful stereo sound effects.

This will happen because (a) the spoken word is cheaper (than moving pictures) and (b) good writers can work miracles with the right text. Stayed by for the return of the *Wizard*? And the *Wizard's* Uncle Tom Cobbley? Auntie Societal? Pete (Cord) O'Brien

CONFUSION FUSION

Could you please tell me why when reviewing Megadrive games, prices in *ACE* are quoted as being £20.99?

When readers see this I'm sure it must put them off buying the Megadrive. You only have to look at numerous ads to see that most suppliers charge around £30-£35. Perhaps that is why gamers get such low ratings, for why you would expect something out-standing. As it is, Megadrive games are under-rated anyway...

Gamee Wilson, Leeds

The Megadrive titles we reviewed were reviewed at a very advanced stage (although admittedly not reviewed for some time) - hence the £20 price tag. We are aware of vast online firms offering cheaper prices and will be taking note in future. If *ACE* reviews always refer to the on the gameplay - value for money is not included in ratings. We believe that only you know best how much you're prepared to pay for a game.

THE SONG REMAINS THE SAME

In your console special (Issue 16), you exhorted all 16-bit computer owners who are "seriously about games" to "seriously consider buying a console", implying that the way forward for Advanced Computer Entertainment lies with dedicated games machines such as the Megadrive. Do you seriously think that I and other Amiga (or PC) owners are about to abandon the versatility and capabilities of our computers, for the limitations imposed on console owners by their machines?

Certainly those who can afford it should certainly consider a Megadrive as well as their computer, but I'd be willing to bet that after the fairly contained graphics and multi-channel sound of the "new toy" had worn off, it will be the computer, not the console that will continue to demand

the most time. Where else but on 16-bit computers can you continue to see the best in strategy games like *Midwinter* and *Ultima II*, and fulfil your dreams of flight with one's such as *Interceptor*.

A glance at the current batch of console titles would confirm the limitations of these machines - games like *Flying Shark*, *Thunderbolt II* and *Thunderbolt on the Megadrive*, and *Ghost 'n Goblins*, in the meantime are like junk-food for them. Plenty of arcade action but little to hold the prolonged interest of the brain. I would suggest that such machines are only suitable for children, after which (hopefully) they graduate to slightly more advanced forms of computer entertainment.

Additionally, the enthusiasm which ACE and other magi have for the new boxes would seem to be premature - of the nine consoles featured in "Hotboxes", four are not yet available in the UK, and five, three are very dated and definitely a step down from the likes of the one mag Amiga and many PCs. And that leaves? The Neo-Geo, truly an advanced machine but one which, like ACE (rightly pointed out) is beyond the reach of the everyday user (at £200 any-

way). I also have my doubts about software support for many of these machines - (I seemed enthusiastic but I wonder if their style of advanced simulation is really suited to consoles.

Don't let us beg to easily by new technology just because it's new. In my view, the new way forward is with the likes of already established machines like the Amiga, ST and Mac - who would have spent ten years ago that the likes of Cosmo Demos would be stretching the latter to such limits.

I. Bury Co. Dublin

Why is everyone fuming these days? The arguments currently being put forward fall back to those put forward by ST and Amiga owners, and Spectrum and C64 owners before that. The "my machine is better than yours" debate is all rather petty when you consider that anyone not wanting to involve themselves with a certain format may associate their right of consumption and simply not "consume".

To say that consoles are very limited as regards game styles shows a opinion and lack of understanding. To begin with, Populous has already been converted to the Megadrive as have golfing titles, and the Microvix (the Micro's most successful system to date) sports a range of Ultima products. For the future, plans to convert titles such as *Q2* Retailer to console format further demonstrate the capabilities of dedicated machines - how's that for versatility? Certainly there are numerous straight conversions available for consoles which may require little thought to play, but that is not for all machines.

Next, the machines mentioned in "Hotboxes" are all planned for release in the UK with exception of the NEC. *Midwinter* - and are all available through specialist dealers even if not yet officially launched. If you can buy it, we're going to cover it.

Yes, the Neo Geo is expensive, but you can rent it and in any event are always for your readers share their own contributions about price. We give you the facts - you decide whether you should splash out on it or not.

Why No Binders?

WHY NO BINDERS?

I now have a year's supply of ACE but still no binder to put them in. When, oh when! are you going to get the binders you've been promising for so long!

A. Bares, Liverpool

We do apologise about the long delay on binders. However, readers will be relieved to hear that a deal has been struck with a supplier and they should be available by mid-November at the latest.

STOCKS AND SHAREWARE

"Inspired" by the withdrawal of the U.S. arm of Activision, I'm writing you what could be a remedy for both software houses and gamers-players. Why don't software houses convert at least part of their capital into shares to be offered on the stockmarket? In this way, gamers-players could support their favorite software houses and (more importantly) influence the kind and quality of published software - perhaps even pushing prices down. Software houses needn't worry so much about piracy and big losses because shareholders could see the whole situation from a company viewpoint, so buying more games (especially from the houses they invest in), a new kind of responsibility would develop and activities such as piracy would decrease. Additionally, small or software houses would gain more strength and be able to compete in the market better.

In short, the two sides of the market would come closer together, resulting in better relationships and conditions for both. I'm no Economics specialist, but I think this would be very possible, wouldn't it? **Arne Maczowski, Germany**

Although a nice idea, the answer to your final question is no - it wouldn't work.

For a start, in all probability, only the larger software houses would have the resources to float shares. Any smaller house wishing to do so, would have to guarantee a good return on shares to attract investors in the first place, and to ensure a good return, they would have to be very sure of sales to create the revenue needed to invest on further product (where's the addition).

In addition, new owners would inevitably invest in those houses which they considered to be worth the most, rather than a "terrorist". Smaller software houses would be more likely to be targeted, creating a very limited market of large companies or conglomerates. As to the concept of less piracy and more spending, both would be unlikely to occur as firstly, there are always people who will prefer "free" software and secondly, consumer's investing would have less, rather than more disposable income, their buying less software!

A nice idea, but sadly unlikely - although flotation is more frequent in the larger American market.



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elite



BETRAYAL



A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY ISN'T
ONE OF THEM

MASTERS OF STRATEGY

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY
ISN'T ONE OF THEM

BETRAYAL



*The White Mountain is a rugged land ruled by
nomadic leaders. Do not see of five knights
with a lion for power, that in the pursuit of
power, she and justify the means.*



*The Blackland lands yield the greatest yields.
Strategically expand your domain, reduce your
land's resources, and tighten your stronghold
on the prisoners of the land.*



*The water provides your power base. Manage
them successfully and harvest the wealth
needed to buy ships and fight for ultimate
power.*

*Betrayal involves a long, hard, ruthless struggle,
starting with the economic management of your
troops and cultivation of your lands, culminating in
the timing of your military strategy and execution of
political subterfuge.*



*Develop a mastery of political subterfuge,
getting places for your creatures as the palace
of the King and Bishop, ready for the coup
which will make you the master of Betrayal.*

BETRAYAL. A HELL OF A GOD GAME

*A new harvest of five Welsh she had just been breached. The royal palace's smoky dining hall resounded to clanging voices. To one side of the
top-table a champion and a minister were struggling to be heard above the conversation caused by two dogs crawling over a stone in a corner.*

Coming slowly, I knew I wanted to catch the breathless whispers of a rival knight.

"They came in at a run, baying like wolves. Four wild-eyed barbarians ready to eat, gorge, pulverize and kill anything that moved."

*That noise was indeed music to my ears. My forces, armed, on his watchtower tower had met with success. Financially weakened, militarily
broken, and politically handicapped, he could no longer hold influence in Court.*

*So long as no evidence of my wrong doing remained. So long as the Gods blessed the crops of my harvest. So long as the remains of the
capture of my brother were true. The throne was mine.*

I've cheated, lied, spied and slaughtered. The fruits of Betrayal are mine.



Welcome to...

The year is 1999. The location is Southern England. The venue is Gamesworld, an entertainment complex that may seem out of this world, but in reality uses readily available technology. In fact, it could just as easily have been built back in 1990, but someone had the idea. A pity, because it's proved to be one of the most successful entertainment initiatives since the Biggs Hall.

Construction of Gamesworld began in 1997, financed by a rights issue taken out by Multimedia Capitalism Ltd. The original concept was developed by the ACE. This Task Force limited and the project took eighteen months to complete at a cost of £24.00M. The site covers five acres of prime land in downtown Watney-Garden, just round the corner from the Texas Ministry.

DREAMWORLD

Gamesworld was envisaged as a haven for committed gamers who wanted more than just another round of Roboquip. Right from the start, it was decided that the complex should offer dedicated entertainment scenarios for ALL players - not just for Gamepunks and Cyberwizzes. Strategy, combat, simulation, fantasy...even romance - we wanted to ensure that everyone had a gamesworld they could feel at home in.

Unfortunately, it was a condition of the finance house that an 'adult entertainment' section be included (the 'Pornorama') but this was against the wishes of the Task Force and judging by the demonstrated public. The unacceptable nature of cybergaming is liable to be the subject of government legislation later this year.

So what has Gamesworld got to offer you? It is really worth taking a trip on the Turbo and taking out £2.00M as here you'll judge for yourself...

WORLDS WITHIN WORLDS

Gamesworld consists of eight scenario centres, each dedicated to a particular game discipline (see the various panels in this article), and connected to the Main Lobby. Each



centre runs different scenarios each week and comprises a main control area where the individual players sit and participate, an Actionzone or scenario area usually used for live encounters, and Robos - robotic figures who communicate or otherwise take part in the scenarios.

When you arrive at Gamesworld, you'll need to place a deposit of £2.00M in the EC machines at the main entrance. This unit will recognise your facial appearance and store it onto your Smart ID, which you take from the slot at the bottom of the machine. If it doesn't appear, by looking at

your Smart ID is a small smart card with transceiver and GPS, originally developed in Japan in 1999 and exhibited at the ACE Living Room of the Future show in 1990. Credit card sized, it holds 250K of memory and can accommodate a range of up to 30 metres. It's used to store your Gamesworld credits (see below as well as your game status for all scenarios), personal information, medical details and Community Charge ID (included by law). The biographic picture enables us to make a visual identification when necessary - remember, the card is NOT transferable. Your Smart ID card transfers the property of Gamesworld and you may surrender it at any time for a 50% refund of your deposit.

This feature is based on an article in ACE issue 150. We have, by special arrangement with our publisher, transmitted it down a temporal fax for your attention. This, people of 1999, is the future of games. And it's not just a dream, as you're about to find out...



This article takes from a scenario and is intended as the Gamesworld scenario centre (see other articles). The above mentioned this was only a temporary first scenario. The full featured office, with the best scenario and the best scenario.



GameWorld is split into eight centres. Each centre has its own different amenities and has hardware dedicated to different game disciplines.

SPORTSWORLD

Sportsworld features a similar selection to AmusementWorld, but is more focused on strategy games. The rules are not too very complex, but the scenarios are very difficult. Sportsworld also has the AmusementWorld facility of a practice arena, which allows you to test your strategy skills on the main arena and make any adjustments you wish. The main arena is:

BlackBall - a fairly unstable stand of the SW1 and Strata hard.

POWERUP BOOTH



STRATEGY WORLD

Some of us prefer to change our preference from a game played on those that the strategy world of AmusementWorld and Sportsworld. AmusementWorld offers a wide range of highly detailed strategy and tactical control and simulation facilities. In AmusementWorld, the AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation. In AmusementWorld, the AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation.

COMING SOON
DRAGONFIRE™
(THE NEW YORK)

The AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation.

ROMANCE WORLD

Become a Barbarian Champion! AmusementWorld offers a fully developed and fully featured world of Romance, Strategy, Simulation, and Simulation. The AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation.

AmusementWorld offers a wide range of strategy and tactical simulation. In AmusementWorld, the AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation.

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WARWORLD COCKPIT



WARWORLD

AmusementWorld offers a wide range of strategy and tactical simulation. In AmusementWorld, the AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation.

The AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation.

CRIME WORLD

AmusementWorld offers a wide range of strategy and tactical simulation. In AmusementWorld, the AmusementWorld arena is a vast display area that offers exciting action in real time. The AmusementWorld arena is an exciting and dynamic environment, featuring a wide range of strategy and tactical simulation.

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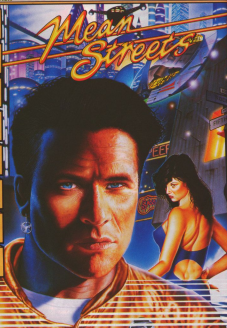


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An Interactive
Detective Story

Features:

- Interact with more than 27 digitized characters and respond to questions, orders and threats.
- Use the innovative "point to click" system which enables you to search without typing.
- Flip your "Latac speeder" to locations all along the West Coast.
- Run through offices, warehouses and facilities looking for clues.



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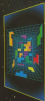
Features:

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COLLECTION CRYSTAL



Welltris



*- Master the colours,
rule space... -*

ATARI ST-STE, AMIGA,
PC & compatibles, Spectrum, C64, Macintosh

Alpha Waves



*- They created
the dream machine... -*

ATARI ST-STE, AMIGA, PC & compatibles

The light corridor



*- The echo of lights
on the walls of silence... -*

ATARI ST-STE, AMIGA, PC & compatibles



THE
LAST



GAME BOY GIVEAWAY



**Yay! Not just one, not just two, not just twenty...FIFTY
Game Boys are up for grabs as ACE and Nintendo cele-
brate the console's UK launch**

Place the scene. It's Christmas Eve, and down the corridor your half brother is waiting eagerly for the obligatory pile of blown flowers and heavy breathing down the chimney. Could Santa possibly be bringing him a present? Is endless, pain-fable gaming pleasure?

Who cares. Because YOU, you lucky dog, have already got your mitts on your very own Game Boy. Thanks to that super-twe ACE Nintendo competition in issue 119, when loads of disappointment echo down the corridor as Paddy unveils his pair of fluorescent nylon socks, the only sound that will come from your room is that of dancing flowers celebrating Level 15, handicap 5, in Gameboy Tennis. Ho, ho, ho...

IT COULDN'T BE BAIKIN'

Yes, even seemingly wilful dreams like that can come true. All you have to do to get into the running for one of these super-twe little fell Gameys is follow the instructions below. Nintendo are very generously giving away 50 Game Boys and to celebrate we've produced

our own Game Boy Comparison mounted on the cover of this issue. Read it carefully if your smart, it could unlock the secrets of the competition!

Right, here's the nitty gritty. On these two pages you will find a short narrative report concerning one of the country's most influential personages. You will note that five words have been misquod out. All you have to do is jot down each missing word on a postcard as instructed in the HOW TO ENTER BOX. It's as simple as that! Do get to it, and you too could be going ping-pong-ing instead of plink-plink-plink in the New Year.



A

B

HOW TO ENTER

Here's how to enter the competition. It couldn't be easier...

1. Get yourself a blank postcard.
2. Read our very witty story. Some things Charlie, there are five words missing. Each missing word is numbered in the text.
3. Use your immense skill and judgement (judgement to determine what the missing words are. Your own booklet, the Gameboy Comparison will help with some of the answers. The booklet is free with this issue - if it was missing when you bought it, check with your newsagent).
4. Write down the five missing words, together with their numbers, on the postcard. (Oh 'Wood 'noodle 't is Phillip' and so on).
5. Write down your name, address, and (if possible) a telephone number.
6. For our information (this is not part of the competition and is optional) tell us (a) which bit of the issue you liked best and (b) which bit you liked least.
8. Check the entry rules below, then post the card!

ACE Nintendo Competition

Box 1
88-88 Partridge Lane
London
E2 9AA

RULES

- a) Employees of ACE, Nintendo, and anyone involved in the manufacturing, sale, or distribution of their products are not eligible for entry.
- b) Closing date for entries is 7th December 1998.
- c) Of the winners of the 50 free Game Boys will be the first 50 correct qualifying entries chosen at random.
- d) Entries MUST be addressed as shown above. Incorrectly addressed entries will not be entered into the competition.
- e) Only one entry per household.

CAP
 Did you didn't collect his Master G Bomb, finished this the last time the box and the price. But if you gave yourself one special offer advantage you can use it to find your prize waiting potential. Find out more on page 118.



GAME PRINCE CHARLIE

Diana was poking his cheeky face over the trees at the bottom of the garden as (1) stirred sleepily in his four poster bed. Somewhere in the distance came the disgruntled yip of a Corgi, followed by a yelp of pain. Old Cobbert was up to his tricks with the dog again, shattering the fragile peace of early morning.

Charlie turned over in his bed and slipped a hand under the pillow, feeling the reassuring bulk of his (2) where he had clipped it the night before, exhausted, after a vigorous round of Paperboy. Such larks! Despite the early hour, he felt a shiver of excitement as he contemplated the day ahead. Breakfast with Diana, followed by a few quick rounds of that Russian thingie, (3) . which should put him in a good position when he met that curly fellow for lunch.

If only Diana could share his new found enthusiasm for advanced computer entertainment, shared Charlie, as the butler entered with a cup of tea, a charcoal bicbin, and a spare set of batteries. The irony was that whereas the sprightly sound of dancing spiles brought spring to his heart, it appeared to send Diana screaming out of the room.

Clearly some of the games should take her fancy? What about (4) , where you had to collect the diamonds - positively cooing Prince's appeal, she would have thought. But no, she absolutely refused to play ball, or anything else, for that matter.

Alas, unfortunately, he slipped the Game Boy out from under his (5) and fingered the switch. His restless soul eased by the innocent 'gong' as the machine booted up. How clever he'd been to persuade that Nintendo chappie to let him have one of his very own!

And what a pity that the fellow hadn't had a spare to give to Diana! And how absolutely spiffing it was to be able to show her how jolly good he was getting at all these games! Strange, though, how often she'd been recently-

WHAT THEY SAID ABOUT THE GAME BOY...

"Wonderful!"
by Mrs. M. J. Smith, London

"I couldn't get any of the Nintendo games out of my 10-year-old daughter."
by Mrs. J. P. Jones, London

"I bought my father and train-but my children you have to get into it and the games..."
by Mrs. K. L. Brown, London

"I always have one in my briefcase - to play Goop!"
by Mr. G. H. Green, London

"I wish someone could along with a colour monitor at the same price, if not a little of its own."
by Mrs. L. M. White, London



£1000 OF SOFTWARE STILL TO BE WON!

Last month's scratch card competition was one of the most popular we've ever run. And there are still some prizes to be claimed including the £1000 first prize. That means that ~~£1000000000~~ there's a real possibility that could revolutionise your gaming career! And there are still many free games left to be claimed.

Meanwhile, here - as promised - are the contents of the 2000 numbers. There's still lots of time to get your claims in the deadline is November 30th 1990, of course. Ordinary readers might say it's hardly so convenient with the time period, should check the number on their card with the list below.

- If your card bears the message WINNER 0000 000 001, you've won a discount off a game from the SCEAN but printed in the last issue.
- If your card bears the message WINNER 0000 000 002, you've won a discount off a game from the 00 0000 but printed in the last issue.
- If your card bears the message WINNER 0000 000 003, you've won a discount off a game from the 0000000000 but printed in the last issue.
- If your card bears the message WINNER 0000 000 004, you've won a discount off a game from the 0000000000 but printed in the last issue.
- If you get the number 0000 000 005, you've won either a free game or - yep! - £1000 worth of software.

Follow the instructions given on page 117 of the last issue to claim your discount or prize.



ively cooing Prince's appeal, she would have thought. But no, she absolutely refused to play ball, or anything else, for that matter.

Alas, unfortunately, he slipped the Game Boy out from under his (5) and fingered the switch. His restless soul eased by the innocent 'gong' as the machine booted up. How clever he'd been to persuade that Nintendo chappie to let him have one of his very own!

▲ It's a pity that the fellow hadn't had a spare to give to Diana! And how absolutely spiffing it was to be able to show her how jolly good he was getting at all these games! Strange, though, how often she'd been recently-

WINNER UPDATE
 If you've got a Game Boy, you've got to claim to have that Nintendo Game Boycard right tonight. There are two systems you can use, the first is 000-0000 and has three operators to handle general enquiries. They have hours 9:00-5:00. 000-0000 will be open for 24 hours. You receive information, and playing the Nintendo Game Boycard. Nintendo hope to launch up the second number with as many as 20 operators by the end of 1991.

GAME BOY COMPANION

WOLF PACK



**THE ODDS ARE EVEN . . . WILL YOU
ENJOY A HERO'S WELCOME OR
REST FOREVER IN AN ICY GRAVE?**

Wolfpack is a precise simulation of a confrontation between a German submarine wolfpack and an allied shipping convoy. Play the part of a Wolfpack Commander or a Convoy Escort Commander to experience the realism of a full scale, real time, strategic encounter.

DESIGNED BY GUY HARRISON



FEATURES INCLUDE:

- SEVERAL DIFFERENT SCENARIOS
- ACCURATE ARMAMENTS AND INSTRUMENTS
- SUPERB GRAPHICS
- ONE OR TWO PLAYER OPTION
- DAY AND NIGHT MISSIONS
- UNIQUE CONSTRUCTION SET



LOGO USED BY PERL



U.S. GO

IBM 84/128 & Amstrad cassette & disk, Spectrum cassette, Amigo & Atari ST

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Spectrum cassette, Amiga & Atari 51.

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list this Christmas!

So again back'n'back console, Golden Axe, is a very popular case-in-point thanks to its simple gameplay and gorgeous graphics. And any arcade success must be converted. First came the critically acclaimed Megalithic conversion, now Virgin has turned Golden Axe into micro-code on the Spectrum, C64, Amiga, ST and CPC. So are you ready to slash some sprites and hack without hesitation?

Once upon a time in a strange kingdom Med with treacherous (and-killers), an alliance of three brave warriors began a steady quest for the Golden Axe. This is their story. The fairland of Yata has been thrown into a state of chaos by Death Adder and his army of insatiable thugs. After ravaging defenceless villages, the evil empire has kidnapped the King and beautiful princess. Only one thing stands between Adder domination and lasting peace - and that's you.

Golden Axe is a six-stage horizontally-scrolling hack-everything-to-death beat-em-up. You (and a friend if you opt for the simultaneous two-player option) start the game by choosing to be one of the aforementioned warrior: Ax-Battle, Golo-Thunderhead or Topy-Flare. Armed with a sword or axe, your warrior has a full complement of combat manoeuvres such as punch, slash, kick, body slam, body slam, kick and headbutt. Your Hit Meter shows how many hits you can take until you lose a life.

In addition, each warrior has an individual magic spell which you use as a 'smart bomb' to destroy all your enemies currently on-screen - though some may survive the devastation. The power of the spell depends on the amount of magic pots you're carrying (shown at the top of the screen). You collect magic pots - and bars for extra strength - by 'snagging' little Elves who appear throughout the game.

Warriors of the wastelands. These are the guys you can control. Ax-Battle the Barbarian heard his mother's final screams and she was put to death by Death Adder - now he wants revenge. Ax-Battle

Golden Axe is the impossible good plays well and has all the features you need."

Golden



the Barbarian heard his mother's final screams and she was put to death by Death Adder - now he wants revenge. Ax-Battle

"Golden Axe is the impossible good plays well and has all the features you need."

By Mark Robinson, Editor of EMI



TOTAL DEMENTIA

Dementia was the software development team in charge of the pioneering Golden Axe on the Amiga. Richard Cordella oversaw the entire and Marco Biondi produced the graphics. Additional graphics were provided by Mark Robinson and Adrian Curtis. "Golden Axe on the Amiga is a hybrid of the Megalithic and coin-op versions," says Cordella. "Everybody says the Megalithic version is identical to the coin-op, but it isn't. The Amiga version shares the coin-op's sprite design but obviously doesn't share its chunky colours." The Amiga conversion has a few "no-concern" graphics for the sprites and backgrounds. The former and latter each measure to produce a game that runs at 60 frames - 600 lines - on a 640x400 screen every frame of a second. "It includes the revolution of Amiga games," confidently states Cordella. Cordella even reflects the sprites to create motion. Golden Axe on the Amiga even includes subtle colour-changing during the six stages. There were three Golden Axe (and-killers) but 1000 sprites animations, 1000 sprites size of 64x64 pixels. "It saved 160 including approx 1000 polygons, using the ground and background colour and 1000x1000 (uncompressing each scene frame as 'wilderness' and 'Hell of the Dead'). Surprisingly Cordella thinks Golden Axe has a lot more depth than the original fighting game. He previously worked on Med and turned to Dementia. He had the Amiga and the C64 version of Day of the Enslaving But the Megalithic Boss.



