

# ACE

# MAGAZINE OF THE YEAR

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

## ADVANCED COMPUTER ENTERTAINMENT

# THE DAWN OF A NEW AGE

Games power in the  
palm of your hand



## AMERICAN BEAUTIES

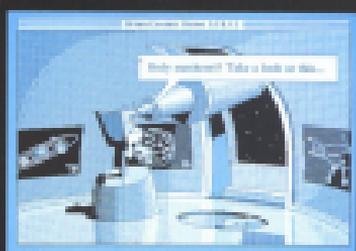


### ACE VISITS CES

Sim City, Lucasfilm's  
 Loom, Harley  
 Davidson Simulator,  
 Falcon Mission Disk,  
 all state of the art  
 and straight from the  
 States.

**BATTLETECH** - stunning new multi player coin-op

**MEATLOAF** - struts his stuff for Mindscape



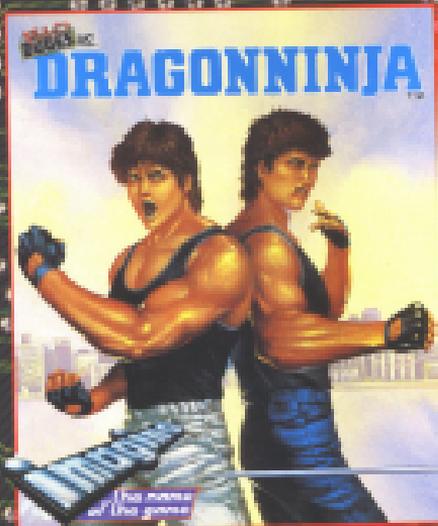
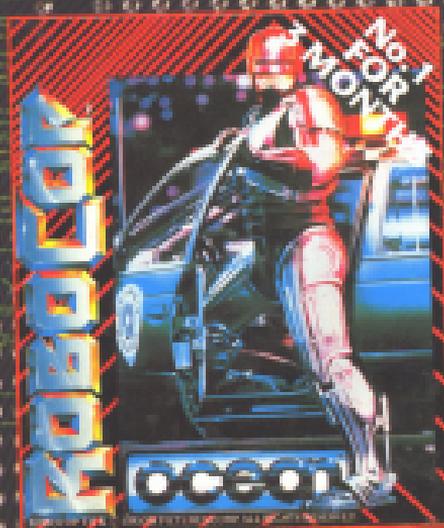
### COSMIC OSMO

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"There is more than enough action in this one to keep you coming back for more."

Am

"A superb game with such slick & gameplay..."

Computer Games Week '88



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## SPECIALS

**ACES REPORT**.....26  
The future of gaming could quite literally be in your hands. Use the Palm Power panel below for more details, and check out the games technology of the 1990's.

### COSMIC OSMO

The world's biggest game - and a whole new concept in computer entertainment from Activision. HD? Or just a 3 megabyte mini?

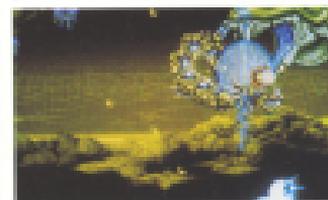


**S-S-SAMPLING**.....69  
What is it? How do you do it? How much does it cost? And where do you get the little widget that plugs into your micro and makes it all possible? Jon Bates reports...

**YOU CAN DO IT!**.....83  
ACE's Pixel Professor prints a selection of reader's images produced on a variety of micros and announces the results. Pick up a few tips, then print those pixels.

## GAMEPLAY

**ARCADE ACE**.....22  
At last! Another video arcade title from the team that programmed It's a Wonderful Life and Dragon's Blood worth 32p?



**SCREEN TEST**.....41  
If you've been feeling the heat over the last few weeks, and want a rest, then forget it. Instead, check out this month's new games. Whatever your tastes, there'll be something here to suit your whims and your pocket. The fall list is in the panel to the right.

This month sees the most significant developments in gameplay tech...using since the launch of affordable 16-bit machines. Check out the products in the ACES Guide on pages 26-31 and GAMP!

# PALM POWER

Atari has launched a portable games machine with full colour graphics, custom chips capable of generating rapid 3D perspective displays, and a host of up-to-date titles. At America's CES Show, see the screenshots, read about the machine, and check out everything else you need to know in the ACES feature. Together with most of Nintendo's handheld competition, and new 16-bit consoles from Japan.



## SCREEN TEST

Three 90+ minutes this month, plus an out-of-the-box appraisal of screen-test scores. Which one should you spend your hard-earned cash on? Equally valuable time on?

