

**REVIEWED:
EVERY GAME
RELEASED
THIS MONTH!**

POPULOUS II

Bullfrog's latest blockbuster -
ACE readers love their say!



Issue 50
November 1991
£1.99



ACE

- AMIGA •
- PC • ST •
- MEGADRIVE •
- GAMEBOY •
- LYNX •
- GAME GEAR •
- FAMICOM •

ADVANCED COMPUTER ENTERTAINMENT

TESTED!

6-Page Super Reviews of:

- LOTUS 2
- MIG 29M
- FLOOR 13
- HUDSON HAWK
- GRAND PRIX
- ALIEN BREED

ALIEN 3

This time, it's really, really personal!

IN THE WORKS

Search for products of interest bits
in development.



PREVIEWED

Personal Stars, Apollo's Journey, Chess
Engine, Mistral, The CSI, Strike
Commander, Rocky, Soccer!



Lotus 2



Hudson Hawk



MIG 29M



Floor 13



Alien Breed



Grand Prix

FREE!

Full Colour Tricks'n'Treats Supplement



THE SIMPSONS™ BART VS. THE SPACE MUTANTS



© 1999 TWENTIETH CENTURY FOX. ALL RIGHTS RESERVED.

PLAY THE GAME MAN!



hello

fellow humans!

Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS
ARE INVADING
SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PREttY CoOL, HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUY THIS GAME!

Thanks man.

CBM AMIGA
DEARIST
SPECTRUM
COMMODORE
AMSTRAD



Acclaim

ocean

ACCLAIM™ AND OCEAN™ ARE TRADEMARKS OF ACCLAIM GAMES INC. AND OCEAN SOFTWARE LIMITED. ALL RIGHTS RESERVED. © 1991 OCEAN SOFTWARE LIMITED. ALL RIGHTS RESERVED.

OCEAN SOFTWARE LIMITED
A CENTRAL GAMES COMPANY
TELEPHONE: 0203 255 0000 FAX: 0203 255 2000



38 **Pitfighter** - Read about Donkey's ambitious comeback in development.

42 You can rely on our new four-page preview columns to keep you up on the latest of the new video stars!



50 **ACE 3-D** benchmarks. The finest games in your software collection complete!

58 **Floor 13**, just one of the games to receive the new ACE 8-Page Benchmark.



7 News - Games and tech stories from around the globe. **14** Letters. **18** Special - Alien 3. **23** In the Works - Pitfighter, Panagon Software, Heimdall. **42** Previews. **88** Console Reviews - Releases for your entertainment system. **106** Next Month. **107** The Thoroughly Awesome Reviews Directors.

R E V I E W S

52

Lotus Turbo Challenge II

Possibly the most eagerly awaited two game of all time, Lotus II is a significant departure from the Turbocharger original. Has Cerebellum's new approach paid off?

58

Floor 13

Single Combat! Step into the scary world of a covert government agency in a surprisingly enthralling way. Are you ready to play your part in the defense of the World?

64

Hudson Hawk

The critics applauded it and the public stayed near to their doors. The Ocean and Special FX are determined to make this version of the Hawk a hit. And they might just have done it.

72

Grand Prix

High-brow racers Monopole are unanimously excited about their release of the new Geoff Goodhead game. We take the final verdict for a spin.

76

Alien Breed

Created in space from 170 floorboards at a folk-rock game has turned out surprisingly well. Can I hear someone?

82

Mig20M Super Falcom

Quakers are not so ready to begrudge Mig up with a bigger, bolder and brighter sequel. PC owners should prepare themselves to be impressed.

AMAZING
NEW 8-PAGE
SUPER
REVIEWS

REVIEWS

SPOT™

A large, stylized character named SPOT is depicted. The character's body is a large red circle with a black dot for an eye and a black visor. It has two white, gear-like hands and two white, boot-like feet with red circular accents. The character is positioned in front of the large red letters of the word "SPOT".

THE COMPUTER GAME!

"Gameplay that's
fit to bust."

Amiga Power

"Original and
playable to last a life
time. Don't miss it."

New Computer Express

Available on
Atari ST, Amiga
and C64 disk.

KEEP YOUR EYE ON

SPOT

Amiga screen shots shown.



Virgin
Leisure
Genius

The logo for Virgin Leisure Genius, featuring the word "Virgin" in a stylized, cursive font, with a small illustration of a character's head next to it. Below "Virgin" are the words "Leisure" and "Genius" stacked vertically.

NEWS GAMES NEWS

Rik Heynes, newshound extraordinaire goes to work on this month's top stories.

It's Nothing Personal

REPORT BY

TERMINATOR 2: JUDGMENT DAY is the most successful of the four top-grossing video games in the 3D action-adventure genre, and it's the only one to have received a Best of Show award from the Academy of Motion Picture Arts and Sciences. Why did it win?

Following a triumphant launch at the AWEA coin-op show in Las Vegas last month, Williams Bally Midway is making the European release of a stunning new arcade machine. Based around the hugely successful Terminator 2 movie starring Arnold Schwarzenegger as the last century-destroying killing machine, many believe this to be the best video game ever licensed from a motion picture.

Designed by the same team that brought us Star and Israeli TV, Terminator 2: Judgment Day is a playable and addictive Operation Wolf-style shoot-'em-up featuring graphics not only digitized from the movie, but also specially recorded by Williams personnel on the set of the film. No other video game company has ever had this much access to such rare movie materials. Does Arnold get involved in the project?

Next month, ACE will be running an exclusive behind-the-scenes report on the Making of Terminator 2 coin-op. Miss it if you dare...



TERMINATOR 2: JUDGMENT DAY is the most successful of the four top-grossing video games in the 3D action-adventure genre.

Adventures In Cyberscape



What is Bally with level after level of testosterone-madness and Arnold? Bally's Fred Ballman, the publisher that made a mint from Terminator and Pipe Dream, is bringing out another arcade puzzle game for the Gambleby.

Football arena, developed by the same people who wrote MIB: MACE for the Atari ST, gets its name from the mechanical smelly faces representing each player. Like the previous release from James Yee, this is a game of tag where players chase each other through a three-dimensional labyrinth in a race to evade capture. Up to four people can play - using the special Nintendo adapter - in solo, free-for-all or team-competition. Bally's Fred Ballman is also planning a revision of Football 2000 for the Super NES.

Meanwhile, British game experts Henry Fitzhugh is now working full-time for Bally's Fred Ballman in Redwood, North. The talented Russian-born creator of Tetris used to invent games in his spare time at the Computer Institute of the Soviet Academy of Sciences where he explored sophisticated computer applications like speech recognition and artificial intelligence.

"When I finish my job in my early teens, I got my board reading day after day and I started looking into mathematical puzzles," recalls Fitzhugh. "I got so carried away I forgot everything after school, friends even girls."



Virtual Theatre

Microsoft and Revolution Software are very excited about the latest graphic adventure game system to be introduced. Is Virtual Theatre a SCL3844 burner, then?

The major attraction with Virtual Theatre games is that they're set up to advance and develop independently of the player. You can just sit back and watch life go by if you're feeling lazy.

User friendly control is another plus point. The mouse-driven interface is intuitive and quick to operate. Standard commands such as 'get bottle' can be issued within seconds. Alternatively, players can simply ask other characters to perform actions ranging from the likes of 'tell character to get bottle' to complex requests like 'tell character to go to the guard room and get bottle and then see bottle on top and then go to the outer cell and then give bottle to the prisoner'. Pretty cool, eh?

Virtual Theatre is the brainchild of Charles Cecil, Tony Wainman and David Syles at Revolution Software. Adam Trovati, Stephen Godes and Paul DeWberry have produced the backdrops, sprites and animated graphic sequences for the first Virtual Theatre game. Richard Joseph has composed the music and sound effects. The company is also working with Dave Gibbons, co-writer and artist of the successful comic The Watchmen.

Microsoft claims Virtual Theatre is the future of adventure software and is planning to publish a series of games based around this new system. The first release, Lure of the Tempress, will be available next year for the Amiga, PC and ST.



Only screenshots from the first Virtual Theatre game, Lure of the Tempress. The British games to show maximum graphic substance from Revolution Software and Sierra Games.



MAXIMUM ACTION XTRA



Available on:
AMSTRAD, CPM 64/128
Cassette & Disk, SPECTRUM
Cassette, ST/ST & AMIGA.
*See National Catalogue 1988 6882

"OVER 40 BADGED ACCOLADES"



TERRACON II™

"A truly remarkable programming achievement and a great game to play - it's the best thing we might ever see in your industry!"

TOP GEAR GOLD MEDAL 80, 100, 100



"This is one of the best short 'top-ups' of the year, probably the best ever!"

1000 1000 1000 1000 1000 1000

1000 Best Game Computer The Solo Series 100 100





ST DRAGON™



3DIT™

"Excellent action, sets its own pace and runs better than Top Gun Casino!"

100 100 100 100/100

"The best game ever produced a masterpiece" - 1000000 100



"This is one of the best computer games I've played in ages!" - 1000 100 1000 100

"A really challenging and rewarding adventure game to play!"

AMSTRAD ACTION 100 1000 100





NIGHT SHIFT™

The catalogue of 1000 is free and up to 10 copies received.



See 1000 for details.

U.S. GOLD Ltd., Units 1-3, Holford Way, Holford, Birmingham B4 7XZ. Tel: 011 625 1066



WHO'S THAT GUY?

In the first of an occasional series, ACE looks into the careers of creatives responsible for truly remarkable games. We thought it would be a great idea to start with Sid Meier, co-founder of Maxis and the brains behind *SimCity*, *Rollercoaster Tycoon*, *007 Strike Eagle*, and *Ballistic Tycoon*.

Civilization is the latest game from award-winning game designer Sid Meier, but why did the master of simulation and strategy software actually start programming games? After graduating from the University of Michigan with a degree in Computer Science in 1979, Meier worked for mid-computer firm General

Instruments. His love affair with entertainment software was highlighted when he purchased an Atari 800 eleven years ago.

The idea for Meier's first game, *Zaxxon*, came after he played an aerial dogfight in a video arcade. Sid realized he could not soon suffice with software created for personal computers. A string of hits and woodpeckers followed, in 1986 for instance, *SimCity* was named Best Simulation in the USA, *Rollercoaster Tycoon* and *Wings* Simons. Overall, Meier's games have sold over five million copies



Sid Meier, founder of Maxis, says that the computer revolution has been exciting because it allows games to be made.

worldwide.

"Gamers want a continuing stream of challenging and interesting decisions to confront," declares Meier. "They like options, 'what if' scenarios and combinatorial

combinations. People can go to movies for graphics and books for storylines. They look to computers for the interactive and for stories in which they themselves are the main character."

Copy on computing, Sid!



Dislikes And Desires

Can you imagine the cost of game *Eye of the Beholder 2* will be? US \$40 and \$50 have taken note of the comments from over 500 dungeon masters in order to produce the sequel to one of the best selling games of 1992. The legend series of games are the first graphically based RPGs history has ever seen to be licensed from IBM.

Apart from an expanded storyline and more character interaction, the Legend of Balderson features a greater variety of creatures and new locations such as forests, temples, castles and towns.

True to what has become something of an expected feature of games coming from the USA, *Eye of the Beholder 2* uses animated "movie" sequences throughout. On a more serious note, the programmers have software an improved interface to speed-up spell casting. However, the point-and-click command principle remains.

Lucky PC players equipped with an VGA, Tandy or VGA graphics card will be able to test drive the game next month. A soundtrack is optional, but they must have 640K of RAM and a hard drive. Meanwhile, Amiga gamers will have to wait till the New Year before they can start exploring the Legend of Balderson. Don't forget to ask Gurus for that one megabyte memory expansion or you won't be able to sample the fun and frolic!



The Big One

Sources close to Konami are suggesting this leading Japanese video game firm has just made a successful bid to publish the most eagerly-awaited video game sequel of all time... *Elite II*. David Braben, co-creator of the first game, has been working on the follow-up to this epic space game for nearly three years. Braben has previously hinted that *Elite II* will incorporate numerous graphical and gameplay improvements, including the facility to actually explore the surface of every planet.

Fueled by intense speculation, the rumor wagon has been going full pelt since. For instance, one pundit told us Braben devised *Elite II* primarily for the PC while Konami is likely to insist on Super Famicom and 32-60M versions, too. Braben

would again team up with Ian Bell to help produce these conversions. There is even talk of a specially adapted *Elite II* reaching the arcade. It is not known whether the proposed deal also includes the MSX version of the original *Elite* which Braben developed himself.

Konami has recently enjoyed considerable success with the video games based around *Star Wars* (Mark West's *Turbo* and home-grown products like *Condemned* and *Gradius*). Publishing *Elite II* would mark a radical departure for the company.

Neither Konami or Braben was available for comment as AOL went to press. Watch this space.



Are you getting under AOL, the right-quality of service? Contact us for the details of our Best Response Guarantee. Don't come alone.



CARTRIDGE CAPERS

Pyrogenic and Electronic Arts are about to launch the first two Megadrive games from their co-publishing agreement.

Regarded as one of the most successful Amiga games ever released, *Shadow of the Beast* is a visually attractive arcade adventure featuring multi-level parallax scrolling of the surrounding fantasy landscape.

Fatal Flawing, previously known as *The Killing Game Show*, is a cross between a shoot-'em-up and platform game as the player takes the role of a convict in a futuristic TV quiz show. *Shades of The Burning Man*, perhaps?

DRUG BUSTERS

Argonaut Software, the development house behind *Strangler* and *Birds of Prey*, has teamed up with Microprose to develop a strategic flight simulation set in the near future.

As *Supreme Commander* in *Advanced Tactical Air Command* (ATAC), players are put in control of an elite team of top undercover agents and a tactical force of five F-22 fighter bombers, two helicopters and a base secretly located in the jungles of Colombia. The objective is to stop the drug barons before their filthy merchandise hits the streets of all major cities. This isn't easy, though. The five major bosses have enough money to control politicians, the judiciary, hire the most talented mercenaries and buy the best airplanes and missiles.

ATAC is part flight simulation, part strategy game. As you might expect from Argonaut Software, the simulation part of the game features a fully-realized 3D world with hills, mountains, roads, rivers, cities and jungle plantations. The game will be released on Amiga, PC and ST in early 1994.

It's Weird!

Fourfield and Imageworks, creators of the critically-acclaimed *Beet*, are now revealing another surreal arcade adventure.

"Surreal features stunning graphics which have an almost Dalí-esque flavor," states a spokesperson for Imageworks. "The planet features a variety of beautiful but very strange landscapes."

Players go on a quest to capture evil whatever they find it. Luckily, they have two faithful assistants and a rather dainty oak to help them out. Discover this overbending experience for yourself when the game is released on the Amiga, PC and ST.

THE MARK



THE SECRET OF MONKEY ISLAND™ 2 - LE CHUCK'S REVENGE

The Secret of Monkey Island witnessed the demise of the evil ghost pirate LeChuck at the hands of young Guybrush, and an agitated bottle of root beer. Guybrush doesn't have long to rest on his laurels however, because blood is thicker than root beer, and LeChuck's brother is out for revenge.

Available on: PC Compatibility: VGA, MCGA. Requires 640K Ram AT or better recommended. Hard disk recommended. Supports ADLIB™ and Roland™ and CMS GameMaster sound cards.



Recommended Base PC

U.S. Copyright © Lucasfilm Ltd. All Rights Reserved. Lucasfilm Ltd., San Francisco, CA. Lucasfilm Ltd., London, England. Lucasfilm Ltd., London, England. All Rights Reserved.

The Secret of Monkey Island™ and Lucasfilm Ltd. are trademarks of Lucasfilm Ltd. All Rights Reserved.

LUCASFILM
ENTERTAINMENT



SECRET WEAPONS OF THE LUFTWAFFE™

An American forces seized control of the skies over Germany. Nazi scientists

unleashed strange and powerful aerial weapons in a last desperate attempt to win the war. Secret Weapons of the Luftwaffe gives you a gripping, highly realistic experience of these extraordinary air battles, from the first daylight bombing raids in 1943, to the final days of The Third Reich.

Available on: PC Compatibility: VGA/MCGA 386-Celera, EGA, Tandy's, IBM 486/286 or faster recommended. Hard disk recommended.

Made in America. Supports ADLIB™ and GameMaster™ sound cards. "Full Screen"™ is a trademark of Lucasfilm Ltd. All Rights Reserved.

LUCASFILM
ENTERTAINMENT



PHONE - (800) 4-A-GAME - (AREA OF THE CALL) 800-848-4888

TIME OF THE CALL - 9:00 AM - 6:00 PM (EST)

NUMBER OF CALLS - 10 PER HOUR

CALL DURATION - 15 MINUTES PER CALL

CALLS PER DAY - 10 PER DAY

OPERATING HOURS - 24 HOURS A DAY

OPERATING DAYS - 365 DAYS A YEAR

OPERATING MONTHS - 12 MONTHS A YEAR

OPERATING YEARS - 1 YEAR A YEAR

NEED HELP? CALL THE
GOLD PHONE

800-4-A-GAME

800-848-4888

OPERATING HOURS - 24 HOURS A DAY

OPERATING DAYS - 365 DAYS A YEAR

OPERATING MONTHS - 12 MONTHS A YEAR

OPERATING YEARS - 1 YEAR A YEAR

OPERATING SECONDS - 60 SECONDS A MINUTE

OPERATING MINUTES - 60 MINUTES AN HOUR

OPERATING HOURS - 24 HOURS A DAY

© 1992 Lucasfilm Ltd. All Rights Reserved. The gold phone logo is a trademark of Lucasfilm Ltd. All Rights Reserved. Service provided by U.S. GOLD INC., 1400 S.E. HUNTERS WAY, HOLDSBERRY, WASHINGTON WA 98028

OF A WINNER

Might and Magic III

Isles of Terra



MIGHT & MAGIC™ III

You've never SEEN or HEARD a game like this before!

ADVENTURE - A swashbuckling adventure for heroes and wizards that will keep you riveted for hours and hours.

SOUNDS - Scorching music, sound fx and speech add a "3rd dimension" to play...ambitious voices and screams will seek to immerse you!

HELPFUL - Automatic "help" is available to show you the way when you're stuck.

NOTE - Former experience with previous Might and Magic's not required.

Available on:
Amiga and PC
Compatible.
TGA/MCGA 2/66

Colour, VGA Support: VGA™, SoundMaster™ & Roland™. Hard disk required.

www.gold.com/interplay_us

© 1997 New World Computing Inc. All rights reserved.



SHADOW SORCERER

This new concept in role-playing adventure means that in minutes you will find yourself in the thick of the action, facing many enemies at the loss of which is the SHADOW SORCERER himself.

- 100% "Point 'n' click" loss control (no laborious typing).
- 3D isometric play area giving you more control in the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid, wilderness map for outdoor confrontations.
- 3D "animated miniatures" represent your cast of characters in real-time combat action.

Available on:
Amiga & PC
EGA, CGA,
VGA, VGA.

Interplay Inc. 1997



Interplay Inc. 1997. All rights reserved. Interplay Inc. is a registered trademark of Interplay Inc. in the USA and other countries. Interplay Inc. is a registered trademark of Interplay Inc. in the USA and other countries.

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different hardware in quality and appearance and are subject to the complete specifications.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AA, Tel. 021 625 5566

Letters

VIRUS DEATH!

On page 94 of your October issue you mention that the Amiga is subject to viruses. I'd be very much obliged if you would insert a little article about what to do when confronted with one. I am reduced to a state of sweating fear when I receive a message from some bastard in Germany on my monitor.

I bought what is supposed to be an anti-virus disc for ten quid but the instructions are such a lot of gobbledegook that I can't make head nor tail of it. Unfortunately I can't remember which of my discs could be the offending article and consequently had up each day with something approaching fear in case I'm messing up all my discs. What puzzle me is that I haven't any floppy discs as I buy them from shops.

Robert Lamb
Cottingham
East Yorkshire

Prevention is better than cure, and it is not difficult to protect your disks against viruses. If possible, always leave the Write Protect tab ON (which means you can see through it), and that will prevent any possible writing themselves onto your disks. However, if you are using a game or application where you need to write onto your disk, this isn't an option. Another judges' method is to always turn your machine off at the power point for a good thirty seconds before turning it on again to see another piece of software. Many of the more dangerous strains of virus stay in the machine even after a three-key reset. Since you're already infected however, your best bet is to get hold of a good hard virus killer - chances are the commercial one you bought won't work up. Most PD libraries stock killers, and certainly the best one!

with Master Virus 1.1 available from Amiga.com. For a couple of quid you can clean your collection. So there you go.

THE BIGGER THE BETTER

I think your reviews of software are good although some are small. Could you give two pages per review? If you run out of stuff to write you could always fill most of the pages with screenshots. Some games may be dull but we don't see big reviews of the game and just flick past as if it wasn't there. Your ratings are good, except for that horrible chart. How about drawing a chart that looks like a thermometer where you would clearly see how low (or high) you speak it is.

Wayne Whelan
Old Cottes
Norwich

Two pages per review? How about SIX to, SIX! By now you're probably already over our amazing new ultra in-depth reviewing system - and given the sophisticated nature of much of today's top software, there's really any danger of us running out of things to write. Our "horrible chart" as you so quaintly refer to it is in fact the most accurate and appropriate at-a-glance rating system going - although you'll probably be pleased to see that this month it's been revamped somewhat to make it even more dull.

WHITTA MUST DIE!

Having already bought a copy of Wing Commander

II, I was truly astonished to read your (late-warn) review of it. Did Gary Whitta actually get it out of the box? Or is he deaf, blind and retarded?

It is without doubt the most awesome and brilliant game I have ever played on a home computer, and makes the original Wing Commander look dull and primitive in comparison.

Your predicted interest curve (PIC) is totally incorrect. It doesn't reflect the comments which accompanied it. The interest level remains high until the game is completed, then it falls sharply. It does NOT start declining from the moment you start playing, as suggested by the PIC.

Some of your quibbles with the game are justified, but in spite of these, the game is still far and away better than any other game, so your ACE rating of a mere five is completely ridiculous. (The same comments could easily be applied to the excellent Thunderhawk, but that didn't stop you giving it a rare review.)

It sounds to me like another case of sour grapes, because even if Wing Commander or Wing Commander II ever gets released for your beloved Amiga it will only be as a pale shadow of the original because of the poor graphics and slow speed of the Amiga.

Christian S Lee
Widley
Newcastle

You sad person. If Wing Commander II is the most awesome game you have ever played, you must have led a pretty dull and life. While there's no doubt about Wing Commander's technical excellence, the ACE review comments about the quality of the gameplay remain valid - it's little more than a series of short, unexciting and

KONSOLE KOPIES?

ACE, it's come to my attention that more and more computer games are becoming more and more like their console counterparts. As I understand it, Ocean's licensed games of the Simpsons cartoon is simply a port-over from the Nintendo platform game. Now, from looking at your review of Hudson Hawk last month, it seems as though that game is also very console in style, with lots of cute characters and platform and things. You only have to look at games like Rick Dangerous, Switchblade, Impassurable and many others to see that this is not a new trend.

It's not that I'm complaining, far from it. Console games are often better than computer ones, so making computer games more like console games can't be half bad. What I'm wondering about is why games designers are doing this. It's certainly not to make higher quality games, as we all know that software companies don't give a damn about us kids on the street. They're just interested in their flashy clothes, new cars and tropical holidays. Perhaps it's because, in the light of the new console boom, the software want to make their games more easily convertible onto the console format - for as we all know, that's where the real money is. Or maybe the software are worried about consoles killing off computers, and are making their games more console-y in order to make computers look more fun in face of the opposition. Or maybe it's just an effort on the part of those lazy developers to give themselves even less work by stealing tried-and-tested elements from existing console software. Whatever it is, I think the so-called "high rollers" of this industry ought to back their ideas up a bit, else they'll find themselves in right trouble. So ACE, where do you stand on this highly controversial issue?

Desiree Coleman
Carly
Nintendo

Some good points, Desiree, although some of your reasoning seems a little paranoid to us. Not everyone in the industry is out to ruin you and leave you bleeding in the gutter, you know. In the case of Hudson Hawk, the fact that developers Special FX produced not just the 16-bit version, but NES and Gameboy as well should account for the game's console look and feel. Your theory about making games more viable propositions for console sub-licensing seems the most likely. Core Design's Chuck Rock, which is soon to appear on the Megadrive is a good example, but don't worry your head about it too much - it's unlikely to shake the software industry to its very foundations.



What do you want first, the good news or the bad news? If you want the bad news, first, read the first paragraph first, then the second. If you want the good news, first, go straight to the second paragraph.

Right. You can't get Obit for the Amiga, which we at ACE consider to be a tragedy of global justice, as it's one of the true all-time classics. It was only ever produced for the Atari ST. And so there's no idea where you can get a copy of Pentax Golf Infinite, as it's getting on a bit and we can't remember who published it - it didn't get much recognition when it was released. You might want to have a search through your local library's bargain bin and see what you can find, though.

Horray! News should still be readily available on the shelves as you read this. If you have any trouble finding it, you should have no trouble getting hold of it from Games Directly. Call us! 011 5113.

AND WIDE NOT?

I've just finished reading Gavin Gainsborough's letter on wide-screen computer games (October ACE) and I think it's an excellent idea. The reason I am writing in is to suggest that this proposed new format would be especially superb on those new wide-screen cinema-style TVs that I read about a while ago. I think they're already available in Japan, but when are they coming over here? With all that extra space, programmers could make games that would be truly panoramic, not just a "letterbox" screen display. No doubt penny programmers like the Bitmap Brothers would go ape over this idea, as that's the sort of gimmick they're into. So what about it then, eh?

Harold Smithers
St Ives
Cornwall

very limited space-render appears along together by a lot of attention but inconspicuous distractions and animations. Perhaps you'd like to write to us again in three months, when you're sick to death of seeing the same pictures over and over again, and tell us if you still enjoy it. As for using a hardy "man" - it's a respectable mark. And remember, ACE is a multi-format mag. We don't forget any one machine, and while we have high hopes for the future of the PC as a game machine, we don't think it's going to happen if companies keep developing out shallow software like Wing Commander. Our review reflected that opinion. If anything it seems to us you that has the problem, in your comments about the Amiga indicate. How? Your graphics? And you call US biased?

GORE BLIMEY!

I read with very great interest your feature on gory games last month. I have only had my Amiga for about a year, and so am unfamiliar with many of the games you covered, but I would like to get my hands on a few of them as they sound very good indeed. Can you tell me where I can get copies of Pentax Golf Infinite, Obit and Nax? I would be very appreciative if you could give me some leads.

Oliver Ironside
Chipwell
Essex

We have to agree, Harold, that the prospect of "real" wide-screen computer games is a pretty sexy notion, but it's not much more of a pipe dream if you look at it from a practical point of view. For a start it's going to be a very long while before wide-screen TVs are commercially available in this country - in order to take off, the TV companies would have to completely revolutionize the way they film and broadcast their programmes. And can you see that happening? A more realistic prospect (although still not a very likely one) is the idea of wide-screen computer monitors, but even then existing computers would not be able to work with it, as their screen-display hardware is designed only for a standard square image.

It's just possible just to built an extra width. So for it to work you're looking for a completely new kind of computer as well as a wide-screen monitor to be invented. It's a business we know, but it's just not going to happen. Sorry.

TOO MANY COOKES?

Dear ACE, whatever happened to that bold title you used to be able? I used to really like them.

Alan Stronings
Coventry

Since Cooks left ACE a few months ago, and within a couple of weeks you should see the latest fruit of his not-incalculable brain, PC Review is the monthly re-incarnation of ACE's older mag PC Leisure, and is packed to the brim with *MS-DOS* games stuff. And it's far better than PC Format. Look out for it.

LOOKING GOOD?

Dear ACE, I felt I had to write to you and voice my opinions on the state of many computer games magazines today. It's not that they're badly written - most of them are excellent. It's just that they look so horrible. While many of the magazines are just plain awful to look at, others are attractive on the surface but it's still very difficult to find the information you're looking for at a glance. I won't name any names as the designers of these magazines might be offended, but suffice to say that just about every major mag on the market looks like a Jackson Pollock painting when put next to the article yet easily-accessible style of ACE. I hope that you don't make things over-complicated with your forthcoming revamp.

Often magazines print text which is almost exactly the same colour as the background it appears on, making it very difficult to read. Unless print their reviews over video-display-enlarged screenshots or capital garish designs, and the result just hurts the eyes. Others hide their ratings and comments all over the place, so you're never really sure what you're looking at. It's easy to get lost. Sometimes a review is so badly laid-out that it's like wading through a swamp, trying to find the information you need. So I say a double barrel for ACE for making things good-looking yet easy to read, and you other magazines - pull your socks up! I did *ART* in school so I know what I'm talking about.

Charles Ozer
Southampton

As always, our Art Editor Jim Willis is blushing over now. Thanks for the praise Charlie, and an agree whole-heartedly with your comments - it almost matters how brilliant and exciting a review is, if it's badly designed the average reader is likely to have trouble getting the information he needs out of it quickly and efficiently. And in the fast-moving world of software today, many gamers don't have time to sit and pore over reviews - they're too busy getting a new high score or talking to their mates about the latest game genre. Hope you like the redesigns - we think the best just got better!

BLAZING A TRAIL TO NOWHERE?

Dear ACE, a very worrying fact has recently brought itself to my attention! According to the descriptions on your Screen Test page, Trailblazers are only awarded to games of "outstanding quality". But from what I've seen recently, we've been checking them about like bars of chocolate!

As I understand it, the ACE Trailblazer is supposed to be far more discerning and difficult to earn than other magazine accolades, but this certainly doesn't seem to be the case when you consider all the games that have earned them in the last few months. Check *Yagor's Air Combat*, *Haris*, *Chaplin II*, *EA Hockey*, *Jimmy White's Whiteball Smoker*, *Mega*, *Jet Mania*, *Thunderhawk*, *Sonic the Hedgehog*... the list goes on and on! Inadequately appropriate practice for a magazine that prides around writing it's harder to please than all the rest!

Are you just trying to butter up the software companies so that you can get invited to lots of free parties and trips abroad, are you just very naive, and give awards away to any game that comes along with pretty graphics and a big manual? How do you expect us software buyers to make a purchasing decision when you give a Trailblazer to almost every game you review? It's very confusing. Just what is going on?

Malcolm Harcourt
Lutter
Shropshire

Now steady on! It's true, a lot of games have earned ACE's highest accolade over the last few months, but it's not because we have lots of them going around in a few ticking-up space, and it's certainly not some half-hearted plan to alienate the software publishers. We're just as stingy with our Trailblazers as we've always been, and the fact that many recent games have been awarded them, just reflects how healthy the software scene is at the moment. You should be pleased with so many choices

titles on the market to choose from! And though the purpose of our reviews is to help you, we can't hold your hand all the way and TELL you what to buy. We can only tell you what's good and what's bad, and leave you to make up your own mind using that information as a guide. There will always be people who are more happy if we give away lots of Trailblazers you'd probably complain that we're too generous!

PADDING?!

Dear ACE, I have been an avid reader of your publications ever since the first issue, and the letters page has always been one of my favourite sections. But now a rather interesting fact has come to my attention. It seems that the last letter you print is always by some boring old fart who writes on for almost a whole column of text without actually saying anything of value or interest. Just what is this all about? I find it very difficult to believe that there really are people so boring that they've got nothing better to do with their lives than right meaningless letters. If I didn't know better, I would think that you didn't get enough letters each month, and so you make up the last one just to fill up the space! If you're going to do this, at least make up a letter with some interesting points in it!

Getting back to my original point, I'd just like to re-iterate how annoying it is to read letters where the author writes on for ages about nothing in particular - especially when you think that he's got a point to make, and then get to the end to find out that he hasn't after all! This really sticks in my eye!

Raymond Owsen
Duxford
Scotland

Caedusa graciosa ad! While we'll try our best not to be affected at the occasions you've made, we can assure you that ALL of our letters are absolutely genuine. And if we did make our letters up, we'd make them a damn sight more interesting than your pitiful little missive.

WRITE TO US

Come on! We know you've got opinions! Let's hear them! Write to ACE Letters, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU. And remember - there's a software prize for the star letter each month!



THE FIRST PC TO BREAK THE SOUND BARRIER.

We gave the Amstrad PC3286[®] all the best features you need for serious business use and great games entertainment.

Then we gave it features which were ahead of.

As you'd expect, it has state-of-the-art graphics with a 14" high quality VGA monitor which will display up to 256 colours from a palette of over a quarter of a million.

Terrible for business applications but all that colour is wasted on games if your sound system comes from the dark ages.

So we gave it a sound system that makes it unique.

Its fully 3d-LAB[®] compatible standard with its twin external speakers, brings you closer to the action bringing a whole new dimension to the PC.

BUILT FOR BUSINESS

We gave the PC3286[®] a massive 1 Mo RAM, 40 Mb hard drive and 1.44 Mb 3.5" floppy disc drive.



LORDS



DYNASTY BATTLE II



PRINCE OF PERSIA

And when it comes to using all that storage capacity it has a fast 80286 chip running at 33 Mhz so you'll be able to get through the business of the day with enough time left to play around.

THE COMPLETE SYSTEM

If you don't own your game the Amstrad PC3286[®] games pack comes with two other great games. Together with fully featured keyboard, mouse, DOS 5.0 with user-friendly graphical interface and a joystick.

So at £699 + Vat (£804.00 inc Vat) it has to be a sound business proposition.

FOR FURTHER DETAILS CALL 0277 262326

OR VISIT US ONLINE



I like the sound of the PC3286[®]. Please tell me more.

Name

Address

Postcode

Company information may be kept on a database. This may be passed to your nearest dealer. Please do not provide this box ()

Send to: Amstrad plc, PO Box 684, Broomfield, Essex, Chelmsford, Essex, UK. (0277) 262326.
See our web site for more details: <http://www.amstrad.com> or <http://www.amstrad.co.uk>

ALIEN 3



remains about the content of the new Alien movie have been flying around for months now. Talk of mysterious open-cows and Ripley slaughtering Aliens with bare hands has caused much consternation among the voracious public. No-one has been able to say just what on earth the new film is going to be about. Until now.

Alien 3 opens with Ripley crashlanding on a remote, hostile planet in an escape capsule. Quite why she's crashed, no-one knows. There she discovers a small colony of prisoners, menaced by an even smaller group of guards, who are expiring their debt to society by mining local ore.

Since the colony is run largely by prisoners, Ripley's attempts to combat the anomorphs are hampered by the 'safety precaution' of having no firearms in the colony. Somehow Ripley must rally both prisoners and guards alike and destroy the Alien threat before it kills them.

It all sounds most cosmic. "But how," you may very well ask yourselves, "could you make a game out of it?" Good question...

The Game

Crytek-based Probe Software were the lucky development team that received the call from Microsoft offering them the license. The contract called for a version of the movie tie-in to be produced for all major formats. In, with tight deadlines looming, Probe decided to develop the game primarily on the Amiga, and convert all subsequent versions from that.

While the code is still in the early stages of development, the game's storyboard has been finished and it's clear that players concerned about the lack of gun-playing action in the film need not fear. Tony Beckwith from Microsoft: "Yes. There aren't any

In space, they may not be able to hear you scream, but they can hear you cry - for a sequel. Science Fiction fans around the world are preparing themselves for a third weird and wonderful cinematic treat. And while 20th Century Fox are putting the final touches on the movie, Probe Software are feverishly working on a brace of conversions for home machines...



The colony is a far from glamorous place. As run by The Company, it is now all but run down. Rife with disease and slowly degenerating, the prisoners have all had to have their teeth shaved in order to stave the virulent head lice-epidemic which plagues them. It's this 'lock' which spawned all the space-movie ruminos.



So Ripley prepares himself for a brief spell on the grim planet until a ship can get her back to civilization. But no sooner has Ripley had her own locks shaved off than she gets her big surprise. Somehow an Alien has made it down onto the planet with her, and is hunting her! By offing the prisoners and consuming them. If it's successful, all the good work done by destroying the LV426 at the end of the second movie will be for nothing.



The threat. Ripley, Ripley offers to take it on even though hardly knowing the odds of why she does and whether she can get the experience doing things she'd like to do in her sleep. Ripley?



inspired by the movie itself, but we've managed to get permission from such Century Fox to use all the hardware, etc. from the first two films. We've got flamethrowers, grenades and pulse rifles in there. It's going to be pretty action packed."

The basic premise of the game is simple. Puzzle-solving levels of the planet will form the backdrop to a constant stream of high-action gameplay. Each of the main right stages of the movie is represented by graphical changes in the game. Ripley must move through the colony, rescuing prisoners who have been captured by Aliens and destroying the insectoids wandering around. At the end of each stage a Mother Alien must be defeated before Ripley can move on to the next. Failure to defeat the Alien will force the prisoners vulnerable to attack.

Apparently Fox were most helpful to Intersoft's crew while the movie was in production. Bedwits again: "We were given access to the movie sets and had a good look at all the alien toys. We took the graphic artists down there and spent a lot of time just getting the details right. There's no doubt that the game will have the right feel."

A further hazard which players must deal with is the presence of the face huggers. These little warrents



The movie movie franchise means some special features. Ripley can walk in the shadows in this world. The alien insectoids even crawl all through your body, but they are all harmless on doing away with the mutated individual.



wisdom about the content of the new Alien movie have been flying around for months now. Talk of mysterious space cars and Ripley mauling Aliens with hand axes has caused much consternation among the moviegoing public. No-one has been really sure just what on earth the new film is going to be about. Until now.

Alien 3 opens with Ripley crash-landing on a remote, hostile planet in an escape capsule. Quite why she's crashed, no-one knows. There she discovers a small colony of prisoners, watched by an even smaller group of guards, who are repaying their debt to society by mining local ore.

The colony is a far from glamorous place. As run by The Company, it is now all but run down, rife by disease and utterly disgusting; the prisoners have all had to have their heads shaved in order to slow the virulent local head-epidemic which plagues them. It's this 'Scal' which spread all the space-munk madness.

So Ripley prepares herself for a brief spell on the grim planet until a ship can get her back to civilization. But, as you know, this doesn't happen.



When Ripley crash-lands on the planet, she discovers a small colony of prisoners who are repaying their debt to society by mining local ore.



Alien 3's plotline was quite basic in the end even the movie was being shot in chronological order. The film at the time is more thought in the game. In the game, unlike the movie, Ripley has to defend herself against a host of the new breed of 'Scal' mutants.



short of that she gets her big surprise. Somehow an Alien has made its way onto the planet with her, and is keeping itself by eating the prisoners and consuming them. If it's successful, all the good work done by destroying the UV420 at the end of the second movie will be for nothing.

Since the colony is run largely by prisoners, Ripley's attempts to combat the xenomorph are hampered by the 'safety precautions' of having no firearms in the colony. Somehow Ripley must rally both prisoners and guards alike and destroy the Alien threat before it kills them.

It all sounds most comic. "But how," you may very well ask yourself, "could you make a game out of it?" Good question...

The Game

A

ND SOME OTHER THINGS!

Although many people that they are, here another two simply enormous titles up their challenge for Christmas.

Close Race is a snappy open racing game for two players. Take the role of a San Francisco cop on the day off and deal with fellow officers for the title of best driver in the city. Plenty of thrills and spills here, we're sure.

The Turbo code-up has way surpassed everyone's expectations, both in value, gaming performance and quality. Shortly, players will be able to enjoy the thrills of controlling the game's growth in a home version of the game.





REACH FOR THE SKIES™

THE BATTLE OF BRITAIN 1940

"NEVER IN THE FIELD OF HUMAN CONFLICT WAS SO MUCH OWEDE BY SO MANY TO SO FEW."

— Winston Churchill

Summer 1940. The fate of World War II hangs in the balance. The crews of the German Luftwaffe and the crew of the RAF are locking horns in their most crucial confrontation yet: The Battle For Britain.

30 years on, you have the chance to relive that famous battle, play the part of a British pilot or a German flying ace and shape the course of history. Your performance in the cockpit determines

whether the outcome is a repeat of the British victory or an unprecedented German success.

Programmed by the man who brought you *Flight On The Frontier*, the definitive 90s flight sim, *Reach For The Skies* explores the most sophisticated technology and reaches new heights of historical realism.

FEATURES

- Relive the most crucial minutes of the battle as a Controller, pilot or gunner
- Flight mechanically recreated airplanes to choose from: Spitfire, Hurricane, BF 109, Ju 88, Ju 87, Ju 86, He 111 or the JU 52
- Crucial training missions prior to battle
- Huge array of in-flight options and controls
- Unique new-weather vision
- Full manual input support
- 3rd Colour VGA Graphics





"The best game
Gremlin has ever
released."

94%



"A cross between
Sim City &
Populous." 93%



"Utopia is
an excellent
game."



93%

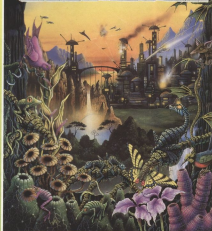
"The next
Generation in
Goldgames"



Are Rated
920

UTOPIA

THE CREATION OF A NATION



Can you create Utopia? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend your money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all vying for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.



Available on: PC (1992),
AMIGA & ATARI ST/STE.

Gremlin Graphics Software Ltd.,
Carver House, 3-4 Carver Street,
Sheffield S1 4FS.



live

JUDGEMENT DAY!



Date/Time: Wednesday, 10th September, 1999.
Location: Bullfrog Productions HQ, Colindale, Surrey.
Mission: Populous II.

It's eleven a.m., and Peter Molyneux is a tired man. Today is the first time that his latest creation and Bullfrog's most eagerly-awaited game to date will be seen by members of the general public. And not just any old members of the general public. The five people who will mean he's writing to look at Populous II are the luckiest, most demanding and most intelligent breed of gamers played - ACE readers. They've been hand-picked from hundreds of requests to take part in ACE's first in The Works Live event, and they're not taking any crap.

If truth be told, Molyneux's got little to worry about. The long-awaited sequel to the 1986 classic that put Bullfrog on the map is already shaping up to be the "God"-game to beat them all. But no product is perfect, and that's where the five ACEs came to: after they'd learned how the game was created,

they'll get to play the game into the ground for at least as much as possible in a single day, and report their findings back to Molyneux - what they like, what they don't like, what features they think should go into the game, which ones should go to the shed.

It's a process that Peter and his creators are particularly cool and receptive to, having organised regular weekend playtesting sessions for all their previous games. Bullfrog has always stood by its conviction that no matter how far a game is in its development it will be shelved or even scrapped if it's not well received by the playtesters.

Such ideology has led to several products falling by the development wayside in the past - and while it's fair to say that a product as prestigious as Populous II is unlikely to be killed on a playtester's say-so at this late stage, Molyneux is more than willing to listen to suggestions and make changes. With many of the game's features and effects still to be finalized before its release at the end of the year, there's plenty of scope for enhancement. As an added incentive to come up with good suggestions, Bullfrog has

For the first time ever, on a wet and windy day in September, Bullfrog threw open its doors and revealed the secrets behind the creation of Populous II to a hand-picked quintet of lucky ACE readers. And very impressed they were too...



Robert Mills (right) helps Bullfrog's ACE reader (second from left) play their game. From left to right: ace Bullfrog game tester, Peter Molyneux; Bullfrog ace reader, Richard Manning.

promised that anyone whose idea is implemented in the final game will receive a design credit. With that in mind, the quintet of ACEs buckle down and get to work...

THE GAME

The idea behind Populous II, according to its creator Peter Molyneux, has always been to improve upon the first game, while retaining the same game-play formula that made the original a classic. To this



live



"This wouldn't have been a silly question if the franchise didn't already exist. I thought it would be silly if it weren't for the fact that we happened across the concept long in the office building lobby."



real, the sincerity and basic premise remains the same—two all-powerful deities play a universal power game over a series of primitive worlds, with the populations of entire planets as pawns. But while *Populous II* was pretty ambiguous so far as story was concerned, the sequel is much more of a thematic affair, being strongly based on classic Greek mythology.

The introduction of such a theme has paved the way for a whole new world of gameplay elements and golly effects which makes *Populous II* an altogether more involved—and hopefully longer-lasting—affair. "One of the major problems we encountered with the original *Populous*," says *idolmancus*, "is that most people played about a hundred worlds easily, and then suddenly the game just got far too hard and they got fed up. So what we've done with *Populous II* is to guide the difficulty a lot more carefully."

It's all done by way of an RPG-type element—the player starts off as a very weak deity-letty, whose wealth is only a little more taxing than someone burning a crag packet. The objective, like the first, is to increase your power by accumulating manna (gladii) from your followers, which in turn is achieved by keeping them happy—giving them places to live,



Populous II is a lot more ready to keep *idolmancus's* population growing, since this is an obvious concern of the game. *idolmancus* explains the game and details the techniques involved in winning it.