Axe

As **VIRGIN** goes on a coin-op hack attack, **Rik Haynes** is there to pick up the pieces



ACE PREPLAY

Amiga Golden Axe V20
 • easy close to the coin-op and Sega Megadrive versions
 • single character option
 • the 'new' double' beat

Amiga Golden Axe ADVANCED
 • playable both singly and quickly between machines
 • like the original coin-op, the game does not generate any depth

can command up to four levels of Necromagic. Tira Flare is a tough Amazon warrior, the last surviving member of her jungle tribe. When she's really angry she can command up to six levels of Fire Magic. Gilus-Thunderhead lost his twin-brother in a fight against Abber's soldiers. His specialty is swordsmanship and scorching his enemies with up to three levels of Lightning Magic.

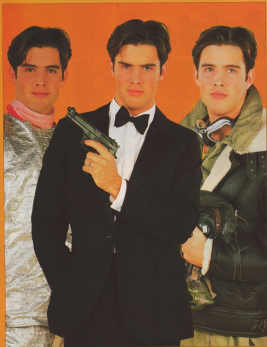
Battle beyond the gates. Between a walk in the woods and the final confrontation with Death Abber, you meet Tira Flare, Lizard Menace, Skeleton Swasticians and Boozers - Death Abber's minions. If you knock an enemy off the back of a Boozier, you can mount the creature yourself and spit flames and twirling fireballs, or wallop people with its tail. Golden Axe even includes a Turtle Village, though fortunately there's no sign of any teenage mutant ninja.

Probe handed the micro-conversions of Golden Axe. The Amiga version of Golden Axe was written by Demetrius; the software development team responsible for Core's ACE-Rated Corporation. David Whitaker provided the music, and three graphics artists worked on the game. David Stone programmed the Spectrum and CPC conversions, with graphics by Jason Green and music by David Images. The Design Team (the same guys who produced the OS4 version of Turbo Cobra last year) wrote Golden Axe on the OS4 - Mark Kelly programmed. Steve Crow designed the graphics. Golden Axe's manual was even written by ex-ACE editor Graeme Ridd.

ACE played the near-completed versions of the game on Amiga (the Pro-Play panel further details) and CPC. Golden Axe on the Amiga is very close to the original coin-op. All the important features have been included and the graphics and sound bear a close resemblance to the technically-superior arcade machine. The CPC version suffers a little in the scolding department: it's a bit jerky but has colourful, detailed sprites and backdrops. ACE's only worry about converting Golden Axe into micro is the original's lack of gameplay variety and depth. But as Neil Young (Software Product at Probe) puts it, "Our brief was not to enhance or modify Golden Axe, but stay within the limits of the target machine". Golden Axe may only keep you hooked for hours instead of days or weeks. Still, you'll have immense fun slaying and besting creatures from a fantasy world, especially during the simultaneous two-player option - you can even tack each other to bits!



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Chris King, IGN

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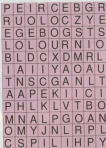
Having made its presence felt in the computer market in previous years, last year's early eighties console PC computers and the last Philips entry with a successor to their immensely successful 14 inch colour monitor line CM66112, with the 1601 series. The original CM66112 has reached up over 2 million sales worldwide (four of them are in the ACE) official since its launch five years ago, enjoying success as a multifunctional monitor for both games and business-applications.

The latest model has been redesigned and upgraded with 100% single European Market and compatibility built in mind. Fortunately for you, 1982 will come sooner than you think, because not only do the Dutch give us diamonds, cheese and tulips, but they give us monitors as well - 3 to be precise. All you have to do to win one of these sleek, new screens, is discover all 12 words hidden cleverly within the grid. Each is associated with the new CM66112/1601 and our thanks go to Philips and Mathieu Thomas PEO for the prizes.

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SILICON STRIPS

...or silicon strip offs?

ACE investigates the latest batch of comic-inspired releases

Why can't a game be like a comic? Or, for that matter, why can't a comic be like a game? There have to be some pretty obvious answers to these questions, but, notwithstanding the obvious differences between games and comics, editors persist in trying to combine the glamour of the world's most successful strip and vanishing their products with it. Cinema, with its big budgets and star promotions, means that practically every software company under the sun has tried the "interactive movie" marketing slant, comics, with their high graphic content, still photos, and cheap mass distribution, have a similar effect. So called "interactive comics" go back a long way and, judging by the current batch of releases, have still got a long way to go.

But you've got to hand it to the folks. They keep on trying. When you've paid heavy prices for that comic, for instance, you've got to make at least some effort to ensure that your program reflects the atmosphere of the great original.

Game designers and programmers have taken different approaches to this thorny problem, ranging from the blatant to the ingenious. Remember *Blade*, where the central figure had continual "thought" scrolling above his head - you had to grab them as they floated past to get him to do anything. *Deadly Hunt*? Other approaches were more mind-numbingly literal. Melbourne House's *Redhawk* and *Kazak!* configured the screen as a comic strip in glorious monochrome. Frames scrolled past horizontally (and slowly) as *Redhawk* acted according to your commands. Yes, it did look terrible.



Judge Dredd makes a definite effort to retain the original's graphic fidelity. Most better than in giving the comic his face (bottom screenshot on right)...



Superhero comics in *Blade* might be better with a few better designed up to comic appearance alterations.

Other software took a more relaxed approach. Take the hero, show him in a scenario that somehow reflects his qualities or character, and damn the rest. Perhaps it's not surprising that this approach has resulted in the best games: the original *Con Dare* from Virgin, to take one example - or *Batman* from Ocean. Very sensibly, neither of these games made any attempt to LDOR like a comic, and as a result they didn't play like one either. Just as well.

However, just because games like these weren't bad because they put gaming first and comic presentation second doesn't explain why they were any good. With that question in mind, we've checked out the current comic releases and tried to determine what makes a good comic license...if there be such a thing...

ATMOSPHERE

First, comics succeed when they generate atmosphere. *2000AD*'s line of the most prolific licensors into software (and vice versa) got a strip (not one of its most successful) called *Metalhead* - a tremendous epic of a time when the world was dominated by a robotic ecology and distinguished by almost no speech at all. Much of the strip was concerned with tedious sequences of senseless action, generating bags of atmosphere but perhaps a little obscure for the little ones. However, that same atmosphere underpins the success of *Judge Dredd*

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highlight of the experience is when the character's position can be getting into various loading positions. All will save the game if the game is either over the goal post, or into the hole of enemies.



Two scenarios offered up with titles of *Rogue* in the first, and then the original, but the original is the original, and the original is the original.

and *Rogue* *Rogue*. Any game wanting to capitalize on the fact to have programmers and designers that are fully aware with the original. *Rogue* *Rogue*, one of the principal programmers of *Rogue*, was a robot. How far? Consider? Surely not.

GRAPHICS

Graphic presentation is obviously a very important part of the comic realm. Unfortunately it's highly detailed, with wide variations in color (often monochromatic). It's also, of course, static. Comic art styles could, however, be better implemented in screen designs than at present. Of the games under consideration, only *Breath* and *Spiderman* (see, judging by the demo disk, *Rogue* really borrow the grainy style of the original). A pity.

CHARACTER

Most comic strips have one central hero who's personal idiosyncrasies make him both attractive and compelling. *Dave* may be the Linc, but he also shows occasional self-doubt. *Rogue* may be half-machine, but he's also half-human, as his fantasies about his lost love frequently reveal. *Iron* may be all machine, but his exasperation is all human. *Spiderman* may be a superhero but the *Batman*, he's also more vulnerable than most of his impressive companions. Any game scenario has to recreate that character as far as it is possible in terms of both scenario and game objectives.

NARRATIVE

Apart from the above, the other essence of comic is straightforward narrative. A good story needs a good story. If your game simply consists of a series of long-range encounters followed by a congratulatory sequence then you haven't got a real story. Early comic games like *Questmaker's Spiderman* were pretty heavy on story — a pity they weren't heavy on gameplay as well.

Check out the spread for the rest of the story...



One technique for identifying your game with the original comic character is to always feature the character's name, and to use the character's name in the title. This is a simple way to identify your game with the original comic character. This is a simple way to identify your game with the original comic character. This is a simple way to identify your game with the original comic character.



THE GAMES

BREATH

Atari

AT, Amiga, PC £24.99 (hardcopy)
\$24.99 (disk) + \$4.99 (disk)

Breath guides his way through a deceptively intricate environment, accompanied by a slick user interface that enables you to interrogate bystanders and carry on limited encounters. The atmosphere of the game is a reasonable reflection of the original but the otherwise rich originality of the strip here is heavily compromised by excessive loss of responsibility in the programming. The storyline, concerning proper installation, is more complex than some other games in this selection but fails to compensate for the otherwise standard fare.

ROGUE THROVER

Atari

AT, Amiga, PC £24.99 (hardcopy)

This level-up, arcade adventure as you escape from the North in an episode from the infamous *ROGUE* (the North American name scenario). The atmosphere, however, hasn't contributed much to the way of originality and the colorful graphic design is rather a long way from the abstract atmosphere of the original. However, the programming here is certainly on a par with the best of the rest and the game combines some exciting fight sequences with puzzle-like and simple object-based puzzles, leading to the game, however, that really tells you much about the game, just far.

IRON MAN

Virgin

Amiga, PC, CPC £24.99 (disk) + £9.99 (disk)
Amiga, ST £29.99 (hardcopy)

There's a reasonable job of capturing some of the graphic essence of the popular *IRON MAN* series — and the character in the somewhat abstract — and the background scene suitably *Iron* City. *Iron* can walk or run and his talk is to permit the city and learn up where other times by entering simple graphic objectives. The idea of keeping down the wire and meeting the police is in tune with our fears, but this good means is identically developed by the gameplay which carries from the frustration to the pleasure but really seems more vaguely inspired. Best analogy is *Iron*. *Iron*'s personal computer program requires of the beginning now the best total disaster.

SPIDERMAN

Amiga

PC, Amiga, ST, ISA, Spectrum, CPC £24.99

At last *Iron* for the PC, but with a multi-screening, multi-screening, but the appealingly minimalist game style, in which you solve puzzles in a series of scenes before a final confrontation, the animation and control of *Iron* really does compare up some of the original excitement. Being able to walk along the ceiling also makes for some slightly more interesting games. The graphic style isn't *Iron* (Spiderman), however, and the control options, although attractive in nature, is too small to carry graphic simulation.

ROGUE THE ROGUE

Amiga

Between details to be mentioned, *Rogue* only in *Iron* (Rogue), but the graphics are large and very much in the original style. An extension of the time of going to *Iron*.

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The Final Assault

Games designer Matthew Sobbe concludes his mini-series on the design and coding of Domark's *Nem*



Games designer Matthew Sobbe designed the *Nem*

"That's one, two, three, what are you fighting for? I don't play a dem... Next step is...uh...uh..."
—Matthew Sobbe

Last month I described how I went about designing Domark's *Nem*. This month, as promised, I'll cover some of the technical issues that came up during the game's implementation.

In my last article I described the problem of designing a coherent and intuitive metaphor for a game. *Nem* uses the idea of a Presidential report including all the information needed to make decisions, a newspaper, and maps. The player makes presidential decisions by entering details into the report. Apparently even this was too complicated for President Reagan, who had to have aides presentations and who made his decisions by taking in boxes marked "approved" or "disapproved." The military decisions are made by interacting with the map. It is easy enough to say all this in a game design document, but how is implemented?

This was the question I faced in early June of this year when I began programming the first Macintosh version of the game. I approached the problem by designing a proto-

type using HyperCard which allows you to place graphics, text, scrolling lists, buttons and editable text in hypercard-linked "cards." Using this, and the graphics that James Hodgson-James had prepared beforehand, I came up with a working prototype that looked very much like the current version of the game.

I then took this "proto" file a Hypercard file is treated as a model, and implemented it in C (Think C 4.0) to be processed all the basic user interface items that I had used in the prototype. This meant that I had to re-implement scrolling lists, buttons, text from scratch. Luckily the Mac ROM's give you a lot of help, if you don't mind reading the 2000+ pages of "Trade Macintosh" I cheated because I have Apple's CD-ROM version which is much quicker than looking things up in the paper version's file folders. Nevertheless, the code for the user interface came to about 150k of source code, including all the code to buffer the screen so that refreshing appears instantaneous.

As I have been programming the Mac for over three years in Object Pascal and MacApp is brilliant. Smalltalk's object oriented environment for the Mac with another 2000+ page manual I tried to make the code interface to this set of user interface building blocks as "object-oriented" as possible. This means that it is possible to define as many screens and with as many different user interface bits and pieces as I wanted simply by giving short descriptions of what I wanted and where it should be. Some screens can be described in less than a dozen lines of code.

I originally designed and tested the models for the game in (Dart) a Mac and PC based spreadsheet. I updated the models and tested the further using a fantastic program called Stella which

makes it very easy to model the kind of complex dynamic models used in *Nem* or *Impetus*. Programming the models was therefore simply a matter of taking the formulae from Stella and expressing them in C.

While the Mac version was being developed I received a great deal of help and advice from a small group of beta testers, who were never slow with constructive criticism. I am sure the game is better for the help, but any faults that remain are, of course, mine! All the beta testing was carried out using AppleLink and CR (both electronic conferencing systems—AppleLink is Apple's own network) to store test files, and to exchange comments about the game. Often I would upload the latest version of *Nem*, and there would be comments on it by 9!

The PC version was started when the Mac version was nearly complete. I worked with another PC programmer, and I had to complete that version by myself.



From Domark's *Nem*: the detailed military reports by clicking states on the reports screen.



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The 8-bit soccer game of the 80's becomes the 16-bit sensation of the 90's with the release of the long-awaited Atari ST and Amiga versions.

When EMLYN HUGHES INTERNATIONAL SOCCER was released for C64, Spectrum and Amstrad, reviewers were amazed. It rated 96% in Zzap, 91% in Sinclair User, 88% in Games Machine, 91% in Amstrad Computer User, 94% in Computer & Video Games, 88% in ACE, Game of the Year in CCI - we could go on for ever!

Now, with the release of the Atari and Amiga versions reviewers are reaching for their dictionaries to find new superlatives. ZERO described the game as 'totally excellent', the sound as 'absolutely brilliant' 95%; Your Amiga rated it 'the best soccer simulation to date - 95%'; YG World Cup winner 97%.

Forget the rest - there's only one EMLYN HUGHES INTERNATIONAL SOCCER!

AUDIOGENIC SOFTWARE LTD

Winchester House, Canning Rd, Wealdstone, Harrow, Middlesex HA3 7SU, Tel: 081-661-1196

SCREEN TEST



Prosecutor: Defending the righteous ACE always got used to the finished goods it reviewed on page 48.

ACE RATED!

Question: Is this game really going to grab me? And for how long? Answer: The ACE review system—the heart of the ACE Rating System.

The ACE—Predicted Interest Curve

—is the most sophisticated reviewing tool around.

So no ACE knew you don't just play a game—you experience it, the Predicted Interest Curve is the only review system that takes this all important factor into account.

The curve is divided into six sections, indicating the player's estimated level after one minute, one hour, one day, one week, one month, and one year. And this can tell you a lot more about a game than just the interest levels...

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 it's probably a good game to show off to the neighbors—who probably aren't going to play it either for much more than a minute anyway.

The minute, hour, and day ratings can tell you a lot too, if there's a dip here,

followed by a rise, you've got a game that may take a lot of getting into. Alternatively, the graphics may

get you off for a while until the gameplay starts to grip. Check out the ACE comment for more details.

Finally, you've got the month and year ratings. The latter a game built up here the more exciting it is to your local computer club.



• The only tool used to review games
• Available on all platforms
• Available on all platforms
• Available on all platforms
• Available on all platforms



• Available on all platforms
• Available on all platforms
• Available on all platforms
• Available on all platforms
• Available on all platforms

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

ACE AWARDS

ACE always awards sets of accolades for outstanding software performance. If a game really breaks the boundaries in some category, or originally you'll see the computer ACE Award from us this year, comes out this time or when we'll get the ACE Award, each software house you have been awarded.



ACE only awards this set of games of outstanding quality. It will give a studio this achievement.



Originality counts for a lot these days, and we award this to the studio that has a unique idea. This ACE award is reserved specifically for those who



One of the best things to get out of a game is its graphics. Games that make the state-of-the-art get this set of approval from ACE.



Based on the "longest" record of games... but ACE will be based on them. ACE only awards this set of accolades to the best use of software in a game.

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CCERT

Only one must be developing a strong claim to the Software House of the Year Award. First, Ultima IV transformed the Ultima series with yet another quantum leap in playability. Then Chris "Bad Blood" Roberts brought us the superlative Wing Commander and now - can you take it? - they've delivered another masterpiece. The only problem is going to be convincing you that it's as good as it is...

The problem is a real one and it arises because of the prejudice that many gamers/players have about Ultima-style games.

These prejudices fall into two categories. The first is based on actual personal experi-



In the village of the Holy Hand - the location graphics in Wing Commander are even better than this!



SAVAGE EMPIRE

ence of early Ultima. These were graphically tedious and had extended, but very obscure, gameplay. You either loved them or loathed them. The second category belongs to people who lump Ultima games together with other pseudo-RPG and fantasy titles and who would rather get stuck into a more active scenario.

The first category are missing out because the games have changed beyond all recognition. The second category are just missing out, period. Here's why...

Can this be true?? An Ultima game that's... gasp!... even BETTER than Ultima?? Yup...ORIGIN have come up with another fantasy of graphics, gameplay and long-term addiction

THE ELEMENTS
What do you get in a game like Savage Empire? First, you get the Ultima IV software engine. This gives you a scrolling map-window of computerized graphics complete with the ability to create and store-gather characters complete with their appearance and all statistics, a powerful user-driven interface, and the capacity to process vast amounts of gameplay data. This engine can drive 500 games.

gameplay consists of leading your party (which may consist of between one and six members) around the landscape, extracting belongings displayed in high resolution right down to the caps on the lateral and encountering people (such as you would do in real life). Unlike other games, these characters don't just sit there like parts of the furniture - under constant computer control every one of them is leading his/her own life and moving about the world just as you are.

When you encounter someone you can

A special glimpse of the game - the end of a winning chess match through the magic resistance to the Savage Empire.

either hand (which, you are aware, the message and special ability systems in Savage Empire are more aware in different roles than the normal Ultima. They are, in fact, there's what you're getting.



either ignore them, chat with them, or fight them. Again, these options are not just IGNORE, CHAT, FIGHT as they would be in some other games we could mention - these options are powerful and complex. If you communicate, the other person may well have a lot to say and highlighted words in the text prompt you with subjects for further discussion. Characters may not quarrel, offer information, simply pass the time of day, solve puzzles for you, or even join your party and place themselves entirely under your control. You can't afford to ignore anyone.

COMBAT

Ignore or later you're going to bump into someone (or something) you don't like, or who doesn't



WHAT TO LOOK FOR

Here's our pick (some of things to check out in Savage Empire)

- ▶ **Graphics and Sound**
A couple of friends with exceptionally sensitive recording systems. Can these be Ultimate and also more realistic?
- ▶ **Action**
A beautiful picture of the final trial. Play your to be here.
- ▶ **Support the lead**
The three on an island and think the narrator is in the blue coat. What's the name taking?
- ▶ **World Development**
There's a particularly impressive part (and here you'll find it) - a "Savage Empire" You have to get past the - and past the following interesting things to be here.
- ▶ **AI Support**
They're a robot! Just when you thought the whole world was something with nothing but dinosaurs, identifying differences, and many creatures, we get a real life. The last enemy, or ally, and he may reveal the secrets of the Underground Empire that leads here.



Sullivan Bluth Presents

DRAGON'S LAIR II

TM

TIME WARP



Princess Daphne has been spirited away to a wrinkle in time by the evil wizard Mordroc who plans to force her into marriage. Only you, Dirk the Daring, can save her.

Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry, for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger in marriage and she will be lost forever in the Time Warp.

Be the first to play the all new Don Bluth animated adventure Dragon's Lair II: Time Warp! Features full-screen animation and digitized sound with more scenes than any previous animated adventure.

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ReadySoft Inc.



The only one before us in the game. This little guy has a limited life span, so it's best to use it wisely at all times.

The story of *Apprentice* is one of awe, great loss and unexpected emotion. You, being nothing more than a mere wizard's aide, have always wanted to become a grand master of magic. However, you are far too young. The wizards will let you try, but to prove your worth, you have to seek out a great dragon, and reclaim the book of secrets that he stole so long ago. The path is perilous, taking you over and



Remember to push into the water's surface (jumping ability), mainly when entering large levels of water.

APPRENTICE

Rainbow Arts are looking for promotion - the hard way!

over land and sea, as well as a short jaunt through hell for good reasons.

Obviously and everything is against you in the game. Not a very nice thing to be told, but it's true. The wizards have decided to help you a little, by scattering parking crates about the place that you can be killed or thrown at the wizard. Some of them hide secret treasures, such as potions or magical formulas that allow you to float like a leaf, or create an animated control table inside of yourself.

Against you are all manner of enemies ranging from the very slow and simple hedgehogs to menacing boomsticks that have a nasty habit of blowing your boxes back at you. There are also all kinds of traps lying about the place, collapsing platforms and water-filled holes to come out too. You've no way of telling where most of these are, so the game has to be learned.

Each of the thirty-four levels is composed of large, four-way winding play areas viewed side-on, a la Super Mario Brothers. At one end is the start location, at the other is the exit. There are a million and one different exits across the level, but the easiest one is marked with that, it's helpful indicators on the later levels, which really are nothing more than complicated mazes.

The controls are very well thought out indeed. Depending on which spells you've collected, the fire button plays a different role at all different times. For example, if you are falling or about to hit a box, you'll either throw or kick it. However, if you are not in either of those categories and have collected some bombs, the button will place one directly in front of you.

Another nice gameboy feature is the ability to change direction while jumping. This allows you to extend your trajectory in mid flight, changing the lengths and heights of your jumps and even leaping backward. Handy in more than a few situations.

On the face of it, *Apprentice* doesn't break any barriers. Indeed, it may well get lost in the wash of console-style games - a trend the delightfully fits right into - by being a little too ordinary. A fun game to play, but by no means an outstanding product.

By Tony O'Brien



Unusual magic is used, where this is the way. Here you can see some magic, spells and abilities, and the wizard's book.

PIC

5
0

Available again and again from the community, we've had this thing on all kinds of... For more info, visit our website at www.rainbowarts.com. We're looking for people who can help us with our marketing and sales efforts. If you're interested, please contact us at info@rainbowarts.com.

685

AMERICA

RELEASE DETAILS

AMERICA	\$ 19.95	OUT BODY	OUT BODY
AMERICA	\$ 19.95	OUT BODY	OUT BODY

For other information:



The difference is used in this to help you play. This can help you learn the game, though, it's not always easy to play.

BUCK ROGERS

COUNTDOWN TO DOOMSDAY

5.5.1 give you the chance to join Buck Rogers and the rebels of NEO in the struggle against RAM domination

To year in 2458 and humanity has colonised most of the solar system, transferring the planets to suit his needs. Peace lies with three international alliances, which - by losing the "The Last Gasp War" - have replaced national governments. Luna is owned by the Com-Med faction, Venus by the Indo-Kian Consortium and Mars, seat of power among the four worlds, by the despotic Sotaco-American Mercantile (SAM).

Earth, however, is in a bad way. Ruled for decades with cruel efficiency and an iron fist, neo-colonialism and war have taken their toll. In response, NEO (the New Earth Organisation) has been formed by a daring band of rebels to combat RAM's tyranny.

In its and-out structure would have it, Buck Rogers is recruited along with his fractious crew and with his tactical genius and fearless

daring he soon leads NEO to victory over RAM, who leave Earth after it becomes too expensive, although NEO is now in control. RAM still attacks and, with a full invasion imminent, our forces are desperate to build a defence force.