### AGE RATED

<b>FALCON MISSION</b> Sega.....	85
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<b>PRO-FOOTBALL</b> .....	79

### ...and the rest...

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<b>ZOROTS</b> Tengen.....	89

# WIN THE WORLD!

Atari's Archie has already proved itself with its stunning version of

# WHERE TO NOW?

This month's report from CES makes one thing quite clear: the games console market is where it's all happening when it comes to computer entertainment these days. There's no denying that full colour portable games power is an attractive proposition - and software companies are falling over themselves to support this growing market. But what about ye olde micro, eh? Are we about to see a head-to-head battle between computers and consoles? And if we are, who's going to win? Check out this month's feature on page 26 - and don't miss next month's Second Anniversary ACE Special - the 24th issue that will blast you, console or computer in hand, into the 21st Century...

## UPDATES.....80

Introducing, last of! That rare review of Bladed Maggobian last month was for the Speedy-wides version. But wait! Could it possibly be enough? Be latest conversions for YOUR machine. Find out here...

## TRICKS 'N' TACTICS.....83

Check out the solution to the first half of Targhan, plus a much needed helping hand with Millennium 2.2. Nintendo owners get a few hot tips and Putriks can relax with solutions to five of the puzzles.

## REGULARS

### NEWS.....8

More news from CES as the boundaries of computer entertainment are pushed further back than ever before...Rumours of Microsoft's collapse are greatly exaggerated...plus, all the latest from the world of advanced computer entertainment.

### LETTERS.....12

A public spirited Dutchman wins a prize for coming up with a suggestion for beating piracy AND high software prices at the same time. (Sounds too good to be true! Or, from the prize's point of view, too safe to be considered...)



### ADVENTURES.....96

An exclusive review of Infocom's Britan. How does it compare to Level 9's Lancelot? Plus, more tips than you could possibly imagine, for more games than you've ever played! - and more imagination from the main rules brought you by The White Wizard, The Pilgrim, and a host of other identities.

### IN THE PINK.....99

At last - the definitive list of competition results. And good news for Pink Pages fans on page 99.



The City of Zarch - p57



Falcon Mission Disk - p68

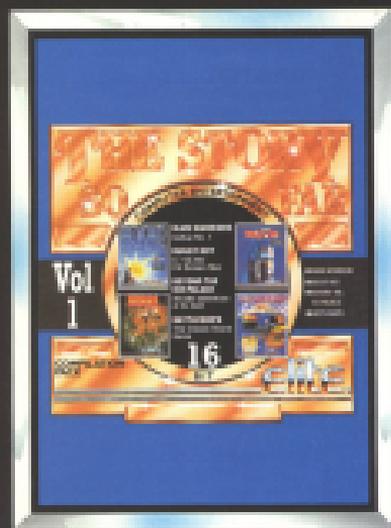
# WORLD'S FASTEST MICRO

tion of Zarch. Now you can win its equally impressive baby brother, the A3000. See page 25.

# THE STORIES

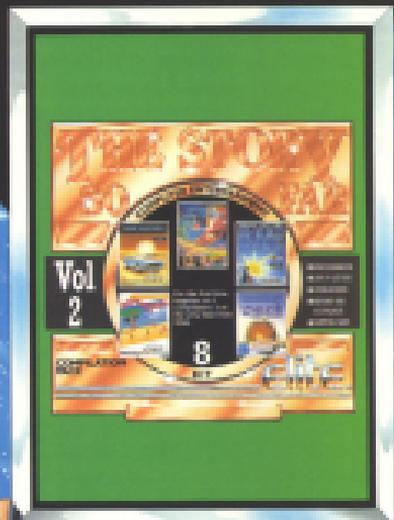
Some of the hottest titles of recent months are now part of an exciting new range of computer games.

All four will be available for the first time on CD-ROM. With more Chapters planned for later in the year.



#### VOL 1 LIST

- DEATH WARRIORS
- BOOY BOY
- BEYOND THE ICE PALACE
- BATTLESHIPS



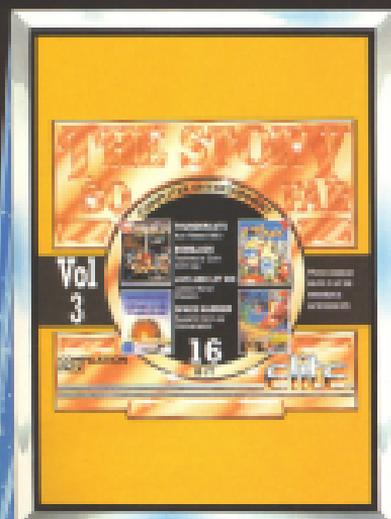
#### VOL 2 LIST

- SPACE BARRIERS
- LIVE 'N LET DIE
- OVERLANDER
- BEYOND THE ICE PALACE
- STOPPING DEAD

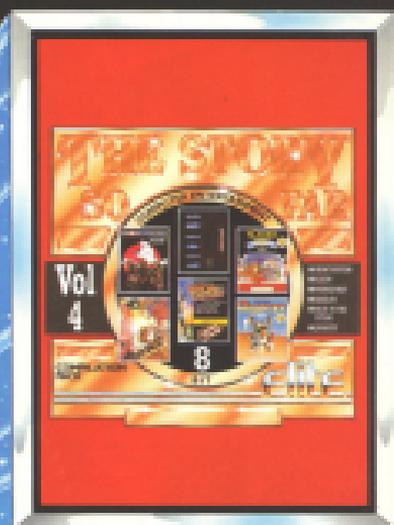
This is simply . . . The  
**PUBLISHED** S