Places to eat in *Populous II*: The AI god never lets you build a second temple in the same place. The AI god never lets you build a second temple in the same place. The AI god never lets you build a second temple in the same place.

allowing them to procreate, creating attractive society and so on. Now, however, there's a lot more emphasis on the accumulation of manna, as it not only increases your ability to perform golly effects, it makes the effects themselves more powerful, and grants access to new, more devastating effects as your following increases.

While the original *Populous* only allowed the player to perform a handful of golly phenomena, the

LET'S GET CRITICAL!



How fitting for our "idolmancus" to feature a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity.



How fitting for our "idolmancus" to feature a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity.



How fitting for our "idolmancus" to feature a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity.



How fitting for our "idolmancus" to feature a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity.



How fitting for our "idolmancus" to feature a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity.



How fitting for our "idolmancus" to feature a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity.



How fitting for our "idolmancus" to feature a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity. *idolmancus* is a Greek deity.



Back to the ground: Populous II. It's certainly possible before the game's release to find certain, strong opinions particular about the 10 years. It's a pity they aren't a common subject.



It's off! Populous II's 3D graphics are a significant improvement on the original. The computer intelligently hides what's behind what the first game could show.

Multiplayer II's online graph development system means that as soon as the graphics are created a game, it can automatically be transferred online game to one hour with minimal delay. Last technical details for the game are now in the hands of the publisher in an online form.



require that area literally dozens of awesome effects, including thunderstorms, whirlwinds, pillars of fire, tidal waves, plagues, and new improved versions of the old favourites earthquake (which now acts like a fault line, tearing a land mass apart), volcano (complete with rivers of lava) and Armageddon.

Some of the more interesting effects include topological lines - little ponds which transform the enemy's Followers into your own and vice versa, and a new version of the original game's lightning, which involves sending down lightning bolts from Greek mythology, such as Zeus God of War, who rages against killing everybody, and Aphrodite Goddess of Love, who attracts them to her and leads them to their doom like lightning.

In addition, the whole of Populous II's land management system is much more sophisticated - land is raised and lowered as before, but it's now possible to create entire cities by laying roads, planting trees and building castle walls to protect your people from attack. But should push come to shove, your people can equip themselves with weapons and fight to the death.

An original core element gives the player the ability to cheat in his deity RPG style by answering a questionnaire prior to the action. As well as advising to be good or evil, it's possible to specialise in certain kinds of effect and even change the deity's visual appearance! By playing with different types of god the game can be played drastically, and matching contrasting opponents in a two-player game can produce some very interesting results.

As you read this, Bullfrog is playing around with various gameplay ideas and doing some general polishing. It's due out on CD and Amiga by the end of the year, with a PC version following in 1995. Watch out for the AGI review soon...



That's the man: Director of Populous II's early development and marketing, Andy Smith. It's a pity he isn't in the photo, but he's certainly a key player in the company's success.

Populous II's early development and marketing, Andy Smith. It's a pity he isn't in the photo, but he's certainly a key player in the company's success.

Populous II's early development and marketing, Andy Smith. It's a pity he isn't in the photo, but he's certainly a key player in the company's success.

NEXT TIME IT COULD BE YOU!

We hope to organise more in The Works Live events on a fairly regular basis, with the next to be held sometime within the next few months, with special guest stars The Bitmap Brothers. They'll be opening their doors to another handful of lucky AGIers and unveiling their latest yummy offering, The Chaos Engine. You'll meet the Bros, learn how the game, its graphics and sound were created, get an exclusive first play of the game and even have the chance to put forward your own comments and suggestions. Just think, you could be an Honorary Bitmap Brother!

We're hoping that this next event will be even bigger and more successful, so if you'd like to take part, all you have to do is send your details to us, including your NAME and ADDRESS along with your AGE (18 years and over only, we're afraid) and TELEPHONE NUMBER. Also, let us know if there are any development teams or games in development that you're particularly interested in seeing. Send the details to: In The Works Live!, AGI Magazine, Perry Court, 30-32 Farringdon Lane, London EC1R 3AJ.



AMIGA

OCTOBER 1991 \$2.75
96% PPA (PUBLISHERS
INTEGRATED PUBLICATIONS)

THE COMPLETE GUIDE TO THE AMIGA

PURE GENIUS

HOW TO INVENT AMIGA GADGETS

**NO DISK
ATTACHED?**

ASK YOUR NEWSAGENT

**OUT
NOW**

**NO DISK
ATTACHED?**

ASK YOUR NEWSAGENT

MIDWINTER 2

EXCLUSIVE! LOTUS



TURBO CHALLENGE 2

The pilot and professor
Sky Sledge™



The degenerate and toxic
Villainous Skunk™



CAPTAIN PLANET AND THE PLANETEERS™



Oil spills. Air pollution.
Endangered animals. The
award-winning TV show Captain
Planet & The Planeteers has
turned saving the Earth's
environment into the ultimate
adventure.

And now, it's your turn to go up
against the most dangerous
enemies our environment has
ever faced - Laster Plunder, Duke
Nukem, Hoggish Greedly,
Dr. Blight and more.

The forces of Earth, Fire, Wind,
Water and Heart are yours. Put
them together and become
Captain Planet. Your Eco-captor is
waiting.

THE POWER
IS YOURS



Coming soon
for your computer
Also available on video



MINDSCAPE



THE JAMES BOND™ COLLECTION

007



007 - the code of the
World's most
famous secret agent -
Commander James Bond

Now, Domark are proud to
bring you, together for the
first time, his three most
exciting adventures in one
awesome collection.

THE SPY WHO LOVED ME



James Bond

returns in a classic action-packed race
against time to save the world from the
clandestine power mad Karl Stromberg.
With one-on-one arcade style shoot-
outs, multilevel action and top secret
codes to crack. This is the fastest
paced and most exciting Bond thriller
to date.

Originally published by Virgin Interactive Limited in
1985. The Bond name, the 007 logo and the
James Bond character are trademarks of
© 1995 Eon Productions. All rights reserved. Virgin
Interactive Limited is a subsidiary of Eon Productions. Virgin
Interactive Limited is a registered trademark of Virgin
Interactive Limited.

LICENCE TO KILL



Take control of his multi-level, multi-
rate game of the latest and most
exciting James Bond movie. Now's
your chance to pilot helicopters, drive
articulated tankers, perform death
defying parachute stunts and water ski
bareback.

Originally published by Virgin Interactive Limited in
1989. The Bond name, the 007 logo and the
James Bond character are trademarks of
© 1995 Eon Productions. All rights reserved. Virgin
Interactive Limited is a subsidiary of Eon Productions. Virgin
Interactive Limited is a registered trademark of Virgin
Interactive Limited.

LIVE AND LET DIE



M's briefing was simple, "Find the big
and don't come back until you do."
Q has given you his latest toy - the
fastest and most dangerous speedboat
ever made.

"Good luck 007 - you'll need it."

Originally published by Virgin Interactive Limited in
1983. The Bond name, the 007 logo and the
James Bond character are trademarks of
© 1995 Eon Productions. All rights reserved. Virgin
Interactive Limited is a subsidiary of Eon Productions. Virgin
Interactive Limited is a registered trademark of Virgin
Interactive Limited.

DOMARK

Domark Ltd, Ferry House, 81-87 Lacey Road, London SW15 1PB, Tel: +44(0)181 790 0004. Screenplays Artiga & Alan 81.

In the Works



Welcome to the place where things get done. Welcome to the pages where you can see games crafted and formed and moulded into living things. Welcome, you lucky fellows, to the In The Works pages. Distinct from an In The



Q From the people who have made the most beautiful and most fun games, you can look at those graphics?

A Paragon Studio's "graphics" are a total lie. This month he's been at the top of the way to America to visit Paragon.

Q How's the allegedly revolutionary movement coming along for Paragon?

Works live, an In The Works shows the games which are so secret that if the software companies had their way, wouldn't be on show at all. Well, okay, actually we get a lot of help from the publishers and the programmers of the games and they run around like

crazy answering our stupid questions and putting together all manner of maps and sprite mock-ups when they could be doing other things, but we wouldn't sound half as big, hard, clever or grown up if we were to admit that, would we? This month, we visit America to report on the goings on in the land of Paragon Software and get some of their views on games development.

Core Design also display their wares in the form of *Helmdell*, a graphic marvel that can best be described

as *Dragon's Lair* with playability. And finally, Teque, the team behind Domark's forthcoming *Pittfighter* cordially invite your good selves to inspect their scaling and slicing routines. An offer no-one could refuse.



Paragon

Pittfighter



There's a crowd at Core often looking at other software companies—confidence. Although a young company, Core's games (Corporation, Chuck Rock, Thinkfast) offer the outdoor gusto of the releases from their larger, more venerable competitors.

And as portrayed by affable Core executive Jeremy Smith, this mood of confidence certainly isn't a quiet one. He's enthusiastic about his products (generally rightly so), and he lets you know it. I first saw Heimdall way back in the Spring, and even then there were clear indications that it could be the game to really catapult Core to stardom.

Heimdall can't get a good navigator to join his crew (his journey from their island to island can't be made by land). And Ragnarok is approaching fast.

THE FIRST TRIAL

Heimdall's slaves, being the bushy-bearded and gnarling Vikings that they are, have decided to take the decidedly under-age boy down to the local tavern. A few hours (just later and the lad's well needed—not the best time to let him have a go at the old Norse game of 'Lokk choppy').

The principle is simple if horrific. The player has to free a little girl from the stocks by throwing axes

HEIMDALL

Could CORE's Vikings goin' hikin' romp be the arcade adventure to top them all? ACE ponders that question and takes a look.



Shown in roughly sequential order: Heimdall's character in a tavern; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field.

For right: The already mentioned axe-throwing test game; Heimdall on the ground; the little girl and the inventory screen; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field; Heimdall's character in a field.

Heimdall isn't easy to categorize. Depending on how you look at it, it's 'Dragon's Lair but with playability', or 'an animated arcade adventure', or simply 'an RPG'. In reality, it's a blend of all three.

The plot centres around the Norse legend of Ragnarok, the Apocalyptic battle between the Gods of Good and Evil that will decide the fate of the Universe. However Good's previously excellent chances of winning have been severely reduced by the theft of three magic items from Valhalla, namely

Thor's Hammer, Odin's Scepter and Frey's Spear. The villain responsible is the twisted Loki, and brother of Thor, who has hidden the items in various locations on the islands that make up the Norse world.

The evilred Gods cannot appear in the physical world, and so must send Heimdall, guardian of the rainbow bridge that joins Valhalla with the world, to earth in the form of an all-too-mortal baby. Heimdall's aims are clear—he must grow to manhood, gather a crew of sailors and set out on a quest to find the stolen artifacts.

THE THREE TRIALS OF HEIMDALL

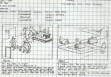
As Heimdall grows from a young boy to a man, he must attempt three arcade-style tests. These are not just for light relief—Heimdall's success in each test increases the number of possible candidates for his longlost crew. This can be pretty disastrous—if





Willie that the central theme has been determined to naturally emerge to use. Games will give us more, the player steps ahead to the action. However, it's worth noting that the 3D graphics here are not a fraction of the resolution that can be achieved by the current technology.

Games from the top-selling multi-games.



the different 3D-style abilities, and knowing when and where to use them is one of the keys to success. It's a game of tactics for courses.

Each of the islands is depicted in beautiful, cartoonish 3D. Unlike Cadaver's system, where each location is a cross-eyed chunk, Heimdall uses a push-wrapping system. As the player approaches the edge of the screen, it scrolls to show access to new areas.

As the player explores, he'll discover numerous puzzles to solve. traps to avoid and mini-quizzes to outback on. Items on the floor have to be picked by the right sequence to form a bridge across a chasm. For example, On a change-looking figure in a dungeon may require a certain level be brought to him before he'll aid you.

Some puzzles are not so directly, which is where control comes into play. The new interface is a screen detailing the party's energy levels and those of the equipment. A large window contains an assumed picture of the assistant, and below are icons to attack, change weapons, defend, fire at one's own, the divine help, stand, sleep, place to escape, with the characters all getting a chance to "turn up" in mystery if they're not feeling so healthy.

HOWEHEW?

On paper Heimdall doesn't sound like it offers anything truly new. And, to be honest, in a lot of ways it doesn't.

But what sets Heimdall apart from the other also-an-impoverished RPGs is its truly amazing presentation. Heimdall's graphics were drawn by Jen O'Connell, a talented artist who previously worked at an animator for Telltale-Bluth studios (of *American Dad*, *The Last Before Time*, *All Dogs Go To Heaven* fame). His movie-based training shows and paid individuals here - for once, the off-used phrase "cartoon-like animation" holds true.

However, unlike Bethesda's visual extravaganza, Heimdall's graphic brilliance appears to be backed up by a fair amount of absorbing and quality gameplay. Having made a well-attended main figure makes for more than just pretty pictures, it helps the player empathize with the character and draws him into the action.

Heimdall has potential for true greatness. A new ACE benchmark, even? Well, that's to be seen. With the game slated for a late November release (just in time for Christmas), the ACE Review shouldn't be too far away.

G

ET YOUR UGLY FIZZOG IN HEIMDALL!

As we're sure you will agree, Heimdall now looks like a right stunner of a game and no mistake. And how would you - yes, YOU! - like the chance to actually appear in a quality software publication? They must? Very much indeed? We somehow thought so.

Well now we're pleased, in association with Core Design, to present the ACE and Core Design Get Your Face Into Heimdall Competition.

Since the game is still in development, ACE readers quick enough to answer the questions below and send their entries in will be judged in our own time. The winner will then have his or her picture (a required part of the entry title and body) digitized and transformed by one of the team's artists into one of Heimdall's crowd Aesth images. If you will, the honour and prestige of fighting side by side with Heimdall but not, uh?

Consider next, if you possibly could, the thought of entering your very own Heimdall Ace, a brightly-colored and thoroughly beautiful piece of craftsmanship, born out of the very steel (or some other metal) found only in that special trophy maker's shop round the back of Core's office.

These are the rules of offer, and you could have them all! So answer the questions and send your entries, complete with a photo of yourself to ACE Magazine, Heimdall Competition, Priority Post, 35-37 Paragon Lane, London SE18 3AL.

The Big Question

Heimdall isn't the only Core game to star an one-wielding hero. Name the hero and the game.

Rules:

All entries must reach the ACE office by the 30th November. The Editor's decision is final. No correspondence will be entered into. We can't return any of your pictures although we do promise to have a laugh at them.

MOONSTONE

A HARD DAYS KNIGHT



**SO MUCH FUN
-YOU'LL DIE!**

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.



Moonstone contains some of the strongest imagery with violence and blood. Although some are optional, this product is not suitable for all parents'/guardians' recommendations (parental advice). Awareness is a high requirement.

©1991 Mindscape International, Inc. All rights reserved. Moonstone is a trademark of Mindscape International, Inc. Written by Bob Anderson.



MINDSCAPE



How does a company go from custom accountancy programs to state-of-the-art RPGs? ACE went Stateside to find out...

THE PARAGON

Makes "Pittsburgh," and most Americans will think of "steel." The Pennsylvania city was a major part of America's industrial heartland, famed for its factories and steelworks. But those days of glory are just a fading memory now - the recession of the 80s has brought about the rapid decline of America's steel industry. But it's not all gloom and doom. Springing up in their place are small companies specializing in state-of-the-art high-technology.

Which paragon links is the business of Paragon Software, creators of *MegaTraveler*. Let's face it, you don't get much more high-tech than laser casinos, portable plasma guns and *Jeopards* standoffs. The team are based in Greensburg, which lies a short distance south of Pittsburgh. It's almost David Lynch-like in its epitome of small-town America - all that's missing are a woman carrying a log and a clowd speaking badmash.

THE HISTORY

Paragon Software started life in October 1984 as Customized Software Systems. The company was founded by Mark Swanson to provide custom accounting software for local businesses. In May 1986 F.J. Larson joined and together they decided to turn the company away from business software and towards games. "It wasn't really any heavy business decision", comments Mark. "We just thought 'hey, that sounds like fun'."

In July 1986 Paragon Software launched its first game, *Master Magic: Shadow Warriors of Death* on the IBM PC, an unqualified flop as the *Karate Champ* rivalry, of which both Mark and F.J. were great fans. A string of titles followed.

In April 1986 *Dr Doom's Revenge* appeared, the first fruit of a licensing deal with Marvel Comics. Other Marvel tie-ins included *X-Men: Madness in Manhattan*. The Paragoner (a no relation to *The Edge's* UK interpretation) and *The Amazing Spiderman*.

In May 1990 Paragon released *MegaTraveler* in *The Zhoatani Conspiracy*, the result of a new licensing deal with Game Designers' Workshop (GDW), one of the oldest and most respected tabletop RPG companies in the US. Marc Miller, GDW's boss and designer of the original *Traveler*, provided a lot of help to Paragon. "He's got some great ideas on game design," says Mark. "He really knows his stuff." When we were developing *MegaTraveler* we got a lot of feedback from him but it was always positive."



(Above) The Paragon people. That's Mark Swanson in the center wearing the black T-shirt, with F.J. Larson standing third from right.

(Right top) *Space 1889* (above) The party prepare to fight it's a shame really that there's no more about it there...

(Right) *MegaTraveler 2* with a *Thundering Jeany*, the player's ship blasts into hyperspace. Hold on to your printers.

SPACE 1889

Space 1889 appeared almost a year ago in the UK. The game is set in a Victorian Era world where space travel is possible thanks to Thomas Edison's invention of steam-driven spaceships, which play their trade between Earth and the colonies on Mars



and Venus.

The player is cast in the role of an adventurer leading a party of the curiously-named crew through thick and thin to a bizarre encounter beyond the Asteroid Field. Based on the Game Designers' Workshop's RPG of the same name, it bears many

VIEW



When looking down on the city the player can zoom in or out to three magnification scales.

complexities in setting, game design and user interface to Origin's *Master of Deceit*, but in fact less fiddly—there's no need to mess about with doing things like dressing your characters. "I know that some people like that sort of intricacy," says P.J. "But I don't think it's that many."

MEGATRAVELLER 2: QUEST FOR THE ANCIENTS

Megatraveller 2 appeared a couple of months ago in the States, and it's interesting to observe the enhancements made on *Space 4516's* engine. The most obvious is the introduction of gorgeous cylindrical MCGA graphics, but there are other more subtle improvements.

Megatraveller 2 marks the first appearance of the Fragon's unique "PAL" system. This overcomes the annoying feature of many RPGs where you have to keep changing leaders to use a certain person's abilities. Instead, characters volunteer themselves for the job in hand if they feel the best ability. The player can then decide whether to cast to accept.

In sheer size the game is a huge progression for Fragon. The player can visit 17 planets, and there

MILESTONES IN COMPUTER GAMING

Fragon are first believers in what they call "milestones" in their RPGs. "Milestones are mini-events along the way," explains P.J. "They're both graphical and musical, and they're supposed to encourage the player and keep him going. The idea is that when you've accomplished a goal these milestones appear and make you feel good and ready to tackle the next stage of the game."

are up to 90 cities on each. In *Megatraveller*, each world is described from the Unique World Profile (UWP), which details such things as the percentage of the planet covered by water, the atmosphere type and so on. Rather than map each player's map individually (which would take up far too much memory), they're generated at runtime from a routine which uses the UWP as a 'seed'.

Unlike *Space 4516*, the main plot is a loose one: "While *Space 4516* is pretty linear, *Megatraveller 2* is more open-ended, with several thiry ways of completing the game." There are many main plots to get involved in, most of which are very linear. "One has you visiting this world where everyone is crazy," explains Blank. "It's their custom. You've got to be real careful not to get killed." P.J. adds, "When you've got this big a game, it can't all be serious and intense. You've got to lighten up occasionally."

TWILIGHT 2000

Twilight 2000 is the third of GDF's RPG systems to be converted to the home computer by Fragon. It's set, as the cliché has it, "the day after tomorrow" in a world devastated by a vicious nuclear war. The game centers around Poland, where two newly-formed powers vie for domination in this devastated landscape. One is controlled by the evil Baron Curley, the other, unsurprisingly, is controlled by you.

The game is effectively split into three stages. In the first stage, which is the most standard RPG-like, the player acts as a co-ordinator, deploying teams of four post-Apocalyptic survivors from a pool of twenty to do various missions and thus acquire various pieces of equipment and vehicles.

All the action is viewed from an attractive *Galaxy*-like three-quarter angle. It also runs man-to-man combat breaks out, the town is represented on-screen by one character—the 'boss'. This boss can be freely guided around the screen, with the game window scrolling to keep up with his movement. Should the scout go behind a building the walls disappear so that he can still be followed.

To speed movement, the player can cut to an overhead map and send the teams to various locations by simply clicking on where they have to go. Using an enhancement of a technique first seen in *Megatraveller 2*, the buildings have been colour-

coded so that the player can tell at a glance which buildings are which. Explains Mark, "We thought about this after play-testing the game for a while and found it a little hard to get about."

Twilight 2000 employs an advanced version of the PAL system. As in *Megatraveller 2*, members of the team will offer their services if they're the best for the task in hand, but they'll also also make intel-

gent decisions on their own if needs be. For example, if they're feeling hungry then they'll scavenge for food—they won't just sit around and starve. In addition, morale is taken into account: "If people are getting killed then members of the organization may start to leave."

Occasionally the player may discover or be rewarded with a land vehicle. Given the current state of the world, these are highly valuable, and range from jeeps to tanks. A player can guide his team into a vehicle, in which case the screen switches to a 3D polygon-generated view. One of the tricky elements of the project has been passing the data for the positions of the houses, trees and so on between the *GalaxyView* parts of the program and the 3D polygon parts.

After thirteen game weeks the second stage commences which has a more strategy-orientated tone. The player has to try and occupy towns and city and really start 'inspire' buildings. At the same time, Baron Curley is doing the same. Eventually a war between the player and Baron Curley breaks, starting twenty-six game weeks after the start of play.

This third and final stage is depicted almost totally in 3D polygons. The player can send units into battle and direct them personally. Alternatively he



Twilight 2000 is a fascinating and highly unique mixture of RPG and 3D strategical elements.





This shot is from an early demo of Mantle created for last summer's CES in Chicago. The picture started life as a digitized view of Paragon's studio room. It was then described up by a graphic artist and turned into a futuristic control room. The combination of digitization and painting will be seen a lot in Mantle.



"This was intended to be the base commander (looking like Mantis), but it was with the idea of a novel plot that I require Mantle." The system on this top is the final design. "But the idea of a close-up portrait has sprouted with digital speech has been dropped. Instead, Mantle's 'talking' occurs in the graphics in a form of a text. (Your movement is so subtle that it sets up huge amounts of motion.) Is it if generally you'll react or just stay on or board's message, it now we're only speaking speech with people in the distance."

can switch to "cinema" mode and sit back and watch the action as his troops direct themselves, fighting to the best of their abilities. The computer intelligently chooses the most interesting camera views and switches between them as the action progresses. It's all part of Paragon's philosophy of allowing the player to modify the game mechanics so that he can make it as complex or as simple as he requires.

Twilight seems to very near to completion, and should be ready for review next month.

MANTIS

Mantis has only been in development for three months, but it's already shaping up to be Paragon's best game yet. It's a huge 3D space adventure which puts the player in the side of one of Earth's best strategists battling the Siskans. Individually the cock-roach like alien has little intelligence, but together

CURRENT RELEASES This month Space 1888 and Megatraveller 2 are released on the Empire Strategy label. For the reviews turn to the Reviews Directory starting on page 88.

or they link up telepathically to form a super-intelligent hive-mind.

If the basic plot sounds a little familiar, it's not surprising. Not only was the premise used in Orion Scott Card's novel *Endler's Game*, but it was also the background to Glynis Williams' game *Workday*, released a couple of years ago in the Activision label.

Mark explains the strong similarities: "Inspired from jobs that I've done as agent for both Glynis Williams and Paragon went on a copy of *Workday*.

And although the game was good for its time, it's now outdated in a lot of ways. But we liked the plot and the idea of these 'mach-like' aliens that are stupid independently but together form a mind, and we wanted to take the idea and revamp them. So we licensed Glynis' idea via *Jagol*."

The only part of the game working so far is the introduction, which is very *Wing Commander* like in its

consisting of animated graphics, music and speech. "We decided early on that we wanted a game that was really big in terms of sound and graphics," says Mark.

This a-minute-long intro alone uses up a 30% of memory, with the final game anticipated to be 12MB big. But Mark is adamant that memory will only need 50% of on-board memory to run the whole game, speech and all. "This is directly opposite to Origin, where say you have to X amount of memory to run their games. Also you'll be able to delay installation of certain parts of the game depending on how much hard drive space you have available. For instance you could opt to leave out the digitized speech."

Of the game itself, Mark states: "It's a mixture of 3D polygons and bitmapped images, basically because of accessibility. *Wing Commander*'s 3D bitmaps are very nice but we didn't like the way that at certain angles you get 'wobbling'. Also we didn't want to go into direct competition with Origin's game."

Mantis is due for release in the States towards the end of the year, and should appear in Britain soon after on the Empire label. Keep watching the skies for the full ACE review.



FILM FACT

Pittsburgh is probably best known to British readers as the hometown of the hapless *Ali* in the *Shart* tapes, from roomier, brain-numbing movie *Flashdance*. As played by the luminarily beautiful Jennifer Banks, *Ali* is a welder by day and an exotic dancer by night who dreams of going legit and joining a ballet school. Suffice to say she does, as well as getting the man of her dreams into the bargain. Success, eh? What a feeling.

THE FUTURE...

Paragon set no end to the *MegaTraveller* series for some time. "There's a much background material and information we haven't touched," says F.J.

MegaTraveller 3: The Unknown Worlds is already on the drawing board. "*MegaTraveller 3* will enhance and expand on the *MegaTraveller 2* engine," explains F.J. "Future-focused new worlds to explore are planned, and there will be three main plots to get involved in. The space combat will be totally expanded so that the player has a greater degree of control over the action, and there will be more *Wing Commander*-style interludes."

Glynis Twilght actor's successful mix of RPG and 3D action, what are the chances of a similar approach to a *MegaTraveller* game? "It's likely that *MegaTraveller 4* will include a 3D element," says F.J. "I think you'll be definitely be seeing a lot more 3D in our RPGs in the future."



The unfortunate FJ resembles one of the victims of the genetic alien. "Originally we were going to have the alien look as if the player was in a close room being held at the background. Instead, but then we decided on the more video-like style," says Mark. "To see check rates. You watch it, see the dog appear and say 'What the hell is that?' It helps draw you into the plot."



A fully-grown alien, which bears an uncanny resemblance to a *Police* character.

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Toosing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighborhoods and houses, faces more targets and obstacles, in more vivid colors than ever before. Plus, real street riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



Copyright 1993 Tengen Inc.
Paperboy 2 is a trademark of Tengen Inc.
All rights reserved.



For your local dealer, contact Mindscape International Ltd., The Coach House, Brooklands Estate, Sunning Hill, West London EN11 7NS, Tel: 0444 831 761



And in the red corner...
DOMARK's Great White
Hope for Xmas Numero
Uno... Laydees en'
Gennilmain... Pitfighter!!!



PITFIGHTER

Come on, how many times have you settled down at your computer for a healthy round of thumps' and kicks', but had to make through some rubbishy scenario about rescuing your girlfriend from Mr Large (or not). Infamously, Pitfighter doesn't fall short with all that 'plot' malarkey. It's a straightforward underground fight for the only thing that really matters - hard cash.

Domark gave the job of converting the highly-successful Atari coin-op to Teque London, the guy's personally responsible for the Amiga and ST conversions of Teque's Badlands. As anyone who's seen the coin-op will testify, it's a pretty unmissable title. The arcade machine boasts 128-colour digitised graphics and specialist hardware to distort and scale the sprites and backgrounds so that the viewer's 'viewers' can follow the fighting action. And the good news is that, hard though it may be to believe, the home-conversions are shaping up to be almost identical.

The game is the result of eight months' hard slog by Teque's three jellies. Surprisingly, given the high quality of the conversion, it's the first major game Pete's ever written. Previously he's worked on business software on the Sinclair Q1 job, manuals and small pieces of coding on the Amiga and PC.

"Without doubt the hardest aspect of Pitfighter was the scaling of the sprites and the screen," comments Pete. "At first, I didn't think I'd be able to



Thanks to your letter, we're now looking for a distributor for the Atari version of Pitfighter. If you're interested in distributing this game, please get in touch with our distributor enquiries team. You can be added to our list and we'll send you more information about the game and our distributor enquiries process.

show them that you're not getting a nightingale from the Americans, either by not to engage in any of the new game titles. All the other titles about the way the new releases are and some in fact do to keep both players in view of the

The problem with the game is that it's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one.



WHAT A DIFFERENCE EIGHT MONTHS MAKE?

This is a shot from an early demo that Pete Inoué worked together from scratch in just under a month. But even then it exhibited many of the coin-op scaling and panning features. "It was done the quick and dirty way," says Pete. "I was using the quick and dirty way."

None of the sprites are compressed. For example, it was a simple demo, with no combat moves in it. Essentially, it was just a test to see how fast things would go.



where it hit in the end it worked out well." Dean Latta, Tezuka's head, adds: "The scaling wasn't in the Demark label. Nobody thought it could be done. When they saw it they loved it, they were very pleased. Having that sense of depth is essential, the game looks very flat without it. It was *Fighting Spirit* from other beat-'em-ups."

The sprites are all stored as 64 x 64 pixel 16-color

SPRITE FANTASTIC Some of the animation frames for *To, Angel* and the dreaded Ultimate Warrior.

Probably one of the most daunting aspects of the *Fighting Spirit* coin-op is its sheer memory-heavy size. Comments Pete: "The original coin-op graphics took up around 4.5MB of memory, which somehow I had to squeeze into a full-size Amiga."

"*Fighting Spirit* has a greater variety of combat moves than any other beat-'em-up. Each character has around 100 frames of animation and between 40-50 combat moves," boasts Dean. "The moves are 'contact sensitive'. If you do a kick move when your opponent's standing then you may do a noncontact kick, but if you do the same when your opponent is on the floor then you might try and stomp on his head. It's likely that the player will have to play for several hours before he uses certain moves."

"There are no frames of animation in combat moves mirroring," stresses Dean. "Making sure that everything was in there was our most important objective. Even the scaling was secondary to that. The moves on what makes *Fighting Spirit* unique. In fact, we're actually got more frames of animation in our game than the arcade machines."

Keep on how did you manage that? Tell me explain," says Pete. "Are you ready for the facts yet?" Oh yes. "Yes. There are 64-bit moves stored in the coin-op 4 MB but never displayed. Basically, each character has a punch range and a kick range. The coin-op character's size of a player is within punch range and if he is then up's punched. If not, the coin-op goes on to do the same for the character's kick range. But because some character's punch ranges are greater than their kick ranges, you never get to see the kick move."

Dean adds, "If you watch the coin-op you'll see that that Miles never dies, though we're allowed that in the demo is over."



sprites. As they move about the screen, Pete's 3D modeller keeps a track of how far 'back' the sprite is. They are then distorted vertically so that they appear at an appropriate height for their distance 'into' the background. The width of the sprites never change, but because the sprites are much taller than they are wide the changes in width are negligible anyway, so there's no noticeable distortion. A sim-

ilar technique is used to scale the crowd sprites and the backgrounds.

Naturally, given the power of the coin-op, there have had to be some compromises. The three-player option had to go, mainly because having six massive sprites walking about screens would slow things down too much and also because it's impossible to square more animation frames into memory. In



Don't get me wrong, he's great. They don't think about what they're doing in terms of money and not being able to get from the top of the side of cards.

"NOT WANTED: ONE GRAPHIC ARTIST"

Ultimately, the *Fighting Spirit* coin-op has no credited graphic artist, basically because one wasn't needed. "We managed to get graphics from three sources: Arnie Tezuka (who are working on the Mega Drive version) and directly from the coin-op," explains Dean. "Unfortunately they were all formatted in different ways. Some had been recycled, some had been recolored. We just used any parts from all three that we could. Richard Brown, Demark's project manager, did a little work processing and recycling work on them on there."

PIT-FIGHTER



The coin-op the floor is made up of floor boards that are slanted and enlarged by the hardware, but in the conversion colour bands are used to achieve a similar effect.

On the other hand, Pete has made several changes for the better: "I've improved the accuracy when the player's picking up objects. Also, opponents will react if you're using one type of move too much and block it." Dean slips in: "Also, the coin-up rule when you've defeated the Ultimate Warrior, which is a bit crap when you're just fucked out of a game. Our conversion loops back to the beginning but harder."

So, what are the chances of Pitfighter 2? "We'll have to wait and see," replies Dean. "I guess it all depends on how well this game is received. We could make the Amiga version run



in a frame using some of the tricks we've learned. We couldn't do it this time around due to lack of time. I admit I've got some plans but at the moment I'd prefer not to say anything. What it certainly won't be is a rip-off of the first one."

"I think Pitfighter is more playable on the home machines than the coin-op," concludes Dean. "Because it's not quite so fast and cluttered it's not as confusing. What I like about Pitfighter is it's not just a joystick mangle, you know, not just a case of how fast you hit the fire button. I'm really pleased with the way the game's turned out."

ST vs AMIGA Inevitably there are speed differences between the two child versions. Thanks to the Amiga's better game updates every two frames, with the ST version update happening around four to five frames. To help keep up the speed the ST game doesn't shift the background about quite so much as in the Amiga game, but it's unlikely players will notice.

...COMING SOON!

ALIEN STORM

SEGA

ARCADE HITS
MARKETED BY

U.S. GOLD!

© 1989 U.S. Gold, Inc. All rights reserved. U.S. Gold, the U.S. Gold logo, and the U.S. Gold name are trademarks of U.S. Gold, Inc. All other names are trademarks of their respective owners. U.S. Gold, the U.S. Gold logo, and the U.S. Gold name are registered trademarks of U.S. Gold, Inc. in the U.S. and other countries. U.S. Gold, the U.S. Gold logo, and the U.S. Gold name are registered trademarks of U.S. Gold, Inc. in the U.S. and other countries. U.S. Gold, the U.S. Gold logo, and the U.S. Gold name are registered trademarks of U.S. Gold, Inc. in the U.S. and other countries. U.S. Gold, the U.S. Gold logo, and the U.S. Gold name are registered trademarks of U.S. Gold, Inc. in the U.S. and other countries.

TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

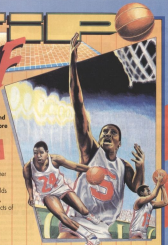
Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basketball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:

- Multi directional scrolling screen
- Five skill levels. Skill level of both teams can be set independently.
- 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- Facility to practise skills and tactics.
- Facility to create a team of all skill levels and design tactics.
- Intuitive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots of the basket (Jump shot, Hook shot, Skyhook, Running jump shot and Slam Dunk).
- Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- Two types of leagues. Action Replay at 3 speeds.
- Extra moves are available using two independent button joysticks using the EXPERIENCE System.

EASY TO PLAY - HARD TO MASTER

Published by

ANCO Software Ltd



AMIGA, ATARI ST,
IBM PC & COMPATIBLES
PRICE - £25.99



Amiga (Amiga) Screen

© 1991 Anco Games



Well, what do you know? We just get Summer out of the way, and before you can even hang up your Bermuda shorts for another year Christmas is just around the corner again. And nobody knows that better than the software companies, who are already grinding into top gear in readiness to assault the season of goodwill with their biggest, baddest games. What's more, many forward-thinking softcos are already lining up titles to take us into next Spring and beyond! As of this month, ACE Previews will be dedicated to giving you concise and informative lowdowns on the most exciting games coming your way. So let's get on with it...

CRYSTAL QUEST Data East

There aren't many Macintosh games you can call classic - but Crystal Quest is definitely one of the most fun. Now, the game that used to be the primary source of lost souls fears that at ACE Towers is making its debut on the Gameboy, courtesy of Data East. Admittedly it doesn't sound exciting on paper - guide your little spacebit around six state levels collecting crystals and avoiding the menacing badies. In practice though, it's compulsive like you wouldn't believe. Around here, at least, the prospect of such a convention has been met with a mixed reaction, as the original game's speed-sensitive mouse control (the most crucial aspect) is unlikely to transfer well to the Gameboy's eight-way joystick. But who knows, we may all be completely wrong, and Crystal Quest could well turn out to be a brilliant adaptation of its Macintosh dabbly - and you can believe no-one wants to see that happen more than us. Expect Crystal Quest to arrive via import from the USA, before the end of the year.



STRIKE COMMANDER Mindspace

If you're the sort of PC owner who likes to see his machine pushed to the limit, the latest product to cross the Atlantic from Origin promises to send you (or a shopping list never before). The brainchild of Wing Commander creator Chris Roberts, it uses the same high-end 3D technology employed in the successful space series and brings them down to Earth. The result, it must be said, is some of the most impressive and realistic flight-sim terrain ever seen, comprising spectacular snow-capped mountain ranges and accurate shorelines complete with beaches and surf. Set



in the early part of the next century where huge companies, not governments, run countries, Strike Commander casts you as an inventory fighter pilot who must complete missions in a variety of state-of-the-art aircraft. Strike Commander also represents another step in Origin's quest to produce cinematic software, incorporating an accessible animated opening sequence and even film-style credits on the packaging. The box office opens at the end of the year, so give this one a headline mention on your letter to Santa.

POWERMONGER: THE WORLD WAR I EDITION Electronic Arts

The ultimate experience continues. The first disk took the building's strategy masterpiece promises to take the player into the blood-soaked trenches and muddy battlefields of the war to end all wars. It's played out as a series of independent campaigns across a map of Europe, with you as an Allied commander starting out in Northern Scotland and battling the Boches across various European fronts. Forget home - now your brave Troopers are armed with machine guns, while artillery support comes in the form of ultra-powerful tanks that blow away anything in their path, and planes that provide the only transport some water (and do a nice job in lowering troop-strafing into the battleground). The fun begins in December for ST and Amiga owners at £14.99.





APOCALYPSE Image Works

The latest fruit from the loins of veteran coder James Perkins (*King of the Spring*, *Monkey on the Run*, *Time Machine*) is a yeti version of Don Gorbis's 64 classic *Chopper*. Set on a remote Indian island in the middle of a raging civil war, *Apocalypse* casts you as a rebel helicopter pilot whose job it is to airlift refugees to safety until the jungle savage. There's a strong emphasis on graphic realism, with "realistic" combat, gun ammo, the ship and a few nice touches, including a very bloody intro sequence and the ability to drop napalm on unfortunate enemy troops. Originally titled *Red*, the game was renamed due to its apparent similarities to the helicopter sequence in *Apocalypse Now*. Those who managed to get a sneak glimpse of *Apocalypse* at the recent ECTS show were unanimously impressed by the game's remarkable speed and excellent body count—and no doubt you will be too when the game's released in the Spring.



TIP OFF Amso

Kick Off addicts who can't wait for the arrival of *EOJ* in Spring next year may wish to swap their studs for a pair of Borlek Putups as an enjoyable way of spending the intervening time. Designer Steve Scooch has taken the same winning technique he used in the *Kick Off* and put them to work on the basketball court for *Tip Off*, his latest sporty effort. While *Cinemaware's* *TV Sports: Basketball* reigns supreme on the hardware boards, the boy Scooch is hoping to change that with what he claims is the most action-packed interpretation of the sport yet. Despite the reduction in team and pitch size, *Tip Off* is already shaping up to be every bit as addictive as its *Success* daddy, including such features as man-to-man marking, full player stats and a league competition. Admittedly the idea of *Kick Off* on a basketball court does sound very odd indeed, and if Steve can put that tantalizing concept into practice successfully, within a couple of months we could well be staring down the barrel of the most impressive sports game yet. Here's hoping, anyway.

SMASH TV Ocean

More licensed fare from the firm that turns them out like there's no tomorrow. This one's one of Ocean's more eagerly-awaited products, coming as it does from the excellent and ultra-violent Williams coin-op. It's all set around a futuristic game show, where contestants risk life and limb, battling through monster-infested studios to get at "game" prizes like televisions and toasters. When cranked up to full tilt, the coin-op's awesome, as scores of hapless contestants pile after the contestants and get mown down by volleys of laser fire. The less fortunate contestants may get their legs blown off by stepping on a mine. In an attempt to emulate the original's dual joystick control, *Smash TV* has included an option for both players to connect two sticks if they so desire. *Smash TV* goes on air this Christmas, and as the show's shiny sampled computer says, "Good luck—you've gotta need it!"



WWF Ocean

In case you don't know, it stands for World Wrestling Federation, and it's extremely the biggest craze with US kids since the Turles. My viewers will already be familiar with this televised phenomenon, which consists of more showbiz recreation than actual competition. Ocean has wasted no time in jumping on the bandwagon with its original interpretation of the "sport", which sees you in the squared circle against such WWF Superstars as Hulk Hogan, Mr Perfect, Macho Man Randy Savage, The Big Boss Man, Million Dollar Man Ted DiBiase and many others. Coming hot on the heels of *Sumo Wars*, the biggest WWF tournament of the year, and with several Superstars crossing the Atlantic this month to take part in a European Rampage, Ocean's WWF has been perfectly timed to catch wrestlingmania at its height. Come to think of it, we could do with a decent wrestling game...

THANK YOU FOR WATCHING! THANK YOU!





THE TERMINATOR Virgin

Separately timed to cash in on the phenomenal success of *Terminator 2*, Virgin's *Judgment Day* adaptation of the original 1984 movie must surely qualify as the most long-awaited license of all time. Put together by Double Software, it recreates the film's most memorable action scenes (such as the night-club duel and police station massacre), casting the player as futuristic soldier Kyle Reese in his quest to save Sarah Connor from the unstoppable cyborg. It's interesting to note that, apparently due to a legal row over the use of Arnold Schwarzenegger's image, the Terminator appears in the game as a rather ambiguous silhouette figure. There's been no compromise on the violence front however, and the game sports one of the most impressive intro sequences in years - it's practically identical to the film. The Terminator is set to hit the streets in the early part of next year - keep an eye out.



SUPER GHOULS'N'GHOSTS CapCom

The star of the show at the recent Super FamiCom exhibition in Japan, *Super Ghouls'n'Ghosts* is already being hailed as the best SFC game yet. Like Irem's *Super 8-Type* before it, the game is a more or less the same series as the one up that inspired it, with a number of tweaks, enhancements and custom features. The player once again takes on the role of Sir Arthur Lancelotti, battling through the legends of the supernatural and the undead to rescue his fair maiden. What with the game being unavailable over here as of yet, there's



very little information available - although the ripples coming over from Japan are very positive indeed. With the release at last of the FamiCom in the USA (remodelled and renamed the Super Nintendo), it may not be that long until as poor Europeans can get our hands on them either too - but until then, *Super Ghouls'n'Ghosts* should be filtering through on import within the next month or so. ACT will be first with the



STAR TREK: THE 25th ANNIVERSARY Electronic Arts

US designers Interplay (The Bard's Tale, *Castle*) have left the medieval warrens behind and opted for something a little more up-to-date with its interpretation of the classic sci-fi series *Star Trek*, to commemorate the 25th anniversary of the show this year. All the familiar characters, including Spock, Chekov, Uhura, Sulu and McCoy join you, as Kirk, on the bridge of the USS Enterprise as you embark on 14 independent missions, each presented as a TV episode. You get to play with warp engines, transporters, phasers and torpedoes as you clash with Klingon, Romulan and super Federation ships. The game's a mix of strategy/exploration and arcade action, with space-age combat sequences enough to *Wing Commander*-style. Apparently *Star Trek*'s creator Gene Roddenberry acted as a consultant during the game's development, so if nothing else we can expect an accurate portrayal. PC owners get to find out just how accurate around Christmas, with ST and *Starlog* owners learning ahead early 1993.





PARASOL STARS Ocean

Subtitled *The Story of Bubble Bobble III*, it doesn't take much to work out that *Parasol Stars* is the sequel to *Rainbow Islands* and the third installment in the *Bubble Bobble* saga. Bob and Bobette back on the case, still in human form, although this time, instead of bubbles or balloons, they're equipped with cute little multi-purpose umbrellas to defend themselves against the multitude of enemy forms. *Parasol Stars* sees a return in style to the original *Bubble Bobble*, with the objective being to clear the various screens of all the pursuing fruit rather than reaching a specified goal. It's also the first game to scroll horizontally - *Bubble Bobble* consisted solely of static screens, and *Rainbow Islands* was a purely vertical affair. Currently being handled by Ocean's in-house team, *Parasol Stars* looks set to bring the cute game back to regular - and quite right too.