The game is in a similar vein to 5.5.1's *Advanced Dungeons and Dragons*, *Black Rogers* being the computer incarnation of 1984's role-playing game of the same name. The action starts with character generation. Each character has seven abilities (strength, dexterity, charisma etc) which are in turn modified by that character's racial characteristics. For example Martians (a badly engineered offspring for Mars) get a -1 modifier to their COX and GIP values, but +1 to OEX and OHA. Other races include Terans, Ransians, Mercurians, Trakans and Dwarf Runners.

The next step is to pick a career class, the selection ranging from Bookkeepers to Engineers - all have minimum ability requirements and are open to only some of the races.

To personalise your character you allocate 100 skill points between various skills and achievement is achieved via the collection of experience points. Each time a character gains up a level you get an extra 40 points to add to any of your skills. With more time free to choose from you can create a varied party, ready for anything!

Combat occurs quite often and is fairly easy to get to grips with. Viewed from slightly above, you control colourful sprites which attack in a set order depending on initiative. This is a random value number modified by various factors including dexterity and weapon.

A career aspect is available although you start off with standard Ball Guns, but as you progress you can upgrade to the likes of Laser Rifles and Plasma Throwers. Also possible is space combat. This too is controlled by a selection of menus, ranging from an option which can then be followed by counting. To take a ship you must secure both the bridge and engineering sections. All badly in their years and the team is credited with the salvage value. This account is used for ship repairs, fuel, and other necessities.

There are many locations ranging from Martian deserts to cavernous spaceports, and all are inhabited in one form or another, some being



Character generation - a whole new world controlled by the old RAM.



...and a whole new screen.



Get into the mission briefing details.

PIC

MISSION PROGRESS

MISSION DETAILS

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THE CITY OF THE FUTURE



From the heart of Menlo Park, California, Maxis has produced some of the most original microcomputer software ever created. *SimCity*, the urban city simulator, and now *SimEarth* (see your magazine a planet) have taken the word "micro-simulator" to a mass audience around the globe.

Maxis products are now available on a variety of machines ranging from the Spectrum and Amiga to the FM Towns and Super Famicom. But how did it all begin? Jeff Braun, President of Maxis, explains:

"Maxis started in 1987, it's a partnership between Will Wright and myself. Before Maxis I was involved with productivity software on the Amiga but I just didn't see that going anywhere. I then met up with Will at a party. He'd already written *Raid on Bungaling Bay* (see panel) for further details. He designed all the graphics in 1988 and had a system setup where he could just plug down factories and roads and build the islands you try to destroy in the game. While he was designing *Raid on Bungaling Bay* he decided it was more fun building the islands and cities than it was destroying them. This, coupled with the fact that his next-door neighbour and happened to be a knowledgeable

urban-planner with a stack of computer-model data from his university days, led to the next idea of *SimCity*."

"*SimCity* was finished in 1989 - it was originally called *Metrocity* on the IBM - but Will couldn't find a publisher, so we set-up Maxis, and converted *SimCity* over to more adult-oriented machines like the Macintosh. *SimCity* is now available on the Spectrum, GBA, CPC, Amiga, SE, PC, Macintosh, FM Towns, Super Famicom and NEC-PC9801. It will also be available on the Nintendo Entertainment System and Super Famicom in January 1991. Nintendo has actually bought their licensing rights for a reported one million pounds, though Jeff was unwilling to comment - RUC). Before the Nintendo deal Maxis was just five people, now we've got over 20 people."



Jeff Braun, the creator of *SimCity*.

PM Team, Sharp X68000 and NEC-PC9801. It will also be available on the Nintendo Entertainment System and Super Famicom in January 1991. Nintendo has actually bought their licensing rights for a reported one million pounds, though Jeff was unwilling to comment - RUC). Before the Nintendo deal Maxis was just five people, now we've got over 20 people."

Get the Max

"The Super Famicom version of *SimCity* is being developed by the same team who created *Super Mario Bros. 3* - it's a beautiful product. The Super Famicom implementation will be the best version of *SimCity* with more 'gamey' features. It has animated ocean waves, a sea-through menu-system, and gives user-defined names to objects in the cities like the RUC Suspension Bridge for example."

WILL THERE BE A FOLLOW-UP TO SIMCITY?

"As soon as *SimEarth* is finished, we're putting the same team on *SimCity2*. A lot of the features in *SimEarth* will appear in *SimCity2*. We'll have elevation - mountains and valleys. We're going to have a much bigger area and multiple cities, it will be almost like a county. We're not certain how these cities will interact yet, but we're talking about a multi-player ability, so you can be mayor in one city and your friend mayor in another. There will be some kind of conflicts where there's a county battle, and one city might be industrialised and the other more commercial so there'll be some battles. The budget minister's going to



Where do you go after simulating the planet Earth? Rick Hayes talks to Maxis, the company that brought you *SimCity*, *SimEarth* and soon *SimCity2*...

NEW KIDS ON THE BLOCK

Maxis is introducing two packages of *SimCity* Graphics as add-ons to the original *SimCity*. *Graphic Set 1 - Ancient Cities* gives you Ancient Asia, Medieval France and the Wild West. *Graphic Set 2 - Future Cities* provides Future Asia, Future Europe and Future Germany. In addition to building your own cities, you can separate your work on the six versions on *SimCity's* pre-built and fully-awake communities like *Ultimate Galaxy*, *Star Trekville*, *Wild West Tokyo* and *Medieval Britain*. These data disks cost £19.99 each and are available for the Amiga, SE, PC, Macintosh and FM Towns.





be much bigger. It won't be just three services—you'll have things like managing the sewers, water supply and waste disposal. There will be education and schools. We'll also have highways, roads, rail, light rail and heavy rail—so there'll be a lot more transportation. We're going to add a lot more city services so that it's more realistic. We're going to have multiplayers such as subway, trains, city and highway levels to the city. You'll be able to zoom through levels of the terrain."

"SimCity will be set through time, you'll see the city evolve. You can play it in any time-scale, you can start in medieval times and work your city all the way up to future times. The graphics will change over the years. We'll put in more detailed information about the city, we'll have more statistics."

"With SimCity2 we've opened up the model so you have these toggles where you can change variables. For instance, you can change the relationship between land value and crime, traffic density and population. You can go in and try your own ideas. We're working on the specs now. SimCity2 will be a completely different type of game to its predecessor. It should be ready sometime next year."

WILL YOU ENHANCE THE CITY VERSION OF SIMCITY2?

"Yes, we'd like to include some hypercard-type stacks in the CDTV version to give you a lot more information about the product. We'd also like to have experts who analyze the city for you—you'd also be able to ask them questions. We might commission some famous urban planners. For example, if the crime rate is high they might tell you how to help the city combat it. We're looking at a lot of different ideas of how we can help expand the CD environment. Hopefully we'll have more graphics as well."



Left: Jeffrey Brant (Producer), David West (CEO of Maxis) and Gary Murray (Developer)



Open Features window of SimCity.



Looking at the Open Features.

SimCity has been nominated as the Best Contribution to Urban Planning in the United States by the American Planning Association.

The mayor who wins planning for an election in a small town in America played SimCity for a while to see what would get the best votes.

Maxis will be working with building like systems of Japanese and Chinese transport in the future. You'll see something like these within the next year.



The city, game effects.

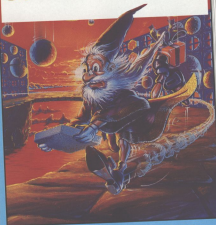
RAID ON BUNDELING DAY

The game that inspired Will Wright to create SimCity is a very playful 80' warring shoot-'em-up. This mid-80's CD title—released by Brantford—also requires a fair dose of strategic thought. During the game you pilot a helicopter as a mission to stop the War Machine by developing the production of its air war factories. These heavily defended buildings are scattered across islands spanning an area of 100 screens.

You have five helicopters to accompany your mission, each carries an unlimited supply of missiles and more bombs. You can repair and reload with bombs on any time by landing on your carrier—which you need also defend against attack. The bombs can hit everything except airbase targets, while the missiles destroy everything except the buildings and factories. The War Machine is built on one of the islands during the course of the game. You can delay its construction by bombing it, but once it's built the buildings will get you to see and load for your carrier. It eventually attacks and sinks your carrier if you don't sink it first. If your carrier is sunk, then the helicopters you're flying lose your fuel and you cannot repair damage. You can still succeed by finding bombs located on one of the islands. Apart from the buildings, the War Machine has a formidable arsenal of tanks, boats, anti-aircraft guns, fighter planes and radar installations, and bombers. Tanks and boats supply the factories and increase the rate of production, anti-aircraft guns cause heavy damage and normally protect factories and radar posts. The fighter planes will chase and fire at you until you lose or eliminate them. The radar installations on the ground aid the fighters in locating you. Bombers occasionally attack your carrier unless this happens you receive a warning message and a limited amount of time to return to the carrier and shoot the bombers down before they sink your carrier. If you destroy all six factories, you see a newspaper headline about describing your victory. Build an Bundeling Day is definitely an odd choice. If you can't, try it. The game was one of the best (designed) titles on the Nintendo Gamecube console and sold over one million units in Japan.

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POWERMONGER

Populous was billed by some as the ultimate God game — now ELECTRONIC ARTS step down from the dizzy heights of deity to wage war as a Powermonger

Powered in time, *Populous* may have been seen as the ultimate God game — the recently successful Populous — this is not the case. Programmed by Balfanz, *Powermonger* is indeed a game of conquest and strategy, but places you in the role of an exiled warrior with twenty men under your command. You're not to establish yourself, having come across an strange and foreign land. To reach the, some what formidable goal, you must successfully conquer each of the 135 areas that make up the world of *Powermonger*.

As you progress, the status of your leader (depicted as a large character behind the main play area) will vary according to the orders issued to your character under your control. As with *Populous*, each of these characters moves independently unless specifically commanded, although various intricately depends upon certain orders being issued.

Like *Populous*, the range of terrain does not extend to covering 'natural' obstacles, making it almost instant 'familiarity' based, depending upon hills, mountains and the odd battle or two. While earlier islands are relatively easy to conquer, many inhabitants are less than prepared to submit, preferring to either trade, bribe or persuade in order to gain alliance — both of these methods you should employ may be de-



Warrior sets traps to entangle yourself, and are making use of your limited unit strength.

ed by spying on opponents to discover weaknesses or requirements — for instance, other leaders may have advanced their weaponry and supplies beyond yours, when your own troops may be starving and inadequately armed.

Before attempting any destruction, you must command and equip an army. Having done so, you may then select from 3 levels of aggression (or protest), gain your destination, launch your attack and observe the resulting battle. A default set captain will be directly under your command and may subsequently lead an independent body of followers to further your regime, although orders are sent via paper, so take some time to be carried out.

Physical opponents aside, continually changing weather may willy nilly alter your intended course of action, or even render plans completely useless. By mounting an attack during the winter and watch the driving snow discourage your armies to the point of desertion and coupled with various geographical structures, often pose cannot-mate problems. For example, any attempt to attack from either an open plain to the top of a



In order to lead the world through drought it may prove to be a little more and sending water down.

hill will see your chances of success decrease, as the enemy will have observed your intentions and prepared defenses. Alternatively, attacking from the cover of a forest or the brow of a hill increases your chances of success due to your having the element of surprise.

The complexity involved in producing the fully manipulable polygon landscapes that make up *Powermonger's* 135 areas, must be regarded as an achievement. The ports and estate facilities are not only excellently implemented, but add an extra twist, allowing full views of each game aspect, geographical and otherwise. Turn control is easily learned, although mastering the game itself will take considerably longer.

Graphically, *Powermonger* is in a class of its own. Not only are there thousands of indigenous characters (all well designed), but elemental directions and stores of land formations combine to provide variety and maintain interest. Colour is appropriately used to enhance realistic scenery. Sound is both realistic and informative and clearly activities may be recognised easily, reinforcing a player's actions.

A sublime example of the art of computer gaming, and an essential purchase.

— Ken Russell

PIC

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Information may be updated about anything within the game. This is a particular feature that does not exist in other games.

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THE IMMORTAL

EA prove that sometimes dead is better

I'd like to tell you that Bill Harvey's *Luthor of Zang Golf* and *The Mean Construction Suit* is best. The *Immortal*, was a top-quality arcade adventure, you'd probably be very interested. If I were to tell you that it is not, in the words of the guy who wrote the packaging blurb "house-quality animations", no doubt your ears would catch a fair bit. It finally followed up by telling you that it only has around 50 levels, but your enthusiasm would no doubt collapse in a sobbing heap. But if to you hardest-gamers out there, 50 screens seems like a pitifully small amount, let me tell you that this is no easy job.



The plot is a standard one of golden, underground mines, secret and magic rituals. The game itself, however, is anything but standard. In terms of graphics, design and presentation, *The Immortal* is in a class of its own.

You are a wizard on a quest to find and rescue your teacher and teacher, the Grand Wizard



In a regular time slot you can get well paid if you both invest your time.



The secondary screen, following an event will either save time or help.



The graphics consist of a series of 2D backgrounds which are drawn in a 16-bit system, and are presented in a 256-color palette. The backgrounds are drawn in a 256-color palette. The backgrounds are drawn in a 256-color palette. The backgrounds are drawn in a 256-color palette.

910

ARCADIA

RELEASE DATE

ARCADIA 1.14.91

ARCADIA 1.14.91

Monk. The underground complex you have to travel through contains eight levels full of hidden, traps, secret paths and all manner of puzzles, presented in isometric format. You begin the game totally unarmed magically, with only your wizard's staff for protection.

As you progress, you find an assortment of items, but they're locked away in chests, lying on the floor or hidden on the bodies of your enemies, only retrievable when they're dead. Even though some items may seem a little pointless, such as the bottle of water, every item in the game has a use. The key to progressing is working out what to use and when.

The lack of an intro screen was a little disappointing, but as soon as I began the game, I realised why they didn't want to waste any disk space on something as minor as an intro



One of the many hidden paths that lead to the end of the game. Not hard!

screen. It seems as if every spare byte has gone into the graphics in the game. If ever a game could be said to have truly realistic graphics, this is the one. Every movement made with in the game by anything has been finely calculated to look as perfect as possible, right down to the way of the wizard's robes and the glint of the points.

In terms of the design of the game, Bill Harvey and his band of merry men must have sweated blood. Every room poses a new problem, from following a secret path through a room loaded with traps, to entering some WAO-The-Whoop to follow you into combat. All in all, you've got a game that'll lead you well into the early hours of next week.



One of the more interesting characters. Here, you have to try to persuade him to give you the gold.

Ray Orlin

Ballooning



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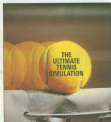
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THREE DAYS

Three Days Pacific, Inc. is the American software-developer responsible for the 3D-based Harpoon naval strategy game. Now the Colton-based company is working on simulators of WW2 planes, WW2 submarines and WW2 bombers. Now that's a lot of WW2!

AGES OF THE GREAT WAR

"You get an eye view at 3000ft with an armed Fokker DR on your tail! Forget glory—think survival," says "3D" Bill Mac. Ages of the Great War attempts to recreate the excitement and challenge of air-to-air combat over France during WW1.

You have the choice of flying one of eight planes or six biplane fighters from The War to End All Wars. The realistic, solid-3D flight simulation is packed with features, including user-defined



AGES OF THE GREAT WAR

weather conditions, two-player head-to-head play options, instant replay, and multiple historically accurate missions.

Bill Mac is to be released this month on PC or CD-ROMs—the version fully supports 256-color VGA graphics and ADLib, Coox and Game Blaster soundboards. The game even features the soundtrack from the original George Peppard movie. Versions for the Amiga and ST will follow later this year.



FLIGHT OF THE OLD DOG

DAS BOOT

The German U-Boat simulation is based around the accounts of Peter Ciesner, one of the three surviving U-Boat captains from World War Two, and technical advice from the commander and absorbing TV miniseries.

"Sound, music and historical perspective combine to make this an intense and action-packed simulation," explains Three-Daily. Das Boot incorporates missions in the Arctic, Norway, Gibraltar, Bay of Biscay and the North Atlantic as you attack sea, land and air-based targets and avoid mine fields and depth charges.



DAS BOOT

Like the other games mentioned here, Das Boot is out now on PC (CD-ROM) with Amiga and ST versions available soon. "Scenes of confrontation between the sub and its enemies on the surface and in the air are vividly displayed in 256-color VGA graphics and a full 3D world with multiple camera angles," states Three-Daily. Das Boot is basically an underwater version of Accolade's Age of Aces flight sim... which is hardly surprising as Tom Prosser, the boss of Three-Daily, also happens to be the co-President of Accolade.

FLIGHT OF THE OLD DOG

Based around the best-selling (but typically gang-bull-American) novel, Flight of the Old Dog by Don Brown, MegaSoft's version features a vintage American B-12 bomber modified and armed with state-of-the-art weapons and avionics, a subsonic Mach break for stealth assistance, and go-faster stripes. This "turbo-master" B-12 flies just 2000ft off the ground at a hefty 500RPM, and is apparently capable of attacking any target in the world regardless of its location and amount of defenses.

MegaSoft's version is a sophisticated flight simulation available for PC (CD-ROM), and coming soon on ST and Amiga. During the game you take on the role, and views of the pilot, navigator,

communications officer and electronic countermeasures officer. You have to attack a heavily defended target on the Karachakia Peninsula while avoiding off Soviet MiG-25 and Su27 fighters.

"This most-unique planning, strategy and the ability to handle tremendous pressure under fire," remarks Three-Daily.

Author Don Brown actually collaborated with Three-Daily's developers to produce the game. Brown was originally a U.S. Air Force Captain and participated in numerous significant tests and exercises for Strategic Air Command, including the Red Flag tactical combat exercises at Nellis Air Force Base in Nevada where he took his F-111 bomber over the speed of sound at top-of-level to escape "enemy" fighters and ground-to-air threats.

FLIGHT OF THE OLD DOG



DAS BOOT



DAS BOOT

What have biplanes, German U-boats

THREE-DAYS YTXI2

Transmoo-ah never transmoo 52-0 macthmoah hoo

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BLITZKRIEG MAY 1940

IMPRESSIONS put history in your hands



Blitzkrieg May 1940 was first released in the UK in 1990, and is now available on CD-ROM.

On May 10th 1940 the German army launched its attack against the Low Countries and France. The plan was to trick the Allies into believing Belgium was the main point of the German Army advance through the Ardennes, cross the Meuse and then struck out for the Channel. This would split the Allies apart and cut its northern forces off.

The plan was largely successful and within a week the Allies had to retreat. The British Expeditionary Force decided to withdraw from Dunkirk to the 25th May and, by June 14th, Paris was in German hands.

The main reason for this success was due to the speed at which the German forces moved and the name 'Blitzkrieg' (lightning war) was given to this form of mechanised warfare. In 1990, however, you get a second chance at impressions put history in your hands and offer you the opportunity to send Adolf packing for the May 1940 campaign or to repeat his success in the Blitzkrieg period.

Almost all of the game is played via a large mousey scrolling map showing France and the Low Countries. Also displayed are the major rivers and roads. Your armies take the form of squares and rectangles representing the units available to you. Different colours distinguish units of your army which include Armour (tanks) and other armoured vehicles, Artillery and Infantry, and finally Motorised Infantry (vehicle transportation).

Each army has a percentage rating which determines its ability in combat. Three ratings

are altered depending on the unit type and terrain in which the battle is fought. Should a unit's rating fall below 40% it will be disbanded and combined with other units in the same army.

Terrain also affects movement, with each type costing a set amount of points. Armour, for example, has fewer points at its disposal, while Infantry on the other hand has only six.



Three movements shown in changing the 400-point highway and deployment...

The game can be played entirely by the mouse or keyboard depending on your preference and can be set at one of three levels. A number of facilities are available each turn. Moving orders are the most important, here you can find out the status of all units in the army, current objectives and also current orders.

As presented are the Strategic Movement and Reserve options where you can reassign units and raise morale, along with sending support to armies with less than six units.

PIC

Production level (relative to your own) is shown in the graph. The graph shows a peak in the middle of the game, indicating a high level of production. The graph is a line graph with a yellow background and a red line. The y-axis is labeled 'PIC' and ranges from 0 to 10. The x-axis is labeled 'TIME' and ranges from 0 to 100.

RELEASE DETAILS

PRICE	£24.95	FORMAT	CD-ROM
AVAILABILITY	£24.95	OUT NOW	

For other information visit...

The units themselves can be varied in a number of different ways. For example, each army has three order settings, these being Attack, Defend and Evade. Although not usually direct orders, these strongly influence the commander's decisions. Every so often a commander will make some comments, giving you some advice or informing you of his supply requirements, expecting you to organize reinforcements. Supplies depend on roads being available, with the type determining the amount getting through.

Combat is achieved by being adjacent to the opposing unit and damage is shown with a number depicting its new rating. Along with the factors mentioned above, Morale also plays a key part, raising effectiveness by up to 30%.

Graphics are functional and serve their purpose well, being both clear and logical, although they could have been made a lot more presentable with a better use of colour.

Blitzkrieg May 1940 is a good effort on the part of Impressions and, unlike some modern wargames, is very easy to get into. That makes it suitable for novice wargamers who fancy a spot of strategy without having any desire to do up helmets and dig trenches in the front garden. For a detailed reader, however, the scenario and its implementation are too limited and, even though there are different odd levels, there just isn't enough variety to sustain you at the front.

■ **Michael Hirst**

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Set in the near future, as an alternative reality, **BATTLE COMMAND** is an arcade/strategy game in which the player controls a single "MARSH" (support) team in one of its scenarios (missions) in the ultra-war fought between two dominant races in the **NEW WORLD**. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies increased over a long dog-in-the-battlefront. Both are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Marauder is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

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THE M1 TANK PLATOON ACTION VIEW
MAY 1997



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M1 Tank Platoon was released for IBM PC compatible systems in October 1992.

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"I can't really fault M1 Tank Platoon as it's definitely MicroPro's most comprehensive simulation yet." — PC Game Strategy '93

The most technologically accurate land-war game ever." — ESI, Jan-Dec '93



• **Endless variety.** Fight during the day, at night, in snow, rain, fog or clear weather. With thousands of battlefields and millions of situations and you get endless replayment. Decide between single battles or an entire campaign.



WING COMMANDER



Wing Commander provides a wide variety of characters for both sides, including your fighter including Green Hornet, who pilots the fastest, most sophisticated ship you can fly in the entire series. He's got more powerful weapons than the other series. Expect to see more Green Hornet action. More than 100 new and exciting ships are available. More than 100 new and exciting ships are available. More than 100 new and exciting ships are available.

TRADE SECRETS

Wing Commander took 17 person months to be developed. Chris Roberts plus four other programmers provided the revolutionary graphics code found in the game, while four graphics artists designed the raytraced and textured screens and sprites. Audio was supplied by two composers, and six sound-effects specialists, and three writers wrote the gameplay scenario.

The absolute minimum time to complete the game... if you don't screw up... is eight hours solid playing. Wing Commander can be played as a straightforward shoot-em-up or advanced space flight-simulation. It's a sort of cross between Sega's Galaxy Force II coin-op and a classic 8-bit Atari game called Star Raiders. "You can develop your own style and tactics in Wing Commander," says Chris Roberts—the ex-1st creator of the world's first computer space combat simulation. But he cautions: "I prefer to fly by the seat of my pants!"

Whiskers are the key to successfully flying the four spacecraft found in Wing Commander. You must master this function to get good firing positions against enemy ships. In fact, it's the first and only way to survive later on in the game.

Roberts moved to Austin, Texas, in the States after programming the BBC computer version of Queen's Match Day and Stephen's Run for Superior Software. Shortly after arriving in this busy Texas town, Roberts started to work for Origin—the leading American software company responsible for the hugely popular Ultima series of role-playing games—who just happened to be based just around the corner.

Roberts has written Times of Lore, God Blood and now Wing Commander for Origin.

"I wanted to create a game with the marvelous effects seen in Battlestar Galactica and Star Wars," states Roberts. "I thought it would be neat to play around with military hardware while also develop-

Thrust out and kick in full afterburners with this ORIGIN/MINDSCAPE epic...