# ... SO FAR . . .

... are featured in these first four "Chapters"  
of compilations from Elite.  
... during this Summer  
... or later this year and early next year.



- VOL 3 8 BIT
- SPACE BARRIER
  - SAVE N LET ME
  - SOMESACK
  - THUNDERCATS



- VOL 4 8 BIT
- GROG BUSTERS
  - ALIENS
  - WONDER BOY
  - DINOLOIN
  - BACK TO THE FUTURE
  - QUARTET

The Story So Far . . .

SUMMER '89

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# SEGA

NEW

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- New Atari ST - Amiga beater?
- Vicious Infocom rangers
- Latest US titles on show
- Nintendomania hits peripherals

# ACE NEWS

## COMMODORE SHRUG OFF NEW ST RUMOUR

Commodore appears unperturbed about recent trade rumours that a new super Atari ST - the 'STC' will supersede the Amiga in the two key areas of sound and graphics.

The Amiga was launched four years ago this month at a glitzy New York party with celebrities. Subtle irony and Andy Warhol on hand to give the Amiga artistic credibility. In recent months speculation has grown about an upgrade to the Amiga or a possible Amiga Games Console.

Unfortunalely, this seems destined to remain speculation for the time being. Despite the new Atari STC, Commodore spokesperson Simon Hanney told ACE 'We are very confident in the Amiga... it is proving itself in the marketplace with consistent sales and is continuing to do well'. Hanney added that he did not feel Commodore needed to make a defensive response to the STC and that the Amiga could hold its own.

Commodore also remain tight lipped about the much rumoured Amiga games console - thought to be an Amiga with its keyboard stripped off.

The firm are continuing their strides in the PC market towards the end have just announced a free one year service contract for their IBM compatible range of PCs. Great news for some, but hardly likely to set the games world alight.

### STC

Meanwhile, Atari's STC is further evidence of famed's continual development of the ST range. If things keep going like this, we'll be seeing ST's in the year 2000 with enough knobs tacked on to run a barbershop. And, of course, they'll still run Unix, won't they?

Perhaps they will. If the STC is anything to go by. Featuring 4096 colours on the palette and 256 on the screen, this is substantially better than the Amiga's 32 on screen and a whole world differed from the current ST standard 16. On the other hand, your existing ST software should still perform OK, with software houses using an unusual method of storing extra, STC specific code, on one side of the program disks and standard ST code on the other.

Of course, this is all speculation since Atari have yet to confirm the existence of the STC, despite press reports and well founded rumour. There's a good reason for this, naturally - if there's a big fat STC round the corner, who's going to buy an ST right now?

Well, you might, for starters. Don't forget, the STC is still 'unannounced' and the ST is still selling handsets. And if you're wondering whether you should get your Amiga now or then, plump for now, because the clear message from Commodore is that that's the spec, and they're sticking to it...



Microsoft bundles a cellphone permission may soon have something else to peak inside their stainless steel briefcases beside the mobile phone and Palm Organizer in the shape of the recently first *Encyclopedia Britannica*.

The final hard copy edition was officially launched at the *Encyclopedia Britannica* in Chicago last month.

The title is the work of Franklin Computer of New Jersey who say of their machine: 'That alone Johannes Gutenberg provided the first printed Bible five centuries ago, has there been such a dramatic advance in the form of this significant and complete work'.

The Franklin *Encyclopedia Britannica* contains both the new and old books, and enables you to locate a certain passage at the touch of a button.

Available in two editions, the King James Version or the Standard Revised Version, in the shape of an Encyclopedia for £199.

## BLOOD'N'GUTS SIM

Well, strike us down with a scalpel. The time we reckon we really have seen it all. The most gruesome simulator yet has just arrived in the ACE office in the shape of *Life and Death*. Declaring in its box 'YOU are the surgeon'...

It gets you in the mood to operate the box contains surgical gloves and a surgeon's mask. Described as 'the world's first interactive medical movie' *Life and Death* provides you with the terrifying responsibility of holding a human life in your hands as you cut into living flesh'. The box also contains an Operating Procedures Manual, a 375 page glossary of medical terms and description of surgery tools, and a memo from Dr David Lindstrom, Chief Surgeon at the *Stokewick General Hospital*.