ANOTHER WORLD US Gold

Though Delphine Software is already pulling out all the stops for its adventure interpretation of *The Godfather*, it's still got time to stick its fingers in some other pies - the most impressive of which is the innovative adventure *Another World*. Future Wars' co-designer Eric Dahl has spent two years laboring away on this one, and the result incorporates what is reportedly the most effective Cinematique adventure system yet seen - even by Delphine's high standards - including such cinematic techniques as zoom, panorama and animated close-up shots. In a plot as tenuous as *Future Wars*, *Another World* tells of a hapless young nuclear scientist who is catapulted into a strange alien world when an experiment misfires. From there on it's exploring and puzzle-solving all the way as you quest to escape from the bizarre planet orbiting another World is set for release across all three formats at the end of the year.



WIZKID Ocean

Still regarded as one of the greatest arcade games of the eighties, *Sensible Software's* *Wizard* caused quite a stir when it first hit the UK back in 1985. Fresh from the success of *Mega Man*, *Wizard's* original creators Jon Hunt and Chris Yates are now hard at work putting the finishing touches to the long-awaited sequel, which promises to be every bit as wacky as the classic original. The story goes that after successfully colonizing in the Wisconsin, the Wizard and *Wizard* have fallen, yes, in love and produced a son - the *Wizkid*. The evil

magic mouse Zark (who was defeated in the first game) is now too happy about and has kidnapped the Wizard and *Wizard* in order to extract his revenge. Thus it's up to *Wizkid* to get those back by barling through eight platform-coloured levels, rescuing the also-kidnapped kiness of *Wiz's* car *Miff* along the way. "It's a pretty original game," says Chris. "I can't really think of anything to compare it to." *Wizard* will see for ourselves in a couple of months, but if the quality of *Sensible's* recent offerings is anything to go by, we should be in for a real treat.



THE CHAOS ENGINE Renegade

After the less-than-successful venture into the realm of cutsey games with last month's *Magik Punks*, the *Renegade* brothers' latest effort looks set to put them back on the right track. It's a return to more familiar, violence-orientated turf, combining *Gunstar*-style arcade action with an innovative RPG element. In an attempt to get away from hackneyed space-age scenarios, designer Eric Matthews has set his game in the Victorian Age - the *Chaos Engine* of the title is one of the first prototype computers that has malfunctioned and is attempting to distort the fabric of time and space. It's an attempt to avert the disaster, so many as three players (with the aid of a joystick adaptor) must blast their way through the factory where the *Engine* is held and destroy it. Matthews is very proud of the game's RPG underpinnings, which allows players to create characters with individual personalities, and a system that only allocates bonus points if the player is pulling his weight during play, and not leaving all the work to his companions. To cap it all, graphics wizard Dave Malone has done an excellent job of creating a period atmosphere. *Renegade* should start after *Punks*, the *Renegade's* availability is starting to wear a bit thin - let's hope that *The Chaos Engine* proves the space wrong when it's released at the start of next year.



CYBER FIGHT Electronic Arts

There's nothing like a pair of big fighting robots clanging away at each other to provide some good old-fashioned gladiatorial entertainment - and *Electronic Arts*, already wise in this trend, has got a game that's just the job. *Cyber Fight* has been projected from the frontal lobes of Michael Powell. Hurling great *Transformers*-style bots against each other, armed with all manner of orientating lights-on weaponry and portrayed using state-of-the-art CG-created shading techniques to enhance the feeling of "being there". A PC-only product at the moment, *Cyber Fight* is set for release hopefully by the end of the year. *Electronic Arts* have to wait a fair bit longer for their version.

What will you cha



MicroProse Golf

So accurate it will improve your game!

- The greens and fairways are brought to life by stunning 3-D technology viewed from numerous TV camera positions.

- Change club, stance, foot position and swing to see accurately modelled results on any of six courses.



Formula One Grand Prix

Crashing gears, smoke, roaring engines and burning rubber.

- Race on all 16 Grand Prix circuits for any of the current teams in an attempt to be Formula One champion.

- Study the track, fine tune your car, and strap on your seat belt for the most realistic racing simulation short of driving a real F1 car.



F-15 Strike Eagle II

Take control of the USAF's premier dogfighting and strike jet.

- The fast flowing 3-D, constant action and easy to learn controls make it the best flight sim for beginners and experts alike.

- Fast and furious excitement, hundreds of missions which differ each time you fly them and all the high-tech gadgetry of air-to-air combat will have you flying again and again.



MicroProse Simulation Software - Y

Change into tonight?



MicroProse Designer Software.

From a wardrobe brimming with classics it can be difficult to make a choice. You can slip into something different every night.

Produced to the highest quality with rigorous attention to detail, the MicroProse software collection gives you experience after experience, time after time.

Become a world class golfer, a Formula One champion, and a Top Gun pilot. Worlds of opportunity, adventure and excitement.

Get into MicroProse software tonight and bring your computer to life.

For details of your local dealer or a free brochure write to:
MicroProse, Unit 1, Hampton Road Industrial Estate,
Tisbury, Glos. GL8-8LD. Tel 0668 504326

MICROPROSE™
SIMULATION • SOFTWARE

You're not properly dressed without it.

ACE BENCHMARKS

Over the page, in the new ACE ScreenTest section you'll find reviews of six of this month's hottest games. To help you make the most of our reviews information (especially the Compare and Contrast panel which you will find adorning each review) we've compiled our list of what we believe are the finest games in each of the following genres.

The aim is to offer both a reference point to help you gauge how well or otherwise this month's titles match up to their peers and a list of games which no software collection should be without. And all for no extra charge!

And remember! [Visit our website](#)

There's a further 30 PAGES of reviews beginning on page 107!

ARCADE BLAST

SWIV (Storm)

The follow-up to Illusion's (last) one of the best Maze in years) succeeds through a combination of frenetic speed, polished presentation and sheer, unadorned action. Turns and turns of it. The firepower and strategy on screen is of a level that far surpasses anything offered before. It's amazingly tough, but well worth the effort - it's effectively a joy coin-up without the need for coins.



ARCADE ADVENTURE

GODS (Renegade)

While it may be argued that it's not as historically sophisticated as the likes of Risk Dangerous or Prince of Persia, the Renegade Brothers' platform open doors offer enough fully-realised arcade action to make it the outright winner in this category. On the surface, it looks nothing more than a levels 'n' ladders shoot-em-up with lots of flashy effects, but deep-



er down it's a right smart little epic with enough quality aspects to keep even the most demanding explorer happy. Its longevity is unquestionable.

SPORTS SIMULATION

JIMMY WHITE'S WHIRLWIND SNOOKER (Virgin)

Anco's Madman does it again, and most go down in the history books as having produced the first ever realistic snooker game. Actually, 'realistic' doesn't do the game justice, as it truly is the most authentic computerised adaptation of any sport ever. Period. Tremendous 3D conditions with authentic play and menu options

than ever believed possible, and the result is quite simply awesome. It's just that good.



SPORTS ARCADE

KICK OFF 2 (Anco)

What can we say? It's pretty pointless trying to explain to the uninitiated what makes Kick Off 2 so damn playable, but the primary reasons are the ultra-interactive control mode and remarkable speed that combine to make it the most exciting and rewarding football game ever. As such it's attracted a following so wild that official prize tournaments are a regular occurrence. It looks like nothing, and takes time and patience to get into, but once it grabs it's never let go. Not even. You have been warned.

STRATEGY

RAILROAD TYCOON (Microprose)

Building a railroad empire across the USA at the turn of the 19th Century may sound like hard work, but for those who like their strategy to run deep, Sid Meier's simulation of that very pursuit is fun. Fun! FUN! We know, it's difficult to imagine here, but trust us, it is. The feeling of power is paramount as

you lay your track from sea to shining sea, conduct 19th-century business and generally earn loads of cash. That can hardly be had now, can it?



BEAT 'EM UP

IK+ (System 3)

An upgraded and enhanced version of the original System 3 classic, International Games Archive Madman's IK+ is still unchallenged in its field after three years.



In most innovative aspect is the addition of a third, computer-controlled fighter, which directs the action above the average head-to-head battles and into full-scale five-to-all mayhems. All the standard ticks and punches are there, along with an array of novel new moves, such as the double-loop kick, invincible speed, worthwhile sub-games, homing-ramming assault and a veritable galaxy of graphic twists and cinematic touches make this quite simply the ultimate fighting game.

RACING GAME

STUNT CAR RACER (Microstyle)

This month under threat from Gremlin's *Levee 2*, Stunt Car Racer packs polygon-plopping power and arcade-speed thrills into a novel formula making it the most-entertaining race game around. Drive your dragster around a series of increasingly perilous suspended racetracks, smashing it crashing over opponents into oblivion. Excellent speed achieved by the polygons combined with fantastic growing audio effects makes this game a true classic.

RACING SIMULATION

INDIANAPOLIS 500 (Electronic Arts)

It's the speed that does it for EA's Indianapolis 500. Quite simply it's faster and more playable than anything else on the grid. The feeling of real speed is stunningly realistic, and that adds all the more to the boss-shattering pole-sit - one of the game's most entertaining aspects. The course at Indianapolis has been recreated with uncompromising authenticity, and a multitude of features, including excellent TV-style replay facilities serve to bolster the realism factor. Mind you, it's not just old Geoff Goodenough, who's having a crack at lettering it this month.



SIMULATION

CHUCK YEAGER'S AIR COMBAT (Electronic Arts)

The third game to be endorsed by the former-looking General takes on the mid-and-slow flight school format and makes it all the more enjoyable by putting it in a combat arena. You get to fly every plane you've ever heard of, and it manages to be fun without sacrificing the technical authenticity. What's more, the dogfighting itself is a lot more exciting than it is to be fought in most sims, and the out-of-flight options and presentation are second to none.



ROLE PLAYING GAMES

EYE OF THE BEHOLDER (US Gold/SSI)

By the mighty sword of *Brigand* SSI's latest Dungeons and Dragons game takes the best bits of *Dungeons Master*, adds a few more of its own, does well, and the result is the best yet for the gamers who like to head fireballs at dragons and things like that. It's very deep (by the way) and offers enough new challenges to take the thrills from the game that inspired it. And in, the mystic staff of Zang shall rent the hearse around and just so on to take...)

ADVENTURE

THE SECRET OF MONKEY ISLAND (US Gold/Lucasfilm)

The adventures of would-be pirate Guybrush Threepwood provide the setting for Lucasfilm's most sophisticated and entertaining comedy to date. It's partly due to the new refined version of the



SCUMM™ adventure system, which obviates the need to write out complex commands, and a very engaging - and funny - script. It's atmospheric, attractive, and packed with clever puzzles. The only thing that's liable to nudge it in the foreseeable future is the sequel, due out next year.

ACTION STRATEGY

MEGA lo MANIA (Image Works)

Breakable *Followers*' first attempt at strategy is a surprisingly successful one. At first glance it may seem similar to *Populous*, but further inspection reveals it to be a genuinely original strategy epic. Considering the amount of depth the game has, it's remarkably instinctive to play, and has a very refreshing comic-themed running throughout. Certainly the most fun of all the god-games, *Mega lo Mania* also happens to be the best - we'll see what *Populous II* has to say on the matter at the end of the year.

PUZZLE GAME

TETRIS (Nintendo)

There are more official versions of this classic than can be counted on the legs of a millipede, but it's Nintendo's own Gameboy version that is undoubtedly the best. Manipulating blocks to make lines across the screen may sound like watching your tennis game, but in practice the compulsion factor rises far beyond any level known to medical science. If it's awesome in one player, they haven't invented the word that describes the fun that's to be had in the full-up mode. It's like a bloody religion.

PLATFORM

SUPER MARIO WORLD (Nintendo)

The sooner they release the *Polishers* even here the better, as that will give more gamers the chance to experience the stunning fourth installment in the Mario saga. Whatever other hype-motivated publications may lead you to believe, Mario 4 bricks never falls out of *Sonic* (and there's more) - would you believe there's not a single ledge left in any of the 99 levels?

It's about perfection from beginning to end. What more could you ask for?



This Month's Games

Lotus 2 / Geminis Graphics	12-27
Flora 2 / Virgin	18-23
Grand Prix / Microprose	24-29
Madness / Hark / Ocean	30-35
Alien Blood / Team 17	36-41
MEG 2/4 / Danish	42-47

REA

*There can only be one ...
Just make sure it's yours.*





*Love Thy Neighbour?
Or Put Him To The Sword?
The Choice is Yours.*

*For the first time, you can take
COMPLETE control of your own destiny as
you attempt to dominate an entire world.*



*The Ring is dead. Long live the King.
And the King is you...*

*Endowed with the divine right
to rule, you inherit your father's Realm on his
death. But the fragile peace has been shattered
and war rages between the Realms. Now
your brief reign has become a fight
for survival.*



*The neighbouring Realms
are growing in strength at your expense. Do
you build lines of supply to battle with them?
Or build armies to battle with them? Each
Realm rises to be the ultimate power.*



*There can only be one.
Just make sure it's yours...*



*Created by the award-winning
Graftgold development team, LORDS
combines the intricate playability of an arcade
game with the depth of strategy usually
only found in the most complex
simulations.*



Enter the world of Realms and you could control

- *Over 25,000 square miles of procedurally-generated landscape*
- *120 armies, each a thousand strong and with adjustable battle formations*
- *Countless cities, their inhabitants' lives and their money*
- *Six distinct historical races*

The last word in arcade strategy



A GRAFTGOLD production for VIRGIN GAMES

RELEASED ON AMIGA, ATARI ST, IBM PC AND COMPATIBLES

VIRGIN GAMES LTD 336+ LADBROKE GROVE LONDON W10 5AH



S E R I E S T E S T

Game: Driving Game
 Publisher: Creative Concepts
 Developer: Magnetic Fields
 Price: \$34.95

LOTUS 2

Some people are never satisfied. Having already produced perhaps the finest computer race game of all time in Lotus Turbo Esprit Challenge, Magnetic Fields and Creative Concepts have sought to push the envelope further still with their sequel. The result? A definite, yet qualified success.

Definite because Lotus 2 bears marked improvements over the original in a number of technical aspects, but qualified because although the game works well as an individual title, it rewards and challenges the player in an almost entirely different way to its predecessor. As a result, it occasionally doesn't look too good in comparison.

Written as an accurate physics simulator, not purely over-simplified arcade blast, the Lotus games

deliver the realism of the former with the adrenalin of the latter. Large, heavily represented Lotus Esprits and Elans battle around the rapidly-pitched courses, barging into each other and flying off the roadside signposts. Drivers who barge around too long or insist on adhering too strictly to the high-way code need not apply. That track is common ground for both titles.

The most important difference between the two games' design is that here, play no longer takes place on circuits. Instead, eight long stages, each complete with their own particular motorway hazard, snake their way across imaginary countries, providing Outrun-style as opposed to Super-Opus-style excitement.

This is not a point that should be taken lightly, for it greatly affects the feel of the game. The removal of the lap system makes it tricky (despite a well-intentioned distance-o-meter) to gauge exactly how close the two drivers are to each other. Over a number of laps, a player's lead can be tangibly eroded. Over a long stage, it's much harder to determine progress. However, longer stages make for an exciting feeling of ground-covering race-through-the-night madness that was plainly absent from the first title. Simplified, the deal is this. The nature of Lotus 2 makes it more satisfying to pass a number of computer-controlled drivers than pit your skills



Fast on the pace, this has all of other race simulators, but they'll never be more open to the complexities of the different force environments trackside graphics shows.



Realistic as the graphics feature an above-average realism in the field, often the speed of the player's car within the chosen track space is unrealistic, increasing the fun factor in the more serious, after all, a convincing if it's enough to have you driving the year after that an even less realistic simulation.

Rolling into the finish line on the edge of the track, almost like the car can drive as much as in the first game, providing a realistic but frustrating race.



Obviously, the easiest and most relevant point of reference to draw on is Lotus 1. Clearly, producing a sequel to such a popular racing game is tricky enough. Inevitably still when you bear in mind that the success of the first title rested on a number of factors which, simply in order to make the second

game sufficiently different, have had to be changed. The first game worked on a laps basis, and here we have stages. Lotus 2 is far more forgiving of drivers' mistakes than is the first outing. A single crash in the first game could easily cost the unfortunate driver the race. Here, owing to the length of the stages, it's more to do with how the forced errors unravelled into a big enough chunk of time to make the check-point unachievable.

Lotus 2 is, technically, a far superior game with swifter graphics, more detailed and varied levels and a better impression of speed. And there's no doubt that as a solo game it plays infinitely better than the first. As a two-player affair, however, Lotus 1 still reigns supreme.

The link-up option serves as a worthwhile novelty, although in a sense it only helps regain the spirit of duelling

motors which was already present in the original.

It's important to remember though, that simply because the glibly heights of the original haven't been attained in this particular aspect, Lotus 2 is still a superb game.



again - essentially - one human. In that sense, it is a much better one-player game, but the gladiatorial two-player struggles of the first title are no longer present. It's this point which obviously determines whether Lotus 2 is an appealing prospect or not.

The key to Lotus 2's success was twofold. For the first time in a sports-racing race game the behavior of his car to a degree facilitates genuine improvements in driving style. Also, the timings of each event were balanced so perfectly with the difficulty level and the amount of objects to crash into that even on the early courses a few careless chevron whippings could make the difference between success and failure. It has proved to be a tough act to follow.

A familiar options screen helps the player dispense with tirewear automatic/manual gear and acceleration mode selections in the same manner as last



time. Here, however, there are a few additions. A password system, enables players who have made sufficient progress in the game to skip to the desired level without having to drive through stages already mastered. Although this initially appears to be a bit of a gobstopper, removing the need to slog through

level after level of previously completed track, there is a danger that, in the same way as Outrun is viewed, once all the levels have been completed, there's little incentive to return. The link option allows (via a cable connecting two machines) up to four players to race simultaneously. Admittedly, this feature is hardly likely to be in day-to-day use, but it helps to regain the feeling of human vs human competition.

As the "Make, Set, Go!" countdown gives way to the gool of the assortment of Lotus's in pre-arranged mode, the trackside objects pull toward the player with impressive speed and a number of fans become apparent.

Finally, in an over-enthusiastic tribute to the legendary handling finesse of Lotus motors, the player is afforded steering control over his car. Only the tightest levels necessitate any application of the old "anchors" and pulling into most corners even from the outside lane will bring the car into the inside lane allowing some impressive open-cutting entries. It's easy for the player to convince himself that in real life he's an excellent driver thanks to the ease and flexibility of control.

Once underway for a few seconds, the nature of the race will become clear. Computerized drivers are no longer of an especially high standard. Rather than being regarded as realistic individuals vying for success, the auto-cars tend to arrive more as mobile hazards, weaving across the lanes and, for the most part, staying in the way. Since there is no need to make the race in qualifying positions and within the time limit will show progress in the next stage there's little incentive to necessarily "beat" any of these cars, just avoid them when they appear.

Checkpoints flash past at regular intervals, resetting the countdown-to-game-over which sits in the

lotus 2's makes it considerably more satisfying when played solo, since the gladiatorial feel of two-player racing find itself struggling in the new format of long check-point laden stages

STAGE FRIGHT

Let's take a closer look at these stages "In", if you will, "Out".

Forest

The first stage introduces the player to a number elements in the game.

Drivers slow down the cars unless they're jumped over using the logs which block the road. The logs must be hit head-on in order to achieve a jump.

City

Increasing traffic and lanes which only drivers hamper the player car's progress. The right hand lane is clear of moving cars but a crash with an oncoming vehicle will considerably slow up the proceedings. Striking through the wheels between the front and back of the trucks can the player bonus points. Indeed, rather than being score-highlighting (as for top drivers, it's vital if the stage is to be completed in time.

Desert

Sand blown onto the edge of the road will slow down drivers who insist on straying from the central line. Extra caution is needed owing to the lack of road signs. Instead, watch along the side of the road for the only indicators of the player's route through the yellow mass.

Space

A maximum effort is necessary to retain control of your scudaly Repetiles car which in this stage spins around like there's no tomorrow.

Fog

Dramatically reduced visibility inevitably slows this section right down. All objects in the distance, be they cars, trees or obstacles are scarcely visible. Only when back-marker looms up out of the fog does the player have a chance to react. This stage perhaps works the best, combining excellent graphic appeal with an exciting gameplay twist.

Night

The city at night is a much more challenging place than during the day. The number of trucks on the road has been reduced but the hazard levels are high.

Marshland

Have you ever been hot, is Marshland? Windy gusts and more jumping. Oil patches have the player slipping and a slider while the water at the edge of the road (it is a marsh, after all) slows them down. Pleasant.

Storm

Possibly one of the most depressing levels ever to appear in a computer game. The rain comes down in sheets making the road miserably soot. Lightning flashes and thunder rumbles. Is it our imagination or is the whole level uphill? It's enough to put you off your dinner.

The game screen divided into four quadrants for the driver.

A warning light flashes on the way. Later stages will give you an assistance as a speed before you reach the starting line of crossing the red line. There is also the player's own history, to track history from the player's own perspective.



Each stage has an excellent "look" that is the result of a careful attention to design. The most noticeable is the way the cars are shown in the distance. They are not all the same size, but they are all the same color. This is a clever way to make the cars stand out in the distance.



Watching the race from the side is a very nice way to get on in the Lotus 2 game. Extra care will help players understand the game's target audience on the outside in a most satisfying manner.

Street View

Steering, landing and taking off are all handled on the fly, and you can see the world from the cockpit or from a third-person perspective. The controls are simple and intuitive, and the game is designed to be played in a variety of ways.

As long as you have the internet, you can play the game online. It's a great way to get a challenge that's not too hard, and it's a great way to see how you stack up against other players. The game is designed to be played in a variety of ways, and it's a great way to get a challenge that's not too hard.



The city level offers more than just the challenge of driving. It's a great way to see how you stack up against other players. The game is designed to be played in a variety of ways, and it's a great way to get a challenge that's not too hard.



Also in the city, there are many other things to do. It's a great way to see how you stack up against other players. The game is designed to be played in a variety of ways, and it's a great way to get a challenge that's not too hard.



otus 2 offers a different sort of challenge for players. The longer stages are far more trying than the laps of the original. The difficulty level for most stages escalates well, though, as player are forced to learn new skills each stage.



Tip Top right corner of the screen and adding any spare time from the completed stage to the default for the next. The faster you arrive is completed, the more distance there is to complete the run. Although experienced players may not appreciate the need to continually strive for better times through the first checkpoints, toward the end of the stage they will need every second they can get, so it's wise to start scraping the bonus time together early on.

Utely distant from its predecessors, Lotus 2 is leaping ahead to the point of daffness. Ploaighing headlong into the chevrons and trees which line the road results in a scarcely noticeable loss of velocity and repositioning on the track. Especially ignorant drivers who insist on slowing down a bunch of signposts or saplings will find themselves ground down to a halt, but those who make the most of the friendliness of the coach continue will find their whole driving experience largely frustration free.

The different courses (see panel) have particular idiosyncrasies which challenge the driver in new ways. The actual width of the road, although one of the most basic variables affects the driving style more radically than most. Narrow roads actually do make the driver slow down and make overtaking difficult. It may sound like a small point, but this does throw up all sorts of frustrations. While the clock may indicate that the trip to the next checkpoint will be a breeze, encountering a couple of lengthily narrow stretches of road will see virtually every spare second accumulated thus far. Success is most readily achieved by drivers who keep going absolutely at their hardest all the time.

By far the best strategy is to restrain a vehicle as soon as it is reached, especially if the overtaking move is being made on a bend. Dithering around and waiting for computer cars to get out of the way is a waste of time. It's better to simply drive around them.

Careful use of acceleration and the width of the road allows the player to either accelerate around



The modern electronic scoring system shows an all-time world record. However, on some good games there comes a time when those early score posts get the driving game from through the road.

he nature of the game's once-completed-little-interest-left courses may hamper its lasting appeal. Perhaps Lotus 2 has become an unwitting conformation of the "if it ain't broke, don't fix it" adage.



the target car or slide through taking the inside line. Perfection of this strategy coincides with the simple but important discipline of watching cars in the distance as they approach in order to predict their track position then the overtaking move is necessary will yield a great deal of satisfaction. The closest competitors for this mix of speed and skill being continually rewarded is probably the Super Hang-On coin-op.

Visually, Lotus 2 is a marvel. Objects at the side of the road are highly detailed and absolutely accurate. More attention has been given to the cars when racing and the differing weather conditions are represented by steady lighting and the like. The effects are so successful, in fact, that the Storm level with its thunder and lightning and rain/ridge rate is actually quite depressing.

The behavior of the cars is effected quite dramatically by their environment, exactly as one would expect. Driving through water slows the cars down and makes steering difficult. Snow and ice on the road make the Super or Hang-On



Great Strategy
 Publisher Virgin Games
 Developer PFI Software
 Price £14.99

FLOOR

13

Every government has its secrets to hide - a fact that a whole generation of novelists from John Le Carré to Tom Clancy has been earning a respectable living from for the past three decades. But while we all know of the nefarious activities and goings-on in Eastern Bloc countries and

tinpot dictatorships, it's high on inconceivable to suggest the existence of, say, a secret police force here in dear old Blighty, capital of democracy.

Or maybe it isn't. After all, the primary function of a secret police force is to be secret, and as long as it does its job properly, who's to know if it even exists? The idea of such behind-closed-doors governmental activity has been tackled several times in recent years in a variety of media - Alan Moore's David Lloyd's moody graphic novel *V For Vendetta* painted a very gloomy picture of a Neo-Nazi Britain of the 21st, while Ken Loach threw some controversial light on the subject last year with his cinematic political thriller *Hidden Agenda*.

And now we have a game that, by posing the "What if...?" question in the most blatant style imaginable, hasn't done a bad job of attracting plenty of controversy of its own. Admittedly it seems as if Virgin were deliberately out of its way to attract as much undue attention as possible by approaching leading figures from the political, journalistic and show-business worlds to contribute storylines to the game. And although most of the people contacted turned the opportunity down, the output of the exercise has since included articles in *The Times* and *The Guardian* and several phone calls to the Virgin offices from an "interested" Ministry of Agriculture and Fisheries. No doubt by the time that *Floor 13*, which boasts what must be the most overtly political and partisan storyline to-date, hits the shelves it won't be the only thing that is hitting something.

Set in present day London, *Floor 13* tells of a secret government department based on, you guessed it, the thirteenth floor of a shady Docklands tower block. It's an agency without a name, that operates beyond the knowledge of the police, the military - even the country's own intelligence agencies - reporting only to the Prime Minister himself. To all intents and purposes, it's an agency that doesn't exist - but has power and influence far beyond the scope of any official body. Its job? To provide a political "safety buffer" for the increasingly megalomaniac, callous and treacherous government by availing cunning

maneuvers, dealing with vulnerabilities, controlling outsiders' subversive elements and generally staying out of anything that could have a damaging effect on the government and affect its public standing.

But - the department's unofficial status, normal laws don't apply to its operations and of the tools of its trade are espionage, murder, torture, corruption, violation of privacy... when it comes to the defence of the nation, anything goes. With such a formidable armory of tactics, the task in hand may not sound too difficult - but the real trick is carrying out an effective and ongoing campaign of suppression without ever giving the outside world the impression that anything drastic is actually going on.

The game's opening does a neat dual job of starting the player off, while giving a first glimpse of just what lengths the secret ministry will go to in order to avert trouble. When the agency's Director General is deemed inefficient and potentially dangerous, he meets with a demise involving a window, several hundred feet and a concrete pavement. The player is brought in to replace him as the department head. Once inaugurated as chief of the secret police force,



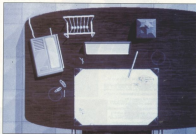
The three ministers appear to regard the player as a spy, but the player can't be sure if this is just a ploy to get the player to do the job. The player can't be sure if this is just a ploy to get the player to do the job. The player can't be sure if this is just a ploy to get the player to do the job.

n terms of involvement and atmosphere,

Floor 13 is the closest thing yet to an interactive thriller novel.



The type of office scene you encounter. The interface can act for the standard window-based shell and pointing, while helping you manipulate the information on the desktop. Screen technology and design were state-of-the-art.



the player receives a less-than-warm welcome from the disgraced Prime Minister, who is quick to warn the player that should he or she prove as unscrupulous as their predecessor, they too could be taking a crash course in missile flight.

As Director General, one of the player's primary concerns seems obligations is never to get their own hands dirty, and so the entire game is effectively run from the 13th Floor office, reading reports gathered by intelligence personnel and dispensing orders to the heads of the various sub-departments who do all the real dirty work. As a result it's probably the most subtle game in years in terms of what goes on on-screen - for the vast majority of the game takes place behind a desk, with the only things changing/being the constantly updated newspapers, reports and files from the departments that comprise the only window on the world. But even though the location seldom changes, the game's fast pacing and subtle dovetailing of the realistic tale of scenarios and plots ensures that the game's pace hardly ever relaxes. In terms of involvement and interest, it's the closest thing yet to an interactive thriller novel.

The ongoing story is woven by means of over a hundred interdependent plots, occurring at carefully timed intervals and overlapping to give the impression of a single, flowing reality. The episodes are wide-ranging in style and content, encompassing high-ranking ministers engaged in dodgy dealings, shady goings-on at government receptions, industrial espionage, treason, and even a terrorist attempt on the life of a top-level VIP. But the fall story behind each plot never fully emerges - information comes in dribs and drabs, and only by putting together seemingly innocuous and unconnected reports and allowing resources in the correct places can the



Such is the nature of Floor 13's innovative approach and execution, it's tricky to find a game in the recent strategy genre that really compares to it. So it's necessary to journey further back - way back to **TRIS** in fact - the less of Century Hutchinson's aging 8-bit classic *The Fourth Protocol*, based on Frederick Forsyth's bestseller.

Though the game came in several editions, including some dice arcade iterations, the main part of the adventure, subtitled *The NATO Documents*, was remarkably similar to *Floor 13* in certain aspects. Surveillance operatives were assigned to investigate, intelligence reports came in, there were

political scandals to avert... the game actually managed to do a remarkable job of capturing the spirit of the original novel, and by comparison that goes to further highlight how well *Floor 13* emulates the intrigue and excitement of the modern thriller. But while *The Fourth Protocol* was a fine game, it offered limited appeal, as there was only one objective to meet. *Earthman*'s got the right idea, allowing the size of the game to remain unrestricted by keeping the overall objective at a safe distance.



As much of the game can be played from the central office, it's often necessary to visit departments directly for the most up-to-date information. Each of the eight sub-divisions is never more than a couple of keypresses away - a fine example of how easy the game is to use.



ADMINISTRATION

The most abundant type of searching is, of course, information about inmates getting requests for all the information and then trying to bring the facts out of them. When a character is wanted for information, he has to be identified and prepared for searching. Some characters create problems on their own because they're wanted by the police and they're on the clock. The majority of requests, though, come from the office that runs the file and information system. There are three levels of searching, known as Procedure One, Two, and Three. The lowest level is the basic light-light procedure (wanted), while Procedure Two adds a full search of some character histories. Procedure Three full-searches history, then applying the current level of history with the player's own results. Two goals and the support work's take into account, including, for example, how rough and the business that putting together the history is more difficult. It's worth remembering that since a subject is searched, they're on guard-duty when going to work, they're disposed of rather than released back into the world where they could become a liability.



CHARACTER

If a particular group (or several) are not identified as being the government's friends, information may prove to be the most effective source of action. When agents are assigned to a group, they get an increased view members, but normally work against the organization. They're not open to work - you don't receive information requests from them, unless they come in contact with the history of a particular group's actions or activities from within. The more agents work in, the more effective their work should be, providing the assigned group doesn't notice an end state about paying (most of the unwanted elements). Information is a tricky business, and the idea that historical agents often meet doesn't even have being about.



CHARACTER

A surveillance team can be assigned to any character on whom a report is available, and will sometimes create the most crucial information in the game. They receive information, updated in a matter of minutes, but they're not available to report all information, such as times of exit and entry. When available, however, the telephone logs and mail messages, they note that the support team's properties are wanted and transferred into a report form for justice, and copies of any mail delivered are also forwarded to Floor 15. Unfortunately, the content of calls and letters is often self-defensive, leaving teams that must be filled through careful detective work and constant review. A surveillance team will work with the support unit by the "historical" function if they're managed.

THE DIRECTOR GENERAL'S OFFICE

The heart of Floor 15, all information from the various departments is now brought here to be categorized by the director's security - more time is spent here than anywhere else. Don't be misled, however, that all information that enters the system here is of high value - they rely on how reports enter the system, they make up the security information, you make an error showing to the relevant departments. The DSO will allow other units the three (2) minutes, connecting lines to all reports, groups, activities and reports that have appeared previously. Keep the existing information, and then you automatically received as they cannot be returned to general circulation. There have you can also look up on the current situation in the job for the most accurate representation of how well you are doing.



DISMEMBERMENT

The impact of all departments, and definitely one of the most startling in the short term, is an unprecedented freedom starts coming off its cables. There is no more effective way of smothering them up than to have a daily newspaper that a ministerial press about their and allow them "writing from a white heat". In the information department will take a Fleet Street team to make sure some information about the subject is kept. There is a political system to be had here, so if someone who expresses and government opinions is their best bet for a certain number. It can only last good for the government. The press is better to see some campaign or person, and there's nothing more exciting for "revealing" how the propaganda machine would like to be something about events under actually talk back to individuals in their own time.

HEAVY BATTERY

This is essentially a very elaborate variant of the above, involving at an 11:00 o'clock conference held at a great location. When a headline is brought to the attention, a press officer will see the press into a better-than-into. Heavy battery starts as a steady way of getting one's own way, but the government's own right attitude from their head, that's not more reality, it can also act as an effective measure in one fell swoop.

ARE YOU SITTING COMFORTABLY?

Talk about not letting Mrs. Of Power 12's 80-odd plots, a large amount are completely fictitious - but those who follow the headlines are likely to spot quite a few plots that bear an uncanny resemblance to certain recent real-life happenings. Obviously, the names and some of the more incriminating details have been changed to protect the innocent (or not so innocent), but it doesn't take much woe to work out what events some of the storylines are based on. By way of demonstrating this, and to show how convoluted some of the scenarios can get, here are brief synopses of some of the more interesting ones...



In Operation Sherwood, a group of retired military crackpots take umbrage with plans to reduce Britain's defensive capabilities, and plan to apply some "bleak treatment" to the government by means of a very radical demonstration...

...In one of the secret Thatcher situations, you're given the task of helping a fellow judge member attain a top-ranking minister's job when the post becomes vacant. However two other ambitious young bar-benchers are also vying for the job, and with a view about the return of capital punishment...

...In another case, a group of retired military crackpots take umbrage with plans to reduce Britain's defensive capabilities, and plan to apply some "bleak treatment" to the government by means of a very radical demonstration...

...There's a scandal to be covered up when high-ranking minister Geoff Pordhouse gets into a spot of domestic bother when his mistress threatens to blow the whole on their affair to the press. A subsequent attempt to have his bit of Bull assassinated goes horribly wrong, and before too long blackmail and counter-blackmail rear their ugly heads. The whole thing needs to be sorted out quietly before it gets a chance to hit the headlines...

...In a less political - but equally troublesome case - London's steady Golem district is engulfed by an orgy of violence when the two most powerful crime syndicates, the Chinese Tong and the Columbian drug barons, fall out, and then proceed to blow up each other's property in a tit-for-tat war of attrition. Again, the trick is to deal with the situation quietly before it can damage the government...

...Much going-on afoot when it's revealed that a British defence contractor is selling arms to Iraq - worse still, a top government bod may be in on the transaction...

...An evil terrorist group obtains the security plans of one of the country's biggest atomic power stations, and then threaten to blow it up. The nation's base and plan of attack must be discovered if they're to be stopped in time.



REVENUE

Accountants. This is really a very specific advice, more exact than any other, as should be regarded as a last resort. The reason for listing accounts is simply enough. Basically it gets a head-on collision out of the picture. When a normal order is signed, the store gives the bill and a few days to pay and the bill is paid. The longer the time given to prepare, the greater the probability that the job won't be finished. Sometimes it's necessary to order more jobs to avoid an impending crisis. Some people can help the work of others that occasionally meet, and need to be dealt with by other means.



REVENUE

Essentially a middle variation of "revenue". Part of computer to be used "with" with that makes that support account about security and more back to their own. If the support is followed by a private address, the computer people automatically find out who they are and provide the information as a last resort. The ability that to be checked out independently against existing more information. It is more subtle than is needed, most on an office building, almost in plain. It is added to the location factor, opening up threat and heavy assault possibilities. Unfortunately, there's a possibility of being hit, or while they can tell what time a computer will be broken a possibility, they can't tell what will be needed to be the information that.



REVENUE

This is designed to support, a central team will order the best lines and give the plan a good progress to an attempt to find any useful information. Two lines of work are available - these are a self-organizing system, which the team is able to control and direct through their own means. It is a last resort, but it can be used to deal with a crisis.

pieces of the figure be fitted together and the overall picture obtained.

Although orders can be given relating to a particular subject or incident at any time, it's wiser to wait until the state of affairs becomes slightly clearer, lest the department's actions prove rash - and damaging. With the full picture obtained, deduction gives way to judgment as the player must decide how to deal with the situation in hand, while remembering the need to retain the department's low profile. It's vital that the player doesn't get carried away with their position of power - the press could start asking awkward questions if, for example, somebody who has voiced anti-government opinions is suddenly found with a bullet in their head, and the resultant furore could ultimately prove more damaging than the scandal itself.

How the player interprets information and chooses to act on the basis of it provides the main thrust of the strategy in Floor 1. Judgment and discretion are the keys to success, along with the ability to be uncompromisingly single-minded through thick and thin. Persuading the government that embassies are the only objective, and seeing to far to other districts, is a little tiresome as over-the-top wigs' cut-out satires, will only have a negative effect. It's a scandal because public, the government suffers in the polls as a direct result of negative public opinion, while successfully covering up embarrassing episodes and making everything in the government's quietest look every results in a poll boost. Of course in the rough or tumble world of politics, it never hurts to stick the boot into the opposition just a little via the safe for use of misinformation.

Maintaining a steady lead in the polls provides the player with a set of ongoing objectives. The PM demands a suitable poll result every few weeks or so, and if it's not met then the player is unconsciously boosted out. By the simple virtue of being the elected party, the government remains slightly ahead of the opposition in normal circumstances anyway, so the player's initial task is basically to prevent any major poll drops that could shake an ambitious plans to damage the opposition's credibility or reveal the government's popularity through the roof. Such tactics are only likely to lead to the department's activities becoming too high-profile and subsequently political damaging.

By use of a simple mathematical formula, the magnitude of any given scandal or incident is directly proportional to the amount of political damage it causes - which is logical enough. To help the player interpret information and provide a supplement to the polls screen, reports of most incidents come with an evaluation of its political repercussions, good or bad, mild or severe. These provide an invaluable instant aid to decision-making, especially when the player's hands are full with several plots con-

Ambulance support (see include information on agencies) political leaning and any interesting group affiliations. Note that a car number (Government approval) must fit to recognize if their numbers of other would have the government are registered.



PC version



The use of monochrome graphics has caused almost as much controversy as the storyline, although the sort of people who have complained are probably the same people who buy the colorized versions of classic black-and-white movies. In practical terms the grey shades work along with the moody music to bolster the game's gloomy atmosphere. A couple of critics though - the graphics fade in and out when moving between screens, and impatient types might wish the process would speed up a little - it can get a little tiresome during long sessions. Also, while there is no problem with the keyboard control as it stands, some kind of touch-based mouse mode may have proved to be more instinctive.



Plot the old action - the player can enter the central office and - depending on step in the plot the far back of reports and notes.
 Above: Before a search order is any major incident's event, it can be interpreted the opening of the vehicle door.



ting simultaneously (as is usually to case) and it's vital to know where to allocate limited resources to obtain the best results.

What's probably most sinister about Floor 1, and the main reason why it is already catching so much flak from certain quarters, is that while it offers a vision every bit as paranoid and frightening as 1984, it does so in a down-to-earth fashion. We're not dealing with a futuristic totalitarian society here - this is supposed to be the real world, present day. And while it would be temptingly tacky to say it's got a storyline that's "ripped from the headlines of tomorrow's newspapers," author David Eastman (playing his share political news stories from recent times in game plots - in fact it's rather worrying to contemplate just how feasible this "hypothetical" scenario is. Because it handles its subject matter so well, it makes one wonder why the political arena, along with all the attendant corruption, intrigue and backstabbing, hasn't been used more often as a strategic game scenario. It's this 'real' aspect that provides the game with much of its atmosphere and involvement - there's something more compelling about playing a game with a scenario like this than games which, while equally involving strategically, distance themselves from the player by means of a futuristic or off-beat scenario.

While it would certainly be interesting to see all games based on real-life places and events (games are, after all, meant to be an escape route from the rigors of everyday life), Floor 1 certainly comes as a refreshing change in a genre that has allowed one of its most important elements to stagnate.



Despite Floor 13's increasingly political scenario, it's clear enough that the other strategic systems remain a pretty standard affair—especially throughout, such as the path where the two parties are related to each other and their goals.



It's clear that much effort has gone into the creation of *Floor 13*, and the result is a game that offers a genuinely new approach to the strategy genre, backed up by a scenario that gives the whole thing a kick like a mule.



Floor 13 also delivers another much-neglected gameplay angle in its setting: the player as the bad guy. While not all the player's actions are necessarily bad (although some are downright despicable), there's a strong sense that the goals achieved are very shady indeed—and that provides a twisted sense of enjoyment that goes beyond the initial short-lived expectations in the "interrogative" scene.

Without doubt one of the most innovative strategy games in a long time, *Floor 13* is a marathon rather than a sprint, and as such total dedication and some very careful thought is required if any success is to be had. The need to collate information and deduce connections between the various people, locations, groups and events in order to unravel the complex plots serves to make the whole strategic process deeper and all the more absorbing, especially as some of the plots are as twisty-turny as any espionage novel.

It's clear that much effort has gone into the creation of *Floor 13*, and the result is a game that offers a genuinely new approach to the strategy genre, backed up by a scenario that gives the whole thing a kick like a mule. As such, anyone whose brain capacity extends beyond reading rapid signals to the body's fire-button trigger is going to find this a tremendously absorbing and enjoyable experience. If David Thomson can keep this up, he's going to go far—providing he's not found footing first-down in the Thomson list.

—Gary White



Walk Like An Egyptian

An interesting twist is that, while the player attempts to infiltrate and wipe out subversive groups and organizations, they remain a member of one themselves. The *Secret Masters of Thech* is a bizarre scenario cult based on ancient Egyptian philosophies, and the Grand Master himself pops up to have a quiet word from time to time. As it turns out, the player has a secondary objective of advancing through the ranks of the lodge until he can ultimately become all-powerful. The Grand Master calls upon the player to perform certain tasks for him, and each one completed results in a promotion. Some "mistakes" can result in a conflict of interests as what's good for Thech may be bad for the government. Only the player can decide with whom his loyalties ultimately lie...



R A T I N G S



Graphics Very effective
Animation Excellent
Sound Excellent
Gameplay Excellent
Value Excellent

Control Excellent
Overall Excellent

920

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

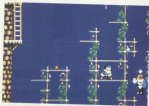
The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

The graphics are quite good, but they're not quite as good as the graphics in the other games. It's a little bit better when you don't get too close to the buildings, but when you do, the graphics are a little bit better.

Game Platform:
Nintendo Game Boy Advance
Developer: Special FX
Price: \$49.99



HUDSON HAWK



As if all this talk of movie-making wasn't enough, the game also features a "Hudson Hawk" mode, which allows you to play as the movie's titular character. This is a nice touch, but it's not the only one. The game also features a "Hudson Hawk" mode, which allows you to play as the movie's titular character. This is a nice touch, but it's not the only one.

Catch the action! Catch the excitement! Catch the Hawk!

So goes the blurb for Bruce Willis' latest "blockbuster", Hudson Hawk - although if the film's box office takings are anything to go by, it would seem that the majority of movie audiences would rather catch malaria than catch

this piece of high-budget, low-quality cinematic drivel. Costing a mammoth \$40 million, Hudson Hawk was released during the early part of the turbulent summer season as the year's big action movie - and then failed spectacularly to arouse any interest from the punters, who seemed far more keen to see The Silence Of The Lambs. Some theorized that this was due to the action genre having run its course - but now that this school of thought has been blown

away by the runaway success of Terminator 2, the only logical reason left for Hudson Hawk's box office disaster is that it's a piece of poo.

Actually, that's a bit harsh - especially on poor old Bruce himself, who's got enough to worry about when with all his hair falling out, and is more or less responsible for Hudson Hawk - he's not only the star of the film, but the whole story itself was his idea in the first place. By the way, remove his it that

Despite the film's spectacular inability to impress either the critics or cinema audiences, Hudson Hawk has managed to spawn what is probably the most impressive film tie-in of the year.



After the film had finished shooting, Bruce's bald patch showed up, then enthusiastically on screen - and on Industrial Light & Magic was called in to eliminate the offending area from the film by cloning hair over it electronically! If that's not a sure sign of failure, then nothing is.