In the scenario, the alien race is the main antagonist and primary goal is to stop the alien race. The alien race is the main antagonist and primary goal is to stop the alien race. The alien race is the main antagonist and primary goal is to stop the alien race.

ing the characters personalities in the game."

Roberts is currently cutting the finishing touches to an add-on disk for Wing Commander featuring 12 missions, and a plot to find a new planet. Breakthrough after it launches one of your outer colonies. In the longer term, he will soon start work on Wing Commander II which will include such extra goodies as user-defined weapon systems, more complex personalities, camera replay function, greater variety of space craft to fly including bombers and different bases. "I want to make it even more like a movie," confirms Roberts. Wing Commander II should be released by the summer of 1995.



This remarkable expansion is another highlight of Wing Commander. It's the most advanced, most comprehensive expansion to the series. It's the most advanced, most comprehensive expansion to the series. It's the most advanced, most comprehensive expansion to the series.



S.T.U.N. RUNNER



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Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

FEEL THE POWER!

GREMLINS 2



Accidental hero? The good guy is a gremlin on a substitute.

Gremlins 2, the movie, received a mixed bag of reviews. Some loved it and some hated it, so Elite took a bit of a risk in signing a license that could never be described as a "sure-fire hit." God so help it, it seems to have been a gamble that hasn't paid off.

The game is based around five screens from the film, with each level following along basically the same line. You travel from left to right along the flo-screen level shooting the gremlins that appear randomly throughout with your trusty torch, or any other weapons that be about waiting to be collected (including firebombs, and telephone receivers!). At the end of each level there is a life, which will only open if you have not locked a special door (marked with a yellow G) hidden somewhere on the level.

Visually, the game looks like nothing more than a standard ST game — splash colours and

poorly marked graphics. Each screen is completely devoid of graphics (platforms disappear) (usually as items of furniture. Bonus items, such as weapons, extra lives, and extra time lives, it's a race against the clock) are dotted at various heights, and it takes planning to get into positions where you can reach them, as well as incredible reflexes to avoid the randomly appearing gremlins.

Here lies the problem. Put very simply, gremlins appear randomly on screen and move quickly. You hit on the hot key, but the joystick response is appalling. Gremlins can appear from either side of the screen at any time — even as you are about to walk off — and (surprised?) collect life — with unpredictable regularity.

Even more annoying is an interesting little glitch based around a character called Stocker, who picks out of electricity sockets and feeds bolts of energy at you. He has a tendency to hang around the edges of the screen — no problem, but when you die, you are placed at the edge of the screen you died on. Therefore, dear reader, if Stocker catches you at the edge of the screen, the game is almost certainly over. Since this little number crops up on Level 4, a certain amount of hair pulling is likely to ensue.

Without these playability problems, Gremlins 2 could have been a really good game. Unfortunately it's...well...pretty bad.

ELITE fed them after midnight!

PIC

405

RELEASE DETAILS

AMIGA 1+	£19.95	AVAILABLE
IBM PC	£24.95	AVAILABLE
AMIGA	£24.95	OUT NOW
SPECTRUM	£9.95	AVAILABLE
CPC	£9.95	AVAILABLE
CD-ROM	£9.95	AVAILABLE



One of the traps that may catch you out.



At this age you probably know the traps already.



The best of intentions... and good graphics that look like this.

By Tony Oliver

THE ULTIMATE

Ride

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MINDSCAPE

Actual screen shots



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COVERT ACTION

Microprose involved in undercover espionage shock!

Well known for titles of truly monolithic proportions, Microprose has come forth with another in the range of these epic games, the strategy-oriented Covert Action, in which you play the ultimate secret agent known as Max Remington. Deactivated by the confines of CIA boring, Remington decided to go it alone in the world of undercover investigation - at which he excelled. Now, having waited for nearly every western-Government, Remington is recruited to take on only those cases for which personally engaging - the one exception to which is said to be those asked of him personally by the U.S. President.

Upon loading, the game runs through a short intro sequence after which you are presented with three options enabling you to either create or load a new or saved character, or to practice a skill. It's also no familiar arena of gameplay. These areas comprise of combat, driving, cryptography and electronics.

Combat is generally engaged with break-in, whereby you must first select a point of entry. It relies initially on aiming, yourself adequately, depending upon the location of the situation you are entering. Equipment includes a hand-machine gun, body armour, grenades, a



See what skills in which you must be trained.

motion detector and camera. Once inside the building, you will be shown a large-tilt display of the room and its contents through which you are free to manuever. It is advisable that the camera is taken, in addition to available bug-gadgets, should the room prove fruitful. A smaller display to the right indicates the area immediately outside where any additional activ-

ity like approaching guards is shown, and a fly-by showing following movements. Combat itself is only engaged if your unimportant activities are discovered by others - although a well-timed bullet drops them like flies. In addition to physical combat, Remington may set bomb traps, activated by placing a grenade in a strategic position whereby enemy movement will detonate it.

The second of the major skills, driving, involves pursuit of a suspect through the city streets - having first chosen from four possible



We received a garbled transmission from one of our undercover CIA agents which has us very concerned. Shortly after we recorded the message, the transmitter went off the air. We have been unable to reestablish contact.

FROM MICROSOFT TO MICROPROSE

For many, the name behind Covert Action is rather obscure. But "it's a program that was presented to me by a friend who was in the area... As a kid, I'd had a fascination with history, science and game design. In 1976 he graduated from the University of Michigan with a degree in computer science. Following his graduation, Mike began programming mini-computers for General Instruments Corporation, Business Systems Division, in 1980. Mike purchased an Atari 2600 so he felt his graphic capabilities were well-suited to the game for us enjoyed. Later that year he set up an Atari user group. Having played an aerial combat game for an evening, I'd felt the need to add more realism with weapons quantified by designed for home computers. I'd studied the creative RESEARCH and I'd had Microprose software designed. Not only that software should eventually challenge the group, whether designed or copied, was it the standard then or they are now, acknowledged by most. Microprose's name was 100% Double Dragon, National Soccer, Grand Canyon II and 3D and 4D Real Police. Keep it up! (M...)




Watch the hot action and ready to 'tag' the phisher.

about cars with varying speeds, handling and levels of conspicuity. The suit is depicted via large maps to the left, showing all the locations you are visited. To the right are two smaller, scrolling windows, the lower showing a more detailed view and the upper, a 3D perspective view of the car. (Using marked your destination a menu of options is displayed, depending on your state of play - practice or offscreen). During this section you also have the ability to enter suspects, but be wary that they don't become too aware of your presence beforehand - or you may become the hunted.

Continuously, business simply deciphering a message sent by an opposing organization. This is achieved by entering the letter you wish to decipher, followed by your chosen alternative. Once completed, the translated message will usually reveal clues necessary to the completion of your mission.

Finally, the electronics section involves studying a satellite connected circuit linked to either a wireless car tracker and several alarms. The circuit is broken - connect the active current to either a tag or a tracer without getting off an alarm. A time limit is imposed, after which an opposing guard will deter your attempts. Tying phishers is a necessity as regards gathering

	New, Speed! Handling! Conspicuity! High	(Tracking) 88 mph (Excellent)
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	New, Speed! Handling! Conspicuity! Fair	(Tracking) 68 mph (Fair)
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	New, Speed! Handling! Conspicuity! Low	88 mph Excellent
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	New, Speed! Handling! Conspicuity! Low	(Tracking) 48 mph (Excellent)
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Can you really believe that a futuristic is as inconspicuous as a classic?

ing information, whereas car tracking proves useful when following a suspect.


Besides each of the four major sections, *Covert Action* includes dozens of additional screens, locations, possible actions and inter-linking requirements, giving the player enormous tactical scope. These include observation, to learn from which any of the major skills may be reached; where you may watch a suspected building or suspect; and intelligence, giving you the ability to scan local and international reports, locate double agents or access a crime chronology making collating evidence easy, as it is all stored by your assistant with whom you may team.

Each of the organizations encountered will have agents and branches throughout the world

making local vital, whether inter-state or inter-continental. Once having reached a destination, play continues as normal.

Complexity of gameplay has become synonymous with the Microprose name, something that *Covert Action* has beautiful supplies of. The choice of options provide a depth of play rarely seen. A choice of four skill levels, three mission areas (Middle East, Europe or the Americas), three basic crime-investments (espionage, international crime or terrorism) and over a dozen of enemy operatives (at least half a dozen of which will be involved with each crime), *Covert Action* is a game that will take many hours of play to successfully complete.

By Mike Marshall



Data Section

- 175
- 100
- 100

Name: Subspace
 Inside: Building
 Organization: Summary
 Job: Subspace
 Activity: Reports

Washington, D.C.
4:00 PM Jan 11



PIC

902

RELEASE DETAILS

PC IBM PSX December

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INTO THE LAIR II



Screenshot from Sulver Dawn



Screenshot from Sulver Dawn



The game credits of the 1983 version of Dragon's Lair



Screenshot from Sulver Dawn



Rik Haynes leads a bold quest to discover new games from the land of the Maple leaf...

A CE took an in-depth look behind the scenes of Sulver Dawn's Dublin-based movie studio back in issue 33. The feature inspired the producer (who created the pioneering Dragon's Lair videogame in 1983) to create the movie back in the early 1990s. Now we've interviewed the people responsible for the computer re-creations of Dragon's Lair—one of the few Canadian games companies.

ReadySoft was formed over three years ago by David Foster, a veteran of the Commodore PET, VC-20 and Apple II eras. Before ReadySoft, Foster was an equal partner in Digital Solutions, writing productivity software for the IBM. "We always had an interest in games but frequently wanted to end up working with productivity software," says Foster. ReadySoft's first product was a CD-ROM emulator for the Amiga, this was followed by the Amiga version of Dragon's Lair in 1988. Over the last few years, this Ontario-based company has developed several computer versions of Sulver Dawn's Dragon's Lair and Space Ace videogame games. In keeping with its roots, ReadySoft has even produced a Macintosh emulator for the Amiga.

WONDERLAND

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Headfirst Inc.



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SHOCKWAVE

This is the first published product from a new-coating team called Light Source and, beyond shades of a doubt, some of the most impressive split-based 3D graphics yet seen on PCs. Afterbunkerize, they give you a four-fold-person perspective view of high speed travel across four different landscapes, complete with huge drops of scenery and a very early detailed ground surface that flies under both you as an enormous hole.

You've been cleared in charge of one of the eight proton-complexes now built. So large is it, but it could quite easily be mistaken for a planet, which is exactly what it has been mistaken for by wandering alien attack forces. Your weapons are small but effective. A few message only will do about to show the onrush of attacking aliens, plus a tiny one-man fighter plane, armed with the weapon of missiles. With the use of laser (no voices attack waves?) hit, not, not, not. These processes are quite a momentous bit, and so is the land you are based on - split into four quadrants, each is capable of producing one of your four main needs. The resources have the platinum money that grows on it with 10,000 per acre built during every game. With this money you can buy more things to make you with even more money. You can do things out in the sea basement to create you with fuel for your plane, and buy extra weapons to make in the jungle for extra protection and create factories in the desert region -

to develop and build new and more powerful weapons for your craft.

The only thing you can't do, it seems, is to maintain your ship's already limited shields, which is a bit of a pain when you go out to fight the invading aliens. Before you go out to fight, you choose a quadrant to fly to (see the ALL MAPPED OUT panel), bearing in mind that the more aliens marked on your map, the more you're going to have to kill. You then check the ammo screen to make sure your ship is loaded with the most up-to-date weapons you possess. Remember, your factories are constantly developing new toys for you to play with. Then it's out into the bright, blue wonder for the fight of your life.

The flight scenes take place in one of four daily time zones (morning, afternoon, evening and night) and as the day changes, so, your visibility changes. Obviously flying against incoming craft is hardest at night, so to be honest they have a tendency to blend into the background a fair bit. Flying the plane is a dream. The mouse controls an on-screen crosshair that serves the dual purpose of both targeting your weapons systems and steering the craft. Things to aim for are the landing aliens. Things to avoid are large ground vehicle sites, such as buildings, trees and all rigs, as well as steering clear of, or shooting, enemy missiles that threaten to blast one of your six shields from under your feet. As you work your way through the thousands of incoming aliens things get progressively harder. Hold out for long enough, and finally the Colony will appear. Provided there's anything left for them to rescue, that is.

Digital Magic Software defends its homestead



The main control panel in the game. Here you have access to the three screens of the game. Here the two information screens also give you the screen size through icons.



For the Shockwave ALL MAPPED OUT panel.

ALL MAPPED OUT

The map section of Shockwave is where the strategic side of the game takes place. The large area in the center is a radar showing the four sections of your world, plus the proximity of the incoming aliens, marked with a red dot. The four icons in the corners of the screen show

what progress each quarter shows plus the percentage of aliens surrounding the land. The central area of them becomes 99% saturated, you have that quadrant, plus the service if you wish. For example, should you lose the sea section, your fuel supply is cut off, stopping you from flying out to defend your world, effectively ending the game. The work from increasing the game into game form, increasing your money by a certain amount and using the alien toward one ship. Clicking on these icons you to a hard-to-use screen, where you can go online by the amount or to the shipping help, or to the flight weapons.

PIC

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Flying along the sea section, making use of the village in your visibility. Flying over there is recommended.

FLIP IT & MAGNOSE

Split-screen competitive cuties from IMAGEWORKS

Flip It and Magnose are fun-happy, whimsical winners of a Martian lottery: they get a trip to Earth and there's always a bug in the tail that an assignment to return with millions of gallons of water for their dehydrated planet. The Martians to return from this vital quest with the most water will become a hero and be awarded two Karpagoes – ensuring a life of wealth and ease

for many years to come. So goes the plot of Imageworks latest game - the first to be programmed by researchers Expanding Minds.

Its levels range from a jungle scenario to a farm house and, finally, a space station. Although gameplay is basically the same cute platform variant throughout (played on a vertically split screen), each level differs greatly in public content, with its own specific characters and methods for obtaining P.O. You can play either a single player game (in which the other character is computer controlled) or a competitive two player scenario. You are also given the option of switching between in-game music and FX.

The misable inhabitants crave something to bring the peace back into their life. Provide for them needs and you will be rewarded with either a droplet of water (which you must catch in a bucket) and return to your telepod at the top of the screen where it will be beamed aboard your ship, or another object which must be appropriately used.

You'll encounter apes, reptiles, a yill, a chicken and other strange (and, although not every one requires an object, those that do are identified by a drop pattern differing from the others) beasts. To save time, Flip It and Magnose have the ability to carry up to four objects, four weapons and the bucket. Scattered throughout the levels are objects which, although not character-specific, will aid in your quest (such as springs for increasing jump-height). Food is particularly important as it is used to purchase traps for your competitor, giving you a temporary advantage. Once you, however, the traps are non-use/irreversible and standing into a carefully laid/boobyed off your own will see you temporarily disabled.

SCROLLING EXPLORATION

Movement is straightforward, progress being made by a series of jumps and minor sidesteps. Much a feeling and your character will be sent hurtling down until you canner him or landing, firing your visible food. The natives get mad

831

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Always remember that the appearance of the character does not necessarily denote weight divisions for which your character



When you're into the game, each ready to go for the kill.



What about your in-ship opponent? Well, Magnose likes being being Magnose's rivals and how to show signs of confidence are some the things... the small blue/green creature that carries the water to green area in 1999 which you have to take to the ship also attract with a droplet of water

less too - the gorilla hurls nuts at you, while the second-level yell-drops rocks, for example. Although the fences do not rely on energy, there is an imposed time limit indicated by a descending chain in the center of the split-screen display (both of which move completely independently of one another) aside from this, the do play is constructed from a jumble of objects and boxes, accessed by holding down the

Each sprite is humorously and well-detailed in cartoon fashion - colour is used to good effect and animation well executed. What is most striking about the game, is the fact that the parallel background extends to both the horizontal and vertical - an achievement!

In essence, Flip It and Magnose is a platform derivative with what are described as "several new twists". The puzzle are entertaining and although occasionally a little quirky are never too obscure. Sound complements the game to a bit and the only real update (there is that, since precedent, so levels may not be enough. Otherwise Expanding Minds have produced an addictive, professional game bringing a fresh breath to the platform genre.

■ Alan Rogers



When you're into the game, each ready to go for the kill.

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Programmed by Galati and published by Electronic Arts, *Subbuteo* bursts onto the screen accompanied by an original jingle and features bearing the obligatory official Subbuteo logo. You get the choice of playing either a single or league game. Single matches allow play against either a human or computer opponent and serve mainly as a practice ground for honing control skills. Once competent, the league in which eight teams compete for dominance awaits.

Having selected game type, the colour is given to specify the time played over each half (up to 95 minutes) and one of three skill levels (basic, league and international), followed by a choice of kit colours. The final option before play gives you five team formation choices (see screenshots).

The pitch and players themselves are represented in 3D. What is innovative about this particular approach is that the pitch is measurable through 360 degrees and includes the vertical plane. Galati have also incorporated a zoom feature to allow close inspection of both your and the opposing players - useful for planning strategies.

The game is controlled via icons situated along the bottom of the screen. These allow pitch manipulation, zoom and (most importantly) shot



tactical overview. One side and select (left) the formation.



Eye for the eye. The 3D option allows full and partial control view.

SUBBUTEO

direction and strength, to be directly controlled. Having selected a player, clicking on the ball icon opens a window displaying the base of a Subbuteo figure and a finger. Clicking the mouse button sets the finger moving, whereby a second click stops it in the desired position. Once both rebound and strength have been set, the action is carried out in glorious 3D.

Play is governed by the "official" rules laid out according to F.I.S.A (Fédération International Subbuteo Association), differing somewhat from those of the F.A. These rules are accessible either in full or for specific manoeuvres by clicking on an icon of the pitch to the far right of the panel. All moves are covered and any made legally are accompanied by a whistle and players

ELECTRONIC ZOO bring out a novel footy game that should have been programmed by Colonel Sanders...

being returned to their original position. Moves covered include heading, defending and passing (kicks). In essence the only differing rules are those such as challenging shots from beyond a certain point (the shooting cone), repositioning players under certain circumstances, heading players that have left the pitch as though they are still in play and allowing only a limited time for each shot.

While the rules themselves are fairly simple to understand (provided you have the patience to wade through all, computer-control of the player is considerably harder to master. The first few shots (if not games) will be spent sending players curving wildly off or unable to get on, but once mastered shots may be fairly accurately judged.

Unusual representation works well and the ability to rotate the pitch through almost every angle is both innovative and excellently implemented. The original version ran at 7 frames per second, and has been increased to 10 frames per second. Use of icons for manipulation provides the speed necessary when against the clock, giving a feeling of assistance rather than hindrance, an encouraging further play.

What graphics are noteworthy, the same can not be said for sound, which although helpful at the outset, is confined to games to a wailing whistle.

Transferring *Subbuteo* to computer format could have been disastrous. An idea that has been confined to tabletop for almost half a century is surely unlikely to survive the change. Having never been a fan of the tabletop (or even football) craze, I was surprised to find myself enjoying *Subbuteo*. Initial inexperience fairly soon gave way to competent shooting and, so I imagine this will be the case for most players, *Subbuteo* should provide an alternative to the many football sims that swamp the market.

— Eric Roberts



Having accustomed to the screen manager, just look at that formation.

PIC

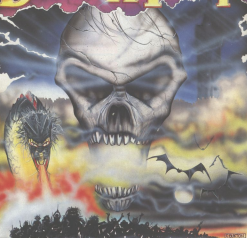
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SEXY SILICON

As Nintendo prepares to launch a new 16-bit console in Japan, Rik Haynes reveals the Super Famicom's specs and games...

Now you doubt the worldwide success of Japan's leading console manufacturer. In the last year Nintendo has sold some 10 to 40 million Famicom consoles known as the Nintendo Entertainment System in Europe and America, and is predicting sales of the Super Famicom console will top five million by the end of this year.



Super Famicom games feature superior graphics and sound.

Nintendo video game characters have become ubiquitous in both Japan and America. These cute sprites appear in theme parks and their own TV cartoon series - you can even eat them for breakfast (cereal), lunch (burgers), and dessert (ice-cream).

Now the Japanese video game company that has led Italy in terms of pure profit has turned its attention to 16-bit consoles, a rapidly expanding market currently dominated by Sega. So will the Super Famicom beat the Megadrive?

TECHNO THRILLER

Nintendo's new console boasts an impressive 101,000 (no the Super Famicom panel for full size), including a palette of 32,768 colours, eight-channel 16-bit PCM stereosound and hard-



ware-oriented object scaling (sprites which can enlarge and shrink). The Super Famicom will be launched in Japan later this month for an unbeatable 25000 yen (approximately £180).

There are over 40 Super Famicom games in development at the moment. These titles will be available at launch: Super Mario Bros (the latest addition to the Mario platform saga), F-Zero (the futuristic racing sim) and Ikuraido (the arcade game originally designed by Tetsuya Kawahara). The average price for a Super Famicom game is 8000 yen (around £62). Other games to be released this year on the Super Famicom include Populous, Sim City, Supercom Master, Shadow of the Beast II, Final Fight (a kick-in-tooth emul. sequel, Gradius III and Chameleon.

There is currently no UK release date set for the Super Famicom, though rumours suggest Nintendo may launch its new console in a console in Europe before the autumn of 1991. And that's not the only rumour circulating around the Land of the Rising Sun. Japanese pundits are speculat-

ing on the future release of a Super Famicom CD-ROM drive and a special adaptor allowing you to play NES cartridge games on your Super Famicom.

ACE will be reviewing the Super Famicom console and games as soon as they're released in Japan... Look out for our definitive review in a near-future issue. Finally, a special thanks to our friends at ASCII Corporation in Japan for providing the pics used in this article.



SUPER SPECS

- 101,000 polygons a second (no the 101,000 on the preceding paragraph) and 1000 frames/sec.
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AFTERBURNER II

Fly low and fast in this PC Engine shoot-'em-up

Originally one of Sega's hydrocable jet cut-throats, *Afterburner* has now hit the PC Engine at a mighty Mach 2. But does the lack of hydrocarbon cooling thousands of pounds affect the game?

As a fiery Air Captain in charge of a 14 Thunder Cat fighter you must wade through waves after waves of enemy fighters in an endless succession of total destruction. Your Cat is armed with five-guided missiles and Vulcan cannon, and is capable of speeds in excess of Mach Two.



Blazing the opposition on engine two



Air-tightness of gears... the action stage while you're hot

Afterburner it is a simple horizon shoot-'em-up enhanced by fast and furious graphics. Your lightly manoeuvrable Cat can tilt, roll and turn round the screen. It can even flip 360°. An 'after-catch horizon' scanner is displayed at the top left of the screen, while weapons, speed and score stats are located along the bottom. The game is divided into multiple stages, with a brief respite between each for reloading. Although you're an unlimited supply of Cannon (lets), the fire-and-forget missiles are strictly on a tight number basis. A light appears on any enemy aircraft you're in range.

PIC

666

PC ENGINE

RELEASE DETAILS

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Afterburner it's packed with all the extras goodies usually found in Japanese games - including a neat '3D room' where you can play ball with the flying three-dimensional *Afterburner* flags found on the title page. You can change its pattern, colour and speed, zoom in/out and rotate the logo around its x, y, and z coordinates. To be honest, this is probably the most innovative feature of *Afterburner* II.

W-RING

Nemesis-style shooting on the PC Engine courtesy of Naxat Soft

Yes we moved the multiples in *Nemesis*, you've released the triple lasers in *Colossus*. Now do exactly the same in *W-Ring*

The *Double Ring* from Naxat Soft. That's right, Japan has just given birth to yet another multiball horizontally-scaling shoot-'em-up.

W-Ring is a six-stage shooter with all the trademark extra missiles, ring beams, multiway shots, lasers, multiples and gyro objects to collect - ordinary alien laser fodder and end-of-level guardians to stand out of the screen.

The only trouble with the game? *W-Ring* is all too easy to complete. You're practically invincible once you've got a few power-up items. For instance, the level-guardian spritz at the end of stage 3 - a sort of triffid with a huge light bulb on its head - can be quickly dispatched with a single squirt of your 'sea turtlepaste' laser. So get ready to knock-up some giant bosses with the usual



The team has come to the next generation stage



It's a bomb, it's a power, it's a triffid with a light bulb on its head

PIC

734

PC ENGINE

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■ *W-Ring*

Special thanks to PC ENGINEWARE for their £100 PRP for supplying the games.

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THE M.U.



ARM II



THE M.U.



THE M.U.



GAMES

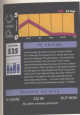
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FINAL BLASTER

Namco blasts away on the PC Engine



How do you improve one of the best vertically-scrolling shoot-'em-ups ever developed? Subtly/redefined the way people rate the style of game as not only the PC Engine, but also other home games decks, Namco is testing a sequel — so is it the (spoiler, how?) Will this be the final fight for the number one spot?

As far as gamers is concerned, there's no new features to be found in *Final Blaster* — and a restricted selection of ideas tuned to near-perfection. You control a small but mobile space-fighter (and a smooching tankship) that with vertigo often splits ships of all shapes and sizes. Your job is to blast them away. If you hold down the fire button, your ship turns into a flaming plasma which shoots out a massive fireball — useful for dealing with your larger foes. You manually select the speed of your fighter, and by collecting special peas which appear throughout the game you can power-up with extra shots, shields, lasers, multi-directional shots, missiles and multiballs (which increase your weapons systems by a factor of one to three).



Final Blaster: Namco's sequel to a classic (but unimproved).

The alien forces are equipped with some particularly nasty weapons (such as a subterranean beam which quietly drifts to the bottom of the screen, then unleashes a barrage of deadly missiles). The enigmatic guardian ship on stage also tries to trap you between its two laser beams while blasting you with laser bouncing ball bombs.

Final Blaster has 7 rounds — each featuring new alien craft with progressively better weapons, 10 weapon configurations for your spacecraft and some of the most demanding stages (five ever played in a PC Engine game). For game satisfaction it's got the right tactics.

By Bryan



Die Hard's more casual shoot 'em-ups... somewhat hard to get right before the mission begins.

PC Engine owners can now play Bruce Willis... great eh!

DIE HARD

Blast around the reasonably popular action movie. Die Hard sees you taking revenge of Bruce Willis playing a cop on a nine-hour mission. Some business executives have been trapped in a LA high-rise building by armed and dangerous terrorists, and you have to save them single-handed.



Bringing your ship out of trouble.

Die Hard has been inspired by the Commando genre of shoot-'em-ups and is split into 10 separate stages. You start the game outside of the building in the local park. As you wander through the undergrowth you encounter armed terrorists, soldiers and policemen who immediately shoot at you. You must pass their lightpost before your energy is completely depleted by their bullets. Fortunately, *Namco* (though sometimes reuse their weapons for you to pick-up and use. The M16 rifle is the worst weapon as it's only single-shot. The Heckler and Koch automatic weapon is terrific. The grenade-launcher is great for wide-area attack but the flame-thrower is the best of the lot — providing you with a personal field of fire. You can also collect a few pees for adoration and a power bottle or shield kit to replenish your energy.



Although *Die Action/Part 2* in *Namco* (Nico) *Screen* is enhanced by attractive bitmap 'sprites' screens digitized from the film, *Die Hard*'s relentless violence is just too repetitive to make you want to stay with it.

By Bryan

Special thanks to our readers SUPPLIES (and other) £12.95 for supplying the games.



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play... and replay

... and play and play and play.

The SEGA MEGA DRIVE Games Console is like that. You think you've mastered it. Hey, after all, it's only a 'game!' You're feeling good — 'ahh, man no less of microchips ... Do me a favour! Then it wipes the floor with you, leaves you feeling like so much dirty laundry and laughs in your face ... hehe.

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Living

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The central idea behind the interactive electronic book concept from the basis of a new CDTV project currently under development at Digiphotic. At last, the multi-media novel, hyper-magazine and digital comic are here... well almost.

KEY WORDS

Digiphotic was formed four years ago to develop multi-media software for the Amiga. In that time it has created various projects including Edinwell's Personal Designer, Pro Midi-Plus and Video Magic. It wasn't long before Digiphotic decided to get involved in the emerging multi-media market.

This Lutetia-based company has been developing the Living Book Publisher system on the CDTV for the last 12 months. Its first application of the system, *Carcerem's Technology Living Book*, is well under way and due for release in March 1992. It's just a shame about the exact title.

"We have program developers, multi-media research, professional graphic design departments, are working on CDTV projects in the field of the most powerful Amiga development environment in Europe," says Digiphotic.

ELECTRONIC BOOKMARKS

Although Digiphotic is being selective about the features available in its CDTV Living Books, there are a few intriguing glimpses of what you'll find in the best of the future.

Graphics, computer animation and full motion video of any size and display mode (including Image Dynamic hires and accelerated modes). Animations will support multi-colour frame buffers, look, pitch, rotation... by Digiphotic. You can also have oriented-video, animation, and audio length tied to the fast full Digiphotic's interactive incorporates a disk-mail capability.

Living Books have powerful search facilities into virtually anything. You can search for illustrations, video, pictures and audio... which all have related search tags. *Box Term's* and *ready* (with the "The Carcerem" page, you can select a chapter heading and immediately move to it. The *Index* presents you with a list of all the references in the Living Book. And things really get interactive with the *Index*... words on a page which can be selected and cross-referenced to other sections of the Living Book or glossary. Electronic Bookmarks

let you move freely across references throughout a Living Book... you can then backtrack to the start point and continue reading. Every line of the text can be magnified for people with impaired sight. A "Fast Scan" reads the text out loud.

"Living Book Publisher allows a fully interactive book to be developed from start to finish within a single environment," explains Digiphotic.

Lee Gibson at Digiphotic says, "Everyman's Technology Living Book will cover many aspects of technology from software tools to satellites... exploring their operation and use. Some of the areas covered include: communications, entertainment, industry, medical and military. Each chapter will be illustrated with graphics, animations and motion video. This application is being produced concurrently with the publishing system giving us feedback on the functionality level and problems encountered with a full CDTV production". A CD version of the Living Book is also being.

What reading material would you like to see in Living Book form? Write to ACE, and we'll pass your ideas onto Digiphotic... you never know, you could be playing an interactive version of the Amiga Hardware Reference Manual next year! Send your ideas and comments to: LIVING BOOKS, ACE magazine, DMAP Images, Prory Court, 50/52 Farrington Lane, London E2 9JL.



A screen from a Living Book... you also can double-click for a quick, full screen dedicated user operation mode.



OMNICRON

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SMOKE OUT SPACE SLEAZE!

So here I am, riding hood on six planets, checking out the outfits, keeping an eye on the small noisies... some odd stuff. Then, the aliens downstairs decide they want more fun, so an "intergalactic drug ring!"

Man, it's not all bad, I do get to see things, see lady at the Mind 20 tavern, and I get to see the lady walking in the front door of the Mind 20 tavern. Some things never change, though I do see the lady... some folks never will read a book or two.

Like this one of the academy, the academy before you transport. Don't forget to get your stuff could end up on it!

ALL

Act Powers
Star Police



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WORKS

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DRAKKHEN

For those of you who have been cursing last month's subtle omission of the Drakkhen tip, read easy with part three of the complete guide to this epic title. *Roller*...

Before flipping yourself headfirst into the quest proper, it is necessary to have checked some of your party to higher levels to ensure that any progress is made at all in order to succeed in Drakkhen. Any required solution should be followed exactly and the game saved regularly—never save a game if you have lost a character, as all of them are needed. In and as a matter of interest, the heirs of the quest's title are actually the gnomes who on the fourth of the Drakkhen: Halls and Prisons.

One place of advice: when inside the Drakkhen palace, it is often quicker to explore with one or two other others rather than the whole group, but to note that at least one character has the ability to open locked doors using magic. When moving about, be sure that the remaining party members are ready to get protection or invisibility



STAGE ONE

Enter Prince Nordrikhan's palace, remembering to visit until the shark's fin has passed under the bridge and arranged to your right. Operate the system between the two stairways in the wall facing you and enter the central doorway, leading to the first floor.

Oyez! Oyez! All hail the return (at last) of the Adam Morley solution to Drakkhen—“The Quest For Tears”—in addition to the fourth part of Jones' Guide to Hacking, infinite energy in Shadow of the Beast 2 and much more...



Rounding off our serialisation of maps for System 3's Last Ninja II, we have levels four to seven inclusive. The story so far finds our Ninja in the basement...

STAGE TWO

Select a character other than the leader, disable the combat mode and enter through the door at the bottom left of the room. With luck you'll find yourself in Prince Nordrikhan's bed chamber, face to face with the man himself. Whatever you do, DON'T go into combat mode or he'll sap you. Behind him you will find a suit of armour; take it and retreat towards the door through which you came. Before leaving, question the Prince twice. He will tell you to take a message to his sister—this is your cue to leave as the Prince is easily offended, so don't hang about.

Leave the palace and travel east towards Prince Nordrikhan's palace. Enter and you will find that the place has been attacked. Return to the Prince's castle at once (as instructed by a servant) and make straight for his room, remembering to disable the combat mode. He will be engaged by the news you bring but will help you nevertheless, sending you to Prince Haaggfitter's palace where he thinks his sister is being held.

When, and that's only about one fifth of the complete solution! Back with more instructions next month.



Arches... Ahh, the quest for Nordrikhan's throne is held for ever (see how it's back with a theme here) as every solution is given in the form of a quest, apart to your quest.

spells should they be attacked it is in fact a good idea for all characters to move around in the state, as when an enemy appears the spells are cast automatically and the players enter combat mode.

Here goes with the first two stages...

Having killed the board, use the warior to enter the room on the left and dispose of the Draith soldier. Unlock the door in the left wall. Don't allow any of the weaker characters to stray too close to the opening in the left wall of this room as it generates a nasty bite!

OP STEALTH

In last week's episode, Secret Agent John Giamas had just cheated death by starvation, suffocation and possibly boredom. Having escaped one hideous doom, Giamas continues shaken, but not stirred, in his search for the mysterious Stealth fighter...

Having completed the unmade sequence, you should make your way back to the bank and exit the screen bottom left. You should now see a man on the bank, where you should speak to. Use the codes on the man. You should now have been given a briefcase. Go up the steps and back to the hotel. Once inside, SPEAK to the receptionist.

MASTERBLAZER Takes 3D sports action to a new height of realism.

MASTERBLAZER

A sequel to the illustrious Balblazer by Lucasfilm games, Masterblazer utilizes the advanced capabilities of 16 bit machines to create another classic.

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Go through the door on the right and up the stairs to the third floor.

Walk left to the end of the corridor.

SAVE the game at this point.

OPEN the door.

WAGGLE... You will now be captured.

THE SECRET ESCAPE

You should now find yourself on a boat in the company of some less than friendly people.

OPEN the bracelet - it should begin to vibrate at which point you will be in... three... two... one... board.

Open the sea-bed OPERATE the bracelet.

Turn over to the girl (very quickly).

OPEN the girl.

You should now swim to the surface and be automatically saved...

All Games get the girl, will Games succeed in his mission and who the Hell is Miss Glasses? All these questions and more will be answered in next month's undercover issue of GC.



SHADOW OF THE BEAST 2

This game, in our opinion, is just too difficult for most gamers. Thanks, therefore, to Joost den Hartog of Holland for the following...

When starting the game, run right until you meet the first man who tells you to "Halt...!". When he does so, press "A" and enter "TEN FIVE" (with space) for infinite energy. Yay! And Progress tells us that the game's features get easier and easier as you progress - so this cheat could open up new worlds of addition for you.

... and out again. Ever closer to the final confrontation and victory! Grab over it's back to the land of bamboo for a well earned holiday... for now.



CITADEL

For your delight and deflection, here's the continuing saga of Jon's guide to hacking, missed in last month's issue due to TinTin changing hands. Retribution will be served... or something like that.

A quick look at my notes reminded me to go back and check out the mysterious subroutines I had found. First were the ones that took you away from locations and evaluated as the traps opened. The subroutines are told to do something useful by another part of the program and seem to spend a lot of their time subtracting three, but that isn't important.

Obviously these offending loops are connected to the routine that opens the traps. To prevent the traps opening, I traced the program backwards

to a conditional branch at which the program (below it) executes only at a trap opens, while the program above it executes continuously. Once I have found that, I need to find those into the location that makes the condition 'open trap X' true, and reevaluate them.

After tracing back for some time I ended up somewhere in the middle of a routine that makes sure the no. of traps open is your own does not split three ones when you obtain an extra. This indicated very strongly that I was totally lost. Instead of making my way forward from where I was, I started from scratch. I found my stupid mistake, took out the 'if' (booby), re-entered the main name and now, Citadel keeps its traps open. After a thorough test, it turned out that if I completed a level after NOT leaving the traps open from the very start, then the traps on the following level (NOTUSED) to open when I removed the chest, a problem I shall solve later on.

The other subroutines were associated when you stepped a level and when you changed sides. If I trace the code back I can find the condition that must be true to make the play or trap to the other side of the level, in this code will be another condition that indicates the player has finished the level. I did the business and had some fun swapping sides in silly places. I traced the code forward and I found a promising looking branch and by making both the appropriate conditions true, I could jump to the next level at any time.

Right then, now there isn't much more programming about to be done. I would like to find the bit that gives your energy back when you collect the appropriate gold. I know the location for the player's energy so a hunt for the increment instruction should do the trick. There is only one occurrence of energy incrementation and it appears in a bit of code that looks like this:

- What sort of number is it?
- If it is positive then GO TO the rest of the program.
- If player has less than 10 energy then GO TO program BACING.
- Make it positive.
- Initial 'play' sound! BACING: Add one to player's energy

TRICKS W TACTICS

Best of the Program

This program is evaluated at the same rate as your energy increases. You can probably see that making it to this cool location (200) is a negative number since the energy increasing cycle. It not travels I also found a number of rows in the location that holds the player energy level decreased both as strong a sequence of the to determine (200) to get out money locations in the game setup requires it. You are about two minutes to reduce the code to 87% of its original size. Another thing I found was that a cheap little fellow among the energy stores nearly steals energy from your staff as you innocently buy weapons, but I soon put a stop to his game.

Well, that's all the news we've got for in this month's installment. The next thing will follow as soon as we can discover it is...

XENOMORPH

Back for the attack with the continuing solution to Pandora's space odyssey - this month, tips for levels four to six and the map for level four.

LEVEL 4

There is nothing on this level that you could possibly want, with the exception of the cash. The best tactic is to grab it and run back to level 3, due to the fact that there is an alien of indestructible proportions on the left (near on level 3, walk to ladder 1, take the 8L ammo and move on down to level 3).

LEVEL 5

The six manning aliens here mean that you must be prepared to move fast and accurately - so time for mistakes! Run to area 8 and pick up all six objects that you find there (opposite the entrance). Once collected, run out REMEMBERING TO CLOSE THE DOOR BEHIND YOU. When you've time to breathe, drop your old clothes (above) and don those you have just collected. Go to area 9, (but be ready to blast the two aliens you'll encounter on the way) and

take both 8L bullets from the Anti-Gra units. Find the maintenance area and pick up all the chips you need. (Wait in case you're hungry it, then's food in area 10.) Go to ladder 8, and down to level 3.

LEVEL 6

This level is entirely safe from nasties, all you need to do is collect the chips, and Battery, Food and the change for your gun. Having done so, it's back up to level 5 where you should go to area 11. Collect everything and make your way to area 12. Blast these nasties, walk to ladder 4 where you'll find a grenade. Take it and go down to level 3...

Here next month, (but then you'll just have to struggle bloody-eyed through the long evenings on your own)



XENOMORPH Level 3

Maintenance Area 1



THUNDERBLADE II Sega Master System

When the 'GAME OVER' message is displayed, press button 2, down and right simultaneously to avoid yourself two 'continue' options.



The Thunderblade steps to the eternally successful original. Watch out for your opponent!

Back with a vengeance after a spell in purgatory. Tips for the Beasts from the East...

GOLDEN AXE Sega Mega Drive

On the character select screen, hold down button 8 and pull down and left diagonally to reveal round select.

NEHEMESIS Gameboy

Begin play and press 'Start' to pause. Press up, up, down,



Not Nemesis' enemy from the Sega Genesis. It's the original version.

down, left, right, left, right, 8, A. You should now find you have every weapon with the exception of speed-up!

THE CASTLEVANIA ADVENTURE Gameboy

How to gain the Golden extra lives.

Level One

Obtain a whip (for later) and shoot the rock with the fireball. The TNP should fall to the ground.

Level Two

Jump across all three moving platforms, but do not use

your whip while you are in the air. Press, an extra life.

Level Three

Wait for the ceiling to fall, then for the tower four times, making sure the last strike is very fast. Run back to the torch, jump and whip it to collect the extra life. *Master Rahman, World Hammerhead*

DRAGON BALL NES

When your energy begins to run low, pressing DOWN on the 2nd controller registers it, while Pressing B on the 2nd controller allows you to skip levels.

Jody Goodall, Hammerhead Well, it's goodbye from me, and it's goodbye from me. My sincere apologies to all those who were expecting the solution to Op Stealth, Chase Strikes Back and Xenomorph. What can I say, about from five pages to three! Slaughtered in my press! But the editor assures me that next month we'll be back up to size...

"Thanks to all those who contributed tips. Keep 'em coming (especially the completed - A.O) needs help!"

DOUBLE DARE YOU.

Blue Max

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Want a new stick for Christmas? Mark Smedley presents the definitive guide, complete with switching info and prices.

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Christmas is coming, and the warts are gathering in the sitting room. Time to crank upstairs with a new game. Alex Marandi with the titles, currently in the shops, that belong in your collection.

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Hardware- and software facts about the current crop of UK-bit machines for those of you planning an upgrade this Christmas.

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...in YOUR inbox. If you see one of the ten major micros or consoles, there's a section for your computer here as ACE correspondents talk man to machine...

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The ACE Charts give you the definitive list of top scoring games EVERY MONTH - as reviewed by ALL British games magazines.

Now, the traditional quote of the magazine being only an illustration of what's happened to you has to be a reality. However, and in the meantime, it's still important to include them in the magazine itself.

If you want to be the first, you should know that each month we put the top five games, as reviewed in the latest edition of computer magazines, on each of the various computer formats. Because these charts are based on sales information, therefore, they make an excellent buying guide.

We also give you the top five games to expect who can predict next month's chart, the one to watch out for in software for your machine, or it's always worth keeping your eye on the knowledge of software reviewers and what's coming in any.

Because software prices have to be ordered from third parties, there are inevitably some things in delivery. But if you experience any shipping problems, please phone the editor on 071 2915261 for help and we'll put it right.

THE STOCKMARKET

In addition to our games charts, we also have a list of the top 25 software stocks on the stock market, as well as a list of the top 25 software stocks as determined by the ratings their games are currently receiving. You can see their fortunes rising and falling in each issue.

Each week calculates the average mark that each publisher receives for every one of its games on each format in the rating in the second column below. In the example, if the company is great at scoring their games but lags behind on its IBM computers, that will pull down the average mark, even if you can see one of the titles leading up the Amiga 500 or PC charts, or if the company has just won a British award during the month of the example, it will score a high rating, the third column, indicated by a '+' or '-' above you have read the publisher's score has increased (or decreased) compared to last month.

The last column shows how well a company's games have fared compared to the software index. This single figure represents the average review mark expressed as a percentage that of all games, all formats, reviewed during the last month. It's a good guide to how good the overall state of affairs is, and each company's index score shows how well their games compare to the norm. For example, in this example, the first column, indicated by a '+' or '-' above you have read the publisher's score has increased (or decreased) compared to last month.

We price only the top 25 computer stock months. In fact, we keep tabs on all of them, but you don't want to read through a list of over 100 names in every issue. The subscribe to this Index Game Publications's games indicates that these are listed more often to the Stock Market company website.

Finally, we take note that the information here is generally useful, in that we do earn some commission which has only increased a single arbitrary factor.

Software Index 78.08

Many things... and the big question: How are you just around the corner?

PUBLISHER	SCORE	±	INDEX	Stock 18	±	%	0.01
Magnetics	63.75	-1.75	18.54	Amstrad	60.75	-11.49	0.30
Scientific	67.00	+0.00	19.89	Atari	70.17	-11.83	0.70
Interware	66.17	-0.7	19.81	Virgin	70.14	0	0.70
Electronic	66.00	-1.00	19.84	Acorn	70.00	-12.00	0.69
Microline Arts	66.1	-7.27	19.71	Domini	70	-10	0.69
Microline	65.5	-4.40	19.61	Domini	77.04	-0.41	0.99
MS Depot	65	-0.20	19.61	Software Systems	77.5	-0.07	1.11
Blue Byte	64.00	-0.27	19.54	Windsor	77.5	0.6	1.11
Empire	64.00	+0.00	19.57	Thorn	77.17	-10.44	1.10
Core Design	64.0	+0.00	19.51	Jaguar	77	-17.77	1.01
Starline Games	63.00	n/a	17.00	100 Total	76.00	-0.00	0.99
Carbon One	63	n/a	16.81	Millennium	75.5	-0.00	0.11

AMIGA

Capline	Microspace	67
FTB Death Fighter	Microspace	67
King	Ocean	66.75
Supremacy	M House	67.2
Invaders	Microspace	67.25

Supremacy takes a drop and FTB slides one place, although its rating hasn't changed from last month. Capline should still be in there in next month's chart, but there are still some battles coming up for Christmas.

C64

Complete Gemini Online	ODD	67
DR and Line 2	Carbon One	67
Lords of Chaos	Kivisto	67
SOBACE 2	Imarty	67
Quantix Power	Code Masters	67

The budget game takes over in the C64 chart this month, with ODD's completion of the top. Let's hope we get some strong full price product this Christmas for a machine that still deserves a lot of support.

AMSTRAD CPC

Iron Lord	ODD	67.75
Monty Python	Virgin	68.00
Quadrant Sports	Code Masters	68.0
Night Hawk	ODD	68.0
Make Wars	ODD	68.00

We left Iron Lord to take over on the CPC (probably reflecting the continuing strength of the machine in France), with Iron Lord indisputably the CPC's choice this month.

IBM PC

40 Boxing	Microspace	68
Wonderland	Magnetics Gemini	68.1
Microline	Scientific	68.1
Break 2	Interware	68
Search for the King	Acorn	68.25

Wonderland's still getting new reviews, but Microspace's still approach to 40 Boxing seems to have won everyone. Some high-scoring games around on the PC, but not much strength in depth.

WHAT YOU SHOULD HAVE KNOWN...

First, of course, you've got the games. Then the software house and - in the last column - the average score (indicated in a percentage rather than a full percentage) to see how well the game scored in all reviews during the last month. Don't forget that the review ratings are taken from all 26 magazines, not just ACE, so we don't necessarily agree with some of the judgments here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS OPPOSITE

HOW TO ENTER

STEP ONE

Information: Enter your name and address, a daytime telephone number if you have one, and a fixed number.

STEP TWO

Fill in your age and which machine you own, as requested.

STEP THREE

Look at the month's charts. Then, using your knowledge of the games, score, try to predict which games will come top of the six machine genre charts. Finally, enter on your postcard.

- Who has game for the Spectrum
- Who has game for the C64
- Who has game for the CPC
- Who has game for the IBM PC
- Who has game for the Amiga
- Who has game for the ST

YOU DON'T WANT TO ENTER A MACHINE FOR EVERY MACHINE! But remember that you'll stand a chance of winning more machines if you do.

STEP FOUR (OPTIONAL)

For an extra chance to predict which company will be at the top of next month's Blockbuster list, enter the page! Enter on the card. The top answer will be... (chance of company!)

STEP FIVE (OPTIONAL)

You can tie in for the jackpot £250 prize, but select any of the previous categories and

try to predict the top five games for next month instead of just the top one. This will be added to category game predicting for - it will be either for Blockbuster or any of the machine categories in Dec. Issue. **REMEMBER - YOU CAN ONLY SUBMIT ONE, SCORED CARD!**

STEP SIX

Put the card with a stamp in it to enter before the closing date for the round (31st November). The address is:

ACE Blockbuster
30-32 Farnington Lane
London

ENTER 363

Games have winners - perhaps you'll be lucky this time!

THIS IS ROUND 13

Each month's competition has a round number so that we can correctly identify entries. You MUST include the round number on your postcard and otherwise your entry may not be processed correctly.