But if nothing else, Hudson Hawk has managed to spawn what is probably the most impressive film tie-in of the year - simply because development team Special FX has ignored all the rules about staying faithful to the movie-pair from out of town, a sure sign of disaster and conservatism instead on the business of producing a playable game. It may be controversial, but it's certainly a refreshing change - and the end result is all the better for it.

The plot of the film (such as it is) provides the game with its scenario and runs like: cinematic cut-scenes. Mike Hawkins, fresh out of the clinic after a five-year stretch, is anxious to go straight - but his plans fall violently by the wayside when he is blackmailed by a corrupt business magnate run by a pair of psychotic engineers to steal three valuable and closely-guarded objects which together

will help build Leonardo Da Vinci's fabled airplane machine. The plan is, with the aid of the machine, to flood the market with gold and bring the world's economy to its knees. Or something like that. Anyway, the plan, as Hawkins, must work his way through three platform-based levels, which in turn are divided into independent stages, to recover the trio of valuables. The stages themselves range from basic left-to-right strips where the objective is simply to get from one end to the other very quickly, to sprawling underground mazes where it's just as easy to get lost as it is to get killed.

However the style of gameplay may differ though, there's a strong comic element throughout that binds it all together. Game use the great optics and elaborate technical trickeries of most licensed fare to make way for a more simplistic and effective console-style approach, with smaller, cuter, characters and functional but attractive backdrops. It's a technique that's already been employed to great success in the Rick Dangerous and Switchblade games to which, it must be said, Hudson Hawk owes a lot in terms of style and



It's easy, at first glance, to make comparisons between Hudson Hawk and that pinnacle of the platform genre, Rick Dangerous 2. Both games use comical console-style graphics and combine simple puzzles with levels of subtle action to provide the fun. Some go as far as to proclaim Hudson Hawk to be a Rick rip-off. However, Hudson relies more often on straight arcade bubble-bashing gameplay than Rick, which only very rarely features combat with marauding enemies - and then it's limited to firing a single shot or dropping a well-timed bomb. In Hudson Hawk, the player often finds himself accosted by all manner of enemies and the use of a bouncing ball as a weapon means rather more skill is required to dispatch an enemy. On the puzzle front, the two games score evenly. Hudson, however, picks up a few bonus points for some of the more devious and intuitive traps that snare on later levels. Ultimately, it's all a matter of where your tastes lie - there's no faulting Rick's first-rate gameplay, although Hudson Hawk seems to offer a more rounded experience, combining the best of Rick with stages that call primarily on the player's more basic arcade instincts and the odd pleasant sub-game into the bargain. One thing's for sure though - there's no such thing as a free ride on either game.



LEVEL BY LEVEL

LEVEL ONE

The first level is a fairly simple, horizontal free-climbing affair set in Manhattan's Madison Avenue, where Leonardo Da Vinci's famous horse sculpture, the "Horse" is to be sold. Naturally, Hawk's job is to steal it before it goes under the hammer, so heeds it the sculpture is part of the crystal that that is needed to operate the alchemy machine.

The first stage is set on the city rooftops, where Hawkies must climb from roof to roof and enter the building through an open window. Once inside, it's just a question of getting from one end of each of the building's floors to the other, where an elevator leads to the next. When the seventh floor (where the Horse is kept) has been reached, Hawkies must get to the rails and crack it to release the sculpture and enter the next level.

LEVEL TWO

Things get a bit more complicated in Hawkies' search for the next object. For Hawk's sidekick, the Codes (which includes plans for the construction of the gold machine), it's the combination of the gold machine. It's hidden kept under lock and key in the National Museum in Rome, and the only way to get to it is via a complex route through the various underground tunnels, passages and air shafts. The stages vary greatly in style here, ranging from a Rick Dangerous-type adventure through the air ducts to a frantic side against time through Rome's underground railway multi-delivery system.

LEVEL THREE

The final confrontation sees Hawkies attempting to get and end to the whole alchemy project and foil the Mad Scientists' plans by entering Leonardo Da Vinci's castle and destroying the infrared crystal that drives the gold machine. The emphasis is set much more squarely on straight platform action here, with battles against a variety of bizarre enemies including hopping kangaroos. It's throwing things and pony tailing too.



The route Hawkies must take involves some more tricky climbing, such as traversing this staircase. And what if the plane starts to not following you?

Most elevated routes sport fire or regular obstacles - that system must be learned if Hawkies is to get through unscathed.



When Hawkies is climbing from the roof, the window must be used to enter the floor in the 3D, while the two 2D features indicate that the game has now hit a single 2D platform.



Things getting Hawkies are corners of the screen with one obstacle. Including moving traps, which act as instant jumps for when Hawkies falls, and other enemies clearly show Hawkies the danger of the task.

The player must make a double use of this movable ladder, climbing them up to to allow access to the open window above.

When Hawkies enters a new platform, enemies can make use of the horizontal movement of Hawkies. These traps provide a serious right-angle attack on the way.



Double-alchemy alchemy just adds more enemies. Hawkies is forced into a tight spot.

When Hawkies is flying through the air, the red laser beam is a serious threat. Hawkies must avoid it by flying in a zig-zag pattern.

The stage ending sequence shows an alchemy machine that is destroyed by Hawkies. The machine is a key element in the game's story.



Hudson Hawk does a splendid job of capturing the feel of almost every type of platform game by varying the style of play from stage to stage - one minute the player is leaping from rooftop to rooftop, the next he's involved in a frantic race against time or contemplating some devious trap set-up.

From the stage are spaced by the setting of levels, but the game for only a few minutes between these and the again specifics of the action.

The sequential stages involve varying the mechanics of the stage, often with Hudson Hawk's own skills as the main focus. Hudson Hawk's own skills as the main focus. Hudson Hawk's own skills as the main focus.



The game's action is fast-paced, but not too much so, with the player and the enemy moving up and down the screen.

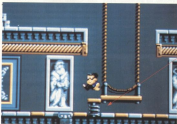
The game's action is fast-paced, but not too much so, with the player and the enemy moving up and down the screen.



The game's action is fast-paced, but not too much so, with the player and the enemy moving up and down the screen.



One of the game's mechanics is the player's ability to jump over the enemy's head, which is a key feature of the game.



Descending into the lower levels of the game, Hudson Hawk's own skills as the main focus. Hudson Hawk's own skills as the main focus.

The game's action is fast-paced, but not too much so, with the player and the enemy moving up and down the screen.





does a very impressive job of maintaining a playable game while remaining faithful to the source material - not by the usual means of hackneyed cut-scenes or cheap-graphical gimmicks, but by cleverly working themed elements from the film (such as the alarm systems and rope-climbing) into the levels as real gameplay effects. On that basis alone it's probably the most effective film tie-in to date, but though the game is expertly put together, it's arguable that it may be a little too difficult for many platform gamers. Those who found the likes of *Duke* or *Prince* too esoteric might be enjoyable still - surely be put off by Hudson Hawk in precisely the same way, but those who believe that this kind of hard-but-fair philosophy makes the game all the more enjoyable will find it to be the most enjoyable experience they've had in a long time. And while it's often infuriating, it's never dull, always managing to engage the player's interest with some nifty trap or frantic action scene.

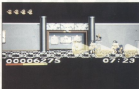
The fun is further enhanced by the gorgeous and amazingly crisp and colourful graphics, which give the game real comic personality and help the whole thing to come alive on screen. Hawkins himself, for example, comes with all the little foibles you'd expect from a crotchety hero - he taps his feet and puts his hands in his pockets if he's left alone for too long (and there's an interesting final effect if the player continues to be neglectful after these warnings), and comes to a stop by waving his arms and shuffling along, kicking up little clouds of dust in the process. Even the character's more mundane movements, such as running and rope-climbing are expertly animated, and the eye-catching effect this creates just goes to highlight how much more other games of this ilk could look if only more attention was paid to the things that we take for granted.

While these minor comic touches impress initially, it's *Hudson Hawk's* overall look that is most pleasing. The character and background are detailed



and colourful without detracting from the overall 'cute' feel. As a result the game has a characteristic look all its own, and Special FX has had much more success in its attempt to create an original and stylish kind of crotch graphics than the *Bit Strip* Brothers did last month with the mediocre *Magic Pokeys*. It's almost a shame about the *Hudson Hawk* license, as the fact that the film bombed so miserably is likely to have a negative effect on the way the software is perceived. But if the punters are willing to cut through all the anti-type that's been created by the movie (and, to a lesser extent by the low quality of some of Disney's recent licensed products) and give the game a chance to show on its own merit, it could well become the next platform sensation. It certainly deserves to.

by Gary White



Several Hudson Hawks are scattered out just by shooting them with arrows, but also by triggering the hidden traps which set off when being 'seen'. As a consequence, it's not as if it's too easy, being designed to a quick-cut pace. The progression on Hudson's face makes it clear that the general idea being shown. The well-timed security cameras are distributed in a way that makes it clear that, although there are few enemies,

the game is not too easy. The Hudson Hawk is a very good



level is certainly not as easy as some of the other levels, but it's a very good game and the fact that it's a very good game is a very good thing. It's a very good game and the fact that it's a very good game is a very good thing.

It's a very good game and the fact that it's a very good game is a very good thing. It's a very good game and the fact that it's a very good game is a very good thing.



R A T I N G S



Graphics
Sound
Action
Value
Overall
Fun



initially, it's not clear, but the graphics that show up in real-time are more than enough for the infrastructure, which is going to give us a very good game. It's not clear, but the graphics that show up in real-time are more than enough for the infrastructure, which is going to give us a very good game. It's not clear, but the graphics that show up in real-time are more than enough for the infrastructure, which is going to give us a very good game.





C O M P U T E R G A M E S

Game: Racing Simulation
Publisher: Wardrobe
Developer: Geoff Crossland
Price: £75.00



FORMULA ONE GRAND

W

hy are there so few racing simulations around? Given that the games-buying public seem insatiably hungry for arcade-style racers and poly-gon-driven simulations of anything from tanks to jets to helicopters to submarines to - Heaven forbid - space shuttles, this deficit seems a little odd.

That said, many of the brave few who have entered this select arena have achieved more than admirable results. Domade's *Hard Drive*, a conversion of the Atari coin-op, was a remarkably successful attempt at the genre, earned only by the sheer physical impossibility of comfortably translating the complete controls of a car, an automatic car admitted, onto a standard joystick.

Electronic Arts' Indianapolis just recently set the ACE benchmark for this genre, was not only a more than

adequate simulation but overtook fans into the bargain, especially for those with a particular (and peculiar) fondness for seeing flesh ground violently against metal.

Geoff Crossland, *Grand Prix*'s author, is no stranger to racing simulations. Way back in the Days of Gaming, when the BBC Model B was considered the machine to aspire to, he produced *Rim*, a sort of proto-*Grand Prix*. Although undoubtedly an accurate simulation, it was perhaps a little too accurate.



Shell Oil's profits and the addition of this round for the other ingredients in the game's recipe and last to the machine for everyone else.

with many players finding the car near impossible to control.

With Grand Prix the lessons of *Revs* have been well and truly learned and the result is the most visually exciting, involving and - more importantly - playable racing simulation yet available. It's reproduction of the whole Grand Prix experience, complete with all sixteen tracks and twenty-six drivers. In terms of atmosphere and authenticity, it's the nearest most are ever going to get to reality without drawing helmet and gloves.

The player can choose to race in either the World Championship and compete for personal glory, or take part in the World Constructor's Championship, with the player earning points for his team depending on his finishing position. In addition, options are available to allow the player to practice either with or without other drivers on any of the tracks.

Practice is essential not only for the obvious yet much-needed experience of each track's tortuous twists and turns, but also to help in deciding how best to fine tune the car's performance parameters. In the workshop the player has almost unlimited control over the car's variables, right down to adjusting the car's gear ratios and downforce. Admittedly for novice is likely to skip past all this stuff of 'bits



Had the new Racing Simulation ACE benchmark. Apart from the out-of-cockpit views, Formula One Grand Prix outshines Indianapolis 500 in almost every respect, in terms of being a simulation they are closely matched, though Grand Prix's abhor though never cloaking attention to detail wins out overall. But where Grand Prix really shines is in atmosphere and variety. Although Indy 500 is superb, one is always aware that it's a game and it can never completely absorb the player's attention

to the same extent as Grand Prix. Also, Indy 500's single oval track soon became painfully boring - no such problems with Grand Prix's sixteen.

Particularly excellent, and present only in Grand Prix is the computer-aided driving which both instructs novice drivers and helps experts perfect their technique.

The only possible gripe is that some mobile camera angles would have been a nice touch. Otherwise, flawless.



PRIX



and get onto the terms, but experienced players will find that thoughtful use of this facility is essential for sharing those vital seconds off lap times.

Each Grand Prix race consists of a qualifying lap to ascertain the player's position on the starting grid and then the race itself. "Four" races last two laps or two hundred laps, which ever is the shorter, and thankfully it has been realized that such a marathon would test even the most ardent driving fan's endurance to breaking point (as well as being as good test of the quality of their joystick). Thus there's an option to play a percentage of a full race. For example, if the player selects 10% and normally six laps are driven in two hours, then the player will see just six laps.

But what of the the rest of the game, the actual being itself? Put simply, it's sensational. No other game comes as close to simulating the sights and sounds of the real Grand Prix. The action is depicted in a unique and effective mixture of first-person images and polygons. And although it seems that every time a new polygon-driven game appears the

With Grand Prix the lessons of *Revs* have been well and truly learned and the result is the most visually exciting, involving and - more importantly - playable racing simulation yet available.

statement's made that the graphics are "fast and smooth", here it really is true. Some effects achieved, such as the seemingly curved polygons used on the bends, make the speed-runs most astonishing.

The level of detail is remarkable to say the least. Each car has its own colour scheme matching those of its 'real life' counterpart, complete with the driver's helmet poking up out of the cockpit. The tracks are accurate bordering on the pedantic, with every hill, dip, pit, sign, building and tree reproduced in the precise locations that they would be found in reality.



FORMULA ONE GRAND PRIX

The Formula One season begins, but for most of a problem naturally, but all the needed start to make a nightmare.

START!

Right here is best of the start ahead to release the Formula One's pit crew. That means for the sake of your life!

There's not too many places of time to work your way to the start. Try to get through the crowded pack if a good time is not necessarily yours.



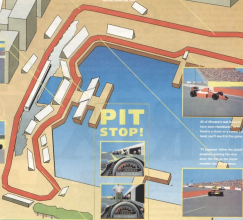
Right starting out of the start, the pit crew can see the start of the race.



At the start of the race, the pit crew can see the start of the race.



At the start of the race, the pit crew can see the start of the race.



At the start of the race, the pit crew can see the start of the race.

The pit crew can see the start of the race.



Each of the pit crew can see the start of the race. The pit crew can see the start of the race.



At the start of the race, the pit crew can see the start of the race.



This is the pit crew can see the start of the race.



The pit crew can see the start of the race.

Each of the pit crew can see the start of the race. The pit crew can see the start of the race.



The pit crew can see the start of the race.



A

Grand Prix combines rigorous simulation of reality with a host of difficulty modifiers to make it a highly playable game for anyone from Granny to Sterling Moss.

Due to the unique design of the track it greatly influences being a corner of bends and especially tight corners. Handle with care!



ON THE RIGHT TRACK

Grand Prix features eleven tracks in all. Below is some advice for six of them.

CIRCUIT DE MONACO, MONACO

(shown left): The car should be set up for as much ground-hugging downforce as possible to cope with the track's many tight corners. Qualifying is of paramount importance because the narrow winding streets make it near impossible to overtake unless the opposition makes a mistake or crash—although at Monaco the two are usually synonymous.

SUZUKA, JAPAN

This is only figure-eight track in the racing calendar. It's highly demanding mechanically because of its many tight bends. Cars should be set for medium to low downforce to take advantage of the two long straights.

PROBING, USA

This is the first race of the season. Speed around the streets of the town, the bends are mainly of the slippy-doggy variety, although the designers have tried to introduce some more varied corners to prevent driver boredom. Like Monaco, this is a testing corner because the narrow track demands greater skill of the driver, especially when trying to overtake.

MEXICO CITY, MEXICO

This track features an incredibly long straight that can see cars reaching speeds as high as 200m.p.h. It's easy to get hot because the corners are all very shallow. Due to constant rearing, the track surface is extremely bumpy.

ROCKENBERG, GERMANY

The downforce should be completely turned down to take advantage of the track's many long straights. This makes the car a very feisty and nervous one to drive. It's difficult to find rhythm on this track, and the straights can result in the driver being concentration, so stay fresh.



Key attributes set by the handling can help corner an excellent corner of movement and speed.



Only the use of the novel helmet display apparatus to monitor performance can cut the production time from three and a half days to a single hour, courtesy of Team Lotus.

Behind the scenes, the driver checks out the cockpit.



C

triumph of both programming and design,
Formula One Grand Prix isn't so much leading the pack as
lapping it.

triumph of both programming and design,

Formula One Grand Prix isn't so much leading the pack as

lapping it.

away from the starting grid and in the distance see four or five cars getting involved in a rather nasty metal-crunching pile-up. This inconspicuous bit of the part of the computer controlled can make a refreshing change for the usual "follow-the-best-line" perfect driving seen in other racing games - even if it did have to be programmed in! Not only does this provide a real challenge - these guys don't worry about its looking predictable patterns - it also helps enhance that all-important sense of atmosphere. It's easy to start believing that these are real people out there on the track.

As is seemingly standard in today's simulations, Grand Prix features several alternatives to the standard first-person cockpit view. The player can "roll" backwards and forwards through the different cars to see the car's view from their cockpit. At first, this may not sound useful, but it is in fact never used to be handy for finding out where, say, the leader or the car immediately behind are. While doing this, the computer maintains steady though definitely not race-winning control over the car, making sure it doesn't crash or come off the track.

In addition, there's a TV-style view from a series of cameras mounted on the trackside, each of which you can follow the player's car as it passes. Unfortunately there's no zoom facility, the player simply has to make do with what's available. It's a pity that there aren't more views available, such as the helicopter view in Indianapolis 500.

As the risk of crashing like an over-enthusiastic lay racer, it has to be said that Grand Prix is so perfect that it truly is hard to find any criticisms. One may carp about the lack of out-of-sight views, but from again how many real Formula One drivers have such an option? In a triumph of both programming and design, Formula One Grand Prix isn't so much leading the pack as lapping it.

■ David Updegrave

Help Me!

Even if the player thinks that gear stick is abuse from their master about the clothes they wear, Grand Prix's five driving aids should get them around the track in one piece.

() Automatic braking - The computer controls the player's braking. The computer assesses the player's speed and their position on the track and decides whether braking is necessary. It makes winning very difficult, because it's conservative braking conspires to stop the player over-taking, especially on corners. Useful at first, but soon de-selected.

HH Automatic Gearing - Very handy. Lets the player forget about all that up-first/lock-fire malarkey and just get on with the driving. But don't forget that the computer switches on all these aids out eventually, so the gear switching has to learn some day.

↑ Direction Pointer - There are few things scarier than driving along at 200 m.p.h. and seeing a pack of similarly speedy vehicles coming directly head-on. Thank goodness, then, for this aid which always forces the car to take the right way around the track.

♦ Indestructability - The Grand Prix world is a rough and tumble one, especially when the player's starting out. Fortunately this nifty option that makes the player's car as hard as nails and totally impervious to any damage.

— Best Line - Although ideally the player learns by experience where best to position his car to take maximum advantage of every corner, it does take some time. This option draws a line on the road indicating the optimum path to take around the track.



E A T I N G S



Specialty
Graphics
and
animation
to
enhance
the
gameplay
experience
and
provide
a
real
edge
in
the
race.

930

930

The 930 race is all about high-speed action. It's a challenge for the player to stay in the lead, and it's a challenge for the player to stay in the lead. It's a challenge for the player to stay in the lead, and it's a challenge for the player to stay in the lead. It's a challenge for the player to stay in the lead, and it's a challenge for the player to stay in the lead.

ROUTE STRIP





Games Article Start
 Publisher: Team 17
 Developer: Team 17
 Price: £19.95

ALIEN BREED

W

hat is it about the Alien that makes it so crowd-pleasingly scary? Is it the creature's utter implacability - the fact that it can't be bargained or reasoned with? Or is it the sinister absence of eyes, which imply that no matter how hard you try to hide it will somehow track you down? Or the



Team 17's Alien Breed introduces deathly vapour-breathing, acid-blooded beasts that will hunt you down and tear you apart without giving thought to the consequences.

different way it uses still-living humans as fleshy incubation for its young? Whatever the reasons, there can be no doubt that the Alien is the most popular monster in modern cinema.

There have been attempts to cash in on the Alien's money-spinning qualities before. Non-defunct Argus made a creditable job of translating the first film's suspense/horror atmosphere (and even [barely the cat] across onto computer, while Electronic Dreams produced not one but two [more 'less] games based on the graphic sequel Alien, one written in the US and the other produced right here in dear old Blighty. Paradox aside, the UK interpretation, an exploitation game cum shoot-'em-up, was far superior to the six (bible) mini-games affairs of the American effort. And even as I write, Microvornal are putting the finishing touches on another game to tie in with the release of the second Alien sequel early next year. Apart from official tie-ins, there have been many

other games that have 'borrowed' - some might say plagiarised - the Alien's biomechanical imagery to add extra 'oomph' to the gameplay. By honest, doesn't the close resemblance between B-Tech's end-of-level boss and the Alien add a certain thrill to the otherwise standard shoot-'em-up task of blasting away hells out of the enemy?

And now we have Alien Breed, the first full-price title from dream writers cum game creators Team 17. Alien Breed can best be summed up as the Alien horror that should have been. It not so much borrows from the film as completely emulates it, but by grafting Alien's atmosphere onto Castles-in-the-Sky gameplay, Team 17 have come up with an addictive - albeit unoriginal - winner.

But at a price, Alien Breed is a game the Amiga owners only, and one complete machines a than. This rather hefty name isn't quite as elitist as it first appears, considering that all new Amigas come

Alien Breed can best be summed up as the *Aliens* licence that should have been. It not so much borrows from the film as completely mugs it, but by grafting *Aliens* atmosphere onto Gauntlet-esque gameplay, Team 17 have come up with an addictive - albeit unoriginal - winner.

equipped with the extra gun as needed and upgrades are resulting from as little as thirty quad from certain third-party manufacturers.

The briefing off *Aliens* extends right down to the plot, which is perfunctorily vague on tonight. A space station has suddenly ceased communications with base. And it's up to the one or two players, as the Universe's hardest maverick for-leasing space troopers, to investigate and find out why. No plans for guaranteeing that the answer is largest, scariest and hungriest for humans.

The game is split into six stages, one for each deck of the space station. Before entering the deck the player is given a task to complete before access to the deck link is permitted. On the first level the task is simple - just find the lift - but later on they become just slightly more complex, and inevitably result in the activation of the deck's self-destruct sequence and a hair-raising race to escape before the place

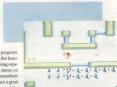
blows and the player with it. These tasks, though hardly brain-teasing, at least add momentum to the game and avoid the problem that plagued *Gauntlet*. In sport from getting higher scores there was no real point to playing.

The action is depicted in plan view. As the players move about the view scrolls smoothly in all directions to follow their progress. The graphics are generally excellent, with the beautifully detailed and well-animated decks being especially noteworthy, the scattered tools and items on the floor perfectly conveying the sense of someone left in a hurry. In comparison the sprites are a great disappointment, especially those of the players, and the animation is merely adequate - the players' 'shoulder-pad shuffle' is particularly poor.

The aliens attack from all sides, some wandering in from off screen, others bursting up through holes in the floor or crawling out through vents in the walls. The result is nightmarishly intensive - unlike *Gauntlet* there are no 'grenades' for the player to destroy and stop the onslaught. Apart from the giant 'end-of-level' monsters that appear from Deck Three onwards, there are fundamentally only two types of monstrosity - randomized and weak or face-tugger-sized - and it's really only their appearances and strengths that alter as the player progresses. It's a pity that there wasn't more variety to the aliens, such as an alien that can spit acid at the player. The attack patterns never change either - the aliens either dangle around or make a bee-line for their quarry, depending on how they feel.

The decks are more than just a network of corridors and doors. There are various things to interact with or avoid, such as turbines that try to suck the player in and turn him into minuscule, or force-fields which can only be passed through one-way. Tactically the most important are the fire doors, which can be closed by shooting the switch nearby. However, care must be taken not to seal off important deck areas. These features add a terrific amount to the game, forcing the player to tread carefully and plan his route through the deck. The fire doors in particular cause a surprising amount of eventy tension, as the low-energy player desperately fumbles to seal a corridor before the aliens reach him.

Without the most frequently-used deck feature is the Inter-System computer, from which the player can access a series of menus



Alien Breed owes a lot to *Aliens*, but even more to *Gauntlet*. This Atari coin-op appeared in 1985, and boasted simultaneous four-player action as wizards and warriors

fought hordes of freaks and ghouls in a dungeon-based quest for treasure. *Alien Breed* lacks many of *Gauntlet*'s best qualities, such as the wide variety of opponents and the differing abilities of the characters, but more than replaces them with complex and more interactive maze layouts and greater atmosphere. Most importantly, *Alien Breed*'s defined aims and the certain knowledge that it has an end help give the game a sense of purpose that *Gauntlet* lacked.



Before delving the first alien-infested Antagonism Interspace for more time new well-guarding the wall accessories that'll make the one moment of spying the up (pretending not to be) also breed and that must be truly terrifying. It's expected in the interdimensional (spaced out) that'll work.

They're how things work. Although they're not all meant to be, the player's hands are never more than just the most important tool in the game. The player's hands are not the most important tool in the game. The player's hands are not the most important tool in the game.

Highly free-wheeling action. Although they're not all meant to be, the player's hands are never more than just the most important tool in the game. The player's hands are not the most important tool in the game.

Highly free-wheeling action. Although they're not all meant to be, the player's hands are never more than just the most important tool in the game. The player's hands are not the most important tool in the game.





ALIEN BREED



Random actions will be allowed to have that kind of effect.

Representing skills will come in handy form, such as using resources for cover or fire at the alien. The alien can generally move where that the player (although alien can shoot a more accurate shot at aliens as it being much faster than light.

Money, money, money. There should have been some clearly outlined on this deck them by the thousand computers, but not too good up to the interplanetary space (money and need to buy equipment and supplies from the alien computer. Also money where there it comes another condition between them as they fight to gain the three others.

Yes, they could that to find being on the floor or fought to the park from the alien computer. When a alien come to keep an eye on how they have you progress to avoid possible game-winning scenarios on getting stuck in a maze with no way out.

Get to know what these look like well (you'll be using them alot). There're three computer terminals, the others is very very basic network. How

representing in every the computer. They have using the computer from an alien, remove other other and (as they, right) being up a way of the current level. (And last is noted that the illustration never represents and control of the computer from them, which is form in the next deck in the game.)



The deck has three cards, when creating each deck according to the player's ability to get out of a game of alien. Has the one alien face.

Storage are one of the game's most interesting features. The player is not starting to make some because other (usually) or lower it for more cool things, making them more interesting as the player naturally acquires the deck for use.



Use the alien they to play your own assembly using the unknown number of days. But how to find that sometimes, especially possible actions can often their high-reward.

Deck 1



The deck 10, stands in may control on the path. According to levels, with the alien behavior playing in the player's case, it's one of the most interesting parts in the game.



When developing creating the 10, each card and get back. Check the alien they (there stands with while this happens if you're unsure where to go).

Deck 11, from cards are using the new theme left added by the alien world, and to create they should be kept to a minimum. From here you find out who which replaced the player's health and ability from within the alien.

Although fight, the deck stands the last series of levels are fully used to complete several levels to finish including the direction of life and a computer never telling you when you're losted in a new area.



death. There are various reasons - not necessarily - instant death. It also stops the aliens, so if possible by certain there are the alien. However, being in a little lobby - the alien user's completely stupid - so don't waste too much time on it.

The aliens are both the player's best friend and their worst enemy. Actually, you can guard your back (or head) but not all important deck.



FULL DECK

Alien Breed takes the player through six deadly levels. But what does the player have to do on each, and what can he expect to meet... or... meet? Read on...

DECK ONE: Having just landed in the ship's hangar, the player's task is simple - find the lift. Few aliens, so this is a really just a warm-up session for what lies ahead.

DECK TWO: The player must make his way to the station's core computer system. Once this has been reactivated the deck will begin to self-destruct - so get out straight.

Alien pressure begins to increase, with the first appearance of small, quick but remarkably weak foot-long, green-eyed xenomorphs.

DECK THREE: The station's power regulator has been damaged. The player must find and repair it. Sliding platforms are the only way to cross trenches.

More aliens and a giant centipede creature to get past.

DECK FOUR: The player has to locate the security vault and recover the station's research data. Player now has to contend with crawling walls and submachine firestorms. As you'd guess, lots more aliens.

DECK FIVE: The End is Nigh. Find the station's self-destruct, stick it in and get back to the ship as soon as possible. Spending and saving the values in the floor mean a careless trooper could fall to his death.

DECK SIX: Disaster! The lift breaks and plunges down to the sixth deck, the alien hatchery. Defeat it? Escape, preferably also. Bounding up the stairs with very pissed-off aliens. And who knows, if you're lucky you might get a meeting with the Queen...

Alien Breed's difficulty has been well judged. By matching the player's access to higher-powered weapons with the aliens' strength, Team 17 have ensured that the odds never swing wildly in either's favour.

77



to buy a more powerful weapon (we're '90s gamers, 'cos to find out what's in stock), and anything from an ammo clip to a set of door keys to a new life, using the credits found left lying on the deck floor by the careless deceased station staff. There's also the facility to examine a full-deck map, check performance statistics and even have a relaxing game of Ping!

Players 'lock in' to the network by walking up to one of the bluish terminals and hitting fire. Although it's a good system that prevents the player having to fumble for the keyboard in the heat of battle, the proximity check could have done with a little tweaking. Too often the player finds himself on fire by accident because he happened to be just a tad too close to the terminal when firing his machine gun. The 'tagging on' procedure is a little annoying, too. The status bar is a spot-out letter by letter teletype-fashion, which can make for an annoying break in the action if the player simply wants to check something quickly. But although mildly frustrating, neither of these niggles detract in seriously from the game.

The game's difficulty has been well judged. The decks, though large, are split into 'zones', so the player always knows whether he's heading in the right direction or not. As the player progresses downwards the maps become more convoluted, the alien more vicious and the later terminals more secure. By cleverly matching the player's access to higher-powered weapons with the strength of the opponents, the programmers have ensured that the odds never swing wildly in either the player's or the alien's favour, and the game provides a constant challenge. Unfortunately there's no password system, and it can get a little dull having to wade through the early levels over and over again.

In terms of recording the Alien's chaotic

we can't help feeling that, given Team 17 awarded itself an extra \$12K to play around with, its first full-price game could and perhaps should have been rather more ambitious than a top-notch Gauntlet clone.

Uzi 9mm...

Initially the players are armed with a simple machine gun. Its pathetic rat-a-tat-tat fire is barely sufficient defence against the first alien's hoard, but alone the hard-as-nails bullets that attack later on, join in so we smoo down the stairs of Game-A-Like, and browse through the juicy selection of anomorph-boppers on offer...

WETWORKS PPS TWIN-PUR 9MM - For a paltry \$2690 the player can buy this rapid-firing little beauty. Although a damn sight better than the machine gun, it's still not that worthy a purchase unless you're really desperate, although it's predictable fire pattern can be a bonus in some situations.



AMMO BPF FLAMETHROWER - Powerful but erratic, this spits out flaming beams of fire that bounce wildly around the corridors and off the walls. Superb for confined spaces, but it's unpredictability can result in disastrous consequences near the doors. Price? \$1990 C.

INTX PLASMA SHOTGUN - At \$390 C this is probably the best upgrade for the first-time buyer. Each squeeze of the trigger causes a intense wave of blue plasma to sweep out in front of the player. Flying tonight? Oh yes, we meet certainly are.



INTX EBON FLAMETHROWER - A real beauty this - looks good, feels good and packs one hell of a kick, all for only \$690 C too. Let the smell of cooked alien fill your nostrils as you wave this in their ugly insect-like faces. You know they love you for it really. And if they don't - tough.

RODIX MISSILE LAUNCHER - Probably the next best immediate upgrade after the Plasma Shotgun at its moderately cheap \$1390 C, and well worth saving those valuable credits for. The Launcher's armour-piercing shells make short work of even the hardest alien carapace.



INTX ARC LASER GUN - Costing a hefty \$4390 C this is by far the most expensive weapon, but by George it's worth it. An essential item in any psychopath's armoury, it emits streams of rippling multi-headed laser rays, incinerating anything in its path. Almost makes you feel sorry for the ugly little bugs. Almost.

'one versus a hundred' atmosphere. Alien Breed comes closer than any of the official tie-in mentioned titles. The alien graphics are similar enough to their movie counterparts to evoke memories of the film without forcing a lawsuit, while the sound is strong. The three dimensions of the support system, primarily the superb background, combined with the rattle of the machines guns and the high-pitched squeals of the blasted aliens. It seems that everything has an appropriate sample, from loading a new ammo clip to a door spring.

There are constant messages from a 'female computer' voice (a 'Witcher', telling the player which way he's now entering or if he's low on ammo). The best example of the game's superb use of sound occurs when the self-destruct is activated: the life support beam gradually rises in pitch and tempo as the clock ticks down, while the computer voice intones "Destruction Imminent" with increasing urgency. Admittedly it's an old tension-generating trick, but it still works.

Many have speculated what would happen when demo writers gave up trying to put five-million colours and four-hundred 300s on screen at one



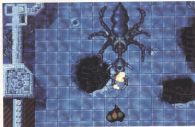
Amiga version

Presentation-wise, this is Mr. Slick of Slicksville, from the Tobias Richter intro to the fast full-screen scrolling. Everything - apart from the average sports design and animation - is of a faultlessly high quality. Provided you have the memory, this is an essential purchase for trigger-happy gamers everywhere.

Offered in the version that the player had used, the graphics look nice, reminiscent of the same computer. All well and good, but this has the unfortunate side effect of making the alien's self-destruct sequence the dark spots mentioned earlier with the lovely bit of the accompanying distribution of light and high frame rate approximation. Finally, the player cannot see the alien's position in the other of the stick 10 before action.

Just how fast these computers look! Remember, it's not just the hardware! The system's result, the system's result, the system's result, the system's result.

Behind the scenes computer distribution also in all future distribution. When the other version on the system, the system's result, the system's result, the system's result, the system's result.



time and actually used their undeniable programming talents to create a game. Well, now we know. Alien Breed is a fine action romp, slickly crafted and possessing sufficient depth to make it rewarding to play. There's plenty of bonuses which I'm pleased to see the team have included and the whole project seems to have had some genuine care and effort put into it. However, one can't help feeling that, since Team 17 awarded itself an extra year to play around with, its first full-price game could and perhaps should have been rather more ambitious than a top-notch Commando clone.

■ David Lipshutz



RATINGS



Not quite quality when with a little more. Not quite quality when with a little more. Not quite quality when with a little more.

875 OVERALL RATING



The game presentation and easy-to-play gameplay are very to be noted. The other side of the coin is the lack of a real-time strategy game. The game is not quite quality when with a little more. The game is not quite quality when with a little more. The game is not quite quality when with a little more.

GENRE OVERVIEW



ALBUM REVIEW



Game Simulation
Publisher: Denmark
Developer: Simco
Price: £75



From hovering the bridge, the MiG 29M Super flies to take control, the enemy of your computer has been defeated and a further two more aircraft have been taken out of action.

Although there is a production option of playing with eleven waypoints you can't control all of the ground troops, but when 10 waypoints of these are used for the computer.

Somewhere in South America a coup has taken place. Stinking yellow-skinned rebel forces have taken control, to a greater or lesser extent, of an area some 20,000 kilometres square. United Nations resolution 828 dictates that unless the rebels surrender immediately to Peacekeeping troops,

the area will have to be reclaimed by force. Needless to say, the rebels pay no heed to threats from ally-like pacifists in cyan helmets and stay put, taunting the UN to do their worst.

Taking control of the MiG29M, the most feared combat aircraft in the world and pride of the Soviet arsenal, the player's mission is to embark on a campaign of strikes, each increasing the rebels' strategic hold on the area and eventually forcing the enemy fifth out of the country.

Distant from the first MiG game from Denmark, released only a year ago, MIG29M is essentially one long mission, broken down into clusters of manageable combat chunks. The aim is to give the feeling of a more intense campaign, of actually taking part in a war rather than playing a set of precise missions. MIG29M's premise is best described as a midpoint between a Microprose theatre-of-war style affair and the slightly disappointed though more instantly gratifying feel of Interceptor.

If this rating was to succeed, it was vital that while addressing the problems of the short-term and busy appeal of the first game, the player didn't feel as if he was left short without any direction, simply flying across thousands of kilometres of air space with no aim.

The game's success on this count is at least partially down to the limitations put upon the player. By only allowing only four waypoints to be stored in the aircraft's automatic navigation system, it's ensured that there's little chance of the player feeling overawed with options.

Before taking an overview of the Mission screen shows the entire campaign area with bridges, roads and supply depots marked. Four waypoints are already positioned on the map, all of which can be moved around at will. In their initial positions they are, respectively, the home runway, an enemy runway, a road bridge over a river and an enemy supply depot. Although the player can position any waypoint wherever he chooses, it rapidly becomes clear that there is a particular order of strikes which must be performed, each weakening the overall enemy position. Careless heretics such as trying to destroy the main enemy base on the first flight will seldom yield any reward other than a surface to air missile up the exhaust.

The game is most constructively played as combat in stages, attacking an enemy runway and then taking it over, then using it as a home base from which another enemy installation can be attacked and so on until all the elements on the map are back

MIG 29M SUPER



MG29M Superfulcrum's predecessor, the comparatively dullly titled *Mig29* (above) was in every sense a first step. Even when the first game was produced, Dornak and Limb had clearly been paying attention to the state of the market and had noted the saturation of heavyweight products. Even before *Core* turned up and moved their "No-nonsense flight game" banner with *Thunderhawk*, Dornak had produced a flight game with all the over-complexity cut out. However, in the process some of the long-term appeal got sliced away too. Here we have a game with the better qualities of *It's Deadly* and some genuine depth too. Not bad.



Left: Top: Dornak and Limb had clearly been paying attention to the state of the market and had noted the saturation of heavyweight products. Even before *Core* turned up and moved their "No-nonsense flight game" banner with *Thunderhawk*, Dornak had produced a flight game with all the over-complexity cut out. However, in the process some of the long-term appeal got sliced away too. Here we have a game with the better qualities of *It's Deadly* and some genuine depth too. Not bad.



Left: Despite being a first step, *Mig29* was in every sense a first step. Even when the first game was produced, Dornak and Limb had clearly been paying attention to the state of the market and had noted the saturation of heavyweight products. Even before *Core* turned up and moved their "No-nonsense flight game" banner with *Thunderhawk*, Dornak had produced a flight game with all the over-complexity cut out. However, in the process some of the long-term appeal got sliced away too. Here we have a game with the better qualities of *It's Deadly* and some genuine depth too. Not bad.

audio UN control. Winning each stage will make the player's life easier later on. By destroying supply lines, and isolating particular camps, the enemy forces are less capable of hampering the player's attacks on other installations.

Once suggestions have been decided and weapons selected then enters the default combination of both air and surface missiles as the player's own particular favourite weapon. It's time to get the MG29 airborne. From its stationary position on the runway the aircraft can be brought into the air in a matter of seconds. Simple, logical keyboard controls minimize any consultation of the comprehensive manual during play and once airborne the player can appreciate the abilities of both the game and the plane alike.

A factor which made the first MG29 game so playable was that the aircraft itself is no pig to fly. Plenty of combat flight time are hampered by complex and finicky controls forcing the player to pay more heed to the joystick and dial than the world outside. Not so here. Everything is provided for the player's con-

fort and ease of use. The HUD is clear and simple and information is duplicated all over the place. If the player is concerned about altitude when tracking down a target, he need only glance at the altimeter on the HUD which is also pointing the way toward his prey. Likewise, if he's checking to see if his air bases have been trashed out by enemy fire, he can still keep the best line for his waypoint home with no effort: it's all displayed in an easily readable manner on his central console. The ergonomics here are just as they should be. The player never has to think where to look.

In addition, the fly-by-wire set-up of the new MG29 is simulated well to make the flight even less unreasonably stressful than before. In order to minimize instability and gear fluctuations caused by pulling too many G's, a computerized buffer smooths out the player's occasionally frantic stick-worries before actuating them on the aircraft. Likewise, an automatic stabilising device will straighten up the aircraft whenever necessary, removing the frustrating need to continually nudge and tap the stick into a

mig29m's premise is best described as a midpoint between a Microprose theatre-of-war style affair and the slightly disjointed yet manageable feel of *Interceptor*.

FULCRUM

FLIGHT DECK

The whole point of MIG29M is that it doesn't break down into easy-to-handle missions in the same way that lots of flight sims do. Instead, the plot unfolds over a single mission - to liberate a Southern American coast from its newly acquired rebel leaders. So, to give a better impression of how the game plays, we've taken a pic from each of the major elements found within the mission and detailed them for you.

Working around in an essentially clockwise pattern, the player must perform a sort of leapfrogging action, attacking enemy air bases and then claiming them as his own in order to reach later targets successfully.

To begin with, life is worryingly easy, with the player facing greater difficulty in actually landing his plane on a clean strip than downing enemy fighters and wading little anti-aircraft installations. However, as the game goes on, each take-off could well prove to be the player's last. Toward the end of the mission life becomes quite heady, impossible, with enemy jets hounding the player into the ground and anti-aircraft guns blasting him as he lifts off.

The learning curve from nice and easy combat scenarios to deadly ones of the party stuff could have been a touch more gentle. But hey, life is war, after all.

Then add, even novice fliers will find some of the frustrating intricacies other games throw in their path. The MIG is a great aircraft to fly and the new fly-by-wire system will do away with all those frustrating over-compensatory joystick jerks.

What Danmak really need to do is order to establish the MIG games as heavyweight play-for-hire flight combat games to help out a mission disk to extend the longevity of an already excellent games system.

Flight: The Member Range, a lot of a lot of miles, when Danmak can really rather just do the frontal generated waves, while the rest of the anti-airplay takes an evasive.

When the player is in control flight it's best to make use of the maximum in order to avoid the risk of crashing around.



When when flying performance on a mission plane, it's worth making use of the Member Range, as this can be used to improve the plane.



It's a really important that all air units should will have some to increase the speed of the plane and speed of the engine. It can be used to improve the plane.



MIG29M's strongest suit is the storyline and development of the plot through the different stages in the missions. It may not be the most original yarn ever, but it serves its purpose well.

With the MIG 29M, the player can see the mission in the sky and try to change the way it will be played through the Member Range.



Member Range: clicking the enemy plane positions showing enemy planes. Member

Flight: It is important about the mission progress. First, there has to be the Member Range and then the rest of the map before the player can see the Member Range. But it is one of the best of the best.





Use the vehicle
control interface for a
variety of engine
manipulations. The
steer dial can also point the
aircraft by flying through the
sky.



With their nose to the main
control console, it's hard to
tell how sharp of the down
toggle, the apparent reason
for better than that used for the
first game.

All of the existing fuel
injection on the side, the player
can control the fuel with
a single button and wheel.



Under the existing fuel
injection and links to some
existing control the hardware
steering bridge and the
air fuel the cockpit
movement from inside the
jet.



And this on the way around
the cockpit shows away of
the, and therefore the
direction of an atomic
attack, being the view it is
highlight is clearly visible but
not suitable.



Using the jet to fly over a
landscape, the player can
control the fuel with a
single button and wheel.



With the jet to fly over a
landscape, the player can
control the fuel with a
single button and wheel.



Using the jet to fly over a
landscape, the player can
control the fuel with a
single button and wheel.

Using the jet to fly over a
landscape, the player can
control the fuel with a
single button and wheel.

32P control position to simply achieve level flight.

Once the desired speed and altitude of flight has been achieved, the MIG's progress can be viewed from a host of angles. Interior or exterior views behind and in front, left and right, nose and standard views are available. Also, for more eye-bloating benefits than any addition to combat awareness, the player can position his "cameras" in the most recently fired missile as it screams toward its target or even, at his most perverse, inside the target itself.

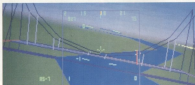
Combat in *Mig29M* is never more than a minute away. The target clusters are constructed to teach the player just enough in one situation to learn how to deal with the next. The first waypoints, for example are rather lightly defended and thus a little good for any but the most panicky flyboy to miss any point of the action. Targets within range can be cycled through by tapping the appropriate button. A little square box will also highlight the targets position on visual. Should the target be outside the player's cone of vision, a direction line will lead from the centre of the HUD to the target. Thus, aircraft can be chased around the skies a most fulfilling manner, as the player is forced to balance the need to turn more quickly than his opponent to avoid being locked into his enemy's sights with the constant threat of blocking out under too much gravitational pressure.