LATEST WINNERS ANNOUNCED ON PAGE 137

THE RULES

- Entries must be received by November 30th 1988.
- An employee of EMI or of any company connected with the production, distribution or sale of EMI Magazine is eligible for entry.
- Only one entry per machine. Postcard entries require a correct address.
- In a special instance an individual could submit more than one entry, but we must ensure that we will hold one-off entries to ensure that the games get the correct coverage.

ATARI ST

Caliber	Image Works	83.1
Operation Stealth	Softdisk/MSI Soft	87.17
WAX Demogame II	Firebird	87.64
Simulator	More Style	87.65
WTF! Soccer Challenge	More Style	88.34

Lots of top-notch stuff to choose from in the ST this month, with the Blockbuster! Caliber and Operation Stealth off the top spot.

SPECTRUM

Iron Impression Master	Virgin	82.0
John	Omega	76.0
Nightwatch	Omega	76
Submarine	MSI Special	76.4
Hot Off The Racing	Klan	76.4

Don't be fooled by the ease of quality of Spectrum product impressions - as we get closer to Christmas - makes Virgin's racing game look even better than the reviews.



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HARD SELL

Here it is: the one and only hardware guide to give you COMPLETE details on the machines you're most likely to upgrade to, including that all-important criterion of software availability.

The ACE Hardware Guide comes in two sections: 16-bit upgrades (1987-1992), and complete (most recent). Please refer to the back to ensure that all information is correct and update as needed regularly, but we cannot be held responsible for any errors.

ACORN ARCHIMEDES

Models Archimedes 170, 3000, 410 20, 60

Package Includes: Mouse and three keyboard mouse and drive (optional feature or mouse).
Memory: 5000 32-bit, 1024KB, 410 100, 256, 512, 1MB
Processor: Acorn-A68000
RAM: Prices range from 2780 \$ for 4000 4000 to 22940 \$ for 4400 with color monitor
Connect: Acorn SCSI 260200

IN BRIEF

Still the cutting edge of home technology, Acorn's A680 is about the fastest thing this side of a Cing. This new 68000 machine - although priced the highest these days (from 27000 to the 43000 - still lacks a good games software base and is not left to the enthusiast.

GRAPHICS

Resolution: 320 x 256 or 640 x 256 with normal monitors, 640 x 512 available with multi-gun monitors.
Formats: 4096
Colors: From mono up to 256 (340 x 512) or 16 (640 x 256).
Dot Per Inch: 30
Monitor Output: Mono composite video output - 640 x 480.
Monitor Support: Crystals on package bought.

Monitor Options: Acorn dedicated 14 inch medium res colour 12 inch high res mode. Multiple colour.
System: 1
Speed: Varying.

SOUND

Speaker Quality: Good
MPX: With extra hardware.
Ports Output: Yes
Performance: 16 channels 8 speaker ports, 8 channels, 1 internal speaker.

HARDWARE

Disk Format: 1.5 inch - 8000
Disk Price: From 1.28 upwards
Disk Performance: Good level fast
Keyboard: 101 keys with programmable auto repeat. Early key boards have a cheap feel given the quality of the machine.
AppleLink/Link: 1 feature mouse to support the package.

Interface: 20 pin D parallel 4 pin mouse, 1.5mm stereo headphone jack, 40 pin SCSI, 16-bit expansion ports, 101 video output, 10 video lines.

SOFTWARE

Existing Software Base: Full range limited. Some games available most software is for productivity and business.
Games: Most famous are Arch (Wind and Conqueror, but there have been several impressive one-off titles released recently.
Graphics: Potential Unlimited. Some excellent packages available.
Music: Like graphics, but development of the.
Processor Limited: Even the cheap 16 models find it tough competing with 70 and Amiga.
Software Loading: Very reliable.

BUYLINES

Best Buy Price: As AP
Second Hand Availability: Not scarce, some 80% and 30% starting to 60000 \$ but expected to play for them.
Maintenance: One year's guarantee. Return to faulty machines deal on.

APPLE MACINTOSH

Models: SE, SE/30, Ix, Ix2
Package: Monitor with built-in CPU and disk drive, separate keyboard
Memory: 1MB

Processors: SE Motorola 68000, Ix2 68010, Ix Motorola 68010
Recommended Retail Price: SE 55,795 upwards, I 63,990 upwards 60 to 1000
Connect: Apple 081-504-1100

IN BRIEF

A very expensive up market machine for those who do not use heavily computing software is very expensive. Quite a few games in the SE, but few are here. Good for MSX machines. Watch out, however, for a new budget Mac, believed to be launching in the New Year.

GRAPHICS

Resolution: 300 x 100, 640 x 760
Dot Per Inch: 30

Formats: 40 - black and white; 4 (with colour monitor) 32 colours.
Colors: With colour monitor - 16 to 256
Dot Per Inch: 30

Monitor Output: Integral monitor
Monitor Support: Built-in
Monitor Options: SE - can deal with model only, 8 Apple-link monitors or AppleColor 640x480
Monitor Price: None

Speed: SE reasonably fast, I very fast 68010 and 68010's own faster, 60 standard

SOUND

Speaker Quality: Good
MPX: Third party interfaces available.

Ports Output: 50 pins if yes.
Performance: 4 channels with good performance.

HARDWARE

Disk Format: 1.5 inch - 8000
Disk Price: 1.28 - 13.00
Disk Performance: Excellent
Keyboard: Integral with 87 keys including function keys and numeric key pad. Optional extra is the Apple Enhanced keyboard with 105 keys.
AppleLink/Link: AppleLink is not supported; high quality single button mouse is supplied with machine.
Interface: 50-pin SCSI - Apple Desktop Bus connector, 2 RS232C/RS400 serial, external disk drive, 30 pin Euro-D expansion slot, 500 - 108-pin connector, external audio speaker, 8 - 2 RS232C/RS400 serial, 88-25-100-5.

SOFTWARE

Existing Software Base: A very wide base exists in all fields except

games.
Current Releases: Adequate, though largely of US origin and in the business or OFF field.
Games: Very few available titles but plenty of US-origin adventures.
Graphics: Lots of interesting software for those interested in 3D modelling.
Music: Very well supported for 8000 software - but it's expensive to 5000.
Processor: As always, excellent - especially in business and OFF Software loading. Quick and reliable.

BUYLINES

Best Buy Price: Generally the SEF - Macs are only sold through dealer ships. Ask for a discount for cash.
Second Hand Availability: Scarce and expensive. A better market exists in older models but these are fast sold.
Maintenance: One year's guarantee. Apple offers AppleCare - "Three-year" warranty but to cover the cost of repairs after the guarantee has run-out.

ATARI ST



Models: Atari 1000/510, 2000E, 10400E, Mega-TE, 5140
Package: 120 and 140 have keyboard with built-in disk drive. Mega series have separate keyboard.
Power Pack: Includes 1000/510 with light gun, joystick and 2000 of "free" software. Mega "necessary" pack includes similar value software for Power pack but with an STFM and an educational base.
Memory: 1280KRAM and 5120K 1000, 10400E 1MB, Mega ST 1, 2 or 4MB, Mega 2 or 4MB, 10110 2MB expand internally to 4MB.

Processor: Motorola 68010
Recommended Retail Price: 1000E (Power Pack) 1290, 1000E/TE (Shower Pack) 1090, 10400E 1490, Mega 161
Connect: Apple 0753 13344

IN BRIEF

Excellent as a general purpose home machine for games, music business and productivity. It's the number one choice for MSX machines. The ST's price still gives it a slight edge over the graphically more advanced Amiga. The new 5140 TE - Mega - is viewed by Atari as the machine's successor since it is a complete 286 or 486-11 with hard disk and micro-monitor in a small form.

GRAPHICS

Resolution: Less than 620 x 480



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SEGA MASTER



The Sega Master System is an exciting new software label created by the International Development Group (IDG) to produce new games on the Sega Master System. The first releases will be Super versions of Pac-Man, Populous and Snake of the Beast. All three titles will be available through March and October next year. IDG was originally established back in 1980 to create marketing and licensing opportunities for overseas. For Eastern and European companies, let us see for something completely different...

BLACK BELT

1000 C&S (S&S): Jump over hills, face him in water and on landing punch him then quickly kick him. Chase him into the corner then, as he runs back past you, repeat the aforementioned routine.

1000 M&S (S&S): Jump to projectile then, as you land, kick him. Keep advancing if hit, look again whenever possible.

1000 T&S (S&S&A): Make him walk toward

you with his hands outstretched. Run into him, punching rapidly. If he jumps off you, back off. Don't get too far away or he'll run at you. **1000 Y&S (S&S):** Stay in the left corner of the screen, when DM is less than an inch away kick. He will duck and punch you. As he rises, kick him. Repeat the routine. Don't worry about losing energy, he dies with one energy block left! **1000 Z&S (S&S):** Use the following routine on him... Kick, Punch, Down Punch, Down Kick, Kick, Punch, Down Punch, Down Kick, Fly Kick. **1000 Z&S (S&S&A):** You're on your own here! • *John Collins and Mark Hawk from Wales*

SHERMAN

On the title screen, wait for the Mega face to appear then press down and button two on the control pad. A black screen will appear for a second, shortly followed by a screen that allows you to start on any stage of any level. • *James Greenleaf from Bristol*

GOLDEN AXE

To add an extra credit (you can only do this once), wait for the GAMB. OVER message then press the keypad diagonally up and left. • *Clairie Stubbins from Leightonhugh*

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He also went on to say that it's all available and he'd be in stock. He suggested that perhaps independent retailers are not holding much stock of +3 but wanted that the +3 had always done well through the independents. So, what is worth happening? Well, the Christmas spend seems to be centered on an advertising budget aimed purely at the +3 double CD, its CD2 pack which seems to make a back to cassette only games for an Spectrum owners. Perhaps his news should create a bit of a sales boom in one area at least. All those lucky creators who sell Multiface 2's and similar tape-to-disk products should be rubbing their hands with glee as they race to the bank.

IT'S OVER!

It's that time of year again when suddenly, all the software houses suddenly leap out of bed, and like an incontinent Rhesus Monkey, suddenly relieve themselves of all the products that they have had slowly working their way through their systems for the whole year. Yes indeed! They've all had the CD2 exhibition with which to display themselves to the public. In a ritual reminiscent of a male peacocks courting ritual, they in a reaction that could very well be equally reminiscent of the female who is being courted, we must ask: "Okay, we've seen the show but what's it all for?" Well there are a lot of titles out there - all being beautifully programmed even so we think...

Oscar's hopes for the festive number one slot must rest with the first home-bound - namely Baboon which, if it has the same success as its predecessor, we'll probably see in the top 20 charts for at least a year after

DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the nine most popular micros, written from a personal viewpoint by other users...

release, it only has to be as good as Professor F and Ocean are once again, in the money. His favorite number ten will fall out sooner in the game of Ocean's Total Recall, it's still being programmed at the time of writing. Though Ocean's Peng would take top place this year in the Spring tables - if products sold in their own merit. I can only say that it's the best graphics for my use of a Spectrum. And that's been said.

Meanwhile, Microsoft's Professor F is currently under the unwelcome fingers of Am Development. The team have been given a fairly fine rub with the development of the graphics, graphics in it and so, it'll be interesting to see whether this added responsibility will produce the best of results. The graphics on Amiga are excellent and due to the amazing quality of the graphics on Ocean's Peng, I expect a lot of this package. In fact Microsoft may well have a bit of an early start this Christmas with their major industry release - the Teenage Mutant Hero Turtles license. The full colour graphics on this are good and it seems that Probe, the development house, have done an excellent job. Well, good graphics, good, full colour graphics and the Turtle license, I can't see anybody that turtles won't take full honors this Christmas.

US Gold has been releasing good quality games regularly throughout the year and Christmas looks to be no exception - but if they can fight through all the big budget marketing of the other luggers, then my friend, they will not sit on their hands, they'll be back on a high. US Gold have several, including D&D&E, Lost of Fire and LW Squadron.

• *Keith Sempster*

SPECTRUM



"And one by one they fall from grace, with powdered armor teeth that leap to pausing to a shuddered place where we've truly given a fight."

The strangest thing to happen in the Spectrum world lately must be absence of +3 from many game manufacturers at the moment. Indeed, I had a week's time in obtaining a +3 just a few weeks back and was frustrated when independent shops in London and Birmingham told me the machine had been discontinued. Would Amstrad make a decision to fall production on the +3 and bundle all its tapes into the sale of the +2 Christmas pack?

Peter Roberts at Amstrad insisted that this was most definitely not the case. "It's true that we'll not be promoting the +3 this Christmas, but I can't believe other retailers got the idea that Amstrad had halted production. We are promoting the +2 Bond pack this Christmas but we feel that the +2 promotes the range of Spectrum machines."

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CPC



What have we here? No sooner do several companies speculate as to the doubtful longevity of the CPC, than a virtual barrage of releases find their way onto the market in a glorious CPC format, ha-ha.

First off, we have Microstyle's *Rick Dangerous 4*, the follow up to the incredibly successful (and debated) platform original. Sporting reasonably decent, very colourful graphics and very good quality sound loads of FX and a different tone for each level, *Rick* packs all the fun and excitement and addictiveness of the original, which just goes to prove that there's life in the old CPC yet.

Secondly, we have several releases from the suddenly prolific Gemini, who have certainly been a bit quiet on the CPC front of late, but only have they recently released *Switchblade* or *SHADO* format, but they are currently in the process of putting together both *Lotus Digit* 'n' *Challenger* and the somewhat ambitious conversion of *Shadow Of The Beast* (originally from Psygnosis). All three of these titles look

impressive, the common denominator being that each use the Amstrad four colour mode as opposed to the lower resolution 16 colour mode. The resulting effect is that the extra resolution allows a very impressive level of detail to be achieved - not going overboard.

Next now is a recent departure in the games world, Namco, the company behind the classic *Romio 884*, *Super Invader* and *Mexico*, have well and truly locked the bucket. However, the software will still be made available through suppliers Microstyle Inc, nothing to do with the Namco's subsidiary and the latter product is to be given away with every Microstyle disk drive purchased. All three titles set to appear in soft ware bundles, priced at £13.75 each and once production is in progress, stocks will not be low at all. To order or gain more information, contact Microstyle at 213 Quail Hill Road, Southport, West Yorkshire B62 3JF, or telephone on 02174 626652.

There's nothing the facility in print, so here it isn't, some accolades for the top version of the *Koolha Art's Best* format:

10/048/08, 09, 10, 76, 09, cd
20/048/77, 09, 3a, 09, 01, 07
30/048/09, 75, 07, 03, 00, 03
40/048/03, 00, 01, 21, 3a, 00
50/048/22, 58, 19, c3, 00, 19
60/048/07, 31, 00, 04, 3a, c3
70/048/22, 03, 00, c3, 00, 03
80/048/03, 10, 41, 00/00 ad
90/048/10* - ad, 00/00
100/048/09, 06, 00, 00/01
110/048/00, 00/00/00/00
120/048/00

130/048/1* data error

And a quick tip for those of you having trouble with the first couple of screens of *Kingfisher*... Go to the dropping wall, take the water and give it to the old man. Then take the food and give that to the fish as well, it returns for which he should give you a magic ladder. Now take the second room (open door) and use the spade.

Back on the back for now, I hear that Amstrad have decided to withdraw the *Specify Plus 4* from the market. How whilst *Specify* is running may have led to the loss of this market, it does tend well for those of us with Amstrad's own, especially those considering buying a 6128+. The reason Amstrad stopped manufacturing the 6128+ machine, is because it feels that the machine competes with the new 6128. Granted the specs may not feel as much as the 6128+ AND have the ability to be plugged into any TV. BTW, the new Amstrad is technically superior and comes packaged with a monitor. In addition to this, now that the *Plus 4* is gone, Amstrad will be able to concentrate less full attention on the new machine, it will come change of heart from the company, who have at times appeared to let their machines just sleep in no particular direction.

And finally, the 6128/00 *Challenger*, the stick hasn't a conventional standard on button configuration, allowing use by either left or right handed players. (There is even an left-hand version for those who like to stand on their head rather than on their feet, we'll leave it to the CPC)

By Max Rowland

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ATARI ST



Readers in the computer industry have indicated that the ST may be on its way out within the next year. What foundation have rumors here I shudder to think. However to deluge software to be released over the Christmas period makes that statement highly odd, and should see the industry using its own wits — with any luck.

Now for the news... Having heard of Atari's decision to release an ST console — the Panther (what you may NOT have realized is that the industry also have plans for a new incarnation of the Jaguar — aimed at lowered Desk Top Gaming and business markets. Scheduled for release next spring, the Jaguar looks intended to fill the gap between the 486X-57 and 4200X — ie. IT, currently hardly bridged by the presence of the ST.

When launched, the new machine should retail at about £750 and, correctly presented, forming the Atari has been notoriously bad at in the

past, should help secure the apparently doubtful future of the ST (due to a related Atari market).

Next up, another new ST based machine — the portable "laptop" from Australian company Autodesk computers, is designed to be plugged into a monitor or TV "on the move". Internal hard drive incorporates an Apple Mac emulator, 286-based PC, 40mb hard-disk and 2 megs of Ram.

Right, enough of the tech stuff, let's move onto the rather more accessible world of GAMES (yeah! This Christmas is looking to present ST owners with a huge range of high-quality software of massive variation, not only are there the obvious licenses such as: Turles, Polemic 2, Total Recall, Godfather and Giana 2, but there will also be more original titles looking to become classics, including infamously "right" Contra, a 3D scrolling breakout effort, from Team Kiyavita (a terrific Prog developer) and the excellent S.A.T. team (3D 3rd, a role playing game set in a defunct future, boasting a huge number of locations, superb graphics and an exciting new side-on going the ST 16-channel sound capability) 3D Soft hope that the cartridge will help combat piracy (working as the kind of wile previously seen in US20 World Class Lightweight) and if successful, intend to use its capabilities in the future.

So, there you have it. The doom and gloom predicted by the industry seems to have subsided under its own enthusiasm. At last, the world is a strange and noble place, full of things that were markets are not meant to exist of.

■ James Payne

IBM PC



PC software is far too expensive. That's right, it's far too expensive — but this is only your own fault. You see, the price of software has always been related to the initial cost of the machine it services... That's why DOS software always costs more than the Spectrum equivalent, and it's also why your games cost a good deal more (up to 15x) more in some cases than those that your mate buys for his ST or Amiga.

Okay, that isn't your fault, but what is your fault is that publishers are reluctant to release "budget" software for the PC like they do for every other machine because so far you've kept what's on offer at a low price at a distance (sometimes greater than the length of your arm).

The situation is so ridiculous that Mega Master Brothers' 16-bit budget label actually decided to raise the price of its software in order to make it more attractive. According to the label's product manager Andrew Wright,

"PC owners turn up their noses at a game which only costs a few, so we've introduced a new range, 16-Bit Plus, which will feature re-releases of hits at £9.99."

Do you want to read that again? You wouldn't buy it for a few so they're now going to charge eight pounds — and it's a good bet that sales will probably increase dramatically.

The most amazing thing is that under these circumstances any of the publishers are both willing to release games at budget prices — but they are, so here's a quick run through of what's come on stream in the last month or so.

One of the larger companies which has only just entered the budget market is Decision Arts, with its Star Performers range. These are all games which have had a full-price release and are now selling at 25-50% off the UK PC titles available, why these are real bargains — Battle Isle II, Chuck Yarger's 8PT and Snake Or Die — but that's not a bad strike rate, and picking up those three for the price of one new piece of full-price share holder can only be a good thing.

The aforementioned 16-Bit range also has a new game poised to attack your small change, kicking off with Kamen and Double Dragons: the former (not to be confused with its older brother, Renon II) was the new infamous Bizarre Brothers' first effort and still provides a good deal of challenging shoot 'em up action — on the subject of Double Dragon however, I think the less that's said the better.

Repackaged 16-bit is another of the "major" which has decided to embark some of its back

MAC EMULATION +

News that may upset old-hand owners — the announcement of two new gadgets allowing the ST to handle Macintosh, giving the potential to run powerful GPP software of the kind previously unavailable. The first, (Mac Emulator v.2) includes support for the Mac Laserwriter, the ability to format Mac disks on the ST, compatibility for 80020 and 80030 and using PC disks in Macintosh. Such a powerful tool should come in very handy for those of you involved with ST.

Secondly, the market has recently seen the launch of an internal gadget for the Mega-ST range and an external one for STE's, in addition to an enhanced palette giving 6000 colour capability.

Okay I know I said only 2 gadgets, but here's a third. Popping ahead in the queue to allow the ST to operate fully as a Mac replacement for DTP, an ST version of the hardware AppleTalk emulator (completely revised 2.0b) has become available, allowing the ST to operate an effective DTP system at less than a quarter of the usual cost.

catalogue, kicking off with two TV licenses, A Question Of Sport and Mike Read's Pop Quiz. Actually these are basically the same game, albeit with different questions — and they're actually a little bit on the expensive side at a tender price — but if you want a little family fun, pick the one whose subject matter most suits your preference and hit some time sharing off your amazing wealth of trivial knowledge.

The trouble with budget software though is that it's something of a double-edged sword. If games drop in value fast quickly, then it's bound to damage their sales when they originally appear as people won't mind writing a 50c note to get them at one third of the price. If however, the low price release is delayed for too long then the games will look so out of date that we'll remain in exactly the same situation as we're in at the moment with games buyers looking down with contempt on anything that costs less than 20 pounds.

Personally, I'm looking forward to the day when Picochip, Midwinter and the like become affordable to every PC gamer/player — and the rise of a strong market for budget software can only help to bring this day a little closer. So, to do your bit, next time you see a gift horse, try to hold back for just a little while before examining its teeth — also, please, you may even end up with a few classics to add to your collection.

■ Glenn Brennan

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JOY FAX

Mark Smiddy went to find out what the best buys are in sticks this Christmas...

Even though we've had about seven iterations in the way a joystick-based controller, but what is it there is judging a user interface if it doesn't include the most important part of all—the control mechanism! And when it comes to games that usually means a joystick. More and a different can of high-tech, worms altogether and there's plenty of joy-fulake specifications that can separate good mice from bad ones. But we've just had to make the same as the rest one, right?

If that were true then this would be a very short article and you could skip it and enjoy the rest of the ACE issue. Joysticks come in all shapes and sizes and as manufacturers we buy from by the thousands. Some like the Competition Pro, for instance, have become almost legendary among gamers. Conversely, many players get so attached to one sort of stick they steadfastly refuse to buy a different type when the old one wears out. This especially applies to the old one offering which, although freely aimed at "budget" buyers, still tends to favor with many

its replacement rather than to make it worth the cost of the



choices.

But with Christmas looming ever closer, the manufacturers have something for everyone and what could be a better stocking filler for a favorite grandson than a new "stick" (but so grannily means into the same and feels herself out by a bewildering selection of styles and a wide variety of prices, how can you influence her decision? For a start it helps if you have some idea of how much her purse will stand — it's to see eyeing the latest top-flight joystick if she can't stretch to more than a tenner.

To help you choose, the table overleaf compares the most important attributes in a joystick — as suggested by a collection of dedicated gamers. But, before you dash off, each one requires some further discussion. In making your choice it's useful to know why! Remembering, too, that "looking good" is not the same as "play ing well".

Style: This could also be listed under the heading of aesthetics, but it's best kept separate for reasons of clarity. With a few exceptions all joysticks can be placed into 2 distinct categories: those with an "erogolf" grip and those with a good, cushioned seat. If you have small hands (or are buying a stick for a young stem) the aerogolf grip may prove less clumsy or just plain uncomfortable — they're all made to fit an average hand and as we know so well, his average does not exist. Also, aerogolf grips are not very suitable for certain types of games which require a high-degree of "stick wiggling". In the same time, they are ideal for most scrolling/shooting-type.

SWITCHES

Despite what the manufacturers may claim, there are more than just two types of switches, (fortunately without opening up every "stick at test, it was impossible to ascertain exactly which variety applied to each stick. Microswitches are just small switches, so without further guidance (or a gentle prod) a manufacturer can legitimately claim that a cheap "bubble" switch is a microswitch. Bubble switches, however, tend to lack feel, and wear out quickly.