Engagements are, for the most part, the most difficult yet satisfying part of *MIG29M*. Enemy planes will lock on to the player and chase them to death given half a chance. They're decent enough pilots and it's tricky to catch them out. It should be the player's foremost priority in any combat situation to ditch any enemy planes, as they will pose for more of a threat than any anti-aircraft fire that may be encountered.

Aside from all the oh-so-complex manoeuvres detailed in the manual, probably the easiest and pos-



are tree heroism such as trying to destroy the enemy base on the first flight will seldom yield any reward other than a surface-to-air missile up the exhaust.



Efficient while accurately that player tracking through wire and laser lines getting through and within the cockpit's stable and flying while, thank!

Surfing an aerial view of the MIG attempting to enter view of the enemy supply base. Following wire and laser lines getting through and within the cockpit's stable and flying while, thank!

fully functional dogfighting move is to thrust away from the enemy plane and force them to chase at top speed. Then, by clearing on the altitudes and killing all thrust, make the MIG decelerate and turn in as tight a circle as possible. If performed correctly, the move will break the enemy's position and will drag their little green line around from behind to almost 90 degrees away from directly in front of the MIG. Increasing thrust and recovering the altitudes, most players will be able to lock on with an altitude missile. Since the enemy jet will by now be trying a similar rapid-deceleration in order to turn, they will be slow enough to be hit on most occasions.

Incoming enemy missiles can generally be avoided with some frantic flury/hull dropping and adhering to the basic rule of not flying in a straight line for too long in combat.

Players finding themselves on the receiving end of enemy fire will experience a number of scenarios. Either their jet will perform a rather pathetic evasive dance with smoke puffing out of their tail or an increasing number of instruments will crack out. Once in this situation, it's wise to just turn around and head for home, even if only part-way through a mission.

Like both the handling of the plane and the pacing of the missions are adjustable, MIG's graphic style is worthy of comment, though for different reasons. Critics of the first game suggested that the landscape was a little Spartan and could do with some detail. This time, Sims has added lakes, fields and trees as decorative touches to the bridges, tanks and radar towers which usually play a part in the combat.

Most of these elements sit well with the rest of the game, but the decision to use fractals to construct a mountainous range in the southern area of the combat arena seems a little strange. In a game where so much of the visual appeal is based on the clean, smooth look of the graphics, to have a distant mountain suddenly fragmenting into lots of little triangles as it is flown over is a little disconcerting. Quite apart from anything else, it makes the playfield look more like the ViewScape than that of a flight simulator. The shaky realism of the effect isn't helped by the unusually symmetrical nature of the mountain range itself.

On all other visual fronts, MiG2000 is no slouch. The graduated skyline, the explosions of targets and especially the burning and smoking exhaust flames which follow from damaged enemy aircraft make the game look really quite special.

So, what level of success have Dornack and Sims had? Well, on virtually all accounts, a great deal. Despite minor niggles about some of the graphics and perhaps a worrying doubt that even despite the more grand feel of the mission, it may still be a long way short of a hitpage title for sheer length of spend, MiG2000 Superfighters delivers the goods. It's also one of the most entertaining and straightforward polygon combat flight sims around.



PC version

Machines running at over 128Mb will be adequate for MIG's needs. The option to turn off the graduated skyline will further aid players with slower machines. Despite the rather unpleasant interface used in the briefing and pilot-debriefing modes, MIG is a fine example of clean, uncluttered game design, with a game for everything and everything in its place, capable of playing easily with games from companies more commonly associated with both PCs and simulations than Dornack.



Reduced to the budget line of the screenshot on the extreme left, this illustration of the enemy target line is made up of the most clearly appearing pixels.



The middle one shows the paper-thin gradient that is the jet's altimeter while the right one shows the enemy target line actually being in its use that would give precise details of enemy jet target only once they have been identified from above.



© Ben Doughty

R A T I N G S



Graphics: 860
Gameplay: 860
Sound: 860
Value: 860
Overall: 860

860

There are those that will think that the addition from the standard 8-bit color computer display screen requires little extra screen real estate. But we're far from that level of technical expertise just yet. In a time when the screen has been expanded and there is little extra cost, the addition of extra color information does not seem like a great idea. It's a shame that the game's graphics are not quite up to the mark.



AWESOME!

WIN AN AMIGA 500, 20 MEG HARD DISC AND A MASSIVE 37" TV MONITOR!

THIS HAS GOT TO BE THE BIGGEST AMIGA COMPETITION THERE HAS EVER BEEN! NOT ONLY ARE WE GIVING YOU THE CHANCE TO WIN AN AMIGA 500 COMPLETE WITH 20 MEG HARD DISC AND JOYSTICK, BUT YOU'LL ALSO RECEIVE THIS ENORMOUS! MITSUBISHI 37" TELEVISION! THIS WILL GIVE YOUR AMIGA GIGANTIC GAMES GRAPHICS, BUT YOU CAN USE IT AS A NORMAL STEREO TV TOO! THE PRICE OF THIS LITTLE LOT WOULD BE £4000, BUT WE'RE GIVING YOU THE CHANCE TO WIN IT ALL!



CALL 0898 224 888 NOW!



WIN THIS GRUESOME PREDATOR MASK! CALL 0898 224 889

Calls cost 94p (peak rate) and 48p (at all other times) per minute including VAT. For winners list send a SAE to: Populare, PO Box 2066, London, W12 9JH. 0898 calls are more expensive than normal so please ask permission before you call. Services involve a series of questions followed by a teabreaker, the winner will be the entrant judged to have the best teabreaker.

console reviews

Over the page, console fans, you'll find the start of ACE's new console section, a suite of pages set aside in the magazine for nothing other than console games. Each month in the mag we'll be devoting a similar number of pages to all things console with the very latest titles on both import and general release reviewed in full colour.

Don't forget that all the new console games we receive each month will be detailed in our Reviews Directory section at the back of the magazine, so even if you don't find anything here to suit your tastes, you may well find something in the pink that'll do the trick.

This month's games:

91 - Road Rash

Even the absolute graphics can't distract from Electronic Arts' new blegg: a motorcycle racing game with more action than you would believe. Race across country down winding roads while fist-fighting other riders and motorists. 100% smasher/smasher fun!

93 - El Viento

Negative reviews never seem to tire of the staged old-timey-up formula and this time we've got two examples of just that. El Viento, the ugly sister of the pair features some entertaining enough fighting but lacks graphic appeal. Nevertheless, it's worth examining for visual novelty value alone.

94 - Pro Soccer

They said it couldn't be done and they were right! Well, they said it should be done and they were wrong in closer to the truth. Kick Off, the best game in the history of the world (official) has turned out to be a very old affair on the Panasonic CD-ROM.

96 - Streets of Rage

It's those women! Kick those dwarves! Yes indeed. This is what fighting games are supposed to be all about. Team up with a mate and do battle with the evil forces that have taken over a city and turned it into a New York/England/Broken Britain/ Broken Superficial City!

99 - Jerry Boy

Jolly Boy, as it should have been titled involves a little squishy shape crossing a hazard-packed land absorbing monsters and doing good deeds. Before you turn away in disgust, take a look at the review.

91



93



94



96



99



The Coolest
Dude In Town!

Available on:
AMIGA - ATARI ST
IBM PC (VGA, SVGA) -
EGA, Tandy 15 Color
Commodore 64
(Disk and Cass)

Rolling Bonny



It's never easy trying to pump fresh ideas into a tired old genre - although with its latest effort *Road Rash*, Electronic Arts has had more success than most in recent times. It's essentially a motorcycle racing game, but with one novel twist: violence. Despite the game's contemporary scenario, *Road Rash*'s designers have had no qualms about making the whole thing as realistically as possible. What makes for a storyline concerns a crooked head of speed freak bikers, known as Badlers, who race each other across the country for cash prizes. Apparently nobody was bothered with the feasibility of writing a rulebook and so more or less anything goes. As a result, the days of trying to sneak past the vehicle ahead of you are long gone - in *Road Rash* all that's required is a hefty lick, punch or slip to knock the offending rider off the road!

The *Road Rash* consists of five individual races, each on a different track, and each with fifteen riders. EA's previous "alternator" sports games *Crash 'n' Burn* and its sequel *Slip 'n' Burn* have obviously been a strong source of inspiration here, as the feel is very similar, consisting of lots of "cinematic television-style" type games in the pre-race dialogue. Each of the computer-controlled riders is named and has their own personalities - some are more violent than others.



Electronic Arts' EA has been very successful with *Road Rash* and now has a sequel already under development. It's not surprising, though, considering its success.

Only 1000 copies were sold in a few days at the start of the race.

ROAD RASH

Race hard! Hit harder! Mad Max meets Super Hang-On in ELECTRONIC ARTS' latest mega offering. But is it wheehee good or wheehee wheehee good?

The racing itself is, for the most part, of the standard Super Hang-On variety, but with a number of neat twists. For a start the tracks are considerably more treacherous than most before them, comprising lethal hairpin turns, hair-raising hills and all manner of obstacles. Can you solve the maze problems, with added peril provided by roadside trees, signposts and grazing animals? A nice touch is that, when the players crashes, rider and bike are separated in a spectacular accident sequence, often with the unfortunate rider sent spinning across the terrain and into yet more obstacles. It's these necessary to run back to the stricken cycle so that racing can resume.

Combat between riders is limited, but effective, consisting of a basic punch, a more powerful kick and a devastating crash over the victor's head with a crash - although the latter move can only be executed once the weapon has been snatched from another rider. To knock a rider out of the race, their stamina must be depleted by a series of blows - although a single well-timed hit may be enough to despatch an enemy. Not so vulnerable

are the highway patrolmen, that try constantly to pull over bikers for speeding - get caught and it's a night in jail and a hefty fine. The overall goal is to win the *Road Rash* tournament, which is facilitated by the accumulation of cash - the better the race result, the higher the prize, and money goes towards buying more powerful cycles. It's all too easy to lose cash, though, with the aforementioned speeding fines and on repair costs if the bike is wrecked by consistent crashing.

Road Rash is certainly not your average run game - it's faster than most for a start, and once into the game, it becomes apparent that the violence aspect is not just a gimmick, but a proper gameplay aspect that makes the game all the more fun and involving. It takes a lot of skill to knock a rider off his bike, and mastery of the moves is vital. The game has a lot of character and atmosphere, and the racing action is some of the most exhilarating seen on the Drive. Highly recommended to those looking for a quality racer with that little bit extra.

by Gary Whitham



It takes a short while to get a hang of the controls and fighting moves, but once the player is proficient, it's difficult to put *Road Rash* down. The only slight letdown is the small number of courses - only five - and the lack of any great variation between them, which is likely to eat into the game's long-term appeal. There's a real feeling of speed provided by *Road Rash*'s snappy screen updates, and Rob Hubbard's thumping in-game soundtrack provides real atmosphere. The graphics themselves aren't quite as clean as they might have been, but nevertheless *Road Rash* remains one of the year's more impressive MegaDrive offerings.

ROBOCOP

3

BRING YOU A TOTALLY
NEW AND ORIGINAL
ORIGINAL ROBOCOP
IN A FAST AND
SHORT-THROUGH-TO-
THE-POINT, GUTTY
AND GRINDING
MILITARY ACTION
AND MORE THAN
JUST A
3-DIMENSIONAL
ENVIRONMENT



**AMIGA
ATARI ST
IBM PC &
COMPATIBLES**

© 1993 Ocean Software Ltd.

ocean

EL VIENTO

Ever seen a female ninja? Now you have, and it's all thanks to **WOLFTEAM**.

Tough many may doubt the integrity of Sega's "chick" martial arts adventure *Shinobi*, there's little arguing with its phenomenal success. Not only has it been a popular series in its own right, since its inception it has spawned more clones than any other console game. And while the latest is an unacceptably long line may not offer much new in the gameplay rubes, it does at least differ from all the other unimpaired rip-offs by casting the player as a female hero. Considering that female heroes aren't necessarily very popular (part from *Wonder Woman* and *Chewbacca* out of *Star Wars*) that does come as a refreshing change. It's just a shame that the game often has to save the world in its own damn hell.

The unrelatable Japanese documentation means that the identity of *El Viento* and the player's mission must remain a mystery, but it doesn't take a degree course to work out that, whatever ninja woman's objectives in life may be, she goes around them by chopping the hell out of everything she sees. This is in fact necessary, as just about everyone that Mrs. Ninja bumps into on her travels is out to get her, from the Dick Tracy type fellows who roam around in restaurants blasting away to the mutant blazes and strange T-shaped individuals who drop knives, unidentifiable objects out of the windows.

That word "unidentifiable" is quite an important word when playing *El Viento*, because it applies to just about everything in the game. The graphics are so poorly defined and badly coloured that it's often very difficult to see what's going on and why. The screen display looks like the colours have run and the contrast level is up too high, and the result is such a shocky mess that if the player hadn't just spent a wad of his hard-earned cash on the game,

it's debatable whether or not he'd bother to even pick up the joypad after clapping eyes on the first screen.

The game itself is just about passable, consisting of a number of scrolling stages linked together by doors in a maze-like fashion. The object of each is basically to run up and down lots of stairs, stab all the bad guys and find the door to the next stage. In practice, this can actually be quite



fun. It's not too taxing and the ability to waste so many enemies with the rather cool bouncing knives is very satisfying. All this business soon loses its appeal however, especially as the game seems to get remarkably difficult very quickly, and since player control during combat is limited more or less to just hammering away on the fire button, there seems to be little scope for skill or tactics.

While *El Viento* just about passes as an average Megadrive ninja-type romp, there are scores of other games more deserving of your cash than this licker. If you're not really too bothered about whether your on screen hero has a willy or not, you'd be better advised to check out one of the official *Shinobi* games. At least they don't look like there's something wrong with the SCART lead.

— Gary White



515 **UNIDENTIFIABLE**

<ul style="list-style-type: none"> Attractive hero for the female audience Control during combat Expensive graphics 	<ul style="list-style-type: none"> Unrelatable graphics and unrelatable documentation Control during combat Expensive graphics
--	---

GRAPHIC POINTS

The terrible graphics are an instant turn-off, and once the gameplay reveals itself to be little more than substandard running about and killing, you're unlikely to be too compelled to continue. What a bummer.

The most abysmal graphics the Drive has ever had to endure combine with ear-screeching music to produce the console equivalent of dropping a livecoke block on your head. Enough said!



PRO SOCCER



Because of the incompatibility of Kick Off's control with the Fanlion controller means Pro Soccer takes a little getting used to - and a lot of patience along the way. But the rewards are there for those who are willing to persevere - just about, and as it's a sports game its testability is theoretically timeless. An annoying and thoroughly inappropriate save function exists during play, and the frustration is further compounded by the indicator arrows, which in the heat of the moment can make it difficult to see what player is under your control. And without the full strength of the original's playability to back it up, Fanlions owners are unlikely to be very tolerant of the low-quality sprites.

Is Kick Off on the fanlions all it's cracked up to be?

No. Well, it's not that it's bad, but it's certainly not Kick Off either. As reported to you exclusively by ACE last month, Fanlions owners can at last experience the Kick Off legend - sort of. Now it's called Pro Soccer so as not to annoy the famous Japanese chip-farmer company called Kick Off, and has undergone all the necessary changes that are part and parcel of an Amiga-to-Fanlions conversion. Anybody who's played the ultimate football game (and, as many might argue, the ultimate game full stop) will undoubtedly have been somewhat wary about the prospect of such a conversion - and the finished product has more-or-less confirmed their fears.

As I say, it's not that it's bad. In its own right it's a fine football game - but in the process of putting Kick Off onto the supposedly more powerful machine, something's gone lost in the translation. Technically everything is there - team selection, formations, leaders, free kicks, corners, setpieces, tackling - but so far as the feel is concerned, this Fanlions version is the computer game equivalent of a body matcher. To all intents and purposes it's the same - except that it isn't.

To be fair, it's not the fault of the nice folks at Imagine who are responsible for the conversion. The problem is that Kick Off's highly-sensitive control mode just doesn't work on a Fanlions joystick. The rapid and very delicate changes of direction required to perform the dazzling feats of dribbling and skill that made the original version so good just can't be performed properly on a four-way pad. It doesn't work. So the result is like playing Kick Off with some sort of its built-in handling. It's still possible, with practice, to play with a reasonable degree of skill, but many of the finer techniques go right out of the window. Fortunately the game's a bit better than certain preproduction versions suggested it

might be, so that all important aspect of the game remains, for the most part, intact. I say for the most part because there are some flaws. The scrolling is fast, but not particularly smooth, and it can be noticably jerky at times. More worrying is the pitch design itself which, when the players are running at high speed, gives the impression that it isn't moving at all. This bizarre optical illusion can be very unsettling indeed.

Admittedly, Kick Off veterans are unlikely to miss too much about this, and they'll see it as just a football game, and one that scores if it's not a bad effort. It's just about playable and, in two-player mode particularly, there's a fair share of fun to be had. But for those of us in the know, Pro Soccer flies wildly over the crossbar.

Gary White



Imagine's the usual suspect. An Amiga looks considerably better than Kick Off. You can't see the controller, but the Amiga's Amiga-looking too.

ACE is pleased enough to control around the computer game's production.

FOOTBALL

CRAZY



3

OF SOCCER'S GREATEST HITS!

PLUS WORLD CUP '90'



KICK OFF 2

- AMIGA FORMAT - Best truly great to have appeared on any machine.
- ATARI FORMAT - The best computer game ever.
- ST FORMAT - What a special game to Play. Magic.
- CD ROM - The best game ever to grace the CD ROM.

The Ace
The One

PLAYER MANAGER

- ST format - It makes it impossible to lose.
- The One - Emotional. Most involved, rewarding and pleasurable.
- Amiga Format - Entertaining and addictive.
- ST format - Brilliant.

© 1991 ANCO SOFTWARE LTD.

FINAL WHISTLE

Does Not fit Kick Off 2

ANCO

7 WILSON INDUSTRIAL ESTATE, LONDON ROAD,
SARFORD, GREAT SAFFORD,
TEL: 0625 52643 (1-10) FAX: 0625 52640

AMIGA - £25.99

ATARI ST - £25.99

(DOUBLE SIDED DRIVE ONLY)

Charles Bronson had it easy. The crime-ridden fictional city that is the setting for Sega's latest Megadrive offering makes the three look like bullies. The story goes that a once peaceful and thriving metropolis has been torn apart by a secret crime syndicate run by an unknown overlord. With the police either bought off or too frightened to act, the streets have been reduced to a warzone ruled by punks and hoods. Three cops in particular, though, have already taken more than they can stand and, after being refused permission to form a special task force to combat city crime, have turned to their budge and taken to the streets to set things out in their own way.

Needless to say, these cops don't waste time with hand-to-hand or rights. In *Streets of Rage* the objective is simply to kick the crap out of every last hoodle



STREETS

in the city, on a trail that will eventually lead the player to Mr Big himself and the final showdown to decide the fate of the city. But whatever the intricacies of the storyline, what *Streets of Rage* boils down to is a damn fine beat-'em-up in the Final Fight tradition. It's so much in the Final Fight tradition, in fact, that in a lot of respects there's little to distinguish it from CapCom's run-up classic.

The player progresses through eight levels of like-infused cityscape, starting out in the ghetto and ending up in the luxuriously-furnished palace of Mr Big. Along the way the vigilantes pass through a number of bizarre scenes, including a tropical beach, a car park, a factory and a bridge - in, not level all

The city is in turmoil! Is SEGA's answer to Final Fight tough enough to clean it up?

the action takes place or toward a lead. The fighting itself is fairly rudimentary, but all the more rewarding for it, as the control system does most of the work. From the basic combination of jump and attack controls, the player can execute a dazzling array of ball-kicking moves and acrobatic martial arts techniques. The combat is control-sensitive, so the more a combated creature is bashed out just on the player's command, the slower he or she and his

opponent are positioned. Attacking from the front results in a simple punch or kick, while coming in from behind opens up possibilities for complex throws and wrestling-style exploits.

Each of the three main characters available to the player has a distinctive fighting style. Blade-haired Axel Stone, for instance, is a martial arts expert, specialising in devastating knee-kicks and a nifty back-walk for class. Soul brother Adam Hunter is a



Sega's Megadrive has three very different characters to choose from, all with their own special skills.

Sega's Streets of Rage is packed with lots of special moves, such as the flying kick above.

Blade-haired Axel Stone is the toughest character in the game, specialising in devastating knee-kicks and a nifty back-walk for class.



boxes, with a nice line in punches and shoulder thrusts, while female jabs repeat their striking one drops and kicks to protect herself. These differing styles are particularly evident in two-player mode, with a pair of fighters working together. A neat aspect of the two-player game is that players can use special "team tactics", where both players get together to co-perform a devastating super move.

The bombs and punks that form the main threat can normally be disposed of with a couple of simple kicks or punches, and only pose a threat when they attack mid-banded. Even then it's possible for the player to floor an entire crowd of enemies with one well-timed flying kick! More serious problems are caused by some of the bigger, badder gang members that are thrown in every now and again to make things more interesting. They include an-



Some of the huge variety level of Streets of Rage 2. Enemies aren't just the same size when they appear and are equipped with different abilities. About here, for example, a giant will use the laser that shoots out from his chest, capable of instantly killing the player in the arena.

OF RAGE

jugglers, fire-breathers and troops of karatekas that come armed with an array of lethal martial arts moves. To help deal with them, there's a host of weapons available, some of which are littered around the landscape at random, with others needing to be liberated from their owners before they can be picked up and used. At the end of the scale there are the standard flick knives and broken bottles, ranging up to the far more formidable baseball bat and a giant piece of lead pipe that effectively doubles for player's hit meter! A novel touch is the pepper shaker which, when thrown in an enemy's face, stuns him for a few seconds and gives the player the opportunity to steal it. The weapon's lifespan is limited, however - it disappears if dropped twice by the player.

By far the most impressive - and funny - effect in the game is the Special Attack that only players use to especially desperate situations. Each one is available per life, but can save the day in times of need. It varies that each of these ups has an ally in the corrupt police force, and should things get too hairy, a single button press sends a police car screaming onto the screen, steam blowing. The friendly cop then appears, armed with a rocket launcher or napalm gun and blows away every enemy in sight! It's an effect best put to use on the end-of-level "boss" encounters - the players get one each to deal with - which are so fiendishly HARD that it's almost inconceivable to beat them by fair fighting alone. Included in the line-up are a fire-breathing fairy, gangly knife-wielding giants, a pair of toy hot-daddy mania girls and a massive Conan-type character who packs a punch that would knock a building over. So tough are these guys that the special attack serves only to weaken

them, but it does at least mean that they can be defeated without the players having to sustain too much damage.

Comparisons between Streets of Rage and Final Fight are inevitable - well, it's only to be expected where both games feature enemies, weapons and moves that are identical in many cases. The designers score absolutely no points for originality, but they've done a superb job of creating a powerful beat-up-out-of-the same. The one point against it is the rather flimsy graphics, which aren't a patch on Final Fight's hefty and immaculately-drawn visuals. They're rather indistinct, not all that well-coloured and rather blurry as a result, like they've come from an ST rather than a Megadrive. That point however, is quickly forgotten when the gameplay kicks in (literally), offering a level of violence unparalleled by anything else on the Megadrive - some of the more elaborate techniques are immensely satisfying when they come off and a whole array of scars is flung in our eyes. And despite the lack of graphical depth, the sound effects ensure that punches and kicks really do sound like they're broken a bone. There is of course a lot more fun to be had when fighting with a friend, especially when it's discovered that all the combat moves can be carried out on each other. In the frenzy of combat, it's often easy to knock your partner a smack by accident, and such incidents can lead to all-out fights between players. Whether or not it's as good as Final Fight on the Atari/Amiga is bound to be a matter of playground debate for some months, but there can be little doubt that Streets of Rage is the finest beat-up-out to grace the Megadrive.

■ Gary White



885



Rate of interesting material in this issue
 Overall
 Editorial
 Accuracy
 Clarity
 Value for money

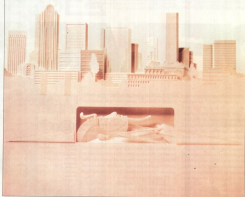


Exceptionally easy to pick up and play, due to the intuitiveness of the control method. Three different settings give the game an extended lifespan, and it's tough enough to keep playing at it even if the final level is a bit off putting with all the ridiculous tough enemies it throws on screen. And since killing heads is timeless entertainment, this one's likely to prove popular even after completion.

Streets of Rage features some of the finest music ever to grace the Megadrive, with a high-quality title theme and a tune for each level, ranging from New Jack City-style rap beats to samba and steel drum tunes. Imaginatively it could have pushed more of a punch, but that doesn't detract from the action and there's enough more-impressing stuff here to sustain anybody's attention for a good few weeks.

Sid Meier's
CIVILIZATION™

Build An Empire To Stand The Test Of Time



Coming Soon for your IBM PC
and Compatibles.

MICRO PROSE™
SIMULATION • SOFTWARE

Well it's true, I figure it that. In the past, Japanese gamers have played hard-core, gear-piled and even a little Italian plumber - but never a bit of jelly below. In fact the rather obscure title of Jerry Boy can only be put down to the Japanese tendency, as people like those Akiba have delighted in insisting for our excitement over the years, to pronounce their fix as the 'jelly boy - Jerry Boy, see? The Japanese documentation doesn't throw any light on the subject, and after Monkey King was re-christened Donkey Kong due to a misheard telephone conversation, you have to assume that anything's possible.

But enough of this nonsense. Silly titles aside, Jerry Boy is actually a very cuddly - and very playable - little game. As far as it is possible to ascertain, the story tells of a little boy (possibly called Jerry, which would explain a boy who is turned into a blob of blue jelly



Even the few screens of space below the level? You're looking for a platform. You can't see it, but it's there. And the camera? It's not on the right or your side.

JERRY BOY

with a face on it by a cackling old wizard. The idea is to jelly along for whatever it is a jelly doing the various levels of the mystical world you place where the game is set and re-assume human form. It's all a rather poor excuse for a Super Mario World clone that if nothing else must surely qualify as the most outside game ever seen - and that's saying something.

Each scrolling stage is essentially a simplified version of a Super Mario World, comprising all the standard platforms, heavy things, ramps, lifts,

Is EPIC's jelly-based game set for stardom?

bonus bits and end-of-level bosses. The twist that the whole game hangs on is that the player's wobbly character is sort of like a multi-segment version of Terminator's T-800, in that it can alter its shape to adapt to its environment. In default mode it's just a blob, but it can turn flat as a pancake to squish bad guys, stand up tall and thin to nibble aerial aliens or squeeze into narrow spaces, stick to walls and ceilings and shoot-objects and hold them inside its gelatinous body where they remain visible until you get out for later use. The most often used objects are red balls which form the basic weapons against menacing badies and the evil bosses - such as level one's egg-laying chicken.

As the game progresses, Jerry Boy is taken underground in stages that play like a cross between Mario and Sonic the Hedgehog, although throughout the pace of the game is much slower than either of those classics due to Jerry's slow, wobbly movement. As much the atmosphere is very subtle, which suits the game's disgustingly fluffy graphics to a tee as it enhances the feeling of playing a dainty game. And though it might lack the frenetic action of Sonic or Mario, it's every bit as playable, offering just as much challenge - if not more - in the form of tricky puzzles, traps and obstacles. It's certainly one of the better Japanese games to hit these shores, and comes unreservedly recommended to all fans of the platform genre, as well as anyone who appreciates a game that puts a smile on your face.

Gary White

890 SUPER FAMILIAR RATING

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

5 **★★★★★**
 4 **★★★★**
 3 **★★★**
 2 **★★**
 1 **★**
 0 **☆☆☆☆☆**

The control of multi-purpose Jerry Boy takes a bit of getting used to, but once it's mastered it's difficult to put the joystick down - no matter how frustrating it might get at times. Lots of worlds mean that premature boredom or completion isn't likely to be a problem. Cute is the key, and there can be no doubt that Jerry Boy features some of the cuttiest characters ever to grace a console. Even the ultra evil end bosses look sweet. The jelly atmosphere is buttressed well by the loopy sound track, consisting of bits of happy little tunes. How sweet.



THE WORLD'S GREATEST CONSOLE MAG!!!

MEAN MACHINES

£1.75
NO 13 OCT



INSIDE!

MEGADRIVE

BACK TO THE FUTURE III • XENON II
F-32 INTERCEPTOR • OUTRUN
PREDATOR II • SPEEDBALL II

MASTER SYSTEM

XENON II • BACK TO THE FUTURE II • III

NINTENDO

MARBLE MADNESS • GALAXY 5000

SUPER FAMICOM

TENNIS • GOEMAN • TOP RACER

SEGA



MEGADRIVE



SUPER FAMICOM



NINTENDO



GAMEBOY

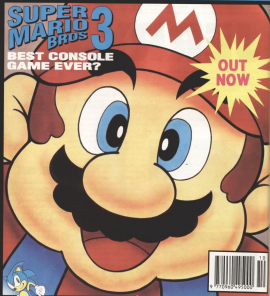


GAME GEAR



SUPER MARIO BROS 3

BEST CONSOLE GAME EVER?



MASTER SYSTEM SONIC - FIRST PIC!

Hold The Last Page!

Well, okay, so it's not quite the last page but this, dear reader is the page we can get long after the others are all happy in being-printed land. And so, what better use of this fascinating quirk in the production schedule than to leave the page free for the last-minute previews that just happen to fly in the door at the eleventh hour. The last minute of the eleventh hour to be precise. And the lucky recipient of the treatment this month is...



REACH FOR THE SKIES



For flight simulation is dead—long live the war game! Usually, after years of being at the mercy of obscure controllers, we would be pilots can now have a say in the turning of the battle.

The latest product from Business-based Roman Software, *Reach For The Skies*, is the title suggests, takes us back to The Battle Of Britain. The scenario is undoubtedly the first in the history of aerial combat, and you'll find it easy to say, RFTS covers the entire history of that historic conflict, from the first Luftwaffe raid of July '11 to the end of their ill-fated blitz two months later and subsequent routing by our now-legendary gallant few.

For most people, the name Roman Software probably doesn't ring too many bells, but their flight sim products are impressive.

Back in '85, McConnell got Roman Software to

put Spectrum Hobby's awesome Falcon into the Amiga and ST, which in turn led to them writing Falcon Mission Demo 1.5, under their own steam. But bigger and better was to follow, with the release of the much-awaited 'Vice-versa' Flight Of The Intruder. However, it was with their most recent product Falcon 3 that they began to move towards the true wargame side. With the campaign and scenario editing features, the player could position forces and customize their attack plans, and create more-producing a theoretically infinite variety of missions, which is where *Reach For The Skies* comes in.

To begin at the beginning, RFTS has no missions, which is a point in its favour for a start. The only divisions here are the three phases of The Battle Of Britain as agreed by historical researchers, in which the Luftwaffe attacked wave concepts, coastal radars, airfields and cities respectively. You can play either side of these scenarios, which means you're trying either to defeat the RAF or to stop the germ and pleasant look from being blown to bits.

However, whereas previous strategy flight sims were mostly just simulate now with a bit of add-on planning, with RFTS you even find that planning the campaign is as important as the actual flying. Every move you make on the Battle Map, whether it's starting a squadron from one airfield to another or moving an aircraft factory from being bombed, has a knock-on effect on the rest of the game, and if you're not very careful, one wrong move can snuff your chances for the rest of the game.

You'll be able to start where you want, whether you're working it all out from Day One or just dipping in at intervals—so shuffling through missions until you get to the good stuff isn't all applicable menu functions are available both throughout the set-up and strategy stages, and in flight, and whilst you may say that this is merely an extension of the Falcon menu system, it sure gives a lot further than that, and reminds me more of the usability of Microsoft's Flight Sim series than anything else. Basically, *Reach For The Skies* can be as simple, or as complex as you like, and will thus suit beginners and flight sim addicts alike.

Available October 1991
Price £16.99

© Abante Software



ACE is the most authoritative and creative magazine covering the Amiga, ST, PC, Megadrive, Lynx, Super Famicom and Game Gear. Only ACE gives you the hottest computer entertainment news of today and the games technology of tomorrow.

For a mere £22.50, you can subscribe to ACE for 12 issues and ensure you catch all the very latest

games reviews, the window-on-the-industry features, exclusive news stories from around the globe and the First Page hardware and software digest section unavailable in any other magazine.

Your subscription will also entitle you to a FREE SOFTWARE GIFT, courtesy of our wonderful friends at UBI SOFT.

SUBSCRIBE TO **ACE** AND GET FREE SOFTWARE



- Get 12 issues of ACE, the best computer entertainment magazine in the world delivered direct to your door and we'll pay the postage! This means never having to trudge down to your local newsagents for your copy again.
- Ensure you never miss out on all the vital information which only ACE gives you and impress your friends with it.
- Choose from some RED HOT UBI SOFT games - which can be yours absolutely FREE!

If you take out a subscription for 12 issues (only £21.50) or 24 issues (only £43.00) you can choose one of the following UBI SOFT games FREE!

MORTVILLE MANOR	(ST, Amiga)
FUEL BLAST	(ST, Amiga, PC)
IRON LORD	(ST, Amiga)
PRO TENNIS TOUR 1	(ST, Amiga, PC)
PRO TENNIS TOUR 2	(ST, Amiga)
JUPITER'S MASTERDRIVE	(ST, Amiga)
UNREAL	(Amiga)
BAT	(Amiga)



UBI: The free software offer is available to UK RESIDENTS ONLY.
Free software choice will be mailed separately to your first magazine, please allow 28 days for delivery.



SUBS RATES SUMMARY

12 Issues (UK residents ONLY)	£21.00
12 Issues (Air Europe)	£30.50
12 Issues (Rest of the World)	£53.00
24 Issues (UK residents ONLY)	£43.00
24 Issues (Air Europe)	£79.00
24 Issues (Rest of the World)	£136.00

We support direct payments to International Money Order.

Please quote order by completing the coupon, or send your details on a postcard or by air mail against 24-hour telephone service on 0800 410 800

Our guarantee: If you aren't completely satisfied with your subscription, you may cancel it at any time and receive a complete refund of all unexpired issues.



TO ACE SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER LE9 9AA

NAME :

ADDRESS :

POSTCODE :

I would like a subscription to ACE for **12 ISSUES** please tick box

I would like a subscription to ACE for **24 ISSUES** please tick box

Please start my subscription from the (year month) issue of ACE

I would like the following **FREE** game (please tick box - only one, remember!)

Mortvale Manor (ST)	<input type="checkbox"/>	Pro Tennis Tour 1 (Amiga)	<input type="checkbox"/>
Mortvale Manor (Amiga)	<input type="checkbox"/>	Pro Tennis Tour 1 (PC)	<input type="checkbox"/>
Full Blast (ST)	<input type="checkbox"/>	Pro Tennis Tour 2 (ST)	<input type="checkbox"/>
Full Blast (Amiga)	<input type="checkbox"/>	Pro Tennis Tour 2 (Amiga)	<input type="checkbox"/>
Full Blast (PC)	<input type="checkbox"/>	Jupiter's Masterdrive (ST)	<input type="checkbox"/>
Iron Lord (ST)	<input type="checkbox"/>	Jupiter's Masterdrive (Amiga)	<input type="checkbox"/>
Iron Lord (Amiga)	<input type="checkbox"/>	Unreal (Amiga)	<input type="checkbox"/>
Pro Tennis Tour 2 (ST)	<input type="checkbox"/>	BAT (Amiga)	<input type="checkbox"/>

I enclose a cheque/postal order made payable to EMAP IMAGES for : £

Please charge £ to my Access/VISA/Discover Club/AMEX (please see us for details)

Card number :

Expiry date :

Signature :

EMAP IMAGES, 15A WELLS ROAD, WINDYBANK HAVES, LONDON ROAD, MARKET HARBOUR, LEICESTER LE1 1BB
Tel: 0800 410 800

AMIGA MEGADRIVE GAME BOY C64 GAME GEAR NINTENDO
SUPER FAMICOM SEGA ST PC ENGINE SPECTRUM PC

OCTOBER '91 ISSUE 119

£1.35

10.00 Dm 4500L
380 Plus S\$8.10



**COMPUTER
+ VIDEO
GAMES**

**BIG RACE
SPECIAL!**

**OUT
NOW**

**Wot? No holo?
See your newsy
agent now!**

**FREE!!
INCREDIBLE
MARIO
HOLOGRAM!!**

MORE THRILLS 'N' SPILLS WITH BRITAIN'S BEST GAMES MAG!

next!

The next issue of ACE will be bigger, brighter, bolder and better than even this mighty tome.

Hard to believe though it is, just remind yourself (since you've probably still reeling from the awesomeness of this issue) of the factors which make every issue of ACE so markedly different from all the other mags on the market, and imagine all them magnified by a factor of a billion. And we're not exaggerating! Oh, alright, yes we are.

FIRST of all, remember that ACE offers more depth and analysis in its reviews than any other games magazine, multi-format or otherwise. We test games to their very limit! Our six page reviews system enables us to get closer than anyone else, especially by guiding you through a level or mission of the particular game step by step, explaining exactly what the player has to do on the way. This way, by reading an ACE review, you'll have a genuine idea what it would be like to actually play the game.

NEXT, remember that our Reviews Directory will keep you abreast of every game released on your format each month. As the directory builds into a living, growing thing, you'd be wise to get familiar with it before it simply becomes too big!

THEN, remember that our In The Works section will deliver the up-to-the-minute information of the hottest of the hot games as they're put together. Once you've taken a stroll through these and our Previews pages, you'll be fully armed and informed and completely gassed-up as to the following month's releases.

FINALLY, consider that ACE has an untouchable track record of breaking the biggest stories first. Not just with some half-arsed whippers and nippers but with hard facts and pictures.

And once you consider that there'll also be:

- *More News!
- *More Tips!
- *More Features!
- *Less Mistakes!

you'll realise that missing the next issue of

ACE Magazine

...would be a very, very unwise thing to do.

ACE December
Out November 8th
Presented with a FREE Supplement

(And all for just one hundred and eighty of your Earth pence)

ACE MERCHANDISE OFFER



There can surely be nothing more sexy and fashionable than the ACE t-shirt. This latest item in the Ace Clothing Collection is what every self respecting computing genius will be wearing this season. The eye catching ensemble has been exclusively designed by ACE's own art editor, Jim "Gambler" Willis, for the lover of fine things and the reader with good taste. The t-shirt is available in sizes small, medium and extra large and can be purchased at the ridiculously low price of £5.99



There is no better way of storing your copies of this, the world's finest computer entertainment magazine, than in an ACE binder. The binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the embarrassingly inexpensive price of £5.99

Order without delay, to avoid gross disappointment. Simply complete the form below (enclosing your postal order or cheque, made payable to:

EMAP IMAGES MERCHANDISE) and send it to the following address:



▲ ACE Binder A

▲ ACE Binder B

Please remember, these top quality items must be handled with the utmost care by our dispatchers - therefore do allow 48 days for your Order to be fulfilled. Rest assured you have chosen well.

PC WISE, UNIT 3, MERITHY INDUSTRIAL PARK, PENTREBACH, MERITHY TYDFIL, MID-GLAMORGAN, WALES CF46

I want to be an ACE Adonis, so please send me:-

ACE

ACE T-shirt £5.99 SMALL MEDIUM EXTRA LARGE

ACE Binder A £5.99

ACE Binder B £5.99

I enclose a cheque/ postal order for £..... (make payable to **EMAP IMAGES**)

NAME: _____

ADDRESS: _____

POSTCODE: _____

All orders include postage, packing and VAT.
Please send your orders to:

ACE MERCHANDISE OFFER
PC WISE UNIT 3, MERITHY INDUSTRIAL PARK
PENTREBACH, MERITHY TYDFIL, MID-GLAMORGAN CF46 4BB

ACE

reviews directory

W

elcome to the ACE Reviews Directory. Over the page begins probably the most detailed and comprehensive review list ever! Well, that's what we reckon, anyway. The aim is to provide the best buyers' guide information on every game that you're likely to find in the shops in any given month. The first list of games are the new titles released during the month in which this issue was produced. The Still Available section details the games that have been released for the last three months. At the end of each three month cycle the older games will be removed, since they're probably not going to be on the shelves any more.

Each month we'll be updating the Directory to incorporate the newest games, always trying to cover every release as we see it.

It's important to remember that all games will appear in the Directory section, even the very best titles will be in the Still Available pages, and games which for one reason or another just don't make it into our main reviews section (we can only give our special reviews treatment to a limited number of games, after all) will be appearing in the New Releases pages.

Unlike some mags who insist on spitting off all the games which they don't like and sticking them into a rubbishy section, we're making no value judgements here. So don't be surprised to see Trailblazers rubbing shoulders with two-star games. And keep looking through the listings because there's a good chance you'll find a gem that you'll have never heard of.

We've arranged the lists, to the best of our remedial school education, in alphabetical order enabling you to get at the game you're interested in as swiftly as possible.

New Releases:

Annals	Flicky	Radical Tycoon
Arms-Graben	Footballer of the Year 2	Radical
Ascent	Gunship 2000	Rolling Stone
Banger Tom Deluxe	Hunter	Sarban
Caslan	Magnific Sorals	Secret Weapons of the Luftwaffe
Class HQ	Collection	Secret Weapons II
Cloud Kingdom	Megatarious	Space 486
Crate for a Copier	Megatarious 2	Stratblade II
Deuterius	Monopoly	Thunderjaw
F-17 Strike Eagle 2	Monster Business	Zona Warrior
Fred Fight	Nebula 2	

Still Available:

Albionian 2	In Your Face	Iron: The Hedgehog
Alan Suits	James Baxter Douglas	Super Professional
Beast Busters	Boxing	Superball
Bosses Bros	Jetfighter 2	Super8-Type
Castle of Illusion	Jimmy White's	Tail Gate
Castle	Whitehead Snooker	Thunderbank
Centaurus Defender of Rome	Ko-Go-Ki	Utopia
Champion of the Ring	Logical	Warner Special
Champion II	Magix Pokeys	Warner
Check Your's Air	Manchester United	Wild Wheels
Combat	Europe	Wing Commander II
Dragon-Creol	Marlan Dreams	
EA Hockey	Merid Land	
EA Hockey III	Mighty Island	
The Executioner	Mirra	
Fly'n South Fighter 2	Mega In Mania	
Fly Tonic	Microphone Golf	
F Zero	Mit All Star Challenge	
Frantic	Pedestals	
Ghost Battle	R-Type II	
G-Lin	Robin Hood	
Golf	Secret of Monkey	
Halley Wan	Island	
Harris	Shinobi	
Heart of China	The Simpsons	
Hero-Quest	Sliders	
	Snaky Snakes	

Give Us A Break!

Please remember, this is the very first month of the Directory and there will inevitably be some omissions and some ups. For this we apologise in advance, and promise to do better next time. Of course, if you don't find any errors, we're proud to say that we knew it would all run smoothly.

new releases

ARMALYTE



Price **Atari ST/Amiga £29.99**
 Genre **Action/Blitz**
 Publisher **Thalassia**

It's just as well space is infinite - it'd need to be to contain the seemingly endless endless battles that, according to the adverb, constantly rage throughout the Universe. Thalassia's latest brings us galactic violence in a 16-bit updating of its C64 hit from many Earth years ago.

The player is given the difficult - if completely unoriginal - task of fighting his way through the levels north of horizontally-scrolling scenery populated by all manner of really rather annoyed aliens. The scenery itself is a little up and down, which introduces a small but welcome element of variation as the player weaves around trying to find the 16 feet path to the end-of-level screen.

Armalyte is an awfully tedious to its ill-fated ST ancestor. Technically it's excellent, with some slick parallax scrolling (especially good on the ST version given the machine's hardware) and polished presentation. However, the difficulty level has been set ridiculously high, and even the most skilled gamer will soon be reduced to an apoplectic state of hair-tearing frustration. This situation is not helped by the excessive inertia on the player's ship which soon has the fragile craft skidding uncontrollably about the screen (and usually straight into the

deadly-to-the-brain scenery). On the basis of the evidence here let's hope Armalyte's sub-title of *The Final* that is correct.

☆☆☆

ARMOURGEDDON



Price **Atari ST £29.99**
 Genre **Simulation**
 Publisher **Pygmalion**

Pygmalion's latest 3D-polygon effort centres around a six-part mission to find the five pieces of a neutron bomb and use it to destroy an enemy HQ. There are six combat vehicles to try out, ranging from ground-bugging tanks and hovercraft to high-flying jets and helicopters, and the player must use his 'skill and judgement' to decide when, where and how best to use them to achieve his current mission objectives. Mouse control of each such vehicle is smooth and responsive, with the fluid 3D giving a good pulse-pounding feeling of speed.