Proper microswitches last a lot longer — but even they come in many styles. They all make a sharp "click" when operated. If the stick makes no sound or a dull thud, it's probably based on the cheaper bubble switches. And to confuse matters, lacking microswitches come in many variations. The best ones are usually sealed —



The joystick heaven

but even they can be confusing. Very few manufacturers will admit to what types they are using. The very best sticks use heavy-duty switches — but these run expensive.

AUTOPWE

There are several considerations for stability. First of all, does the joystick feature an autopilot? If it does, can the rate of fire be varied? Can it also be switched off? Last, does the autopilot work correctly on your machine — some autopilot joysticks have a "DP" switch, others don't. Regrettably not all of these details were available for all the joysticks listed here at the time of going to press so it's wise to check compatibility before you buy.

ERGONOMICS

This is a fancy word which encompasses a lot of considerations. Actually ergonomics is the study of the relationship between workers and their environment. In this context, it asks precisely how well the designer did their job. That is: does a hand-held joystick sit well in the hand? Are the fire buttons within easy reach? Is the "stick out-base" for a left hander? Does it have a joystick feel? How much force is required to move it?

AESTHETICS

This is another fancy word which doesn't really apply to joysticks. Used by experts, it suggests how good the thing looks. When the bullets start to fly, though, good looks mean about as much as a lead balloon.

BUILD QUALITY

Is it made to last? This consideration can only be applied to more expensive sticks, the budget ones (under a tenner) are unlikely to take a lot of hammer — but they are cheap to replace. Build quality, like the quality of the microswitches can only be accurately tested by using a joystick until it falls apart — literally! You will only get what you pay for. An expensive joystick with a lot of extra gadgets is unlikely to take the pounding of

THE ACE JOYSTICK BUYERS GUIDE

Name	T	A	R	S	E	V	Fire	Price
Atari standard	B	N	N	U	2	2	1d	3.95
Quickjoy Junior	B	N	N	A	3	3	1uld	4.95
Quickshot I	B	N	N	A	3	3	1uld	5.95
Exterminator	B	N	N	A	3	2	1uld	5.95
Quickjoy Junior stick	B	N	N	F	3	2	1uld	5.95
Sink Stick	B	N	N	U	3	3	1d	6.95
Quickjoy II Pilot	B	Y	N	A	4	3	2u	6.95
Mega Blaster	L	N	N	U	4	2	2d	6.95
Quickshot QS-128	B	Y	N	P	4	3	2d	7.95
Quickjoy II Turbo	M	Y	N	A	5	4	2u	8.95
Quickshot Controller L25-	B	Y	N	M	3	2	1f	8.95
Quickjoy III Supercharger	M	Y	N	A	4	3	2u	9.95
Delta 2000	M	Y	N	U	4	3	1uld	9.95
Cruiser	M	N	N	U	5	5	2d	9.95
SG Commander	B	Y	Y	P	4	4	2d	9.95
Mach I	M	Y	N	A	4	M	2u2d	10.95
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Quickjoy Jetfighter	M	Y	Y	A	4	5	2u	13.95
Competition Pro	M	N	N	U	4	5	2d	14.95
Star Probe	M	Y	N	A	5	4	2u2d	14.95
Navigator	M	Y	N	F	5	4	1f	14.95
Powerplay Crystal	M	N	N	U	4	4	2d	14.95
Quickjoy SG Fighter	M	Y	N	A	4	5	2u2d	14.95
Zip stick	M	Y	Y	U	5	4	2d	15.95
Competition Pro Extra	M	Y	Y	U	6	4	2d	15.95
C. Pro Extra (Glow)	M	Y	Y	U	6	5	2d	17.95
Quickjoy Superboard	M	Y	Y	A	5	5	2u4d	17.95
Quickjoy Topstar	M	Y	Y	A	8	8	2u	23.95
Quickjoy Megaboard	M	Y	Y	A	8	8	2u2d	24.95
Arcade Power Stick	M	Y	Y	U	5	6	3u3d	49.95

one with less features but a similar price.

The key is knowing how to check the quality of a stick without actually breaking it in the process. Hearing is mind also, what has already been explained about price - don't expect too much from a cheap unit. Most upright and arc-curl joysticks, with the exception of the

Navigator) can be placed on a desk. A good test is to place the unit on a sturdy table and hold it firmly by the base. Now grasp the stick firmly with your other hand and force move from left to right and up and down. Apply firm but gentle pressure - this isn't a test of strength and the shock absorber is likely to take a dim view of anyone breaking a display model. A good joystick will have a positive feel and should have a pronounced stop after each switch activates. If the base appears to flex or creak, or if the handle appears to move more than a tiny amount, the joystick is unlikely to take much heavy handling.

At the same time, this test allows you to get some feel for the stick and the weight of the movement. Generally it should be firm, but not too heavy for your needs. Games which require a lot of "click" wiggling (sports simulations for example) usually work better with a light stick. Where more precise control is required, a stiffer

movement is usually the order of the day. Very soft movements should be avoided because they tend to wear out the player during a long session. A great example of this is the Cruiser which has a three position weight setting.

KEY

- 1 - switching method: Multi-rotary Switches, Rotary
- 2 - Buttons: None, One
- 3 - Buttons: one (Type: None, One/Slide)
- 4 - Buttons: Straight, Arc/Curl (of the grip), Pop-up, Other
- 5 - Ergonomics: L-Peer, Full-Depth
- 6 - Visual appeal: Conventional, Unconventional, Sleek

Fire/Fire buttons: Ignite (1) = number of triggers on base; B = number triggers on stick; for example:

- 1d = 1 fire button on stick + 1 fire button on base
- 1f = 1 fire button on stick + 0 on base
- 1u2d = 1 fire button on stick + 0 on base

THE ACE SELECTION

joysticks are incredibly subjective to some extent, but here for the record are the sticks our testers used for...

- Best light/light joystick: Competition Pro
- Best upright joystick: Zip Stick
- Best arc/curl joystick: Jetfighter
- Best joystick: Superboard
- Best ergonomics design: Navigator
- Best pop-up joystick
- Best "clicky" joystick: Sink Stick
- Best joystick: Atari
- Best decorative joystick: Pyrex
- Best joystick: Jetfighter

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HOT OFF THE SHELF

Hot Off The Shelf pinpoints those games that are on the shelves **NOW** and are worth your discriminating attention. So if you fancy a new game for the festive season, this is where to start looking. The games in this listing should all be readily available from your software dealer.

ANTHRAZ

Compass/Bernsoft • Amiga £14.95cd

For all those who loved it *Clash From The Desert* here is more of the same in the shape of a fancy bottom scenario. It's like a style-fu-fu again, and this time some very strange things are happening to the inhabitants of the tiny Mexican American town of Upton's Breath. You play 'Brick' Smith, an ex-fire pilot determined to solve the mystery of the AnthraZ. If you enjoy peering behind the scenes with great graphics and sound, then you can't go far wrong with this number, and if you haven't played *Clash From The Desert* then why not give that a try first!

• ACE RATING 900

CAPTIVE

Birds Eye • Atari ST/STE £24.95cd • Amiga £24.95cd • PC £29.95cd

Another in the ever expanding number of RPG's portrayed using first-person perspective. *Captive*, programmed by the veteran Tony Cosellier puts you against hordes of rampaging aliens, with nothing but a briefcase at your disposal! The briefcase however, contains a computer giving you remote-control over a four-wheel team, with which you must free yourself from the aliens, where you are imprisoned. Excellent 3D-rendered graphics, atmospheric realistic sound-effects and a total of 65000 levels to explore place *Captive* very much in the ACE rated bracket.

• ACE RATING 930

CHAD STRIKES BACK

FTL/Merzsoft • Atari ST £24.95 • Amiga TBA

The long awaited sequel to *Dungeon Master*. If you have already played through the first program you can use your existing characters, otherwise this is another ball of waxes! You can select from Chad, who is a similar feel to *Dungeon Master*, but is much tougher. There are also some new features thrown in, like a character editor and help-made handy feature. If you haven't played *Dungeon Master* then play that first before making a definite date with this game.

• ACE RATING 945

CONQUEROR

Rainbow Arts • Atari ST £19.95cd • Amiga £24.95cd • PC £24.95cd

An arcade style tank sim which makes use of a 3D graphics system based around the one David Brown developed for *Zack*. There are three types of game available: arcade, strategy, and strategy. All three are best played with two joystick. *Conqueror* style, but there are enough control options to suit every setup. It defies fate for tank buffs.

• ACE RATING 925

COOPERATION

Cave Design • Atari ST £24.95cd • Amiga £24.95cd • PC £29.95

This role-playing (RPG) style action game from CDG, pushes the limits of present RPG's, just that bit further. *Cooperation* is a 3-D exploration, puzzle-oriented arcade combat game (it is the usual made tradition) by the original *Dungeon Master* RPG. Your objective is to find and remove an embryo belonging to the ultimate biological killing machine, bred by the UCC Corp. Light-source shaded graphics and sound of film-like quality, along with excellent playability and an intuitive control method all contributed to pushing *Cooperation* over the 900 mark.

• ACE RATING 940

EMERALDS

Neugen • Atari ST £24.95cd • Amiga £24.95cd • PC TBA

This unusual combination of flight

and adventure game, and sequel to the well-received *Mercury*, has been in development for a couple of years now, but the resulting game has been worth the wait. The 3D-rendered graphics of the original game have been replaced by solid 3D vector graphics, but they are just as fast. There are now new planets to explore instead of one city, so there is plenty of long term challenge here.

• ACE RATING 935

F-16 STEALTH FIGHTER

Microprose • Atari ST £29.95cd • Amiga £29.95cd • PC £39.95cd

A program that could well be described as the *Flight Simulator's* *Flight Simulator*. The PC version has enjoyed much success since its launch year ago, and now it's brothers on the ST and Amiga look set to do the same. The sim is based around the much talked about (or perhaps that be dismissed about) *Stealth Fighter*. It boasts four huge scenarios with hundreds of missions, and plenty of detail. If you are looking for the definitive flight sim, then you can't go far wrong with this one.

• ACE RATING 935

FLIGHT OF THE INTRUDER

Microprose/Spectravision Hobbyist • Atari ST £17.7 • Amiga £17.7 • PC £17.7

From the people who brought you the superb *Falcon* comes yet another world leading flight simulator. It is based on the look of the same name by Steven Coombs and has you flying either as intruder in a Phantom on bombing and reconnaissance missions over Vietnam. The simulator very strong on features, including a superb (if a little unrealistic) auto-pilot system.

• ACE RATING 940

FUTURE WARS

Falcon • Atari ST £24.95cd • Amiga £24.95cd • PC TBA

A totally mouse-driven graphic adventure from French developers Delphine. You are cast as a mid-ranked office worker, a character who gets caught up in an alien plot to conquer Earth in the 43rd century. The graphics and background music are very striking and the game is made very accessible by the lack of text entry. There is enough of a challenge here to keep most adventurers happy for some time. A delightful game.

• ACE RATING 900

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god hammer. The game is really interesting not only because of its size and depth but also because of the superb animated sprites and sheer playability.

• **ACE RATING 9/10**

OPERATION THUNDERBOLT

Cosac • Atari ST £15.95pb • Amiga £24.95pb • Spectrum £9.95pb • Amstrad £9.95pb • C64 £9.95pb

Recently successful conversion of the fast action hit Operation Wolf. Only your fast and blood-purp way through forests of terrorists to rescue the kidnapped hostages. There are over 30 scenarios this time to

add to the frantic head-bashing of the original. First played with a light gun, but a mouse will suffice if you don't have one. joystick or key-board controls don't really cope however.

• **ACE RATING 9/10**

PAGE

Cosac • Amiga £75A • ST £75A • PC £75A • C64/£75B £75A • Spectrum/£67.95 £75A

This utterly mind-burst of space invaders and asteroids makes it to the home computer in all its arcade glory. Blasting baddies over 50 screens around 17 obstacles throughout the World, provides for

addictive, compelling arcade fun. Excellent quality graphics and sound, and slick presentation make PAGE indistinguishable from its arcade counterpart. Go on... land a bullet!

• **ACE RATING 8/10**

PGA TOUR GOLF

Electronic Arts • PC £24.95pb, what can I say! For anyone who's never set eyes on a golf sim, this is one. Four excellently modelled courses and a wealth of options provide for a comprehensive and playable game. Each course is has been designed for the professional player, so fortunately there's a driving range to allow you to practice that swing. Features such as course maps, percentage range indicators and a 3d display of the green showing every pit and ridge all contribute in putting PGA GOLF into the ACE Rated category.

• **ACE RATING 9/10**

PIPEMANIA

Entertainment International • Atari ST £19.95pb • Amiga £19.95pb • Spectrum £9.95pb • C64 £9.95pb • Amstrad £9.95pb • £24.95pb • PC £19.95pb

• Macintosh £24.95pb • Archimedes £24.95pb • MSX £9.95pb • £24.95pb • BBC/Teleton £9.95pb • £24.95pb

The game that proves plumbing can be fun. You must construct a continuous length of pipe from one wall section below the floor escapes. The action is just as compelling as that in games like Tetris and will have you burning the midnight oil in an attempt to beat the odds. It is suitable for practically every machine, so there is no excuse for not owning a copy.

• **ACE RATING 9/10**

PLAYER MANAGER

Osac • Atari ST £19.95pb • Amiga £19.95pb • Spectrum £9.95pb • £19.95pb • C64 £9.95pb • Amstrad £9.95pb • £19.95pb

Kick off with a management/strategy element. The game is completely team driven, making it easy to get into. The management detail is superb, right down to planning in-match tactics. And for the match you can either watch from the sidelines or join in with the Kick Off style too.

• **ACE RATING 9/10**

ACE CLASSICS!

At the games we list here you can find... this month's exciting selection... have been selected to represent classic games and software available nowhere else on your floor shelves or by mail order. We've chosen the titles carefully to ensure they are available at your home. It might be a really remarkable deal to happen that most dealers will be happy to cater either for you if they haven't got them in stock.

However, the truly pioneering prices listed will still beat some of the greatest games of all time and are especially available in the above ACE category. We're offering all these titles at a special price... But even for a few extra, our special edition has some truly awesome features that you can't find anywhere else. Our other titles games and we have only a few of absolute worth to do so. We're proud of this range of titles titles. However, we do hope to have this listing ready for the next issue - see you again for the day.

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AND TENNIS TOAST

At 50¢, Blue Byte's Atari ST 224 990¢ • Amiga 224 990¢ • Spectrum 224 990¢ • £14,990¢ • £24,124 990¢ • £14,990¢ • £24,124 990¢ • £14,990¢ • PC 224 990¢

One of the best tennis games yet. The control method works really well, although the standards of the computer players is good, so you'll have to put in a bit of practice. There is a choice of grass, sand, wet, clay, and indoor courts, as well as comprehensive practice options. A good way of spending a few hours while you are waiting for Wimbledon. **ACE RATING 900**

THEIR FINEST HOUR: THE BATTLE OF BURNING

Available • Atari ST 224 990¢ • Amiga 224 990¢ • PC 224 990¢ World War II air combat released in this superlative flight sim. You have the opportunity to fly a variety of aircraft from the Spitfire to the Hurricane. A fast option is the controls which records your flight and can be replayed to assess your performance. **ACE RATING 930**

ULTIMATE VI

Origin/Mindscape • Atari ST 780 • Amiga 780 • PC 224 990¢ • £24,780

The ultimate role playing game. Sixteen thousand characters, two hundred and fifty characters, unlimited encounters, a quest that will take months to solve, and graphics better than you'll see on any other game of this type. The ultimate series of RPGs go from strength to strength. Join forces with Lord British and once more enter the fray... unbeatable stuff. **ACE RATING 950**

VERONETTES

System 3 • £204 29 990 • £12,990

A great erotic adventure that really pushes the CG to its limits. You must fight your way past the baronets to deliver a bomb, and rescue the professor and his daughter. But while you are on the baronets' tail the police are on yours. Most of the action takes place against an eye-melting 3-D background, but there is also an excellent driving section to read many fantastic wrong actions. **ACE RATING 912**

VEYTS

Mitrovich/Spectrum Hardware • Atari ST 780 • Amiga 780 • PC 224 990

High speed racing round the streets of San Francisco is one of four Corvettes on offer. The superb 3-D colour graphics in the game give a great sense of the wind in your hair as you see them precariously cling to each other desperately trying to avoid pedestrians and other vehicles. Realistic and lots of fun, this game, from the people who brought you F1 action, will have you hooked. **ACE RATING 928**

WARHEAD

Activision • Atari ST 224 990¢ • Amiga 224 990¢

Activision programmer Glynis Williams' latest masterpiece is set in deep space. Earth's under threat from a horde of nasty extraterrestrial insects. The only hope is the POC-5T, an advanced craft absolutely loaded down with weaponry. Fast solid vector graphics and a good action make this a winner. Mark your way up through the training missions and you'll soon be nipping away quite happily. **ACE RATING 930**

WELLTUN

Highlines • Atari ST 224 990¢ • Amiga 224 990¢ • PC 224 990¢

Effectively the follow-up to the reasonably successful tennis. Welltun takes the original idea and finally turns it on its head. Taken from a gloriously British squares you'll relate obscure chains that fall down the walls, hitting them together to make a horizontal or vertical ladder line. This achieved, the line disappears to make way for another. Sound fun isn't it? Despite the obvious connection, Welltun looks good and plays well and is worthy of anyone's collection. **ACE RATING 900**

WHEELS OF FIRE

Domark Amiga 224 990 • Atari ST 224 990 • £24,124 990 • £14,990 • £24 990 • Amstrad 224 990 • £14,990 • Spectrum 1 • £14,990 • £24 990 • £24,124 990 • £14,990

First Drive! Disasters from the classic classic to reimagine in this Domark compilation, which also sports three other successful driving games. Namely, Chase HQ, Turbo Out Run and Power Drift. The answer to every teenager's dreams, each title shows a real individuality and has done well in its own right. Not just a time for Christmas but **ACE RATING 901**

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ACE DIARY

NOVEMBER

11 - 17 NOVEMBER SOFTWARE RELEASES

Accolade Star Control (Amiga £24.95)

Software Business: Peas's Grand (SE, Amiga £24.95)
AdventureWorks (C64)

Millennium Warriors (C64 £9.95 tape, £14.95 disk)

Security Alert (C64 £9.95 tape, £14.95 disk), **Strategy and action from US software house First Star**

Thalion: Enchanted Land (PC £24.95 disk), **MIDI-**

controlling turn-based platform game

Origin: Wing Commander

Origins first flying game, the next generation Starfighter

Software Technology: Game

People Play (PC, £24.95), **Roller up to 80 and**

Collage featuring background music, thoughts, plus pin

setting and editing from the previous program

Image Works: Revenge

Mutated from Star Trek (Spectrum, SE, CPC), **Need we say more?**

US Gold: Wonder 4, the Uteris, the Merry (PC), **Capcom**

and more. Better follow-up though not based on a specific comic

Linked Edition - Star Trek: The Motion Picture

and Star Trek: The Motion Picture

and Star Trek: The Motion Picture

and Star Trek: The Motion Picture

and Star Trek: The Motion Picture

and Star Trek: The Motion Picture

and Star Trek: The Motion Picture

and Star Trek: The Motion Picture

and Star Trek: The Motion Picture

game featuring French cartoon stars

Sunday 11

Remembrance Sunday. Fireworks, military and "sea team", sea that designated on this day in 1918.

Monday 12

Victoria Day, USA.

Tuesday 13

Wednesday 14
Birthday of Charles, Prince of Wales, 1948. The first 8-inch vinyl singles charts were published in New Musical Express on this day in 1952. First British number one was here in its chart by Al Martino.

Thursday 15

Friday 16

Saturday 17

18 - 24 NOVEMBER SOFTWARE RELEASES

Ocean: Space Colonel

Investigation (C64 £9.95 £14.95 disk), **CPC cartridges £14.95**, **Police 100**

highways from Paris to the Sahara.

RASC (Spectrum, SE, CPC £9.95 tape, £14.95 disk, SE, Amiga £24.95), **Roll-up**

version with you on a drop ball in the twilight zone of the city.

Eye (SE, Amiga £24.95), **Intergalactic shoot 'em up**

from the 201 Asteroid gun-grazing team.

Intergalactic Asteroid (Spectra £24.95 £24.95), **All out about 'em up.**

Kingsoft: Super 80 (Spectra £24.95 £24.95), **Hardi arcade action**

Eye: Cable (C64 £9.95 SE, Amiga, PC £24.95)

Essential Series (C64 £9.95 SE, Amiga, PC £24.95), **Female**

game set in series of rooms.

Sunday 18

Monday 19

British footballer Peter scored his 1,000th goal on this day in 1951.

Tuesday 20

Wednesday 21

Thursday 22

Thanksgiving Day USA.

Independence Day, Lebanon.

Birthday of Sara Baker, 1947

Friday 23

Anniversary of the first broadcast of Dr Who, in 1963.

Saturday 24

Birthday of Ian Botham, 1955.

25 NOV - 1 DEC SOFTWARE RELEASES

Comark: 27000 Asteroid (Spectrum £9.95 tape, £14.95 disk, SE, Amiga £24.95, PC £24.95) **PC (£24.95)**, **Roll-through series of exciting tunnels in this**

hazardous roller-up conversion.

Ballistics (Spectrum £9.95 tape, £14.95 disk, SE, Amiga £24.95, PC £24.95), **Real play**

or racing game in Super Sport style, programmed by

Tejan.

Virgin: Golden Age (Spectrum, C64, CPC £14.95 tape, £14.95 disk, SE, Amiga £24.95)

Intergalactic flying ship roller-up conversion featuring

mighty warriors, dragons and magic potions.

Supremacy (PC £24.95), **Real intergalactic strategy**

war game, requiring finely

tuned tactics and a wide range of gameplay skills.

Pygmalion: Killing Game (Spectra £1 £24.95)

US Gold: Challenge's

Competition (C64, Spectrum £14.95, SE, Amiga £24.95, PC £24.95), **SE, Amiga and C64**

versions comprise (Pro) Devil

and (SE) Spectrum version

has (Spectrum and SE), plus

and (SE) Spectrum version

has (Spectrum and SE), plus

and (SE) Spectrum version

has (Spectrum and SE), plus

and (SE) Spectrum version

has (Spectrum and SE), plus

and (SE) Spectrum version

has (Spectrum and SE), plus

1 - 8 DECEMBER SOFTWARE RELEASES

US Gold: Full Blast

Competition (Spectrum, C64 £14.95, SE, Amiga, PC £24.95)

Planet Formula One, Carter

Command, 2000 Gargantua, 247

Thunderbolt, Highway Patrol and Chicago 80 on SE

SEs. The latter include Highway Patrol and Chicago 80, but plus Grand Prix £20 on SEs.

Ocean: Revenge of Spectrum (SE, SE, CPC £14.95 tape, £14.95 disk, C64, CPC cartridges £14.95)

SE, Amiga £24.95), **Return of the 100**

golfers in a game that promises to be the very last in

Microsoft's or its publisher's

series.

Planet (Spectrum, C64, CPC £9.95 tape, £14.95 disk)

Ultimate intergalactic roller-disk

action from the screen - another of those infuriating

public games.

Accolade: Heritage (SE, Amiga £24.95, PC £24.95), **Computer**

version of the multi-titled board game.

Harmon: Rollers (C64, SE, Amiga £24.95), **Roller**

the roller-disk.

MicroFall (SE, Amiga £24.95), **Revenge**

on alien planet.

Midway (SE, Amiga £24.95), **Innovative platform**

game returns in a welcome sequel.

Ocean: Ball (Spectrum £9.95 tape, £14.95 disk, C64, CPC

cartridges £14.95), **Amiga £24.95)**, **Break**

through with fantasy concepts.

Pong (C64, CPC) cartridges £4.95), **Galix**

arcade game in Rainbow Islands, 60 story

style.

Micro: Madman (Spectrum £24.95 SE, SE, Amiga £24.95), **Real**

play turn game.

Micro: Mike (SE, PC £24.95), **Amiga £24.95)**, **Real**

play turn game.