The player can switch between the vehicles 'in the field' using the function keys (the computer puts the vehicle on auto when this happens, so there's no risk of a recently-vacated jet plunging nose-first into the ground). Like *Gene's Thunderbolt*, the screen is an action rather than simulation, with the enemy attacking almost as soon as the player pokes an metal-shielded nose out of his bunker, which makes for exciting if somewhat unre-

less action. But it's not all about, about, shoot. There's an important resource management element as well, where the player has to wisely allocate scientists and technicians to develop new weapons and fresh vehicles to replace those blown to pieces by the very active enemy.

Armourgeddon is one of Pygmalion's best games to date, with solid gameplay backing up the impressive visuals. *Armourgeddon* sick of it? Not one bit.

☆☆☆☆

ATOMINO



Price **Atari ST/Amiga £29.99**
 Genre **Puzzle**
 Publisher **Pygmalion**

Heeem, fascinating! There are few games based around atomic physics, and even fewer interesting ones, so a big "Wazzzz!" and put on the back for Pygmalion. *Atomino* is a puzzle game based around atomic chains, i.e. the number of bonds an atom can make with other atoms, i.e. Hydrogen atoms can make one bond while Helium can make two. The aim of the game is to place randomly-allocated atoms down on a grid and try to form molecules of various sizes (i.e. at least three atoms big). A molecule is only complete when all the atoms within it have all their bonds accounted for. It all sounds a bit... well... dry, but in fact turns out to be great fun, with its additive chal-

leng, pretty graphics and mind-bogging sound making it one of the better puzzle games on the market.

☆☆☆☆

BURGER TIME DELUXE



Price **Samaloy £29.99** Import
 Genre **Platform**
 Publisher **Data East**

How this is a real blast from the past, when arcade games didn't have to show patterns about the some sub-standard funfair ride just to get them to part with their cash. The player has to guide the Pete the Chef around a network of platforms and ladders. In a bizarre culinary reverse Pete has to make giant hamburgers by walking over the various ingredients lying on the platforms. Kicking them to fall down the screen onto the platform below and eventually onto a plate at the bottom of the screen. Once all the hamburgers have been made Pete advances onto the next, more complex arrangement of platforms.

Now this all sounds a bit easy, but you've realised without the meat at sausage, chicken and fish-egg that's escaped from the cupboard and are wondering the platformer intent on Pete's demise. Fortunately the enemy chef is armed with a pepper pot, and a carefully-aimed shake will stop the ladder for a few moments allowing Pete to make good his escape. More finally, Pete can try to time his food-dropping action to crash the ingenious ingredients. *Burger Time Deluxe* is a fun little game, although the graphics verge on the minimalist. It's probably a bit too simplistic for today's younger gamers, but nostalgic buffs will enjoy this tasty slice of the past.

☆☆☆☆

CASTELIAN



Price **Samaloy £29.99** Import
 Genre **Platform**
 Publisher **Infinit Entertainment**

Remember *Castelan*? It was a bizarre platform game starring a tiny little-cold Pogo. Each of its notoriously-difficult levels was set on a tall tower. The play-

it could move Page left and right, and make him jump over gaps or shoot at the web-slayers. However, in a unique twist, the towers need to rotate to face Page's movement. Quite a graphical achievement on the Spectrum! How tedious has come to the Gameboy under the title Castles. And while the same may have changed the game certainly hasn't, it still looks stunning and plays well but has a difficulty rating through the roof. However, completing a tower is extremely satisfying, so if you fancy a real challenge then you know where to come.

☆☆☆☆

CHASE H.Q.



Price **Gameplay £29.99** Import
Genre **Race Game**
Publisher **Infobo**

There can be few readers who aren't familiar with the excellent co-op or its sequel S.C.I. What a treat was on the part of the designers to combine high-octane racing action with brain-teasing action. The player takes on

the role of an Arsenal-winning, Miami Vice style cop, chasing various jerks in a souped-up Porsche with the aim of ransacking their quarry off the road to make the arrest. The Gameboy version is technically excellent, with lots of fast action and good sound, although the car can be a little small. Unfortunately it's almost as tough as a pearl banana, and even Grassy will soon be looking away his flip. You're beaten! Well, actually you're more likely to be just as lost after buying this - it's a lot of money for such a short-lived challenge.

☆☆☆

CLOUD KINGDOMS



Price **Atari ST/Amiga ST 69**
Genre **Platform**
Publisher **GGK/Gemini**

Cloud Kingdoms is a load of balls-bouncing balls, to be precise. Hal! The old ones are the best! As Terry the ball, the player has to negotiate thirty-two huge real-time-scrolling levels, each of which floats high in the sky,

collecting all the gems that litter in the course hallways. Terry has to take care not to leave the path, else he'll fall to his doom in the void below. This isn't as easy as it sounds - Terry's rubbery body bounces wildly off walls and pillars, and parts of the floor may crumble beneath him. In addition, if Terry passes over areas set in the flow they'll push him around, usually over the edge of the nearest chasm. If that weren't enough, after a horrible splashdown under the hallways, keen to see Terry's demise. Fortunately Terry can bounce over their heads with a top of the first button.

Cloud Kingdoms, formerly from Infotainment, is an attractive game, with a strong comedy feel. The cartoony graphics, though looking a little dated now, do the trick, and the scrolling on both Amiga and ST versions is very smooth. The inertial control is a little tricky to get to grips with, but rewarding when mastered. Some features annoy, like the fact that it's impossible to know where crumbling floor is until it's been bounced on, but overall this is an unmissable bargain at just under eight quid.

☆☆☆☆

CRUISE FOR A CORPSE



Price **Amiga ST/MS**
Genre **Adventure**
Publisher **Dolphin/US Gold**

The plot for Cruise for a Corpse is firmly rooted in the Agatha Christie 'isolated location, plenty of suspects' crime story tradition, detailing how the player is invited to a Greek island's yacht for a well-earned holiday only to get there and find his boat bumped off by an unknown murderer. Before you can say 'Inspector Wexford' the player is forced to don penny researcher and truth-silverness to solve the heinous crime.

After a lot of pre-release interest from the press, there were high hopes for Cruise for a Corpse. It is the excellent game everyone seemed to think it'd be! Well, yes... and so. In the graphics and sound department it's exemplary, with large fluidly-animated sprites moving over minutely detailed backgrounds and plenty of suitable tunes and samples playing away in the back-

G.P.S. (Computers) Ltd.

Tel : (0268) 782949

All items include postage and are sent by Cheque insured post. Please add £6 for 3/1 day courier for hardware.

ATARI

Light Machine	CALL	Light Machine/Amiga/Cable	£199
Light Machine + PDU	88.95	Light Software F1000	11.95
Light Machine + PDU/Ga Game	108.95	479760001TE "Gargo Pack"	299.95
Light Color Coprocessor Power App.	CALL	474670001TE "Turbo Pack"	119.95
Light K2 Case	CALL	474670001TE "Family Club Pack"	299.95
Light Gaming Pouch	CALL	8213C/879600 Second ST	94.95
Light Bath Bag	CALL	Drive + PDU	94.95
Light Power Supply Unit	13.95		

COMMODORE

Commodore 4088 Custom Cassette Pack	£169.95
Amiga 9500 "Business Office Pack"	799.95
Amiga 9500 "Business Game Pack + APP"	999.95
Amiga 9500 + 8/35400 Monitor	999.95
NOTICE: 9500 Second Amiga Drive	54.95
Philips CM8000 8M Colour Monitor	194.95
Latest Amiga Software Titles Available	CALL

SEGA

Sega Megadrive + 1 game	134.95
Sega Game Case	69.95

SONY BULK 3 1/2"

DISKS

10	5.95
25	11.95
50	21.95
100	39.95

OFFICE HOURS

MON-FRI:10.00 - 7.00PM
SAT ____ 9.30 - 7.00PM
LATE NIGHT THURS
TELL ____ 9.30PM

Please make cheques and postal orders payable to G.P.S.

PO Box 177,

Rylington, Essex, SS4 9AL

CHEQUE CLEAR ADVANCE / CASH / DEBIT

Please contact us on availability



GUIDING LIGHT COMPUTER HELPLINES

FOR CHEATS, TIPS AND POKES ON ALL COMPUTER AND CONSOLE GAMES, RING:

DIAL-A-TIP CHEATLINE	0800 181 234
TONY TAKUSHI CONSOLE LINE	0800 290 290
NEWS, TRICKS, TIPS FOR AMIGA	0800 290 290
AMIGA GAMESTIPS	0800 290 290
ATARI S.T. GAMESTIPS	0800 290 297
MEGATIP GAMESLINE	0800 290 290
CONSOLE GAMESTIPS	0800 290 290
SAM COOPER HOTLINE	0800 290 290
MEL CLOUGHERS FUMLINE	0800 290 299
ALL FORUMS-COMPUTER FAIRS NEWSLINE	0800 290 299
IRELAND DIAL-A-TIP	02000 212 44
BIFFNO ADVENTURE GAME	0800 642 777

HELP ON SPECIFIC GAMES ALSO AVAILABLE:

SHADOW OF THE BEAST II	0800 442 022
HEROES OF THE LANCE	0800 442 022
EYE OF BEHOLDER/SILVER BLADES	0800 442 020
POOL OF RADIANCE/AZURE BOND/SKYRIN	0800 442 020
FOR A COMPLETE LIST OF SERVICES RING	0800 442 004

ALL MESSAGES CHANGED WEEKLY!

PROPRIETOR: DOUGLAS WRIGHT P.O. BOX 16, NEW BATHFIELD, HVS 4LS

CALLS CHARGED BY 3p PER MIN (CHEAP RATE) AND 5p PER MIN AT ALL OTHER TIMES.

ground. All attempts to generate an excellent sense of mood and atmosphere.

The player directs his on-screen character (Rex) via the mouse. By clicking the mouse pointer on objects of interest, a menu appears listing the various things the player can do with the selected item (i.e. "Open" or "Examine" hot box). Movement around the yard is effected by walking Rex from location to location by clicking on exits to the current location, such as doors or hallways, or more quickly by calling up the yard map and "reading" Rexed immediately from place to place. As an user interface it's difficult to think of anything as intuitive and easy to use.

The major problem with *Crimes in a Copcity* is its pace. The animation, though wonderful, is slow. Examining the contents of a menu can become quite painful, as Rexed slowly turns, walks, turns, bends down, examines the item only for a message to appear stating that "there is nothing of interest here". Equally annoying is the frequent though inevitable screaming and dropping of the five (or six) "red" game chips. All too often the player's enthusiasm for the characterizing can be severely dampened by the reduction of the game's speed to near snail's pace. Less important, some of the generally excellent French-English translation is a bit dubious in places, such as the Galen Boy who is described as "dynamic".

These comments aside, anyone with the patience to sit through the occasional delinquency will find *Crimes in a Copcity* a superb buy, loaded with quality presentation and atmosphere and presenting a big enough game task to satisfy even the greatest sleuth.

☆☆☆☆

DEUTEROS



Price Amiga 1794
Genre Strategy
Publisher Activision

This sequel to *Meltdown 2.0* by the same authors is set a thousand years after the people's events. Man and his fellow are set in a sort of post-nuclear legend milieu and fight for its future space-worshipping glory. It's the player's task to utilize man's position for the stars and turn the race into the masters of the Galaxy once again. The gameplay boils down to endless

resource and manpower allocation between various departments, dealing with the occasional crises that crop-up and so on. Although programmed well and moderately controlling, there really isn't anything so show that hasn't been done more entertainingly elsewhere. Strictly use for the strategy die-hard.

☆☆☆

F-15 STRIKE EAGLE II



Price Atari ST \$29.99
Genre Simulation
Publisher MicroProse

MicroProse make a departure from their usual aggressively accurate sims with this action-oriented affair. It's the flight sim equivalent of the James and John leads. i.e. not a simple with no complications. Players have no control screen to choose between, such with various enemies to select. These enemies are nearly all as simple get us, destroy a couple of targets and get out alive jobs, with the player having to automatically defused against swarms of enemy jets. Control is via keyboard, joystick or mouse, and is highly responsive in each case.

The action update is fast enough, but there are quicker 3D routines about - it's more than adequate for the job in hand, however, found in disappointing, with a white-noise line being the player's only audio companion for most of the journey. In the gameplay department this is a winner, with plenty of white-noise action to get the adrenaline pumping. Veterans may lament the game's lack of depth, but anyone else should find this just their cup of tea, with a jaunty James Dugger in the music to boot.

☆☆☆☆

FINAL FIGHT



Price Amiga \$29.99
Genre Beat-'em-Up
Publisher US Gold

Not another in US Gold's seemingly endless string of Capcom conversions. In *Metri City* (finally) based on *Final Fight* all is not well. *Crimes in a Copcity* to make a bad situation worse the

player's right-dummy dialogue has been kidnapped - you guessed it - by Big. (This old big thing actually gets around, doesn't he?) The player and optional partner have to fight their way through the city's warehouses to rescue her. Why? Why not?

Final Fight is something of a first for beat-'em-ups on the home computer. i.e. it's actually quite good. The sprites are large and clearly animated, the background scroll is smooth and the action is fast. Someone of the debating whether a punch connects or not is a little dodgy, but apart from that this can be recommended unreservedly to anyone who fancies a little action without leaving their knuckles.

☆☆☆☆

FLICKY



Price MegaDrive \$24.99
Genre Platform
Publisher Sega

"Don't be put off by the screenshots on the back of the box" is probably the best bit of advice I can give about *Flicky*. It looks awful - tiny primary-colour sprites and garish backgrounds. And in fact, these things don't impose much in the game itself. However, like *Quaximus*, an ugly appearance conceals the goodness inside.

The player controls the tiny bird of the title. The little darling's chicks have gone and get themselves lost in the rooms of a giant cat infested house. *Flicky* has to run and jump about, collect her scattered bones and take them to the safety of the flat, while avoiding the prowling felines. *Flicky* is a wonderfully playable game, very simple but packed with fun. Some may dispute whether there's 3D worth of fun, but for those with the cash it's a good purchase.

☆☆☆☆

FOOTBALLER OF THE YEAR 2



Price Atari ST/Amiga \$7.99
Genre Sport Game
Publisher GSN/Gremlin

This isn't really a sport game at all. It's more like a test of the player's knowl-

edge of football trivia. Lots of text and dull graphics don't help things along, either. If it's your bag then great, otherwise steer well clear.

☆☆

GUNSHIP 2000



Price IBM PC \$39.99
Genre Simulation
Publisher MicroProse

Nobody writes simulations like MicroProse does. This is a highly-voiced sequel to the company's earlier mega-hit *Gunship*, which has gone down in software history as one of the best-selling sims ever. This sequel is far more than just *Gunship* - every part of the game has been given a medical overhaul.

Probably the most impressive aspect is the revamped graphics system. Using a sort of patchwork quilt landscaping technique, the gameworld has been modelled in exciting detail, complete with rim, hills, mountains, valleys, cuttings. It's a geographical feast, it's there. As usual, the game takes the form of a series of pain-sucking missions. Unfortunately this complexity means that you really need at least a 386MHz PC to get anything approaching speed from the game. Inundated with a load is marvelously atmospheric, and adds no end to the giddy battlefield feel. The "copper" control is good, but actually getting the craft to fly matches that of the real thing, i.e. it's very difficult, and certainly makes *Gunship* seem not the sort of game to eat your own pie flying high on. However, if you're looking for the ultimate chopper simulation, then here it is.

☆☆☆☆

HUNTER



Price Atari ST/Amiga \$24.99
Genre Action Strategy
Publisher Activision

It's a sad old world, this one we live in, just when your old Activision get some decent products together, their MegaDrive daddies go and pull the plug on them. Now, however, after the aforementioned "decent product" has

been willing around doing very little indeed for the last few minutes. Activision's current patch-outlet of games, The Doc Company have taken it upon themselves to let another trickle of generosity reach the streets.

Hunter is the sort of game that you dream of playing. A polygon-based action strategy game will all of the usually associated innumerable revenues, it offers all the "wouldn't it be great if..." features which should, by rights, be included in all other games.

Taking the role of the Hunter, the player must travel around a bunch of islands, systematically destroying all enemy installations in whatever way is most fit. Your particular mission is detailed in a briefing which specifies, immediate targets are detailed by your allied commander.

The best thing about Hunter is that there's no messing about. If you want to infiltrate an enemy base, get a disguise and you're away! If you want to get about, and a helicopter/propeller or sailboat. It's all so easy and because of the unnecessary complexity of basic tasks has been removed, the player can concentrate on progressing with the mission much more intently.

Excellent graphics and a fast-paced storyline can only add to Hunter's already awe-inspiring style. It wins.

☆☆☆☆☆

MAGNETIC SCROLLS COLLECTION



Price IBM PC £24.99
Genre Adventure
Publisher Virgin Games

For gamers keen to add some heavy-weight adventuring to their catalogue but unwilling to fork out for the undeniably quality Magnetic Scrolls titles individually, the fascinatingly named Magnetic Scrolls collection may well prove an appealing prospect. Here we have three previously acclaimed titles, all reworked and tamed to run on the Windows-style window system, ensuring a reasonable degree of coherence in what would otherwise be a rather diverse package. The Guild of Thieves by far the most traditional game in the set, all ancient plotting and the like, while Corruption offers a lot of moodily cinematic heroic stonemasonry against a high-flying industry backdrop. Path is just plain odd, conjuring some

weird puzzles with painful aquatic punning.

All the titles are packed with atmosphere if not actually stunning graphics which, for the benefit of punters, can be viewed with a click of a mouse.

Despite the difference of opinion on the magnetic scrolls games (it's either the best thing since sliced bread or a wacky imitation of the Infocom system of about five years ago) players will still find far more entertainment and scope for plot involvement than in any other game system. Worldwide.

☆☆☆☆

MEGAFORTRESS



Price IBM PC £24.99
Genre Simulation
Publisher Mindscape

The trouble with games based on taking every single unit in a big, stupid old plane like the B-1 is that usually every role is mind-numbingly boring. I mean, who honestly wants to plot their course across thousands of miles of terrain using a 3D terrain mapping computer or have to fiddle around with ultrasonic frequencies in order to jam the enemy's radar? Not many of you, I'll be bound.

The aim of the game is to plot a battle-winning B-1 across both Iraq and the Soviet Union, keeping the location and aim of your missions utterly secret until the awesome bombing of firepower can be unleashed on the target.

Unfortunately, for all its gung-ho packaging and intent, Megafortress is just a very good simulation of a rather dull business. For most this can be had in any of a host of more recently released flight-games, and Mindscape's Death Fighter series even offer similar creep-up-on-the-enemy tactics for those players who can't especially love an old sort of thing.

Perfectly competent both graphically and in the play front, Megafortress has missions designed by real B-1 navigators and best-selling author Dale Brown, and it's all packed full of flight charts and information and it winks of authenticity. The trouble is, despite all this, a just isn't that much fun. It's one of those games that I guess you really need to have experienced the real thing to appreciate.

☆☆☆☆

MEGATRAVELLER 2: QUEST FOR THE ANCIENTS



Price IBM PC £24.99
Genre RPG
Publisher Paragon/Empire

The latest UK release from American software means Paragon (covered earlier in this issue) is more to surprisingly a sequel to Megatraveller 1: The Zhobed Conspiracy. As before, the player leads a team of five space adventurers through tall and treacherous (perpetually) rivers and fens. This time around, the player task is to find a way to halt the flow of time, since emanating from some mysterious ruins left by a dead race called the Ancients. But are they dead? That is up to the player to find out...

Spotting high-quality graphics VGA, this is certainly a treat on the eye, and the ears as well with a suitable sound card. The game itself is an RPG in the classic style, but not half as rigorous - which for many will be more than a blessing. The story is fun and involving, with plenty of sub-tasks to perform that provide welcome and often amusing relief from the main plot. If one has a minor niggle it's that the user interface - which you'd think would be the most exciting part of the game - is flat and dull, with little sense of player involvement. In summary, highly recommended.

☆☆☆☆

MONOPOLY



Price Amiga £24.99
Genre Strategy
Publisher Virgin Games

Money, money, money, etc. The game for building property systems may well be living about a peculiarly manic. First in this instance but times, but Virgin's version is almost as much fun as the boardgame original, which is more than can be said for most boardgame conversions. Players must manoeuvre around the board by rolling dice, accumulating as much cash as possible and using it to purchase squares on the board. Landing on a previously purchased square involves the unfortu-

nate player either having to pay out/buyback to either the owner of the property or the bank. Players who do the best are those who invest wisely and build houses, hotels etc on their spaces. Extra houses can throw up a bit, unless you're too full squares. He who wins the game with the most cash wins.

Without any unnecessary fancy graphics, this version fans better than most, and is refreshingly honest of all the silly touches which seldom tend to add to board game conversions for novelty and ruin the whole thing in the long run.

Coloured graphics present the board in a perspective 3D rather than flat, while the computer controlled bank keeps an eye on everyone's progress. User friendly mouse control makes the player's actions over his piece's position and money-shuffling almost as easy as when playing the game in real life.

☆☆☆☆

MONSTER BUSINESS



Price Amiga £24.99
Genre Platform
Publisher Empire

The mad maniacs from the big forest have once again broken loose, and are marching for little towns they can most completely spooking to their construction site. Because Lenny, the best beast hunter around and blow all these nasty little monsters right high! A goal in life if ever there was one. Monster business, the epitome of the average arcade game features stupid graphics and a doubly stupid premise to remove all the objects from the building site. Lenny must blow up all the monsters with some sort of hand bicycle pump, causing them to inflate and eventually rise to the top of the screen, dropping all their objects as they go.

Despite the title of the whole often, Monster Business is actually quite good. Different screens each present a different sort of hazard, whether it be falling platforms or a speedy time limit, and the player is so interested in trying to get to the end of the level that he probably won't realize quite how crazy and dull the game is.

Great graphics and it could only be German music help Monster Business run about the park and shine out as

an example of what arcade games should be about. It's like an Albo round, if you know what I mean.

☆☆☆☆

NEBULUS 2



Price **Amiga £25.99**
Genre **Platform**
Publisher **21st Century Entertainment**

Rising from the shadows after the physics looking exceptionally like what was before it was burnt, 21st Century Entertainment aren't having much luck at the moment. Not only are they having some considerable difficulty with their Mega Drive product, but the one game that looked like it would actually make them some money has turned out to be somewhat of a disappointment.

The European codes responsible for supporting John Phillips' original classic have done a bit of a job, but making the gameplay that made the first game so excellent by giving us lots of

items and useful power-up type features. The classic formula has been totally usurped by the sheer weight of these new 'ideas', and as such anybody who enjoyed the first game is likely to be very disappointed by this. However, it is quite pretty and, at least for those who haven't seen the first game, not a total washout on the playability front. But while the first game knew exactly where the addiction/frustration threshold was, Nebulus 2 steps over it like it wasn't even there. Not recommended.

☆☆

RAILROAD TYCOON



Price **Amiga £25.99**
Genre **Strategy**
Publisher **MicomPress**

The ACE Strategy benchmark game makes it's way onto the Amiga, and what a fine conversion it is! Building a railroad empire across the USA at the turn of the 19th Century may sound like hard work, but for those who like

their strategy to run deep, Sid Meier's simulation of 'that very pursuit is the Fun FUN! We leave it difficult to imagine how, but trust us, it is. The feeling of power is paramount as you lay your track from sea to shining sea, conduct big-time business and generally earn loads of cash.

Beginning life as an entrepreneur in the early 1800s, you must turn a small trader into the biggest stake in railroad industry history ever! By taking control of every element in the decision making process which makes the railroad work, the player must handle big details as well as broader political and economic issues. All at the same time as competing either with a friend or against real tycoons from history. And every element of the game is represented with top quality graphics to make even the most number-crunchingly intense sections of the title easy to manage.

Meier's excellent, friendly user interface and the sheer perfection of the game design and balance compared with the top-notch power of the Amiga make this version of the game an outright winner. Wholeheartedly recommended.

☆☆☆☆
RODLAND



Price **Amiga £25.99**
Genre **Platform**
Publisher **Blizzard**

Smooth-emptiness cute it may be, but there's no denying that Rodland is a fine game. The level design is so well particularly noteworthy, finding itself well in a sea of graphically excellent games upon its release. Now, however, the conversion seems to have cropped up when the highest-profile code game over the moment (Mega Punks) has failed to meet expectations.

The player must work his way through a massive state of screens, collecting points or power ups and killing enemies with his rod (hence the name) by locking them into the floor.

The end of each level is marked by the arrival of an enormous rod of level but guy work as an elephant, who, despite looking about as threatening as a big lump of cotton wool in a knit bag will do for the players forthwith.

Games Express

ADVENTURE/ROLE PLAY

- Battle Task II £22.99
- Darken Action £26.99
- Eye of the Beholder £25.99
- Hard Force £26.99
- Hours of China £26.99
- It Came From The Desert £26.99
- Keys to Marazion £22.99
- Wings Guard II £26.99
- Lord of the Rings £22.99
- Melkor's Chariot £26.99
- Melkorian II (Flames of Phobos) £26.99
- Powermancer £22.99
- Prince of Persia £22.99
- Plas of the Dragon £26.99
- Savage Empire £26.99
- Swordsmen get all the Girls £22.99
- Spore-Over IV £26.99
- Spirit of Escalator £22.99
- The Mega Castle £26.99
- Ultima III £26.99

SIMULATIONS

- Art's Tank Killer £26.99
- Advanced Destroyer Simulation £14.99
- Chuck Yeager's Air Combat £22.99

- F14 Tomcat £26.99
- F18 Strike Eagle II £26.99
- San Tank Platoon £26.99
- Secret Service II £26.99
- Tiger Tanks £26.99
- Wing Commander II £26.99

SPORT

- 40 Sports Boxing £12.99
- 40 Sports Bowling £12.99
- Baseballers £22.99
- Baseballers II £22.99
- Subway £22.99
- Colossal Chess II £18.99
- Goats II £18.99
- Jack Nicklaus Unlimited Golf £26.99
- Jack Nicklaus Golf £18.99
- John Woodcock II St. Pauli £22.99
- Kick Off II £12.99
- Lions £26.99
- Mario Andretti's Racing Challenge £22.99
- PGA Tour Golf £22.99
- The Tennis Tour II £22.99

STRATEGY

- Quartz £26.99
- Warlord Kings of China £26.99



- Beach II £18.99
- Chang's Khan £26.99
- Empire £26.99
- Railroad Tycoon £26.99
- Sam Earth £26.99
- Subway £26.99
- Warlord £26.99
- Worlds at War £22.99

GENERAL

- Learnings £22.99
- Life and Death II £22.99
- Luxximus £22.99
- Sam City Pop-Out £22.99
- Where/World Games Savings £26.99

PC GAMES OUR SPECIALITY!
IF YOU DON'T SEE
WHAT YOU WANT
RING US

GAMES EXPRESS Hours: Mon - Sat 9am - 5pm
Sun 10am - 5pm

SAME DAY DISPATCH IF ORDERED BEFORE 3pm
SUBJECT TO AVAILABILITY

PRICES INCLUDE P&P

GAMES EXPRESS, P.O. BOX 515 LONDON SE4 1HE

TEL: 081 - 314 0303

DETAILED FREE CATALOGUE & MEMBERSHIP WITH FIRST ORDER

Interestingly enough, the player can opt to play a girl if he/she wants, not that it makes much difference to the playing style. And to be honest, the 'boy' looks as bleeding obvious you'd never know anyway.

Check a block full of excellent visuals, Redline is a fine conversion and it could even be argued to better its out-of-print parent, as control over the characters has been improved. Certainly not a title for gamers into depth or gang-ba blasting, but a nonetheless worthwhile purchase for anyone else.

☆☆☆☆

ROLLING RONNY



Price **Amiga £19.99**
Genre **Platform**
Publisher **Virgin Games**

Rolling Ronny is a roller-skating strand lez. He must skate around Fieldington collecting spinning gears and delivering packages for people. At the end of each set of Fieldington events, Ronny must get on a bus and go to a different part of Fieldington to collect more gears and deliver more packages.

The player must guide Ronny around, making precision jumps in order to scale the tall buildings atop which the gears usually sit.

In its simplicity and simplicity, Rolling Ronny is sort of like Car-Vip lots of primary colour graphics filling in the blanks for what is effectively an extremely basic game of left-right object collecting action. Where Car-Vip filled in its control over the player's character, however, Rolling Ronny succeeds. He can twist around in mid-air, duck and jump to avoid enemies in a manner frustratingly absent from his out-of-print relative.

It's not until Ronny starts falling over and being pathetic that the player is reminded of quite how difficult roller-skating can be. More often than not we find little Ronny on his own with twenty birds and stars flying around his head.

Completion of a level will result in a nice little bus trip, assuming Ronny has completed enough rounds for people to earn the cash for the fix. Otherwise a rather unimpressive 'Game Over' sequence ensues.

Perfectly maintaining someone from, surprise surprise, German coders Studio.

☆☆☆☆

SARAKON



Price **Amiga/Midi ST/IBM PC £29.99**
Genre **Puzzle**
Publisher **Virgin Games**

Games which call the player stupid are unlikely to go down in history as great entertainers, yet Sarakon, despite making this fatal mistake is a perfectly decent tip-off of the Mad (jangle-swinging) business. Basically, if you imagine Snop played with some old oriental tablets and some complicated 'can't do that' rules, then you've pretty close to imagining what Sarakon is all about.

The aim of the game is to click on similar tablets which sit in a particular orientation, eventually making up with no-tablets left, or at least as few as possible before the time limit runs out. Once done, the player is rewarded with a breakdown of his score and a comment from the computer as to his Sarakon ability.

The problem with these puzzle games, however, is that they all look similar enough to make the player want to pick them up and have a go, yet they insure on-containing enough rule subtlety to make doing just that impossible. The result? The blind-Jong player will feel infuriated that he can't make his natural moves work.

The presentation is first class, apart from the cheesy sound effects and music which don't so much create the ambience of the Far East as a glibby take-away in Dubai.

If comparatively subtle mouse-clicking is your bag, and your eyes are steadfast staring at the monitor for ages while you scratch your head, Sarakon is the game for you.

☆☆☆☆

SECRET WEAPONS OF THE LUFTWAFFE



Price **IBM PC £49.99**
Genre **Simulation**
Publisher **Landscape/US Gold**

Deep, deep, deep. Secret Weapons of the Luftwaffe is a big old game and no mistake. It's also the sequel the critically acclaimed, *First Flight* First. The title comes packed with new goodies

but brings the same problem of the first game: i.e. the flaky and rather horrible bitmap graphics.

The player is offered the chance to pilot aircraft in a seemingly limitless number of historical missions, shadowing or guarding planes and taking place in actual battles and scenarios of the Second World War.

However, played in a Wing Commander style with bitmaps taking the place of the polygons so frequently and successfully used in other flight sims, Luftwaffe will have all but the owners of the latest machines hammering down the detail level in the attempt to get it in on an acceptable rate.

Ambitious players can then define their own missions to determine what history would have turned out like if there was just one less *Blitzkrieg* BFG9000 in a particular combat situation.

Luftwaffe is exactly the sort of game - as distinct from Wing Commander - that you actually want to make excuses for. And that's simply down to the fact that under the by-now-bad graphics which actually look pretty absurd every now and again, there is a quite brilliant game.

☆☆☆☆

SILENT SERVICE II



Price **Amiga £39.99**
Genre **Simulation**
Publisher **MindsPress**

It may have taken five years, but the sequel to one of the most critically acclaimed and publicly admired sim games is finally with us. Silent Service II features all the best bits from the first game as well as a host of original and new ones.

Digitalised graphics and sampled sounds simply confirm the Service as a game which is undoubtedly one of the most detailed, accurate and realistic on the market, but new gamers should be warned that, just like life on a real submarine, it's not all walking, or, action.

No. There's a lot of the old *Albatross* The Wings stuff with turning of engines to create up-on-encyr warships without altering their sails. And as for all that tank blowing stuff, I said so!

MindsPress are undeniably the cut-right kind of all things sim, but their policy of increasing the action and minimising the did-watching as used to

such good effect in *Fly Strike* (ugh!) it would be well extended to this particular title.

For gamers wishing to pore over an accurate sub-simulation, rest assured, there is absolutely none better. But those expecting to get their topknots off straight away would be better to wait for a more accessible equivalent.

☆☆☆☆

SPACE 1889



Price **IBM PC £79.99**
Genre **RPG**
Publisher **Empire**

This is an RPG which shares many similarities with Origin's *Ultarian Genesis* both plot and user interface. However, this lacks the atmosphere and graphic quality of Origin's effort, and the plot is too linear - one often feels as though they're being led along a fairly narrow path. It's rather simple, and would act as a good intro to the world of RPGs for the novice, but more experienced players may find the game a little retrograde for today's gaming tastes.

☆☆

SWITCHBLADE II



Price **Midi ST £29.99**
Genre **Action/Shoot**
Publisher **Gremlin**

Some seven months after appearing on the Amiga, Switchblade II - arguably one of the best arcade shoot-outs in existence - has finally made its transition onto the ST and what a success it's been!

The appeal of this sequel to Gremlin's much underrated original is the distinct Japanese flavour of the graphics. Quite aside from it having more action and weapons and playability than most, Switchblade II features three layered, black-haired characters and multi-modelled robots in a side-on two-dimensional scrolling battle to the death.

Control over the central character has more than a little control over it, as he becomes around all over the place firing away with his power-uppable laser rifle.

PREMIER MAIL ORDER

We are on stand No 124 at the 16.86 Computer Show. Titles marked * are not yet available and will be sent on day of release.

Please send cheque/P.O. Order/Visa No. and expiry date to:

Dept AC11, Trybridge Ltd., 8 Barkwain Sq., Brent Mills, Basildon, Essex, SS13 1BQ.

Please state make and model of computer when ordering. P.P.P. Inc. DV on orders over £3.00. Less than £3.00 and Europe add £2.00 per item. Allowance please add £2.00 per item for Airmail. There offers are available. Mail order only. Telephone orders main-TV New York, Saturday 10.00am-5pm. Fax orders: (0507) 798706. Tel Orders: (0507) 798704

NAME	ST	AMBLA	NAME	ST	AMBLA	NAME	ST	AMBLA
4889	1.99	7.99	4897	1.99	5.99	5001	9.99	9.99
4890	1.99	1.99	4898	1.99	1.99	5002	1.99	1.99
4891	1.99	1.99	4899	1.99	1.99	5003	1.99	1.99
4892	1.99	1.99	4900	1.99	1.99	5004	1.99	1.99
4893	1.99	1.99	4901	1.99	1.99	5005	1.99	1.99
4894	1.99	1.99	4902	1.99	1.99	5006	1.99	1.99
4895	1.99	1.99	4903	1.99	1.99	5007	1.99	1.99
4896	1.99	1.99	4904	1.99	1.99	5008	1.99	1.99
4898	1.99	1.99	4905	1.99	1.99	5009	1.99	1.99
4899	1.99	1.99	4906	1.99	1.99	5010	1.99	1.99
4900	1.99	1.99	4907	1.99	1.99	5011	1.99	1.99
4901	1.99	1.99	4908	1.99	1.99	5012	1.99	1.99
4902	1.99	1.99	4909	1.99	1.99	5013	1.99	1.99
4903	1.99	1.99	4910	1.99	1.99	5014	1.99	1.99
4904	1.99	1.99	4911	1.99	1.99	5015	1.99	1.99
4905	1.99	1.99	4912	1.99	1.99	5016	1.99	1.99
4906	1.99	1.99	4913	1.99	1.99	5017	1.99	1.99
4907	1.99	1.99	4914	1.99	1.99	5018	1.99	1.99
4908	1.99	1.99	4915	1.99	1.99	5019	1.99	1.99
4909	1.99	1.99	4916	1.99	1.99	5020	1.99	1.99
4910	1.99	1.99	4917	1.99	1.99	5021	1.99	1.99
4911	1.99	1.99	4918	1.99	1.99	5022	1.99	1.99
4912	1.99	1.99	4919	1.99	1.99	5023	1.99	1.99
4913	1.99	1.99	4920	1.99	1.99	5024	1.99	1.99
4914	1.99	1.99	4921	1.99	1.99	5025	1.99	1.99
4915	1.99	1.99	4922	1.99	1.99	5026	1.99	1.99
4916	1.99	1.99	4923	1.99	1.99	5027	1.99	1.99
4917	1.99	1.99	4924	1.99	1.99	5028	1.99	1.99
4918	1.99	1.99	4925	1.99	1.99	5029	1.99	1.99
4919	1.99	1.99	4926	1.99	1.99	5030	1.99	1.99
4920	1.99	1.99	4927	1.99	1.99	5031	1.99	1.99
4921	1.99	1.99	4928	1.99	1.99	5032	1.99	1.99
4922	1.99	1.99	4929	1.99	1.99	5033	1.99	1.99
4923	1.99	1.99	4930	1.99	1.99	5034	1.99	1.99
4924	1.99	1.99	4931	1.99	1.99	5035	1.99	1.99
4925	1.99	1.99	4932	1.99	1.99	5036	1.99	1.99
4926	1.99	1.99	4933	1.99	1.99	5037	1.99	1.99
4927	1.99	1.99	4934	1.99	1.99	5038	1.99	1.99
4928	1.99	1.99	4935	1.99	1.99	5039	1.99	1.99
4929	1.99	1.99	4936	1.99	1.99	5040	1.99	1.99
4930	1.99	1.99	4937	1.99	1.99	5041	1.99	1.99
4931	1.99	1.99	4938	1.99	1.99	5042	1.99	1.99
4932	1.99	1.99	4939	1.99	1.99	5043	1.99	1.99
4933	1.99	1.99	4940	1.99	1.99	5044	1.99	1.99
4934	1.99	1.99	4941	1.99	1.99	5045	1.99	1.99
4935	1.99	1.99	4942	1.99	1.99	5046	1.99	1.99
4936	1.99	1.99	4943	1.99	1.99	5047	1.99	1.99
4937	1.99	1.99	4944	1.99	1.99	5048	1.99	1.99
4938	1.99	1.99	4945	1.99	1.99	5049	1.99	1.99
4939	1.99	1.99	4946	1.99	1.99	5050	1.99	1.99
4940	1.99	1.99	4947	1.99	1.99	5051	1.99	1.99
4941	1.99	1.99	4948	1.99	1.99	5052	1.99	1.99
4942	1.99	1.99	4949	1.99	1.99	5053	1.99	1.99
4943	1.99	1.99	4950	1.99	1.99	5054	1.99	1.99
4944	1.99	1.99	4951	1.99	1.99	5055	1.99	1.99
4945	1.99	1.99	4952	1.99	1.99	5056	1.99	1.99
4946	1.99	1.99	4953	1.99	1.99	5057	1.99	1.99
4947	1.99	1.99	4954	1.99	1.99	5058	1.99	1.99
4948	1.99	1.99	4955	1.99	1.99	5059	1.99	1.99
4949	1.99	1.99	4956	1.99	1.99	5060	1.99	1.99
4950	1.99	1.99	4957	1.99	1.99	5061	1.99	1.99
4951	1.99	1.99	4958	1.99	1.99	5062	1.99	1.99
4952	1.99	1.99	4959	1.99	1.99	5063	1.99	1.99
4953	1.99	1.99	4960	1.99	1.99	5064	1.99	1.99
4954	1.99	1.99	4961	1.99	1.99	5065	1.99	1.99
4955	1.99	1.99	4962	1.99	1.99	5066	1.99	1.99
4956	1.99	1.99	4963	1.99	1.99	5067	1.99	1.99
4957	1.99	1.99	4964	1.99	1.99	5068	1.99	1.99
4958	1.99	1.99	4965	1.99	1.99	5069	1.99	1.99
4959	1.99	1.99	4966	1.99	1.99	5070	1.99	1.99
4960	1.99	1.99	4967	1.99	1.99	5071	1.99	1.99
4961	1.99	1.99	4968	1.99	1.99	5072	1.99	1.99
4962	1.99	1.99	4969	1.99	1.99	5073	1.99	1.99
4963	1.99	1.99	4970	1.99	1.99	5074	1.99	1.99
4964	1.99	1.99	4971	1.99	1.99	5075	1.99	1.99
4965	1.99	1.99	4972	1.99	1.99	5076	1.99	1.99
4966	1.99	1.99	4973	1.99	1.99	5077	1.99	1.99
4967	1.99	1.99	4974	1.99	1.99	5078	1.99	1.99
4968	1.99	1.99	4975	1.99	1.99	5079	1.99	1.99
4969	1.99	1.99	4976	1.99	1.99	5080	1.99	1.99
4970	1.99	1.99	4977	1.99	1.99	5081	1.99	1.99
4971	1.99	1.99	4978	1.99	1.99	5082	1.99	1.99
4972	1.99	1.99	4979	1.99	1.99	5083	1.99	1.99
4973	1.99	1.99	4980	1.99	1.99	5084	1.99	1.99
4974	1.99	1.99	4981	1.99	1.99	5085	1.99	1.99
4975	1.99	1.99	4982	1.99	1.99	5086	1.99	1.99
4976	1.99	1.99	4983	1.99	1.99	5087	1.99	1.99
4977	1.99	1.99	4984	1.99	1.99	5088	1.99	1.99
4978	1.99	1.99	4985	1.99	1.99	5089	1.99	1.99
4979	1.99	1.99	4986	1.99	1.99	5090	1.99	1.99
4980	1.99	1.99	4987	1.99	1.99	5091	1.99	1.99
4981	1.99	1.99	4988	1.99	1.99	5092	1.99	1.99
4982	1.99	1.99	4989	1.99	1.99	5093	1.99	1.99
4983	1.99	1.99	4990	1.99	1.99	5094	1.99	1.99
4984	1.99	1.99	4991	1.99	1.99	5095	1.99	1.99
4985	1.99	1.99	4992	1.99	1.99	5096	1.99	1.99
4986	1.99	1.99	4993	1.99	1.99	5097	1.99	1.99
4987	1.99	1.99	4994	1.99	1.99	5098	1.99	1.99
4988	1.99	1.99	4995	1.99	1.99	5099	1.99	1.99
4989	1.99	1.99	4996	1.99	1.99	5100	1.99	1.99
4990	1.99	1.99	4997	1.99	1.99	5101	1.99	1.99
4991	1.99	1.99	4998	1.99	1.99	5102	1.99	1.99
4992	1.99	1.99	4999	1.99	1.99	5103	1.99	1.99
4993	1.99	1.99	5000	1.99	1.99	5104	1.99	1.99

EA SPECIAL OFFERS ONLY DURING THIS

Word	£5 & Amiga
Prologics	£5 & Amiga
Flights	£6/Amiga
Business	£6/Amiga
Personal Finance 1	£5 & Amiga
Personal Finance 2	£5 & Amiga

THIS MONTH'S EXTRA SPECIAL OFFER CHECK BACK ST & AMIGA ONLY £12.99

SPECIAL OFFERS AMIGA £5.99 EACH

- Nightshift
- Clipboard 2
- Scanned of London
- Zed McKeon

JOYSTICKS

- Quickjoy Joysticks £8.99
- Checklist £5.99
- Camp Pro Extra £4.99
- Quickjoy 2 Turbo £8.99
- Quickjoy 3 Turbo £8.99
- Quickjoy Turbo £8.99

BLANK DISKS

Unbranded

DDISK5" 5DDISK	£3.99
DDISK5" 5DDISK	£6.99
DDISK5" 5DDISK	£3.99
DDISK5" 5DDISK	£4.99

Branded

5.25" 5DDISK	track 1.28
5.25" 5DDISK	track 0.75

A host of different landscapes - some all broody and melanchol, other quite sunny and happy looking - await those willing to play, each imbued by it's own particular brand of robot folk.

Perhaps more than the graphics or the gameplay, it's the style of the backgrounds II which makes it such a nice game to own. Don't be fooled by the gaudy/faded cover artwork into thinking this is just another blast with no heart; it's a thoroughly polished and classy piece of code, and well worth your pennies.

☆☆☆☆☆

TECHNOCOP



Price **Magnavox £24.99**
Genre **Action Blast**
Publisher **Bauer Soft**

Technocop. What is there to say? This fantastic blaster which deserves a mention, quite apart from anything else for its incredibly messy graphics, was originally produced by Gamma some years ago now appears on the Epyxsoft label. Now Magnavox owners get the chance to play, although it's a matter of debate as to whether they'll actually want to or not. Basically this two-stage racing game is an unremarkable twist on the Chase HQ format with some side-on scrolling shoot-out bits.

☆☆☆

THUNDERJAWS



Price **Amiga £19.99**
Genre **Action Blast**
Publisher **Demarc**

Deep within the wilderness forests the evil Madmax-Q has launched a new and diabolical plan - to build an army of genetic mutants to take over the world! This well-meaning but rabidly conservative is the latest in a long line of Eden gone from the Demarc. To be fair, the majority of the coin-ops have been a long way short of classic themselves, but Demarc seem to have an especially tough time translating them onto computer format. Witness A.P.S., S.T.O.N. Banner and the appalling, Skull and Crossbones.

Here, the truly element which has

proved to be the convention's downfall is the tongue-in-cheek level of the Game graphic style of the original. This very factor, which at least helped the coin-ops look a lot more interesting than in fact it was, has simply made the Amiga version look downright cheap.

The players' aim is to work their way through a set of levels combating Madmax-Q's headstrong forces and collecting hostages along the way. The first stage pits the players in an underwater setting, shooting it out with enemy divers and ferocious shark allies. Weapons can be collected to improve the firepower, but nothing can improve the diabolical animation and dull as-dishwater gameplay. From here on in, it's a more straightforward maneuver about out with the players mixing about gaining items an assortment of overboard assistants, through. Take it away!

☆☆

ZONE WARRIOR



Price **Amiga £29.99**
Genre **Action Blast**
Publisher **Electronic Arts**

Destiny for the evil aliens in this time-jumping blast from Electronic Arts. The Goels have taken control of a secret space satellite and are using it to send themselves back through time, destroying vital elements in the development of Mars'el, thus disabling the humans' ability to resist the Goels invasion in years to come.

The player must run back through a host of different time scenes and foil the alien's success, generally by killing a level of left-to-right scrolling monsters.

The impressive intro sequence and the nature of the static graphics are never quite matched by what is really a rather basic shoot-'em-up in the Tarzanic vein. Each stage presents a mission briefing for the player, beginning with the rubble bar of saving Ug, increases of the shield, from the climaxes of alien and so on. The novelty of using a phased plasma rifle in a 40-wait range is like any innocent care-free and bodified Egyptians is entertaining enough for a while, but the shaky gameplay requires a considerably stronger crash than graphics merely to support it.

☆☆☆

COMPETITION

Right then! That's the end of this month's releases. And now, in order to celebrate, we're proud, and pleased as punch to present this, our end-of-this-month's-new-releases competition! Hurrah!

There is £100 (count 'em) worth of software up for grabs for the first lucky, lucky reader who can write to us at the address at the bottom of the page, telling us, in no uncertain terms, the answer to the question which we'll get to any second now.

The Question:

How many five star games have been reviewed in this month's reviews directory in total - not just in the New Releases section?

The Address:

ACE Pink Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The Rules:

The Ed's decision is final, no correspondence will be entered into and all entries must reach us by the end of November.

Bye!

AMIGA 500 REPLACEMENT FLOPPY DRIVE

- Superb quality — "TEAC" product
- Full assembly instructions
- Drop in replacement fitted in minutes
- Silent drive operation
- Full 1 year warranty
- Next day delivery

£ 69.⁹⁵

including VAT and delivery



CREDIT CARD HOTLINE — 24 HOUR SERVICE

☎ (0782) 575737

Scots Road, Stirling, Fife, Scotland FK9 9JT



MAIL ORDER
micros



All products carry a 12 month return-to-base warranty that takes into account standard conditions of sale apply (subject to receipt).

All orders are subject to our standard terms and conditions of sale which can be obtained by request on request.

TECHNOMANIA

Commander Amiga Cartoon Classics Pack

12 Great Cartoons
Amiga CD-ROM
The complete cartoon library includes
Furby, DuckTales and The Simpsons
Now featuring a new CD-ROM with bonus and
reference material. Limited Edition CD-ROM.

£ 399.00

Start 500-515 Discovery Sets Pack

Wide of memory, 3.5" disk drives
Start your Amiga discovery
Start your Amiga discovery with the power of
the classic Commodore 500-515 series.

£264.00

1640 515 Family Calendar Pack

12 months of memory, 3.5" disk drives
After months of nostalgic nostalgia,
the 500-515 series has a new look.
Commodore 515 series.

£274.00

MONITORS

all prices include v.a.t.

- | | |
|------------|---------|
| Elite 1500 | £124.00 |
| Elite 1600 | £154.00 |
| Elite 1800 | £179.00 |
| Elite 1900 | £204.00 |
| Elite 2000 | £229.00 |
| Elite 2100 | £254.00 |
| Elite 2200 | £279.00 |
| Elite 2300 | £304.00 |
| Elite 2400 | £329.00 |

Commander Amiga 1500

1 Megabyte of memory, two 3.5" disk drives with the following:
1.5MB 5.25" floppy disk drive, 1.5MB 3.5" floppy disk drive, 1.5MB 3.5" floppy disk drive
1.5MB 5.25" floppy disk drive
1.5MB 5.25" floppy disk drive
1.5MB 5.25" floppy disk drive

£299.00

£299.00

£299.00

MONITORS

- | | |
|--|---------|
| Commander 1540 | £299.00 |
| Philips CM 1000 M6 3 line color, 81cm
supplied F10 and one year on
site maintenance. | £344.00 |

AMIGA ACCESSORIES

- | | |
|--------------------------------|--------|
| Commodore 1500K Keyboard 1500K | £69.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |
| 3.5" floppy disk drive (40) | £14.00 |

All prices include
17.5 % VAT and
Next Day Delivery
on Larger Items

TECHNOMANIA
13 WELLSBY STREET
DUNDEE, TAYNSIDE
DD3 2RQ
TEL : 0382 22323
FAX : 0382 400444

Please allow five working days for
cheque
clearance. Prices are subject to
change without prior notice. Orders
received by 3pm despatched same
day.

Still available

AFTERBURNER 2



Price **MegaDrive £24.99**
 Genre **Arcade Blast**
 Publisher **Atari**

The epitome of the arcade blast, *Afterburner* is a dizzy piece of buff. And this conversion isn't half bad. Flying an F-14 into the screen, the player must fly through 25 stages, blasting every enemy fighter with his unlimited number of machine gun rounds and limited missiles. Enemy fighters can also be downed by using flaming missiles too.

The game is fast - very fast. In fact, in some sections it's as quick as the arcade machine... Performing a 90-degree roll by banking hard and then banking the other way is an exhilarating experience. And on the whole, in fact, the whole game is pretty exciting fast, even when it's fully undertaken quite low missions in all.

This is the sort of game that the *MegaDrive* was built for. As the other end of the Sonic scale, even though it's another arcade blast, *Afterburner* does a surprisingly good job of showing exactly what the *MegaDrive* is capable of, so long as you don't look to deep.

Even though the speed is up to scratch, the gameplay certainly doesn't come up smelling of roses. It's the definitive *Afterburner* a conversion, and, just like the coin-up, is heavily flawed.

☆☆☆

ALIEN STORM



Price **MegaDrive £24.99**
 Genre **Arcade Blast**
 Publisher **Atari**

Alien Storm is a real wonder in the plot department. One again aliens are over-running the Earth and it's up to the player (and a possible friend) to kick their scaly butt back to the alien-ridable hole from whence they came. Like the very similar *Golden Axe*, these suitably awesome figures - Earth's last line of defence - stand ready to save the world of alien domination. There's the heroically-named Gordon, nicey Earth and the robotic Gunner, who bears an uncanny resemblance to C-3P0's (perhaps for some wretched an-alienic half-wit).

Together they have blast their way through eight levels of alien filth. The hero's stroll flows left to right headily slaying everything that moves before it gets too close. After a while the view changes to that of an Op Wall-style game. By pulling coordinates around the screen the player has to touch everything.

Being a shoot 'em up one would have thought that some emphasis would have been placed on the weapons but unfortunately they fail to deliver. Being rather unimpressive and no fun at all. Can only be more than moderately recommended for two players.

☆☆☆

BEAST BUSTERS



Price **Amiga/Start £25.99**
 Genre **Arcade Blast**
 Publisher **ACTIVISION**

This is a competent conversion of the coin-up which proved so popular in the UK-loving arcade genre. It's basically yet another Op Wall clone but features the welcome twist that instead of waiting for the player (or players) to be lashed by a veritable army of the Undead who attempt to stop any bying the decreased city alive. Increasingly ferocious beasts like the Komodo horse flies, zombie dogs, zombie shoppers and all manner of evil creatures can be literally blown into bloody bits of game-over flesh.

The graphics manage to capture both the look and the feel of the arcade and virtually all the levels are present, but there's no denying that the inevitable substitution of a mouse for the cabinet-mounted Uzi is distinctly unsettling. If you haven't already got a game of this genre and don't mind a mindless blast then it might be worth looking into, but otherwise there's not really enough new on offer to warrant purchase. It's a shame, because even the arcade version left the player cold after a couple of runs - it's not supposed to really drag the player in any more than that. Buy for the price, it would have been nice.

☆☆☆

BOHANZA BROS



Price **MegaDrive £24.99**
 Genre **Arcade Blast**
 Publisher **SEGA**

Bohanza Bros proved to be a something of a double hit with the Public due to its peculiar graphic style and innovative angle on the man-up theme. The player's objective are (obviously) different: burgle increasingly complex and heavily guarded buildings in Aptown, USA. Having already made a bit of a reputation for themselves, there's a substantial reward on the floor - funds consisting that were available for subsequent offers is revealingly lost to be the one to get them being to rights.

The game uses a unique split screen to allow players to split up if necessary. Between the two play windows there's a schematic of the building, allowing the players to plan their routes efficiently so as to grab the goodies and avoid the nasties. Overall the game is a fairly enjoyable romp, with some balance-oriented situations in place adding greatly to the fun, but like many *MegaDrive* games its longevity is questionable.

☆☆☆☆

CASTLE OF ILLUSION



Price **GameGear £29.99**
 Genre **Platform**
 Publisher **SEGA**

The Evil Mizzel, jealous of Minko Mouse's beauty (because they looking), has kidnapped her. Her beloved Mickey must enter the dreaded evil mysticisms *Castle of Illusion* to rescue her. Mizzel's domain consists of the levels and Mickey's task is to find the seven Rainbow Gems on each, all of which leads down to a lot of jumping from platforms to platforms, picking up and throwing blocks, sliding down slopes and climbing ladders.

Fundamentally it's a Mario clone - and not a bad one at that. There are some original touches, such as the

Strategic Plus Software

NEW LOWER PRICES

SECRET WEAPONS of the LUFTWAFFE

IBM PC & 35.99

SubLOGIC's New Facilities Locator

for use with ATP
and Flight Sim V4
IBM PC & 23.99

HARPOON

Issues #1 "North Atlantic Campaign" £22.99

Issues #2 "The Mid Conflict" £22.99

and a Scenario Editor - Issue #3 £24.99 IBM PC £29.99

ISSUE #4 / *Support BATTOSAIKI (computer book)* £24.99

LATEST U.S.A. RELEASES

Flight Simulations - Strategy - Scenario Simulations
Role Playing - Wargames/Action/Adventure

VISIT our SHOP in Hampton Hill
or send £2.50 for our Exclusive CATALOGUE

Mail Order and Overseas Despatch Available

Phone 081 977 8088 Fax 081-977 4822

28 D&E The Courtyard, High Street, Watlington Hill, Maiden, TW12 1PD

Now /
Available in stores
the U.S.A.

The Lost Admiral

IBM & 35.99

The Perfect General

IBM & 35.99
AMIGA £26.99

Applications are now being accepted for F19 THE STEALTH FIGHTER CLUB

"The objective of the flight qualification program is to provide a qualitative level of ability award for efforts and achievement for all who enjoy flight simulator entertainment".

Security Clearance necessary (TOP SECRET)

NEED TO KNOW ONLY

"Who other every ladies out there?"



for information send Self addressed envelope to
Special Operations Group

7-11 Wellington High Street, London, W8 5NP

Tel: 071-793-3651



OPTICAL

Mail Order Limited

Tel: (0763) 241865

Business hours: 9.00am to 8.00pm
7 days a week.

Please make cheques/P.O Orders
payable to

OPTICAL MAIL ORDER LIMITED,
17 SERBY AVENUE, ROYSTON,
HERTS, SG8 5EH

SIMPLY THE LOWEST PRICES AROUND!

CONSOLE HARDWARE

Sega Megadrive + Poster	
+ Allied Beat	£119.00
(Please add £19.00 Courier)	
Sega Gamegear	£90.00
(Please add £5.00 Courier)	
Nintendo Gameboy	£85.00
(Please add £5.00 Courier)	

* WIN! FREE SOFTWARE! *

All Customers entered into our
Autumn prize draw.

ORDER NOW !!

OPTICAL TOP 10 AMIGA/ST GAMES

All titles are dispatched as soon as they become available.

GP	£17.99
Letter 2	£17.99
Magic Pockets	£17.99
Mega-Lo-Mania	£19.99
Last Ninja 3	£19.99
Rain Hood	£17.99
Red Land	£17.99
Simpsons	£17.99
Terminator 2	£17.99
Thunderhawk	£19.99

(Please add £1.00 P&P for all above titles)

WE CAN OBTAIN ALL SOFTWARE FOR ALL FORMATS -
PHONE US FOR PRICES

Troop level which scrolls from left to right, which gives great discriminating but challenging combat. The graphics are very attractive and the sound is superb. In fact, it's games like this that make GameGen owners feel that they've done the right thing in laying out the rules for their online board.

☆☆☆☆☆

CASTLES



Price IBM PC £24.99
Genre Strategy
Publisher INTERPLAY

Castles takes several gamplay genres and combines them with a healthy dollop of historical authenticity. The game consists of three increasingly-difficult scenarios revolving around the not particularly enthralling sounding task of constructing castles. Each castle consists of wall sections, gateways and towers. There are seven classes of labourers available and the player's main game task is to apply the optimum mix of labourers to each section in an attempt to finish the castle as quickly as possible.

Every so often the player is attacked by the neighbouring Welsh (unless some things never change). Initially the opposition are incredibly weak and their rise in strength is gradual, so defeating them is a lot easier than it ought to be. Although sufficient enough to ensure repeated play until, Castles is miserably flawed in too many ways to achieve classic status.

☆☆☆☆

CENTURION - DEFENDER OF ROME



Price Megadrive £24.99
Genre Action Strategy
Publisher Electronic Arts

Can an aspiring Centurion it's the player's duty to help defend the Roman land and expand the Roman Empire as far as he/she is possible. This megadrive-centred aim is somewhat failed at first by the fact the player starts with having just a single legion of soldiers and a city of disgruntled citizens to try and keep under control.

The game is a well-judged blend of issue-driven strategy and arcade-style interludes. For example, to keep the subdued province happy the player can take part in mass engage to chase out rovers and not too far there to nearby. As the game progresses the armies under your command grow and ships placed at your disposal to take armies to neighbouring shores. If the player's luck is really in he can even have a crack at reducing the voluptuous Cleopatra. Negative scores in particular are a source of this type of game, so if you're looking for something to excite your brain a little, you could do far worse than to give this a go.

☆☆☆☆

CHAMPION OF THE RAJ



Price Amiga £24.99
Genre Action Strategy
Publisher P&G, Milwaukee

Set during the time of the British occupation of India, the player assumes the role of leader of one of its leading factions with the ultimate aim of taking control of the whole country. This can be achieved by building up a powerful army, with which is general opening armies into submission or, more peacefully, by staging festivals and white-poring in the right way. The former option requires a bit of forward planning to sensibly allocate bases for buying troops and equipment. In battle the player can also direct the army personally in an arcade action game, or let the statistics decide the outcome.

Champions of the Raj has a lot of good gamplay ideas wrapped up in appealingly ornate graphics, good graphics and truly unusual sound. The intricately slow and fiddly also according to the king on a particularly nasty site. To use the word 'rubbish' would be offensive to turkeys.

☆

CHOPLIFTER 2



Price Gameboy £29.99
Genre Shoot 'Em Up
Publisher Nintendo

Choplifter first appeared in 1981 via

Interdisk and is still fondly remembered today. The player's mission as chock helicopter pilot is to rescue survivors from a horizontally scrolling warzone. To do this the player must land near the hostages and wait for them to board. This can be quite harrowing experience at times as you're in a sitting duck for all the enemy gun installations and planes which constantly fly by.

The player's captor is equipped with a rapid-firing cannon and a limited number of bombs with which to protect himself. Fast action, challenging game task and a password system help make this one of the best games out on the Gameboy, and a must for any action fan collection.

☆☆☆☆☆

CHUCK YEAGER'S AIR COMBAT



Price IBM PC £29.99
Genre Simulation
Publisher Electronic Arts

Chuck's previous two sims were purely for the eagle fanatic, only permitting the player to do such many things as perform perfect loops and dives. This one second things have changed considerably, with lovingly GLOSS making a welcome appearance. Air Combat allows the player to pilot war planes from any one of three eras: WWII; Korea; and Vietnam. There are a multitude of single missions to fly along with a comprehensive campaign mode boasting over 100 missions. These include the standard 'work and destroy' loops, protecting bomber formations, and attacking ground targets. Should some of these take your fancy the in-built mission designer is invaluable.

The most useful feature is the ability to replay missions after completion and view it from any angle, allowing the player to see all his most spectacular displays and crashes to die. Even more interesting is the ability to dual phase from different cam, allowing such manoeuvres as pitting a Mustang against an F-6. A superbly realistic and fun sim, this currently holds the ACE Benchmark for Simulation. Possible the most interesting aspect is the way you can switch state of the art planes against old world crates. Class.

☆☆☆☆☆

DRAGON CRYSTAL



Price Gameboy £29.99
Genre RPG
Publisher Bang

No fluffing about with complex plot here. The player is riding his bike one day when he takes a wrong turning down a strange alleyway and ends up in a fantasy world teeming at the seams with dragons and gnomes. As an RPG the gamplay couldn't really be simpler. The action is firmly on action, with all the 'Take the Bane King of Zee to the Crack of Firming Mountains' task well freely in the background.

Although completely done, it's a little difficult to see who exactly this game is aimed at. It's far too simple for the typical RPG head, while commentators are likely to get more than a little bored at having to shut down the power just before they complete a level just because they reached their tale stop. But if you've got the time, you'll find that this makes a welcome addition to the GameGen library.

☆☆☆☆

EA HOCKEY



Price Megadrive £24.99
Genre Sports Arcade
Publisher Electronic Arts

Like Kick Off with fighting in, Electronic Arts' Hockey will appeal to everyone. A section of scores from around the globe, each with their own abilities and weaknesses built it out in the Ice hockey World League.

Following on from their success with John Madden's Football, EA pull yet another winner out of the bag with this, perhaps their most realistic title to date.

Having selected the league of game, whether the player wishes to compete in one-off matches or a knock-out, select his team and that of the enemy, it's game on!

Skating around the rink is simple enough, and control over the puck is surprisingly intuitive. Since the rink is so small and the players can move so swiftly and violently against each other, Ice Hockey is an extremely rapid, high scoring game. Basically, whoever gets the puck from the face-off is

ward, even on a 33MHz 486, the frame rate is hardly silky smooth.

There's no denying that *F-14* is a superb flight sim, and Activision's best yet. However, despite the radically overhauled graphics and increased number of combat arenas, one does wonder whether there's enough new in the gameplay to make it a vital purchase to owners of the original. *F-14*.

☆☆☆☆

F-14 TOMCAT



Price **\$59 PC \$79A**
Genre **Simulation**
Publisher **Activision**

There's no shortage of flight sims on the PC, but Activision's release may appeal to some. The game lets the player fly a series of missions around the State of Hawaii. The player can either pile straight into the action or start at the bottom and slowly work his way up through a full Navy career. As a good performance in a series of missions the player get transferred to the Naval Fighter Weapons School better known as the home of the infamous "Top Gun." Weapons available in the usual mix of Sparrows, Sidewinders and Phoenix missiles, along with cannon for close to work. There isn't really much emphasis on realism in *F-14 Tomcat*, and it is honest to say hasn't got much to offer players over other similar sims. In the final analysis, it's a satisfying enough effort without too much extra baggage.

☆☆☆☆

F-ZERO



Price **Super Nintendo \$24.99** Import
Genre **Racing Game**
Publisher **Nintendo**

F-Zero takes advantage of the Nintendo's built-in background manipulation capabilities to create one of the fastest and smoothest simulations of 3D we've seen. If a little lacking in realistic detail. Simply put, *F-Zero* is a race game, with the track viewed from behind and slightly above the player's vehicle. At first, despite the impressive 3D, *F-Zero* appears to offer little over the myriad of other race games about.

but after a few games to realize this through.

The excellent control over the craft is more precise than in any other race game. As well as accelerate, brake, left and right controls, one can also use the function-controller's two as landing switches. This degree of precision means you can race your craft like a cross between a high-speed hovercraft and a rally car. *F-Zero* may not look anything special, but it's probably one of those games that has to be experienced to be believed.

☆☆☆☆

FRENETIC



Price **Amiga \$29.99**
Genre **Shoot 'Em Up**
Publisher **Cave Design**

Hot on the heels of *Warzone*, Cave release this vertically shoot-'em-up which draws its inspiration from just about every other *shoot-'em-up* released. To anyone more than half way familiar with the genre the gameplay holds few surprises—the screen scrolls slowly down while waves after waves after wave of eminently identifiable alien creatures invade on-screen. The now-standard power-ups can be collected by destroying various special alien or weapons pods as they appear. At the end of each of the eight levels there's the obligatory huge money that takes a huge amount of time to put out of action.

Frenetic is a competently-executed game that lacks that spark of novelty it hit in one of the run-of-the-mill. The alien species are large, fat and mean, the action is run-and-kill and highly demanding at times. The most annoying niggler is the way that power-ups are lost when the player's ship is destroyed, leaving the player naked before the alien onslaught. Unless you're already got the repetitive *STW*, this is a fair buy.

☆☆☆☆

GHOST BATTLE



Price **Amiga \$29.99**
Genre **Arcade Shoot**
Publisher **Thalion**

Ghost Battle is a 'jumpier' or 'champer'

affair that borrows more than a few elements from *Ghost a GoGo's*. The player is a hero who has to enter an evil demon's kingdom in an attempt to rescue his kidnapped girlfriend. On each level it's ledges, platforms, gravity and unorthodox screens all the way through each level, at the end of which there's a big boss lady to be defeated.

There are the usual coin weapons to collect, and on later levels keys and various tools that must be used on various pieces of machinery appear to add much-needed depth to the otherwise shallow gameplay. *Ghost Battle* is aesthetically graphically and sensually, and play is sluggish. Not one for the top of the 'must get' list.

☆☆

G-LOC



Price **GameGear \$29.99**
Genre **Arcade Shoot**
Publisher **GGI**

If you're expecting anything vaguely reminiscent of the large coin-up you can forget it. No, it will be a - they both involve planes, but that's where the similarities end. The player controls a state-of-the-art jet fighter in a war-torn world of the future, who must establish an extensive network to destroy enemy planes, tanks and warships. Controls are easy to get to grips with and it's not long after take-off before the solar lights, up like a man too due to the heavy machinery. If there are planes they'll sweep behind in an attempt to down you with some missiles. The ships and tanks in the game act as sitting ducks and aren't really much problem. The game is enjoyable for a few hours but after a while the interest really begins to wane.

☆☆

GOLF



Price **GameGear \$29.99**
Genre **Sport Simulation**
Publisher **Bugs**

Bugs have chosen a hell of a way for this offering, and it works quite well. Simplicity is the key word here and though there's a fair bit of missing

about better play than it's nothing too taxing. To play a shot the player selects a club and then chooses where to strike the ball for hook and slice shots, which direction to hit it and how much power to use. Even though the scale of the game is small, there is enough to think about to maintain interest and allow for some genuine skill to be used, and the scores are no pinch 'n' putt numbers either. There are quite a few nice touches that add to the game, such as four player mode and ball selection. A good game that's worth looking into.

☆☆☆☆

HALLEY WARS



Price **GameGear \$29.99** Import
Genre **Arcade Shoot**
Publisher **Talio**

Given the fact that the vast majority of the software currently available for the GameGear doesn't even come close to doing the impressive handheld honor, *Halley Wars* comes as a bit of a particularly refreshing bit. Every handheld need its top-flight shoot-'em-up—the GameBoy has *Nemesis*, the Lynx has *Gate of Zendeon*, and now the GameGear has a game that's arguably better than the pair of them. It wins no points in the originality stakes, being your basic space-based *Xenos*-style vertical shooter with all the standard pickups and level guardians, but it scores highly on execution, offering the playability, colorful graphics, smooth animation and surprisingly impressive sound. The game's only major limitation is that due to the machine's limitations, it can't produce the flashy effects that similar games on more powerful machines often rely on to hold the player's interest, so *Halley Wars* must depend on gameplay alone—and there's insufficient variety there to provide that all-important urge to progress in the later levels.

Also, it's a shame that the game is actually a bit easy and, as they say when trying to pull out a column eight at the end of an issue, seasoned gamers/players may find the long-term challenge somewhat lacking. That said, it's still a fine shooter and undoubtedly one of the better GameGear titles to buy—just don't expect to be playing it in a year's time.

☆☆☆☆

by simply running into the opponent. This makes the game easy to get into but provides little learnability. There's also a two-on-one option for some Kick Off style action that isn't anywhere near as good.

The game's major problem is the play area—it's bigger than the screen which means the view is constantly scrolling. On other machines this is not a serious thing but the Genesis screen shows the images terribly. Nothing special. In Your Face is definitely one to leave On The Shelf.

☆☆

JAMES 'BUSTER' DOUGLAS BOXING



Price **Magnavox \$24.99**
Genre **Sport Arcade**
Publisher **Magnavox**

Oh dear. In the light of infinitely superior beat-'em-up games, James Bates Douglas is not so much on the ropes as on the stretcher.

Side-on presentation boxing games rely on speed, presentation and a wide enough number of moves to keep the player convinced that he can improve his technique. Unfortunately, Buster can offer us none of these elements, as the truly average fight scenes are more likely to cause a submission through sheer tedium than anything else.

With slow and thoroughly unimproving graphics of the boxes shuffling towards each other and then karate-ki fluff away with high and low blows until one of them falls over. You may feel the same way about boxing, but believe me, this is poor.

And for a fight game, it contains the minimal set of simply being too easy. Just by standing away at the far button faster than your opponent, it's possible to win. There's no skill involved here. Crappy nonsense.

☆☆

JETFIGHTER 2



Price **IBM PC \$26.99**
Genre **Simulation**
Publisher **Valerity/US Gold**

In a crowded market, Jetfighter 2 re-

ally stands out from the crowd. The unlikely plot centres the invasion of America's West Coast by a combination of Latin American countries. Full scale retaliation is out of the question, so small tactical strikes are the order of the day. There are four planes available with which to fly the missions: F-14, F-16, F-18 and the Top Secret F-30 'Black Widow', a plane that combines the handling characteristics of an F-14 with the flight capabilities of the F-16/A. It's advanced technology gives the player an edge over the enemy.

Graphics are among the best yet seen on the PC, being both fast and impressively smooth. Sound is nothing too hot, but adequate. The action is more on action than simulation, making this one of the most exciting if not ever dynamically accurate sims available.

☆☆☆☆☆

JIMMY WHITE'S WHIRLWIND SNOOKER



Price **Atari ST \$24.99**
Genre **Sport Simulation**
Publisher **Virgin Games**

Archer Maclean, veteran programmer of *Elite* and *Empire*, is probably the last person you'd expect to write a snooker sim. Our games have been around since the beginning of computer gaming - a few coloured shapes, some angle-deflection algorithms and away you go. But even with the advent of 3D graphics some of them have really had an element of realism.

Well now. The table is viewed from behind the cue ball so the player can view up shots as if on a real table. The cue can be rotated through various arcs and scooped in so the player can be even virtually every angle conceivable. The ball movement is accurate, without balls stopping for no reason, or going off at impossible angles.

Two player games are the best, but four levels of computer opponent are available for the lone gamer. As the player progresses more sophisticated tactics can be incorporated, like positional play. Inverse, that, score and every type of spin are all possible, and are vital for mastering opponents. The end result of *Whirlwind's* comprehensive and realistic approach to recreating snooker is the most authentic sports simulation to date.

☆☆☆☆☆

KA+GE-KI



Price **Magnavox \$26.99**
Genre **Beat-'Em-Up**
Publisher **Saga**

The player is cast as a large-headed hero, who looks like a Thunderbird puppet on steroids, who must slowly battle his way through a multi-story tower block in an attempt to reach the top. (Why, we don't know.) The tall being out of order means you have to go through each level individually, a task not made easier by the other big-headed thugs residing there.

For a beat-'em-up *Ka+Ge-Ki* is distinctly underpowered. The range of moves is limited, apart from moving the player can punch, jab, jump and, er... that's it. *Ka+Ge-Ki* loses a lot to be denied, the graphics are just plain ugly, background dull, though sound is okay but not much else. The core game play is unimpressive and the game has no real redeeming features. There are better games available.

☆☆

LOGICAL



Price **Atari, IBM, IBM PC \$24.99**
Genre **Puzzle**
Publisher **Rainbow Arts**

Logical is a bit of a rarity, a thought-provoking fast-action game which is grossly easy as addictive as the black claims. The game is an follows along the top of a screen once a track, along the track come coloured marbles which drop down channels into revolving disks, each disk has four marble slots, and is connected to other disks by further channels.

Your task is rotate the disks (by clicking with the right M.B.) and launch marbles (click left) in such a way that each disk becomes filled with four marbles of the same colour. As always it sounds too simple but there are various complications and additions that spice up the gameplay, such as a time limit, colour gates, teleports and a curious other touches. The graphics are clear and well defined, and the sound does good with some nice tones and effects. With my levels and a password system, this should keep any

puzzle addict for a fair while.

☆☆☆☆

MAGIC POCKETS



Price **Atari \$26.99**
Genre **Platform**
Publisher **Rainbow Arts**

The *Bitrange* much hyped and opinion-splitting latest is a strange old affair. It looks great, has a simple enough premise and is regarded by many to be a piece of class action. To us critics, however, it just doesn't hang together.

The monster in *Bitrange* is someone who have stolen the *Bitrange* kid's toys. The *Bitrange* kid must journey through four worlds, entering his toys and overcoming a host of new and interesting challenges along the way.

Imagine *Mario* crossed with *Spyro* and that's what you get. Nearly. You get a peculiar *Bitrange* version of *Mario* costumes which is actually quite irritating, a sub-standard control interface which is utterly chaotic and leads to many stick-busting incidents, and one of the most unnecessarily over-complicated score/power-up systems on the planet.

To keep the ball in his side-on scrolling quest around the four worlds, power-ups are available in the correct object collection procedures are followed. Having to sit down and work out how the system works when the very point is that these games are instinctive is a mere trifles compared to the fury inflicted on the player who has to wait for the pull-up points to finish lowering before he can collect them, missing any facility or fun. Stop, start. Stop start. Stop.

☆☆☆

MANCHESTER UNITED EUROPE



Price **Atari \$25.99**
Genre **Sport Game**
Publisher **Activision**

With *Kick Off* currently holding the football crown, it's a brave company that launches yet another forty game to the market. What you, with the original game selling over a thousand copies, maybe *Kick Off* are not taking such a risk after all. The player can

Studio Software

The BEST choice for all your computer needs

COLNE HOUSE, HIGHBRIDGE ESTATE,
OXFORD ROAD, UNBRIDGE,
MIDDLESEX, UB8 1UL
TELEPHONE (0895) 272911 EXT 275
FAX: 0895 270049

Opening times: Mon/Sat 9.00am - 5.00pm

SEGA MEGA DRIVE PRICE LIST

MEGA DRIVE CONSOLE (PAL) £110.00 + 2 GAMES
15CARTRIDGE £110.00 + 2 GAMES
ENGLISH/JAPANESE CONVERTER £10.00

SPIDER MAN	£ 37.00	FANTASY	£ 37.00
MEGATRON	£ 33.00	SENGI THE BEGGINGDOG	£ 33.00
ALIEN VS FUR	£ 31.50	WRESTLE WAR	£ 33.00
STREET HOCKEY	£ 31.50	RAMEN TRAP	£ 33.00
ST WARRIOR	£ 35.00	MARVEL CARP	£ 33.00
EVILS BEYOND (EPC)	£ 35.00	CENTURION	£ 33.00
BLACK OUT	£ 33.50	OUT RUN	£ 33.00
PGA TOUR GOLF	£ 35.00	AFTERBURNER 2	£ 33.00
J.M. FOOTBALL	£ 33.00	SHADOW RUNNER	£ 33.00
KIDSEN AGE	£ 28.00	SUPER MONACO	£ 34.00
JAMES BOND	£ 28.00	BUSTER BLOSSOM	£ 28.00
AERO BLASTERS	£ 30.00	ARMED AND DANGEROUS	£ 28.00
ATOMIC BOMB RIB	£ 18.00	BASE TIL THE	£ 28.00
BATTLE COLLEGE	£ 28.00	ROMANEA BRON	£ 28.00
RAMBO RUN	£ 28.00	CRASHDOWN	£ 28.00
CYBERBALL	£ 21.00	BACKUS 2	£ 28.00
ICE TRACK	£ 28.00	B.J. BLIP	£ 28.00
DYNAMITE DUKE	£ 23.00	EXERT	£ 21.00
ELEMENTAL MASTER	£ 28.00	FRAG-GOTTEN WORLD	£ 28.00
KIDSEN AGE	£ 28.00	GARDE	£ 28.00
GIROTSBUSTER	£ 21.00	CONVULS	£ 28.00
GRUELS 'N' GHOSTS	£ 28.00	HELLFIRE	£ 21.00
JOHN MADDEN	£ 33.00	JOE BONANNON	£ 34.00
LARSEN T GOLF	£ 33.00	MAGICAL HAT	£ 28.00
MIKEY HOUSE	£ 28.00	MIDNIGHT RESISTANCE	£ 31.00
MOTOWALLER	£ 28.00	REINFORCE ANGELS	£ 28.00
STRIDER	£ 28.00	SUPER MESSIAH	£ 28.00
SHADOW BRAWLER	£ 28.00	SUPER MONACO GP	£ 33.00
TRICK HILL	£ 31.00	WOLFIE	£ 28.00
VERVEX	£ 28.00	WONDER BOY 2	£ 28.00
WORLD CUP	£ 28.00		

SUPER FAMICOM PRICE LIST

SUPER FAMICOM	£ 140.00	SUPER PRO WRESTLING	£ 34.00
(SCART)	£ 270	SIM CITY	£ 47.00
SECRET LEAD	£ 12	SUPER MARIO LAND 2	£ 48.00
BOMBZILL	£ 32.00	FINAL FLIGHT	£ 43.00
ACTRAIDER	£ 35.00	GRANDUS 2	£ 48.00
PILOT WINGS	£ 48.00	ULTRA MAN	£ 48.00
S.D. THE GREAT	£ 41.00	F-ZERO	£ 41.00
BATTLE	£ 42.00	DANIELS TWINS	£ 43.00
HOLE IN ONE GOLF	£ 44.00		

GAMEBOY PRICE LIST

GAMEBOY	£ 65.00	
ALL JAPANESE CARTRIDGES	£ 21.00	
PI SPURT	COMPLETER 1	SUPER MARIO LAND
WAVE	WORLD'S CUP WOODEN	INFERAL DRAGON
NEW WRESTLING	CAROLANNA 2	CAROLANNA QUEST
SPURT FOR RED	BOMBING KING	FORTRESS OF FEAR
OXFORD	SAVE ON ONE	MIKEY'S
DRAGONS LAIR	FAITH	DANIELS TWINS
WREST WREST 2	MEGA MAN	

SEGA GAMEGEAR PRICE LIST

GAME GEAR	£ 85.00
2 PLAYER LEAD	£ 15.00
WIDE GEAR (MAGNIFYING GLASS)	£ 15.00
ALL GAMES GEAR TITLES (see below)	£ 22.00

DRAGON CRINAL	HALLEY'S WAR	MIKEY HOUSE
SUPER GOLF	OUT RUN	SUPER
SQUISH	DEVILISH	MONACO
NASCOT BASEBALL	GREEN	PUZZLE MAZE
MAPLE	HEADBUSTER	PSYCHIC WORLD
FANTASY ZONE		POP BREAKER
RASTAN		PENGO COLUMNS

APLOGIES TO ANY READERS WHO HAVE BEEN BOTHERED BY PROBLEMS WITH THE PROBLEMS PRINTED IN OUR PREVIOUS ADVERTISEMENTS. THESE HAVE BEEN RESOLVED AND WE HOPE THAT WE HAVEN'T INCONVENIENCED YOU TOO MUCH.

compute in either the UEFA Cup, European Cup or the Cup Winner's Cup. Before a match the player can adjust formation, tactics and composition which due to user-friendliness is a pretty painless process. However impatient gamers will be pleased to know that this can all be skipped.

The game is displayed in pseudo-3D which allows for some decent player animation and graphic frills. As is traditional the player views the ball from behind, and there's a huge variety of moves available including sliding tackles, variable power shots, setpieces, chips to the side, as well as volleys, headers, etc. One minor gripe is the fact that it's difficult to see where the ball is going to land due to new points. MU Manager isn't Kick Off! but it is a good footy game for those looking for something different.

☆☆☆☆

MARTIAN DREAMS



Price **IBM PC £26.00**

Genre **RPG**

Publisher **Origo, Mindspace**

Imagine all the 19th Century characters that you'd expect to see, plunk them all in an experimental spaceship, and there - the added SF interest - blast them to Mars. The result is an amazing blend of The Forbidden Planet and Interloper On The Orient Express with a small cast of relatively nebulae wandering around Mars.

The player's objective is to recover those warlords from the Red Planet. Along with companions Sigmarud Fossil, Dr Hissel, and Nikola Tesla, the player must get back to Earth just may with a strange and hostile planet, which entails making sense of the extinct Martians' techno-culture and discovering why they died out... Or did they?

The Martian Dreams game interface is superb - the game is entirely mouse controlled, although keyboard commands can be used for shortcuts. The game is instantly playable thanks to some forethought by the programmers, because the game provides the player with enough clues to get off to a quick start. The character interaction queries works very well giving the player the ability to have some quite lengthy conversations. Some really impressive graphics combined with excellent gameplay and involving scenario result in

one of the better RPG games in recent years

☆☆☆☆

MARVEL LAND



Price **Megadrive £24.99** (import)

Genre **Platform**

Publisher **Namco**

There's nothing wrong with out-of-the-ordinary graphics - what we at ACE object to is the downright badly-drawn variety as sported in Namco's latest console effort. But the old dictum of never judging a book by its cover is proved right by playing the game, whereas it becomes apparent that despite the visuals, which look like they've been produced by a pre-school child armed with a paint-croquet, *Marvel Land* isn't bad at all. It's a rather obvious Mario clone, and while it's not a patch on Nintendo's classic (but then what isn't) it's certainly one of the better attempts. The Japanese dialogue which appears in some of the cut-scenes takes a bit of listening out, but that's the standard price paid for playing imported games, and in this case at least it doesn't affect the fun too much. Many Megadrive owners may be offended even at the prospect of buying a game that looks this bad for their beloved industrial wonder, but those who want value for their money will find this to be a better bet than the badly-looking diggs that form a large part of the Megadrive's software base. Recommended.

☆☆☆☆

MAUPITI ISLAND



Price **Atari ST/Amiga £25.99**

Genre **Adventure**

Publisher **Lambton**

The latest in a line of adventures starring fictional galleon detective Jerome Lange, *Maupiti Island* is a modern mystery-type affair in the same vein as Delphine's excellent *Cruise For A Corpse*. This effort, however, lacks much of that game's imagination and sparkle, and though there's a very complex storyline, packed with clues and suspects, and all set on a remote Caribbean paradise, there seems to be

little to really see or do, and as such there's an uncomfortable claustrophobic atmosphere. Given the potential offered by the plot and its tropical setting, *Maupiti Island* could have been a lot better and more interesting than it actually is, and the increase of repetitive samples and poor CPU response seems easy to put the player off. The game's presented well, with an effective menu-driven parser and lots of neat touches, but given the somewhat unconvincing way in which the player is asked to find clues it's more often down to finding a pistol hidden somewhere in a cluttered screen than using any real deductive reasoning. It's unlikely that anybody will find much to enjoy here. *Cruise* is a much better bet if you would be intrigued out there. Great music though.

☆☆

MEGA LO MANIA



Price **Amiga £24.99**

Genre **Academy Strategy**

Publisher **Mirosoft**

Beloved under a branch of *Con-cine* that are still coming thick and fast, Mirosoft's offering has fared better than most, steering sufficiently clear of the Big Dinky Popcorn while not being afraid to borrow bits here and there where appropriate.

Set in an alternate universe, *Mega Lo Mania* is all about the quest for power. Power over a set of worlds, each made up from a suite of islands, to be precise. New worlds are formed and intelligent life is placed upon them, upon which interstellar travellers descend and try to seize the stages of power for themselves.

The conflict arises, needless to say, when more than one freeloader takes a shine to a particular island. Since each area can only have one ruler, a campaign of imperialism begins, with each player trying to use the forces at his disposal to overthrow the others.

Each island exists within its own time period, and the rate of development, intelligence and so on of its inhabitants is governed accordingly. Players quick to invest time in invention and the refining of natural resources, rather than simply creating armies, find the others with sticks are more likely to succeed.

☆☆☆☆

MERCs



Price **Amiga/Atari ST £26.99**

Genre **Academy Shoot**

Publisher **US Gold**

While on a peace mission to central Africa, the President of the United States has been kidnaped by a notorious band of heavily armed rebels. For to duplicate reasons his recovery has to be carried with a maximum of co-operation - the player and a friend. The game is a combination of the *CapCom's* arcade shoot-'em-up and retains the eight-way scrolling (albeit a bit tricky, especially on the ST). If either of two blank areas on either side of the screen the play area has been reduced to strip down the middle of the screen. In one-player mode this is fine, but in two-player mode things get very crowded.

The action quotient is of a very high level, with bullets adding to snow-down and tends to blow up. Also nice is the ability to blast away huge chunks of the scenery with some interesting explosions. If you like your action fast and frantic then this is probably for you, but if you're usually going to be playing two player then *Com Design's* *Warzone* is probably a better bet.

☆☆☆☆

MICROPROSE GOLF



Price **Atari ST £24.99**

Genre **Simulation**

Publisher **MicroProse**

The unmistakable Microprose style comes to visit the golfing genre (we wonder why with a reasonable amount of success. It's all extremely computer-stuff but...)

Striking a happy medium between an arcade-oriented approach of such success as *Links* and *Lunderboard* and their own number-friendly abilities, Microprose can offer the player the chance to fiddle around with every aspect of the game, from the size of his club right down to the positioning of his feet or how high the tee is.

Wide-eye maps of the current hole give the player a rough estimate as to what he's about, with the computer subtly suggesting the best club for the shot. From here, the bitmapped graph-

to give way to workmanlike polygon landscapes and the familiar strength-to-access-to-reverse hitting routines.

The track ball is thus followed down the course in jolly (it will) in lands and the whole business can start again. All bases are covered and the presentation for the most part is top-notch (to say the least), but the big rewards are reserved for players willing to put in enough hours to perfect their golfing ability rather than instant-gratification funds.

☆☆☆☆

NBA ALL-STAR CHALLENGE



Price **Gameplay \$29.99**
Genre **Sport Simulation**

Publisher **EA G**

Yet another Gameplay one-on-one basketball game. This succeeds over in Your Face by virtue of keeping all the action on one static screen and thus avoiding the terrible blurring of Laker's offering. In addition, there are five sub-games to take part in, none of which are particularly different to "normal" basketball but they at least add some variety. NBA requires far more skill to play than FYF because of the more complex moves which, although making it hard on at least, at least makes the game more skill based and thus more rewarding in the long run. It's hardly Tetris, but a worthwhile purchase nonetheless.

☆☆☆☆

PREHISTORIK



Price **Atari ST/Amiga/IBM PC \$29.99**

Genre **Platform**

Publisher **Titus/Entertainment Int.**

In another game that pretends to spend the night that the dinosaurs roamed at the same time as the dinosaurs. This one puts the player in the role of Rick, a hairy hunter with a bottomless pit of a stomach. Rick has to gobble around his back-writing antediluvian world in the search for food. Rick's commodities come in either passive (you killed and pre-cooked) and just ready to be eaten as active (dinosaurs that have to be skinned over the head before they can

be consumed). It's this latter food class, along with the pits and spikes that have to be jumped, that provide the game's main obstacles. At the end of each level, encountering Rick's mates enough, there's a bonus round against a giant dinosaur before progress onto the next level can occur.

Prehistorik has little to recommend it in any department. The sprites are crumbly but very neat, the disk scrolling is doubtably 5 bit and sound merely perfunctory. And considering that so little is moving on the many dull-to-get-through screens, the action is slow. The jump-perfect nature of much of the jumping doesn't help things either.

☆☆

ROBIN HOOD



Price **IBM PC \$29.99**

Genre **Arcade Strategy**

Publisher **Millican**

Inventively cost-cutting the publicity of the oceanic launch of Lincoln green movies, Millican's completely unlicensed version of the role is surprisingly entertaining.