DECEMBER

Saturday 1

SHOPWATCH

I have been called "the most eagerly awaited electrical appliance since the colour television". It boasts HQ (or, Near Arcade Quality) graphics which, when implemented correctly, are capable of inducing gas shopping in even the most jaded observer. It loads of software instantly and reliably, ending the tedious procedure of disk access and swapping. It is fast, the size and price of an fridge and potentially more powerful. And, amazingly, it's as readily available as The Saturday Evening Post in a leisure bookshop.

The official slogan: the grey imported version - the long-promised Sega Megadrive has been available for about three weeks, at the time of writing. In that time we have been able to obtain eight machines and yet we could have sold ten times that amount. If our experience is typical then it appears to be the Vepo/Sega how what could be the biggest selling machine this Christmas in the hands - if they could get enough of them into the shops in time.

So where are they?
The answer, amazingly, seems to be that Vepo/Sega are not too concerned with selling

the Megadrive this Christmas. They want it to be NEXT year's Big Thing. This year they would prefer to sell large amounts of Master systems and, obviously, the associated software.

I am not alone in thinking that the scenario could seriously backfire. I like Jimmy wants a Megadrive than this Jimmy wants a Megadrive sign are being appropriated now if they think he will settle for anything less or wait until some next year. If only Jimmy's mother can't get her hands on an official Megadrive then she will get an unofficial one, which is bad news for everybody concerned (except for the person selling the machine). Incidentally, a grey machine is not grey in colour (as some people seem to think), it can be identified by having a purple, as opposed to silver, plate surrounding the power LED.

So what can be done? Well, if it's not too late, if Vepo/NEED to obtain fresh stocks, they could, within a matter of days rather than weeks. So if you want a Megadrive this Christmas, it is vital that you let Vepo know how you feel. And put in case anybody reading this is think-

ing "What's the problem, I'll just buy a Japanese imported model, then let me correct you, the retail batch of games (ML) are because they're basically just the Japanese games re-packaged but forthcoming titles most certainly will NOT be correctly. If anyone, retailer or otherwise, tells you differently then trust their words with an extreme suspicion. If you want to own a machine which has as much software support as a IBM Spectrum that go ahead, buy as soon as you have been advised.

At this time of year many people are considering buying computers/transfers etc either for themselves or as presents. Some people know exactly what they want, while others go shopping only with the concept of buying "something" to help with the children's education. The latter group are prime targets for some of the less scrupulous members of the retail trade. It is properly amusing to have customers come into the shop after Christmas and ask to see our selection of Atari 50 educational and business software. When we politely inform them that the such lot of such a range would fail to fill a sink of a cabinet, they immediately transform into "uhm mhm". But the man in Dockhead, let us check it". My advice, go to a shop that's a member of the National Association of Computer Computer Retailers identified by a NACCR on its door. And spare a thought for us retailers, besieged at New Year by hordes (jingles) returning their adolescent American games and waiting. But I thought it was going to be the coming out the wacky Nintendo version.

Whoever has the balls escaped?

© Dan Langton

THE

Midnight Oil



THE GAME

Headcoach is the complete American football simulation. Now later Football simulated return to the National Football League, and through skillful design of gameplans and the use of the college draft, build up a 40 man squad to keep your team happy and win the Superbowl. Unlimited seasons, amazing players, produce a realistic game of fluctuating fortunes.

THE MATCH

The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of your opposition. It's here where the strengths and weaknesses of your own players are highlighted.

European orders add £1.50 for airmail delivery.

OUR PRIORITY | GAMEPLAY

"From my point of view, the game has kept me sitting up at nights and through holidays and weekends for up to 12 hours at a stretch, with minute breaks for food and other necessities. It is a game I have no hesitation in recommending to anyone with even the slightest interest in American Football."

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IBM PC: Hercules, CGA, EGA, VGA 512K or 1MB disk £29.95
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HEADCOACH V.3

Stop Press: Now contains 1990 NFL Team/Player Data!

TRAINING CAMP

Here is an opportunity to assess your players before they take the field. The appropriate coach will give you feedback of the current form of any of the players and how they are performing in training. The current statistics of any player can be assessed from their time in the 40 yard dash. Wide receivers, cornerbacks, running backs and linebackers are all positions where speed off the mark is crucial.

COLLEGE DRAFT

During the 16 match season, plus whatever playoff matches you achieve, you will find yourself paying for a second classy running back or wide receiver or, in need to level up your offensive line (too many tackles). There can be many mistakes. The college draft should be used to find those stars of the future and make sure that they're playing for you.

STATISTICS

The statistics section will encapsulate your team's, and your player's, season. Total yards, rushing yards, passing yards, 3rd and 4th conversions, punt returns and average for all these, interceptions, sacks all these are kept for each match, the whole season, for the team, and for each player. Most stats are accumulated for the season. America on Football is a game of stats and this simulation captures that.

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ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....! News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

NOW HEAR THIS!

Last month I asked for contributions for these pages - I'm still looking. Particularly welcome are short, self-contained hints and single problem solutions like those from Colin Manning and Paul Hardy below. I'm also interested to hear of PD and Shareware programs - the best will be reviewed (space permitting). So get in touch!

LEISURE SUIT LARRY 1

Beginning a solution by Augustus De Silva

When you enter the first level, look at the blue oval connected to LARRY. Go to the empty oval and enter a space. Don't enter characters as Larry will get frustrated. Now enter a tabbing and look for the solution. Repeat the above and it will plug your favourite name. Go to the table and add up the rows. Give the solution to the clerk who will give you a receipt. Contact them later the table and read the profile. You will find that the man is a commercial artist "How nice our" then look in the desk to find a ring. Pick it up.

Leave Larry's and call a cab. Don't touch the telephone or you will be broken out. When the driver asks "Where to please?", say "Home". Go into the kitchen and buy a bottle from the shop. Enter to sub-plot level and you will see you have used the shop. If you don't pay, he'll show you again with the double barrel rifle.

Get a job back to office. Look at the cash found above and use the connection to the page. Now use the receipt on the PD and keep collecting amounts until the price-the desk and watch. An hour later for the table and take off your clothes. Look at the profile and get on the solution. This bit is correct, but afterwards you are no longer a ring. Pick up the cards and check out of the window. Put into the bin and pick up Larry's telephone. Put all the numbers if the police will arrest you.

Get a job and go to the cinema. Remember about exactly until a man with a camera appears. Buy an apple from the man. Enter the cinema and play on the black jack table, leaving your game away from you who show up when you have finished the bank. Go to the hotel at the back of the cinema where the film are. Get the show you from the window. If you want some film, call the camera operator at the table. Then have the coffee and wait until a cab. Go to the store and show the show piece to the lecturer then enter the store.

ZAK MCKRACKEN

Our solution continues from Mike Braham

While falling, use the parachute and when you land on the water use the laser. A double will now appear. Use the blue crystal on the solution and you will then have control over it. Go into underwater then to the right to the largest piece of seaweed covering a lump of fallen stone. Pick up the seaweed and you should now see a glowing device. Get the device, return to the surface and give it to Zak.

Change control back to Zak then wait around until an alien comes along and takes you away to the secret room where he will put you into the mind-bending machine. You will now have lost your mind, but don't worry as it will soon come back to you. When you come to you will be standing outside the phone company shop. Walk to the left then up the stairs to your bedroom. Use the standby switch on the door towards and the rope in the hole. Walk to the rope and you are now in the Alien's secret room.

Walk to the left to the cabinet and open it. You have now got back all that the alien took from you. Walk back up the rope and out of the house. Make your way for Lou's room in the hole. Walk to the rope and the number you got from the alien shop. Now get back outside and switch to Linda.

LEISURE SUIT LARRY 2

The start of a new solution from Augustus De Silva

Close the fancy LB, turn it over and you are left in a bin of the jet tunnel, walk into the garage and you are no longer seen. Then pick up the dollar stuffed in the pocket. Use a new LB's no-gifts. Then with only a dollar you must spend on a "Lack-olack" from the Quack Mart. Always remember to use your game every now and then.

Walk to the studio and give a label to the artist. Use all three sets for glasses and will give you the other numbers. Write them down and give them to the and you will have more. Once in the great room, all items and walk until you are at the Dining Connection store. Then all down and walk until you are invited to join the school. You will see a million dollar note.

ADVENTURE CONFERENCE?

Need about the ADL Conference in Liverpool next September? If you'd like to come along, check out the Conference website next month.

CORPORATION

Winks from Paul Hearty

Take a least one line (and) with you into the FCC building and use it to blow up the walls of the cell if you are imprisoned. Place the bomb in your corner after setting it then retreat to the farthest corner. Stick a chair over your shoulders as soon as possible, but if the alarm goes off, cut the fat, the fatter from the corner you get the better. The key is using the power of the mind for in the heat of the left hand picture of the body, above the 'damage' rating.

HITCHHIKERS GUIDE TO THE GALAXY

An answer to one of the most common questions from the great Babal Pook. Thanks to Kevin Manning.

I've taken both the catfish and the trout. Then bring your gear to the boat (after removing it from under the chair with the trout) and close the hatch with the catfish. Put the gear mat on top of the catfish and press the dispenser button. If Babal Pook decides not, give down the release of the gear and into the boat. A clearing will then come out and pull up the fish. It then lets the catfish landing the gear mat and fish into the air. The gear mat of the screen cleaning, which comes out, collects into the gear mat so it can't manage any more and the Babal fish lands in your net with a loud "pop".

...and how to enter the night room. The game says that there is a very dangerous room and you will die if you enter it. That is not true, but it is very unstable. Simply let us elaborate about getting in there and you will eventually. That is what there is nothing in the room but it is being again. Keep looking and explore the room, and something will become visible.

CORRUPTION

The solution completed by Alexis Kofteras

After collecting your things from the payment, go to David's office and remove the television. Wear the stethoscope and listen to the safe with it. Unlock the safe and get the chips. Go to Le Monaca and show the chips to the waiter. He will lead you outside the casino - knock on the door to get in. Give the chips to the letter who will then ask you to bring him a document. Wait in the casino until O'Clock then go to Mr Hughes' office. Use your credit card to unlock the door.

Enter the office, smash the drawer, and get the document. Read it and then go to the police. Tell Russell about the document. Once in the interview room, give the certificate to Goddard, ensuring that it contains the cheque. Tell Goddard about your letter then give him the document. He will ask you to cooperate with him - you must accept. Go to Le Monaca and show chips to the waiter. Enter the casino and give the document to Chaperonne. Don't panic! The police will thank you to save you. The only thing you have to do is sit comfortably on your chair and enjoy the seat.

INFOLINES

Lots of people have asked me about adventure creators for the Amiga so I was pleased to hear of "Backtrack II" from Hayley Software. Features are said to include a built-in multiple sentence parser handling verbs, nouns, adjectives and prepositions, a mouse-driven graphical compass, control panel designer and total control over screen layout and colour. A play-test feature is that you can save interim progress to examine and alter the state of play, to cutting down development time. The price is \$29.95 and more details are available from Hayley Software, 27 Wincoburn Road, Banff, Stroudport, G55 6PQ.

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ACE CROSSWORD

Our monthly prize word puzzler, set by the inimitable MIPs

Despite complaints from a small minority of readers, the ACE Crossword seems to be growing in popularity every month. Make sure you get your entry in before this month's deadline!

PUZZLE PRIZES

Until recently, we've been offering ACE each prize to winners of the ACE puzzle and crossword. But several weeks have been asking us for games instead. From now on, all prizes will be for software, so please make sure you include your name, address, and solution for next when you enter.

CLUES ACROSS

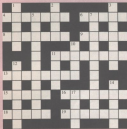
- 1 Teenage mutants let rust develop (7)
- 2 Colour to be seen in RAM development (5)
- 3 Prisoner of game from Minskope (7)
- 4 Admission of entry losing his head (5)
- 5 Game for last attached to push-chair (8)
- 6 New development, i.e. Zen, for computer game (8)
- 7 Devil of a disguise for Santa from 12 down (5)
- 8 Award he gets for developing Activision game (7)
- 9 Does away with skill say some (3)
- 10 Game, so I play the game (7)

CLUES DOWN

- 1 Alan's crystals (3)
- 2 Peel some of the wilder vines (4)
- 3 Game from 4th Dimension that's very non-constructive (7)
- 5 Game in which nothing is forgotten? (5,4)
- 7 Virgin's flying circus

ATTENTION!

Now you can win prizes for either the ACE Puzzle or the ACE Crossword when you have not received it! If you are one of those unhappy souls, give us a ring and we'll send you an alternative. Remember that we can't be held responsible for any loss of game programmes, but we will make sure the games get the prize fitting.



(5,4)

- 10 Game split in game from Origin Systems (4)
- 11 Give computer a kick to load program? (4)
- 12 Manic, I'd foolishly formed a software house (7)
- 14 Some reveal a serviceable type of printer (5)
- 17 So Ma returns with game oriented language (4)

HOW TO ENTER

Every month we offer a free game worth up to £15 if you're the number of the first correct entry word solution out of the hat. The solution for entries is: 400 December 1990 crossword, find the entry first. Entries close: 1 January 1991. Entries: £1.50 per puzzle. The deadline is Thursday 1st November 1990. Entries not addressed in advance may not be entered into the competition.

SOLUTION TO NOVEMBER 90 CROSSWORD

And the winner was: Tony Martin of Peterborough, who received a free game for his Range 500.



FREEBIES

Mark Smiddy casts a watchful eye over the wide world of Public Domain software and finds from little oranges... giant games doth grow.

Mark Smiddy's ITOS has been well received in some quarters and criticised in others; in both cases with good reason, but this article is not about tearing strips off ITOS (or AMOS) - it's about what programmers have been up to. Since the advent of the publishing in the rating - sports at the ready - let's discover if ITOS and AMOS really are what they're cracked up to be. Or are they just a test vehicle for prototyping games?

LAND AMOS...

"Well above my timberline matey, that rally old pirate, Captain Blackbeard has gone off an lost his treasure map. It's managed to find the island where 'ee buried it alright, but now the crew are threatening a mutiny if 'ee doesn't come up with the goods - and pretty quick too! Why only last night, we could 'ear the sound of sharpening cutlasses, plinking on the poop deck, grumbling in the galley and murmurs by the mainmast."

That about sums up the level of intellect required to play *Treasure Search* (ST and Amiga, public domain) but it is a proliferation of Puffblush or just a load of old hogwash? To be honest, and although I hate to admit it, this kiddie game is great fun. The idea is simple enough, one of two players have to locate the treasure on a fictional 50 x 50 km island paradise.

Keeping things as straightforward as

possible, it only has two levels of difficulty - easy (unlimited moves) or hard (limited moves). There's also an optional hint system - more of that in a moment. After the player(s) have made their choice, the game starts with a grid map and the captain advising where they think the treasure lies. Two numbers have to be entered - the number of tiles to move from East to West; and similarly along the North-South line. Then, a little pair of feet tramp along to the selected location and search for hidden treasure.

Unless the player locates the treasure, the old sea dog bawls, "There's no treasure here, shipmate!" This is usually accompanied by one of several pictures depicting where the captain is being pursued by a bear, looking into a lion's mouth, about to become a narwhal's main course, even underwater - with appropriate gurgling sound fx.

DRAMATISS PLAG

COULD OF MIDDLEBOROUGH WOULD LIKE YOU TO LOSE AGAINST THEIR "MAGNIFIER" COMPETITION. BARRY WATSON'S SPENDING SOMETHING GETS A RAFFIA TICKET AND THE DRAW IS MADE AT THE END OF TRADING EVERY SATURDAY. THIS COMPETITION IS RUNNING UP UNTIL CHRISTMAS. THEY CAN BE CONTACTED ON 0842 219130.

If the hint system is active, the program tells the player how many tiles they are away from the treasure. This is especially useful for young minds to help with an appreciation of 2D spatial coordination and direction.

At the end of the game, the player either gets the reward of the captain's greedy voice shouting "You've found my treasure" or a sight of the crew finally losing faith and making the poor guy walk the plank. The graphics are clear and colourful and the sound effects amusing. For little more than the price of a drink, this PD offering certainly doesn't show the real power of STOS & AMOS, but should provide hours of perusing (but pretty basic fun for) juveniles of any age. Price: £2.95 (ST) or £3.45 (Amiga).

BELL 'EM

Giving a description of *Poker Dice* (ST only) would not do it any favours - it just has to be seen (and heard) to be believed. Apart

from being a great, little game to while away the odd half hour, from the title screen to the desktop - it's a beautifully designed and brilliantly thought-out simple simulation. For those who have never played poker dice before here's a quick review of the game.

In essence the game is a simplification of the classic card game, *Poker*. In *Poker* you have 52 cards and each player receives five. From this, each attempts to collect cards making up sequences, two kings and three aces, two pairs, numerical run, and so on. *Poker dice* works in the same way but since a die only has six faces, only six "cards" are possible: nine, ten, jack, Queen, King and Ace. This simplifies the game considerably because there are no suits to confuse matters.

What gives this ostensibly simple game the massive edge is the level of perfectionism the author has instilled in the graphics and sound. The title page is a digitised image of night-time Las Vegas accompanied by some raucous digitised music. Clicking the mouse takes the player to the control screen where you decide how many human players will play. Up to five players can partake in any one game with any mix of humans and computers. With zero human players the game enters a simulation mode.

The real treat comes as gameplay starts. A lovely little sampled orchestra blows, "Waz" and one of a set of dices behind the playing area opens and a die spins out in perspective (so that wouldn't look out of place in *Demigold*). The next four dice spin out in a similar fashion, each accompanied by a satisfying "twish". Click on the die to hold and a gold label drops from behind with another sampled "clang". As it goes on until the round finishes.

Poker Dice plays an average but satisfying version of the game - not impossible to beat, but not too easy however, gameplay is not what *Poker Dice* is really about - if ever there was a beautiful demo of what can be done in STOS, this is it. The graphics and sound are really impressive - suffice to say if the *Strategic* trio, *Diamonds*, *Kenan* etc had written *Poker Dice*, it would probably look like this. This deserves to be in every collection. If £2.95, it ought to be!

THE LAST WORD

Which brings me to the reason why this month's round up almost didn't make it. Publishing deadlines? Don't you believe it - courtesy of Sansa Software came a game which was so addictive I had to urgently remove from the STI (what's it called?) *Rumb Crazy* - and no prizes for guessing what it's based on. Full review next month. This selection came courtesy of Sansa Software's AMOS PD library.

Sansa is one of the recognised distributors of the freeware games mentioned; this ensures the extra charge level on those programs is given directly to the author. Her address is Sansa Marketing, The AMOS PD Library, 21 Park Road, Wilgan, Lancs, WN6 3AA. Tel 0842 495261.

WE WANT YOU

Whichever means, "any PD Library game hasn't been included?" Don't just sit there and complain. Write to the author(s), CC, ACE at the usual address, marking your envelope in LARGE LETTERS "FREE BARGAIN PD". Dicks cannot be returned - but what's the price of a disk compared to coverage in ACE?

ENCYCLOPAEDIA MICROMANNICA

Here it is... a lot of those old topics that every amateur gamer needs to have at his command, just because you *think* that the first or two-player Tetris doesn't mean you're the star of the party. No chum, you need know-how. And here's where to find it...

Each entry has a brief explanation, followed by a reference to an issue, so that you can find out the full local, national, ACE assessment.

It, however, you missed an issue because you were abroad on a covert SAS operation, or nursing a tick relative in Botswana, or some other unlikely excuse, fret no longer. Back issues are available for all issues from ACE 4 (exclusive except ACE 11) at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging but face mail. Overseas readers wanting annual delivery should enquire as to the cost of the address below, listing the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, 50c

**ACE Back Issues, PO Box 500,
Leicester LE99 5AA.**

• **BAIT (BASIC) SITUATIONAL AWARENESS TRAINING**, combat flight simulator for the US Air Force by Perceptics, Usan Falcor software by Spectrum Hobbyists/Microsoft. Features

ACE Back Issues can expand your collection - and your mind. Here's a checklist of topics covered in previous mags...

include: networking for multiplayer action, tactile feedback and finger-to-weapon selection. (ACE 14)

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pope Monks. "Digital is the art medium of the future." (ACE 2)

• **BAFFLETECH**, "the world's first complete computer simulator for play", featuring multi-player codelets equipped with 30Mhz 16 million colour graphics processors, stereo spatial sound and flexible controls as you command 31 of century Merks. (ACE 28)

• **BIT BOPPER**, the world's first total audio-visual entertainment system by Technosoft. Alex Bick's cybernetic bittropper packs ten 32bit decks, Sony-immutable optical disc and custom-made video samples. (ACE 18)

• **CD-ROM Compact Disc** interacted is destined to become the entertainment and education medium of the 90s. (ACE 12/13/24/32/33/35). Check out issue 30 for multimedia principles. Hypermedia in particular and issue 24 for a preview of the Philips CD-i system.

• **CDTV**, Commodore's attempt to bring multimedia to the mass-market. An amiga with built-in CD-ROM drive and CD-audio capability. Redesigned to look like a VCR. (ACE 34)

• **COSMO COSMO**, the world's first hypergame - courtesy of User Software/Activision. Check out issue 23 for the first review, issue 28 for a feature on hypergames, and issue 30 for general hypermedia coverage. New Drive CD-ROM version featured in issue 35.

• **FLAME TECHNOLOGY**, trio of talented Cambridge-based game hardware engineers. Their custom-designed Flame One micro forms the basis of the Flame console. (ACE 11)

• **FUJITSU FM TOWNS**, a 32bit 16-million colour computer with built-in CD-ROM drive. If you bought ACE 30 you could have seen one! (ACE 27)

• **HYPERGAMES** like Cosmos Cosmos and Batman Digital Justice are paving the way for CD-i entertainment. (ACE 15/33)

• **INBIO FLIGHT SIMULATOR**, the world's first multi-player Transporter game, rating at 23 frames per second on 1 Transputer. (ACE 2)

• **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM**, Pecey's answer to being alone fronted - video games displayed on the wall in front of you. (ACE 28)

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-i. (ACE 28)

• **KONG CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or poolcue yoke. Ultimately failed due to a lack of marketing money. Rumours suggest a new buyer is interested. (ACE 18/25)

• **LIGHTSPEED SPRITES**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects auto handling at 99% of the speed of light. (ACE 34)

• **MEDIA LAB**, Boston-based research institute with one simple brief - invent the future. People at this Massachusetts Institute of Technology (MIT) facility are working on computer generated talking aids, interactive computer newspapers and virtual reality man-machine interfaces. (ACE 7)

• **NEO-GEO**, a new home and arcade based console from SNK in Japan, with storage capacity for 64Mb games cartridges and IC card capability. ACE gave you an exclusive chance to win one in issue 34. (ACE 32/34)

• **POPULOUS**, highly influential 90 ACE-based action strategy game by Bullfrog/Electronic Arts. (ACE 18/19)

• **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. (ACE 25)

• **TURBOGRAPHX**, currently the best colour handheld console - a portable version of the NEC PC Engine, fully compatible with existing games cartridges. (ACE 25)

GAMEBUSTING WITH TMT BACK ISSUES

Due to shortage of space, we're had to postpone our magz-TMT guide until next month. Apologies to all concerned. Meanwhile, if you're looking for solutions, here's a reminder of the games we've carried in recent months.

ISSUE 20
Dungeon Master Guide (part one) - Les Lighter
ROBO and Bambi's Tale - Colin Taylor
Batman the Movie - Adam Morley

ISSUE 21
Dungeon Master Guide (part two)

ISSUE 21
Space Ace - David Williams
and Chris Metts
Dungeon Master Guide (part three)
Future Wars - Phil Thompson

ISSUE 22
Dungeon Master Guide (part four, final part)
Complete guide to 7s - Aki Gains and Mark Cook

ISSUE 23
No guides or solutions, but loads of stories.

ISSUE 24
Candle Master - Incentive
Masterline - Microprose
Guide to hacking on the CD-i

(part 1/2/3) - 201
ISSUE 25
Dribbler Guide (part one) - Adam Morley
Screenshot (part one) - Alan Coates
Guide to hacking on the CD-i (part two)

ISSUE 26
Defender of the Crown (solo play) guide - Paul Thomas
List of Stories.

ISSUE 27
Dribbler (part two)
Screenshot (part two)
Guide to hacking on CD-i (part three)
The ACE guide to solutions.

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