Presented in Populous style, the game sticks to the classic style of Robin of Locksley being hunted out of his lands by the evil Sheriff of Nottingham, dressed by his people and left to fend for himself.

The player, taking the role of course, must assemble a band of merry men and set about doing away with the many old sheriff and for all. An equally important goal for the player is to maintain all the peasants and other inhabitants of the forest and its environs (as Robin's the murdering thieving blaggard that the Sheriff has described to them but is a lovely lead headed man).

Aside from random and obstructive, there's a refreshing amount of genuinely funny dialogue in the game too, with the characters carrying up their roles to the best of their ability.

It's an extremely enjoyable and innovative arcade adventure game strategy can role playing game who's most fitting comment that the player is limited by the player is compelled to play through to the very end as soon as he physically can, thus dematerializing the appeal of return visits.

☆☆☆☆

WANTED ALIENS

USE YOUR VOICE TO OUTGROW THE COMPETITOR

GOOD OR BAD CASH PRIZES

0898

31 3590

Can You Kill The ALIENS For CASH PRIZES

0898

31 3573

0898: Prices in £12. 25p Call charges 25p. For UK: Cheap 80p For MP: 4 Other Euro

SPEEDY-SOFT



CREDIT CARD HOTLINE

(0800) 337888

Open 24 hours 7 days a week

Visa

AMIGA / ATARI / P.C.

Compa-	Business/Office	Hardware
Pay printer to match any price advertised in this magazine. Just fill in the price and we will send it. We can supply the best for price and service.	Account Pack (100) £99.00 Account Pack (200) £149.00 Mail Order P.P. (100) £99.00 Mail Order P.P. (200) £149.00 Software Pack (100) £99.00 Software Pack (200) £149.00 Hardware Pack (100) £99.00	Amiga 5000 Computer £299.00 Amiga 5000 100 (100) £299.00 Amiga 5000 100 (200) £299.00 Amiga 5000 100 (300) £299.00 Amiga 5000 100 (400) £299.00 Amiga 5000 100 (500) £299.00 Amiga 5000 100 (600) £299.00

CONSOLES

Super Nintendo (with five games)	Atari	Gameboy
299.99 - Games @ 17.99 - Big Boy Basketball (100) Cannon (100) (100) Puzzle (100) (100) Puzzle (200) (100) Puzzle (300) (100) Puzzle (400) (100) Puzzle (500) (100) Puzzle (600) (100) Puzzle (700) (100) Puzzle (800) (100) Puzzle (900) (100) Puzzle (1000) (100)	64.99 - Games @ 12.49 - The Lightning Strike (100) Amiga (100) (100) Amiga (200) (100) Amiga (300) (100) Amiga (400) (100) Amiga (500) (100) Amiga (600) (100) Amiga (700) (100) Amiga (800) (100) Amiga (900) (100) Amiga (1000) (100)	62.49 - Games @ 16.99 - Amiga (100) (100) Amiga (200) (100) Amiga (300) (100) Amiga (400) (100) Amiga (500) (100) Amiga (600) (100) Amiga (700) (100) Amiga (800) (100) Amiga (900) (100) Amiga (1000) (100)

Chapters & Postal orders to: JJ Dorwan's Park Road, East Grinstead, West Sussex BN15 2E

IF AN ADVERT IS IN PRINT, IS IT PROPER?

Send advertisements to us with a postage stamp.

The ASA (Advertising Standards Authority) can only monitor over 200 advertisements every month. It cannot complain outside these in the absence of Advertising Standards.

When you specify an advertiser, you have to advertise to:

To find out more about the role of the ASA, please write to the address below:

Advertising Standards Authority
Englewood House, Brook Road, Basingstoke
Hants. RG24 0PR

ASA

This sign is displayed in the interests of high standards in advertising.

R-TYPE 2



Price **Amiga/Mac/PC \$29.99**
Genre **Action/Shoot**
Publisher **Activision**

R-Type was the forerunner to many of today's shoot-'em-ups, and introduced many of the features that players now take for granted in a half-dozen kluge, such as power-ups and end-of-level bonuses. Rather than come up with a new idea for its sequel coming, Irem chose to loop in the attack the same formula, which is not a bad thing when you consider it.

There are six horizontally-scrolling levels, each with its own style of graphics, all of which are excellent although ST users may be a bit peeved by the ropey scrolling. The music is suitably spacey, and portions of the game bring very similar to the original, one wonders whether layers of that will want to look out for what amounts to a jump-disk data disc of new levels. However, newcomers to the R-Type legend are in for a treat.

☆☆☆☆ (average) ☆☆☆ (ST)

SECRET OF MONKEY ISLAND



Price **Amiga/Mac/PC \$29.99/\$29.99**
Genre **Adventure**
Publisher **LucasArts/US Gold**

Monkey Island is the latest in LucasArts' celebrated series of "old-fashioned graphic adventures." The player is Guy Threepwood, a young man intent on becoming a pirate. To do so he must complete three mini-games during which the player slowly becomes involved in more and more hazardous situations with characters both beautiful, evil and absurd. The game also contains several sub-plots which serve to make the game more enjoyable, which range from simple treasure quests to a massive objective involving a Grand Pirate from Hell.

The graphics are pretty impressive, using a variety of "various angles," such as close-ups when conversing with characters and long shots of the land scape when Guy travels from place to place. The music adds a lot to the game and provides an atmosphere in some

scenes - the Tavern even almost all of its potency to the accompanying sound track. Monkey Island is easy to play due to good use of the mouse and single key-commands, and along with the presentation combine to make this an excellent game which deserves its place on the software shelf of any adventurer.

☆☆☆☆

SHINOBI



Price **Amiga/Gear \$29.99**
Genre **Beat-'Em-Up**
Publisher **Sega**

Shinobi is *bad!* Unfortunately he's lost the canonic composition of his previous adventure and must traverse all four levels alone in an attempt to rescue his kidnapped maiden. The action is divided into two distinct styles, kicking in battles and jumping platforms across a horizontally-scrolling landscape and, the added variety, kicking in battles and jumping platforms across an eight-way scrolling landscape! The action gets a bit repetitive, and Shinobi himself is pretty poorly equipped for some of the tougher battles around. An essential purchase - but for Shinobi fans only.

☆☆☆

THE SIMPSONS



Price **Amiga \$29.99**
Genre **Platform**
Publisher **Ocean**

This conversion of the TV-show and marketing phenomenon which is really really funny honestly on really it's great because they're funny little cartoon characters who behave like real adults oh, it's so hysterical oh, he really hasn't actually found out well of the lands of Ozma.

From the coding pen of Axis Development, this version of the NES game released by Acclaim has lost even the charm of the cartoon and on top of all that, it isn't a particularly good game either.

Space creatures have landed in the sleepy American town of Springfield and are planning to build a weapon which will help them take over the entire planet.

The player, taking the role of Bart must travel around Springfield, basically, that means destroy or defeat all the every-day elements in Springfield which the Mutants are going to construct their space weapons.

Ozma's attempt to create something a bit more complex than a straightforward 16-side game is commendable, but the result is frustrating because the sloppy elements of game design just make it too difficult to play.

It's too easy for Bart to die through no real fault of the player, and the control method is ineffective. Shame.

☆☆☆

SLIDERS



Price **Amiga, ST \$29.99**
Genre **Sports Action**
Publisher **Pelican**

The French crew has been asked upon when it comes to producing novel, if not particularly playful games - and Sliders is no exception. It's sort of a weird cross between Speedball and Marble Madness, where two player-controlled spheres fight it out over a series of geometric areas with the objective of hitting the opponent's goal zone with a ray ball.

In theory it's a great idea, but somewhere along the line the basic premise has been lost, wrapped under a mesh of unpleasant control modes and the absence of supposedly game-enhancing features such as time-slowers, attractors and magnetic tiles.

The result is sometimes fun, but for the most part annoying, and even a whole screen full of game-options and adjusters can't do much to divert the frustration.

The real shame is the sometimes - but only very briefly - it's actually a lot of fun, and it's during those moments the player realises how good the game could have been if the designers hadn't got carried away with all the extras. It's weird, say this - but obviously unimpressive, no matter how much prowess and determination the player may possess.

It's a weird one, because even in two-player mode, it leaves the players with a "winner" sort of feeling which inspires nothing more than dull success and is the lesser alternative.

☆☆☆

SNEAKY SNAKES



Price **Amiga/PC \$29.99**
Genre **Platform**
Publisher **Bios**

From the people who used to climb out their Knightmare games (remember those) comes Sneaky Snakes, an exercise in excellent control and little depth. A female snake has been kidnapped by the nasty Nibbles and the player taking the role of either Conquistador or Stella must explore the Nibbles' lair and hidden landscape using enough food to make them big enough to activate floor switches which open doors through to the later levels.

It may not sound quite as much fun as feeding one's head but actually it's not that bad. Apart from the wacky idea of the whole thing, the playing of the game is pretty good. Control over the snake is excellent and all over-the-top. Food is obtained by bouncing on little plants which lie all over the floor or waiting around by plants which open up balloons.

The weight of the snake is devoted by its length. Unfortunately, one has to long enough to activate the switch to go through to the next level, he's also long enough to be more easily hit and lost by the many thorns in the landscape. Although the game never quite matches up to the quality of the control method, there's probably not enough snaky snake value here to justify a purchase.

☆☆☆

SONIC THE HEDGEHOG



Price **Amiga/PC \$29.99**
Genre **Platform**
Publisher **Sega**

Sega is on a mission to restore his badly-churned from the dustbins of evil Doctor Eggman. Perils and platforms are the order of the day, but the emphasis is has been placed firmly on variety too, with plenty of slides of Sonic Dragger and Strider to spot along the way.

One tricky item can rid himself of enemies by either jumping on their heads, or rolling up into a ball and spinning at supersonic speed to knock them

out of his way. The most important aspects in *Sonic's* world are gold rings. These act as a safety buffer for contact with the enemies - one touch causes all Sonic's coins to spray out, while contact without any coins results in the loss of one of Sonic's three lives. These can be traded for a life once a hundred have been collected.

Spread around each of the 100+ levels are a myriad of useful objects that deliver some temporary bonuses such as invulnerability and speed-boosts.

The impressive graphics are by far the best yet seen on the MegaDrive, being smooth, colourful and more at speeds that have you slack-jawed. Along with the snazzy (75 per-level) and plentifuly to march, this is a game that'll keep you playing until those early hours. If there's one MegaDrive game you buy this year then this is should be it.

☆☆☆☆☆

SUPER PROFESSIONAL BASEBALL



Price **Super Famicom £24.99** Import
Genre **Sport Simulation**
Publisher **Electronic Arts**

The Great American Sport makes it onto the Famicom with a certain amount of style. A game for one or two players, it's viewed in two very different ways. When the ball is pitched, the players view the action in close-up from just behind the pitcher. The pitching player can adjust the power and angle of his pitch using the joystick. The batting player then has to strike the ball by doing strikes. As the ball sails into the air the view cuts to a scrolling park view.

Using the stick in the corner of the screen the pitching player has to guide one of his outfield to catch the ball, while the batting player has to decide whether to risk punting his own run for bases one more time. It's just like the real thing actually.

As a simulation, *Baseball* is fine. The graphics are a bit staid at times, but the all-important gameplay is marvellous - almost exciting at times. Although a rather simple game, with the associated risk of early boredom (and at nearly any point for the computer that's a fairly big risk), *Baseball* is something enough to be worth consideration.

☆☆☆☆☆

130

SUPER R-TYPE



Price **Super Famicom £20** Import
Genre **Arcade Shooter**
Publisher **Konami**

Apart from *Conquest II*, shoot 'em-ups on the Famicom are a little thin on the ground, so *Super R-Type* rates as a real treat. Basically it's R-Type with some shiny laser boost-on, ions included a couple of new worlds - the first one has you blasting through a space minefield - but it's still the game we all know and love. With impressive graphics and excellent sound, it's the game Famicom owners have been waiting for.

☆☆☆☆☆

TAIL GATOR



Price **Gameboy £20.99**
Genre **Platform**
Publisher **Konami**

Use Tail Gate into your Gameboy and you'd be forgiven for thinking you'd accidentally picked up a Game and Watch on the way out of the house instead. This *Music Mixer* rip-off features an alligator (judging through a bunch of levels of the *Melody* long-dash, trying to dispatch the monsters who have invaded).

Clearly the alligator must tick away the monsters using his tail. Cheats occasionally yield bonuses or secret levels which will clear the entire screen of bad guys. But we all know the sort of cheat that's really interesting is... that! The cheats with the key which will lead him off the level.

Control over the alligator is best enough. His waddles along if it's perfectly aware that alligators can't move that niftily on their hind legs at the most ridiculous inch-like rate.

We've really missed our from games where the main objective is to get off the current screen by collecting a key, or at least someone except *Nintendo* knew. For the moment instead of a second of a moment, Tail Gate looks as if it could be one of those simple yet addictive games which look rubbish but play like a dream. But it isn't, so don't be fooled.

☆☆

THUNDERHAWK



Price **Amiga £20.99**
Genre **Simulation**
Publisher **Corn Design**

Most flight sims require a great deal of practice before any reward can be garnered from them. All those key-board controls and miscellaneous air-ctrl functions do quite a lot to put off anyone looking for a quick Mast. Corn Design have seen this gap in the market, and more than adequately filled it with *Thunderhawk*. All control is via the mouse, which makes everything from average selection to helicopter control to target tracking, quick and easy. It's a welcome change from the usual memory test of clicks and scrolls.

The game itself is broken up into a series of campaigns, each presented by a graphic briefing sequence indicating targets and terrain type. Before taking to the sky the player must select the appropriate armament for the *Thunderhawk*, although there's a default option if this seems too much of a choice.

What makes the game a treat is the handling of the helicopter. The controls make flying intuitive, letting the player get on with the mission rather than having to stay airborne. Graphics are pretty smooth and more at a fair pace, although there isn't much background scenery. If you've never been tempted to try a flight sim then perhaps this is the game to change your attitude.

☆☆☆☆☆

UTOPIA



Price **Amiga £20.99**
Genre **Arcade Strategy**
Publisher **Konami**

The quality of life on earth, let's face it, sucks. And the world is screwed up so bad that nothing anyone can do can save it. We need to start again.

This is the premise of *Utopia*, another of Konami's Powermancer style affairs. Except this time the aim, rather than simply ruling a world or conquering it is to construct and run it and to make all its inhabitants feel really good! The aim is to elevate the quality of life to

100% - Utopia.

It's not difficult to grasp the aims and controls of the game. And it quickly becomes apparent that there are lots of problems thrown up by the idea of making everyone happy. For a start, if you spend all the money on hospitals, food production and mounting sports festivals, your population will be content, but without any credible defence when the inevitable computer-controlled alien attack occurs.

Beginning from just a few key buildings, it's up to the player to construct the colony using icon-driven actions while inspecting the world in isometric 3D. There are almost no rules in this society. You can run things virtually any way you want, inventing resources and time in whatever you like. The only factor that is missing is the option to try and run things as a dictatorial regime and make a certain part of the population very happy while keeping the workers ground down into the dirt. Still, that's not so, is it?

☆☆☆☆☆

WARDNER SPECIAL



Price **MegaDrive £20.99** Import
Genre **Platform**
Publisher **Konami**

There seems to be a trend in current MegaDrive games (Sonic excepted) to swap superb and addictive gameplay in ludicrously primitive graphics. *Wardner Special* is one of this happy band.

Not-wise if the usual rescue the gilly from the evil lady by jumping and flapping through awfully badly-induced levels of platforms and ladders, but it has several gameplay features that lift it out of the mire.

For a start, the amount of variety is incredible. Every step of the way seems to reveal some new obstacle or feature to overcome - opening blades, lightning-bolting clouds, climbable ice - which help contain interest to end. Control over the hero is superb, allowing lots of Mario-esque mid-air manoeuvres. Probably the only major fault - apart from the terrible Master System sub graphics - is the way the game wadd the player quite a way back when he dies. Very annoying. However, this is the only real criticism of an otherwise great game.

☆☆☆☆☆

WARZONE



Price **Amiga/Atari ST £29.99**
Genre **Shoot 'Em Up**
Publisher **Cave Design**

Once again a powerful terminal organization has revealed countries around the world, and so fate would have it only the player (and maybe a friend) have survived. A shoot 'em up set firmly in the classic mould of Star Wars, the screen scrolls downwards while all manner of enemy forces pour on screen in their feeble attempt to stop the play-er.

The main opponents are troops with rifles and are basically cannon fodder to any well-aimed beam. Scattered along the way are various other baddies armed with various grenade launchers allowing them to fire over walls. The obligatory end-of-level bonuses include tanks, subs, helicopters, etc. etc.

Despite some new touches Warzone is basically a gun than Warriors, which is not necessarily a bad thing. The graphics and sound are nothing brilliant, but good nonetheless. Where it really succeeds is on the gameplay front - it's an addictive and fun blast, especially for two players.

☆☆☆☆

WILD WHEELS



Price **Atari ST/Amiga £29.99**
Genre **Sports Arcade**
Publisher **Ocean**

Another bizarre hybrid game, this time creating Pole Position with Kick Off to produce a bizarre - but oddly playable - car-based future sport where vehicles take the place of humans in a contained three-side football game played in a giant stadium.

At first glance it looks nothing special, with mechanics that keep keeping their way around an unexciting 3D pitch, but playing the thing reveals it to be more fun than outward appearance would suggest. It's not Kick Off by any means, but the simplistic gameplay works well enough, and the variety of neat touches, such as different models of vehicles, weaponry and forms also all help to raise the interest level.

The only problem is the feasibility, which is likely to be seriously short-lived over the few weeks here have passed - the program doesn't focus up anything in the way of new challenges to hold the player's attention.

Games should be commended for making a conscious effort to produce something else other than the usual rearguard clapping where only the graphics and the licence changes from game to game, and though it looks well for the future, Wild Wheels only holds its own. Promising and original, but unfortunately limited.

☆☆☆

WING COMMANDER II



Price **IBM PC £34.99**
Genre **Arcade Shoot**
Publisher **Origo**

No matter what else you might say about the Wing Commander games, they look damned good. The trouble is, there isn't really much else to say about them. Well, perhaps that's a little harsh but here in the sequel to the much talked-about and little-played original, it's a case of more of the same.

Inevitable war with the Kibishi continues, and in the most recent Kibishi victory, the Confederation flagship Tiger's Claw has been destroyed by invisible Kibishi stealth fighters. As the sole survivor of the assault, the player must first convince his federation comrades that the attack did genuinely take place and then lead a Kibishi force to track them down and destroy them.

The missions available for the player to try are wide ranging and change in style in accordance with the development of the plot. At the onset, when things are pretty quiet, the player's orders are simply to patrol, which leads in turn to sporadic fights with Kibishi craft.

Graphically excellent although particularly prominent laser, Wing Commander II certainly isn't a brilliant game. It's a worthy sequel to its predecessor but in the end it's like when that title old phrase about trying before buying is not translated percent approximately.

☆☆☆

COMPUCADE

96 St Mary Street,
Southampton. SO1 1PB
(0703) 330257

OPEN 10am - 10pm
NEW & AS NEW AMIGA & ST GAMES & UTILITIES

HUNDREDS AT HALF LIST PRICE !!!!

A FEW EXAMPLES OF OUR PRICES

Worlds At War	12.50
Death Knights of Krynn	15.50
Battle Chess 2	13.00
Midwinter 2	17.50
Renegade Legion Interceptor	18.00
F15 Strike Eagle	17.50
Prehistorik	13.00
Waterloo	5.00
Cybercon 3	15.00
Gunboat	13.00

All prices include VAT & delivery.

Please phone for our full list. Limited quantities so order quickly

✿ TO FILL THIS SPACE ✿



Tina Zanelli

OR

071-251-6222 Ext 2483

newsagent reserve

You all know what a ball-busting corker of a sophisticated read the next issue of ACE will be, and yet, there are still niggling doubts. And we understand that. We understand that it might be a bit rainy or there might be something good on the telly on the morning you'd previously decided to go and collect your issue.

But it's all a bit dodgy, what with ACE zipping out of the newsagent like there's no tomorrow. The day you go down there, you may well find they're all gone. And that would be bad.

So, in a caring, sharing, flare-wearing way, we're pleased to present our solution to your problems. A revolutionary concept in publishing. See what you think.



Dear Mr Newsagent,

Lazy and forgetful fool that I am, I cannot be trusted to make my way into your store on the day that ACE is published (ie: the 8th of each month).

As a result, I live in constant fear of missing one of the issues - especially next month's which I understand will be especially excellent, what with its free supplement and all that.

The solution? Please, Mr N. Agart, reserve me a copy of the next issue of ACE magazine when it next comes into your shop.

Oh, actually, now you mention it, if you could deliver it to my house, it'd be doubly good. (Delete as appropriate)

Yours sincerely

Name:

Address:

.....
.....
.....
.....

make him jump over gaps or shoot at the wretched aliens. However, in a unique twist, the towers need to rotate to follow Pogo's movement. Quite a graphical achievement on the Space! Now Nintendo has come to the Gameboy under the title Castles. And while the name may have changed the game certainly hasn't. It still looks stunning and plays well but has a difficulty rating through the roof. However, completing a tower is extremely satisfying, so if you fancy a real challenge then you know where to come.

☆☆☆☆

CHASE H.Q.



Price **Gameboy £29.99** (import)
Genre **Shooting Game**
Publisher **Taito**

There can be few readers who aren't familiar with the excellent coin-op or its sequel K.C.2. What a treat then on the part of the designers to combine high-action racing action with lightning-fast action. The player takes on the role of an Airmax-winning pilot

who stops pop, chasing various perks in a speed-up Formula with the aim of ransacking their quarry off the road to make the arrest. The GameBoy version is technically excellent, with lots of fast action and good sound, although there are a little small. Unfortunately it's almost as though as a period banana, and even Century will soon be looking away for his. 'You're busted! Well, actually you're more likely to just be hurt after buying this - it's a bit of money for such a short-lived challenge.

☆☆☆☆

CLOUD KINGDOMS



Price **Atari ST/Amiga £7.99**
Genre **Platform**
Publisher **GEM/Gemline**

Cloud Kingdoms is a load of balls-bouncing balls, to be precise (Ha! The old ones are the balls). As Terry the Ball, the player has to negotiate thirty-two huge mid-way-scrolling levels, each of which floats high in the sky, collecting all the gems that litter to the

nearest malways. Terry has to take care not to leave the path, else he'll fall to his doom in the void below. This isn't as easy as it sounds - Terry's rubbery body bounces wildly off walls and pillars, and parts of the floor crumble beneath him. In addition, if Terry passes over an arena at the floor they'll sink him around, usually over the edge of the nearest chasm. If that weren't enough, other hostile spheres wander the walkways, keen to see Terry's demise. Fortunately Terry can bounce over these heads with a tap of the fire button.

Cloud Kingdoms, formerly from Intellivision, is an attractive game, with a strong console feel. The cute graphics, though looking a little dated now, do the trick, and the scrolling on both Amiga and ST versions is very smooth. The vertical control is a little tricky to get to grips with, but rewarding when mastered. Some features annoy, like the fact that it's impossible to know when crumbling floor is until it's been bounced on, but overall this is an admirable bargain at just under eight quid.

☆☆☆☆

CRUISE FOR

A CORPSE



Price **Amiga £75A**
Genre **Adventure**
Publisher **Crushin'/US Gold**

The plot for Cruise for a Corpse is firmly rooted in the Agatha Christie 'mystery location, plenty of suspects' crime story tradition, detailing how the player is invited to a Greek tycoon's yacht for a well-named holiday only to find there and find his best humped off by an unknown assassin. Before you can say 'Inspector Wexford' the player is forced to don police overcoat and rally wits to solve the heinous crime.

After a lot of go-on-line interest from the press, there were high hopes for Cruise for a Corpse. Is it the excellent genre evermore seemed to think it's best? Well, yes... and no. In the graphics and sound department it's more play, with large fluidly-animated sprites moving over expensively detailed backgrounds and plenty of audible music and samples playing away in the background. All cooperate to generate an

IT'S A BROADCASTING WORLD, AND EXPANDING
FROM THE TV AND RADIO WORLD TO THE NEW WORLD OF VIDEO
WE'VE GOT YOU COVERED

Amiga 500 with Justice, Game Boy, Atari 2600, Intellivision, P.A. System, Amiga 600, Commodore, Sega, etc. 0200 2700 0000
0200 2700 0000

I play Amiga 500 for my own games in TV sets for 2000. 0200 2700 0000
0200 2700 0000

Amiga 500/600 with my own video games and music, playing. Call for details. 0200 2700 0000

Amiga 500/600 video cassette system with my own video games and music. Call for details. 0200 2700 0000

Amiga 500, video cassette system with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

ACE READERS' PAGES

Send me... 0200 2700 0000
0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

SUBSCRIBE TO OUR READERS' PAGES!

YES!

THIS FILL IN THE ENTRY FORM AND STICK IT IN THE POST!

Amiga 500 with my own video games and music. Call for details. 0200 2700 0000

GAMES GALORE GAMES GALORE GAMES GALORE GAMES GALORE
GAMES GALORE GAMES GALORE GAMES GALORE GAMES GALORE

NINTENDO GAMEBOY CARTRIDGES CONSOLES and ACCS

All the most popular Gameboy and Game Boy Advance titles are available here. We have the most complete selection of Gameboy and Game Boy Advance titles available. We have the most complete selection of Gameboy and Game Boy Advance titles available. We have the most complete selection of Gameboy and Game Boy Advance titles available. We have the most complete selection of Gameboy and Game Boy Advance titles available.

CALL 1-800-288-2888 FOR MORE INFORMATION. WE HAVE THE MOST COMPLETE SELECTION OF GAMEBOY AND GAME BOY ADVANCE TITLES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF GAMEBOY AND GAME BOY ADVANCE TITLES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF GAMEBOY AND GAME BOY ADVANCE TITLES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF GAMEBOY AND GAME BOY ADVANCE TITLES AVAILABLE.

SEGA MEGA DRIVE CARTRIDGES CONSOLES ACCESSORIES

SEGA MEGA DRIVE CARTRIDGES CONSOLES ACCESSORIES. WE HAVE THE MOST COMPLETE SELECTION OF SEGA MEGA DRIVE CARTRIDGES CONSOLES ACCESSORIES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF SEGA MEGA DRIVE CARTRIDGES CONSOLES ACCESSORIES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF SEGA MEGA DRIVE CARTRIDGES CONSOLES ACCESSORIES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF SEGA MEGA DRIVE CARTRIDGES CONSOLES ACCESSORIES AVAILABLE.

SEGA GAME GEAR CARTRIDGES CONSOLES and ACCESSORIES

SEGA GAME GEAR CARTRIDGES CONSOLES and ACCESSORIES. WE HAVE THE MOST COMPLETE SELECTION OF SEGA GAME GEAR CARTRIDGES CONSOLES and ACCESSORIES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF SEGA GAME GEAR CARTRIDGES CONSOLES and ACCESSORIES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF SEGA GAME GEAR CARTRIDGES CONSOLES and ACCESSORIES AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF SEGA GAME GEAR CARTRIDGES CONSOLES and ACCESSORIES AVAILABLE.

ATARI LYNX CARTRIDGES and CONSOLES (LYNX 2 is here !!!)

ATARI LYNX CARTRIDGES and CONSOLES (LYNX 2 is here !!!). WE HAVE THE MOST COMPLETE SELECTION OF ATARI LYNX CARTRIDGES and CONSOLES (LYNX 2 is here !!!) AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF ATARI LYNX CARTRIDGES and CONSOLES (LYNX 2 is here !!!) AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF ATARI LYNX CARTRIDGES and CONSOLES (LYNX 2 is here !!!) AVAILABLE. WE HAVE THE MOST COMPLETE SELECTION OF ATARI LYNX CARTRIDGES and CONSOLES (LYNX 2 is here !!!) AVAILABLE.

POSTAGE ADD 1.00 PER GAME 1.50 PER ACCESSORIES 5.00 PER CONSOLE. SOME TITLES MAY NOT BE RELEASED YET PLEASE PHONE FOR DETAILS THESE PRICES ARE MAIL ORDER ONLY.

GAMES GALORE 081 572 0990 **ORDER HOTLINE**
ACCESS 48 A SYON LANE OSTERLEY MIDDY TW7 5NG **ORDER ADDRESS**
VISA OR AMERICAN EXPRESS TRADE AND EXPORT ORDERS SOOT WELCOMED

fiction

LONG ON THE GREEN BAZEL BOOK 1

LAST MONTH ON LOVE ON THE GREEN BAZEL

"If only dad could see us now."
"Yeah."

"Three polky Hexagons. As long as they're around, we'll never get to the top of the professional football ladder."

"Silly. Bob Trought or will ensure that those polky Hexagons will never bother us again. Trought we will be champions of the world."

"Ladies and Gentlemen, I have an announcement which will change the face of football as we know it and send the Hexagons into orbit FOREVER!"

Now... the thrilling conclusion of LOVE ON THE GREEN BAZEL

Dagblat took one more step forward and entered a dingy room at where he sat down. What the dingy room he had entered was named with a thick brown discolouration by Dagblat's filthy clothing and other things, which he took rapidly in a bid to attempt to enhance his otherwise miserable existence. He had his back turned towards the flag of the dingy room and he sat down. Then he thrust his hand inside and produced a black-and-white photograph, lifting the envelope lid to write down the paper that would lead a diplomat in taking a glass and as it sat down around the heated open station.

"What is the meaning of this message?" his boss demanded, knowing they'd been in the football refereeing game for thirty years, and he wasn't about to stand for any of his ball-balls. He was already reaching into his pocket for the next packet he always carried for professional refereeing every time. But Dagblat's reply, his cultured brother had handed across the floor like a well-trained footballer, bringing the air with him. "Aah, my will

show them," he smiled, drilling on the marble floor as he did so. He smoothed the photograph from his brother's hands and held it up to one of the many TV cameras, which were focusing his picture live around the world.

"Richard!" he exclaimed as the camera and the audience caught his first glimpse of the photograph. Twenty million people around the world held their breath - and several hundred committed suicide - as they saw it. It showed, quite clearly, the beloved brother World Champions Ben and Don Hexagons smiling behind his young children outside a primary school.

"You cheat!" Ben hissed. "In... an emergency source provided us with this photograph last last night. The source also provided us with this statement": he produced a card of typed sheets from his cramped suitcase - "which gives a detailed account of how the combined efforts of Hexagons were able to bring a variety of illegal tactics to bear on FIFA, and used the power to force several top football officials, so that they could become involved world champions. Not only that, but we've evidence that the Hexagons entered into the party of the hour - they did using unethical football club - FIFA'S founder club! In our opinion, such because criminals could never be allowed to be world champions! And with us as the Number One contender, we hereby announce their rule! All hail the new world champions! Officers, take them away!"

But there was silence. Even the clapping of

best hands in the world as two lovely girls in white started out from the wings into the auditorium - and towards the shocked Hexagons. Before either Ben or Don could protest the girls were dragged up and the disgraced Hexagons were then dragged back from the stadium, as Ben and Don laughed heartily. "You don't see Don Brothers," Ben whispered. "Our brother had worked. Hence the Earth will be in our grasp. £12.50. £12.50."

Ben and Don sat under the blinding lights of Ken Hill Police Station's interview room - looking at the incriminating photographs on the clipped wooden desk in front of them. Their hands were clasped behind the chair and they were doing their best to shield their eyes from the angle-police lamp's blinding light. As the first beads of sweat started to trickle down Ben's face an enormous shadowy figure appeared from out of the light, and watched a bit. It was the brother's people a few seconds to adjust, but when the law finally showed they couldn't hold a strong case - Ben's head, an enormous strength by handsome form of DI Frank Barnable from out of the Bill.

A few moments passed, then Barnable looked at the police to be allowed across the desk towards the two brothers. "To get you going in right, you always," he greeted holding up the photograph and accompanying document. "I've got the full 99 lines. You've given me a delightfully surprise for the police you signed."

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment.
Entries to the Pink Pages cost just £6.00 each. (Except for helpline which is free).

- The maximum is 30 words except for helpline. (Helpline entries can be extended to 100 words max - use another sheet of paper if necessary).
- The service is NOT open to trade advertisers
- We will print your advertisement in the available issue
- Entries which could be interpreted as encouraging software piracy will not be accepted

ENTRY FORM

Write your advertisement here, on a separate page first.
Include your name, address and phone number if you want them printed.

POST TO:

ACE READERS PAGE
Kemp Images, Privacy Court,
20-22 Farringdon Lane,
London EC1R 3AU

CATEGORY OF ENTRY:

- Helpline For Sale
 Wanted User Groups
 Other

Please place my ad in the next available issue of ACE.

Name:

Address:

.....

.....

Method of payment

- Cheque P.O.

Please make cheques and postal orders payable to ACE Magazine

lound was called Death-Adder. He had heard of her before in his travels but had thought that he was not smart enough to chase, but he learned that the magic Oracle Anu had been stolen by him, making him now invincible. Not only that but he had somehow stolen the Cure from the King & the Amazon Queen's hands, with possession of wealth and power. They were brought to Ninjabone Hill this was not all, he discovered the King's quarters & their daughter captive in their rooms. It was a half-day's march but demand of time so high that his money could not pay & he had fled. There was nothing worse Anu-Adder's three facilities made that the magic one which held demonic forces as they would be destroyed if the magic were not paid. The first collection was also very easy. With much time, Anu-Adder journeyed towards the castle and his destiny.

One night while he slept a dwarf's visitation, a carbon nose, usually a misleadful one, & he was greeted by the tip of a sword. Anu-Adder gasped.

"How may I help you?" he requested rising to his feet & looking down as he would be that! Nervously the dwarf laughed. "You heard, the I who you help you?"

Anu-Adder looked forward. "How so?"

"My friend I have a position for you. You'll make something out of it."

"Is that?"

"Why... to be sure a least?"

"And I suppose you were checking to see if I

had the money to pay for it before you would see?" Anu-Adder in much amazement.

The dwarf agreed. Anu-Adder changed his mind and pointed his fist down up to the staff of the rock.

"I can see you don't need it!" shouted the dwarf. Anu-Adder put his down & watched as the rock fell from his hand with ease.

"AAAAAAAAAAAAAAAAAAAA!" Anu-Adder's fist had been so hard that the rock split in flight. Laughing the wizard & gathering his things got on ready work.

From now the wizard high up the mountain approaching high island. A living yet invulnerable giant figure, the product of the mighty wizard who once lived many years ago. As he reached the high he was aware of danger all around, yet he would not relent. He continued to go.

After a few hours he stopped but still, before him a crowd of souls was quaking. He watched and he smiled. A glowing white beam had appeared, then a skull, and before his mind a picture behind the sea, another pulled back from the ground, & another & another! They appeared on him slowly, some walking slowly. Each one had his own sword and shield. Anu-Adder took a step back & turned to flee, but three more had appeared behind him, blocking his way. He had to fight! Bringing his sword about him kept them off his feet but he knew that soon one of these would swing to take his guard & put it on to his. He had made something

Then he remembered, long ago he had been taught a word which he had never told would become one to life, but only one, it would of power - a word of magic. He needed time, for his victory would be on him he closed his eyes and spoke "the word!"

Unpredictable power flew through him - one moment pulled through the water. He closed his eyes until the word allowed him, the power of whose magic he had captured around him, but now did a piece enter his. Draping from the ground, gravity came to his aid when the white ball came to his eyes. The darkness was crushed & burst through into some water. He too glared at them and continued towards the new visible world.

When the ball came to his eyes he was to be left a trail of death behind him. Death-Adder could scarcely believe it when the wizard approached him & demanded his fee. He could not understand how the man had made it to him after it was there. However, he was quick to realize.

"You want the fee?" he asked. "Take it with my blessing!"

he begged at Anu-Adder, the glowing star held tightly in his hand. Despite his talk, Death-Adder moved with agility. His cloak swirling around him. They fought in the darkness, giving it something there that would create a better being. But Anu-Adder was strong. He was death the next generation.

world, it shook across the desert & he was there, being helped upon the ground. He was going to die, he had failed. Death-Adder stood over him, one hand over his head.

"I believe you expect for you?" he said, pointing the hand high.

"But I have more for you!" replied the wizard. "You've shown me & you can't be sure?" he asked himself.

"You can't tell me with that?" said Death-Adder. "You have nothing about in power?" he said.

"You're kidding?" replied the giant.

"Maybe. But it's done!"

Death-Adder was uncertain. This could be for true. Could it be possible? Of course not. The one called down towards his target, but Death-Adder explained his order. In that moment Anu-Adder struck back. His sword pierced Death-Adder's head. In an instant, the field Anu-Adder had the air, turned out & was, then again Death-Adder's skull.

Anu-Adder was left wondering whether he had been right or not.

The King & his queen and daughter were rescued. The one who had been the wizard returned to their land & the Queen to her. Perhaps they realized that their power would not be theirs after all, so perhaps the magic of the fee had affected them, for whatever the reason, they wanted. The land of Ninjabone was safe once again. For now, the powers of evil were at bay, for the low king, source here.

ADVERTISERS INDEX

Amstrad	17
Anco	21, 41
Comwell and Devon	121
Compucade	131
Domark	28
F19 Stealth Fighter Club	119
Games Express	113
Guiding Light	109
GPS	109
Greenlin	22
Instanet	127
Jokeline	123
Microprose	48, 47, 100
Mindscape	13, 33, 37
Ocean	IFC, 3, 80, IBC, OBC
Optical Mail Order Ltd	119

Premier Mail Order	115
Quickfire	123
Rock Trivia	123
Software City	111
Speedysoft	127
Strategic Plus	119
Studio Software	125
Technomania	117
Telegames	129
US Gold	26, 27, 40
Universal Software	123
Virgin	5, 50, 51, 95
Voiceline	88
Waarde	129

An industry on the edge.
A company on the rise.
A magazine on the loose.

Once, he was programmed to stomp off the industry.
Now... his mission is to protect it.

THE BLITTER END II

This time he's back... for good!

Yes, yes, alright. Blitter is supposed to be dead, and in theory it is. You're looking at a new, reformed, revived blitter. It's just that the old Blitter was so popular, and the industry is in such a state of flux and decay, you can smell it.

Sometimes the stench is so strong it goes on for weeks. So we're back, with the full intention of bringing you the latest news of the hottest scandals, along with various other things that help to fill the magazine up.

Everyone had a right old laugh on the closing night of the EGGS Show in Earl's Court when Bungalow Software boss Tom Watson was spotted gate-crashing an exclusive Ocean rooftop party on the Thames. Ocean's Gary Biscoy was having none of it, and promptly spotted Watson, apparently amid cheers and applause from the rest of the industry guests. ACE has been informed that Watson could probably had stayed on the boat and boogied the night away with the rest of the industry if only he'd come up with something better than "Er... Jules said it was okay. No, I mean Dave, Peter Biscoy..."

Hard as it is to believe, by the time we get to the back of the magazine, we sometimes find ourselves short of interesting things to write. As in the case this month, so in a rather poor attempt to fill up the remaining space, we thought we'd tell you about how some of the industry's top-level people started out in less glamorous professions...

'Wright Games' Marketing Manager Andrew Wright may be a high-society today, but twelve years ago you'd have found him selling primitive consoles and hand-helds in the newly-formed computer department of Forward's toy store in London's Regent Street. Interestingly enough, Andrew was actually demoted from Assistant Plans Manager to Sales Assistant for lacking a fellow worker in the precinct "because he was pulling my braces." Wright claims today. Some things never change, it seems...

Former Activision executive and now boss of Arcades UK, Paul Cousins preceded his entry into the industry by selling insurance. He also worked as a sales teacher, as did US Gold head Iancho Goff Brown.

Before Matt Squire became advertising manager of Commodore User and The One and later moved to head up Mirrorsoft's European operation, he used to earn a bob or two by selling car creases and even on a beach in the south of France. And who was he working for? None other than the head of Entertainment International, Simon Jeffrey.

Certain members of Ocean's board of directors have seen the ocean side of life, too. Gary Biscoy used to be a naive manager for Littlewoods Stores, while Paul Patterson used to dress up as a goblin to deliver stinging telegrams!

Just to round up the best of the rest... Ocean's development manager Colin Poole, along with systems programming leaders Matt and Adrian Cole all used to work in MacDonalds (with Adrian also working behind a bar at Bournemouth). Visual Image Design director Mike Cole was once a cable-wire for a cable company, Amiga Power's consultant editor Gary Pines worked on a building site and dabbled in writing adventure games with his mates, and ImageWare's software director Gary Liddell once spent Christmas walking around a department store dressed as Santa Claus - and thought it may be a breach of the Official Secret Act to tell you, the same Mr Liddell was also a

top secret agent with the codename 'Mad Diamond Hope we haven't blown you cover, Gus!

Here at ACE Towers we know only too well how difficult it can be for you, let us make your way through the scores of computer magazines you read each month. Yes, the world of software reviews is a battleground, so to give you a helping hand in cutting through the waffle and making more authoritative purchase decisions, we provide for you - The Definitive Guide To Games Review Times.

I couldn't believe it when I headed this up!

Actually I could, because I am in last month where I did the Work in Progress.

By before you buy.

I can't be bothered to obtain the game constructively, and I've only got one line left anyway after all that waffle, so this will have to do.

We know the game was going to be good, but no one prepared us for this!! I am hopeless. Please kill me.

Few of the coin-ups will be improved. It's vaguely similar to the coin-up and I don't want to annoy the software company.

The game doesn't a united theme? Only the simplest mindfuck! But has absolutely no playability, so I'll try not to mention that.

The graphics are superb... I think the word "superb" means "good".

But Coin-up conversion cost? Probably not, but at least you picked the magazine up.

It's their best game yet? It's their latest game, and comes in a slightly bigger box.

The depth of the strategy is incredible! I can't make head nor tail of it, but the

big thick manual is very impressive.

If you're a little bothered by the pull-out quotes in the Lotus review (pages 24 - 27), feel not! You're not dyadic. It's just that in our otherwise thorough quest for excellence some guppies (to be) or something got into the system and the minute water's spotted before it was too late. But if some bright quack can piece the sentences back together, fill in the gaps and tell us what the quotes SHOULD have said, there's a software prize waiting. Entries to the usual ACE address...

Apparently the latest magazine issue is to take really old games that nobody buys anymore, and slip them off in order to look big and hard. We thought this was quite a good idea, so at the risk of looking like coppers, we've done something similar.

SPACE INVADERS
PUBLISHED N/A PRICE N/A
AVAILABILITY N/A

Oh! eye the moo. This game is about as tarty as a stale haggis. When I was walking down Anglie Street in ear left the other day, I was thinking "Well I'll be Snowy's Uncle if Space Invaders isn't a load of rubbish." And it is. The graphics are not good at all, and the playability is not as good as watching Tigger go going round dancing with Steve Amos and Lorraine Kelly. All in all you would be well advised to keep your pence in your pocket, and if you already have this game, treat it like you would treat a caber, (hence, all in all I think I am very clever, even though I haven't said anything vaguely constructive. Am ye or for a wee-dance? It's a haw-bite mooncliche night the night. You take the high road and I'll take the low road. The moo.

■ Angus MacQuill

And so to bed. There's only so much fluff and slander you can fit on a page

TERMINATOR 2™

JUDGMENT DAY

IT'S NOTHING PERSONAL

YOU ARE T-800

IN THE ACTION
PACKED GAME-PLAY
OF TERMINATOR 2,
THE YEAR'S HIT MOVIE,
AS IT EXPLODES
ON TO YOUR
COMPUTER SCREEN.
SPECTACULAR
GRAPHICS AND

FIERCE ANIMATION
THROW YOU
HEADLONG INTO
THE FURIOUS
STORYLINE OF
THE BOX OFFICE
SMASH...AND A
GAME YOU WILL
NEVER FORGET!

IBM AMIGA · ATARI ST
AMSTRAD · IBM PC & COMPATIBLES



ocean

Acclaim™

OCEAN SOFTWARE LIMITED
9 CENTRAL STREET
MANSFORDS - MK45 9NS
TEL: 0464 821 822 FAX: 0464 821 823
TEL: 061 834 0650

© 1991 OCEAN SOFTWARE LIMITED. ALL RIGHTS RESERVED.

ACCLAIM™ AND OCEAN™ ARE TRADEMARKS OF THE OCEAN™
SOFTWARE GROUP. ALL RIGHTS RESERVED.
OCEAN SOFTWARE LIMITED

ENTERTAINMENT SOFTWARE

I'M COMIN'
TO GET
YAAA!



OCEAN SOFTWARE LIMITED - 6 CENTRAL STREET - MANCHESTER - M2 5NS
TELEPHONE: 061 832 6633 - FAX: 061 834 0450



TRADEMARK OF WORLDWIDE SPORTS INC.
ALL RIGHTS RESERVED