In the game you must talk with your patient, read charts, order X Rays, etc.

sound, blood tests and other lab reports. When you are sure of your diagnosis, it's time to reach for the knife.

The game is the work of American outfit The Software Technology - who are distributed in the UK by Mirosoft.

And in case any *Life and Death* experts might feel confident enough to tackle a bit of real life surgery the game suggests that 'SHOULD YOU CONSIDER STERILISING should any person rely upon or be influenced by these materials in making any health related decision'. Enough to make you feel ill, isn't it?



The Amiga - perhaps the way it is, according to Commodore. And most think so too - they're not to hear it with the new STC.

# AMERICAN BEAUTIES

First glimpses of Uncle Sam's big ones for '89...

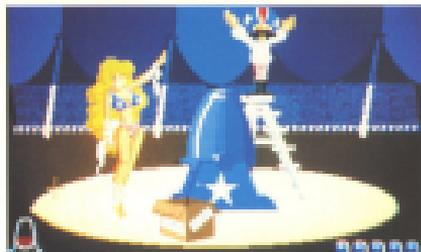
Here's a quick offer of the titles we managed to get a quick peek at during our visit to the CES show. These boys should be 'over here' real soon now, folks...

The Big Top seems to be vogue right now for computer games with Mindscape set to add their name to the growing list of firms offering circuit games. Fantasy Freddy's Big Top O' Fun was coded for the Chicago-based software house by Chris "Inhibitor" Gray - it looks like it may be the best of the bunch. Six acts are available: High Diving, Hammer Combat (shown above), Kicks Throwing (also shown above), Juggling, Tightrope, and the Trapeze. Amiga, ST, and IBM PC versions will be available in the Autumn.

While then Spectrum magazine has free a competition prize of a driving holiday in sunny California and a real Corvette will be laid on to provide the lucky win-

ner with a maximum prize rating. The game looks certain to raise the required standards for driving sim, just as EA's Falcon did in the light gun market. It's other outstanding features include sensitive manoeuvrability, U Turno, excellent graphics in terrain and buildings including accurate mapping of San Francisco streets and landmarks, choice of three Corvette's with different performances, and a multiple view perspective of side, front and helicopter. Available later this year for Amiga, ST, IBM PC, and Macintosh.

Edmonton Brian Moriarty of Beyond Dark and White Knight fame has just finished a new fantasy adventure for Lucasfilm called Loom. The game comes with a 30 minute audio drama on tape. Professionally produced with a cast of "name actors" and CD-quality sound" claim Lucasfilm. A classic battle against evil involving a time called Babylon and set in the Age of the Great Galads. The aim of the



The Russian Circus (as in Fantasy Freddy's Big Top O'Fun)



...and now the Kicks Throwing.

game according to Moriarty is to create a vivid back story for the game without the player having to read a novella before they turn on the computer. Scheduled for

release in September for Amiga, ST, and IBM PC, Lucasfilm games are marketed in the UK by US Gold.



Virtual Racing in Vektor on PC IBM

## OH RECKON YOU'RE A GENIUS?

We've got big plans for ACE, and that includes taking on some new staff. If you've got excellent technical knowledge of microprocessors and computing in general, want to break into journalism, and fancy a generous salary as technical editor of this magazine, then turn to page 130 and find out more...

## BATTLESHIPS GO HI-TECH!

Sattek Industries unveiled the latest in their range of computerised Battle Ships computers last month - with Sonar Subhunter and Helicopter Gunships. The games play like the traditional board games with a dividing panel shielding each player's counters. To make things more exciting there are several sound and graphical enhancements built into the dividing shield - bringing the games to life with explosions and other sound effects and even including - in the case of Battleships - the sound of your Commanding Officer's voice.

Of course, you can already get your hands on a computerised version of Battleships if you've got an Amiga, courtesy of Elite. Old game ideas never die, it seems, they just get re-released in electronic versions.



# NINTENDOMANIA PERIPHERALS TAKE OFF

With the licenses and cartridges required to produce games for America's 28 million strong army of Nintendo addicts about as difficult to get hold of as a plot of Tennessee Krazy in Tennesse, many American firms are turning to peripherals for their share of the action.

Last month's Consumer Electronics Show in Chicago saw countless joystick manufacturers offering countless different sizes and colors of joysticks for Nintendo.



Turning a slight twist at the U-Power. Although initially available for the Nintendo—both the U-Power and the Power Glove are reported to be compatible for use with the IBM PC and Amiga.

There was a joystick for every possible taste from remote control to multiple power. Whatever you favored, there were at least ten companies offering it.

More imaginative than the joysticks were things like the Robot Power Glove, the Broderbund U-Power, and Nintendo's Power Mat.

The glove is the most interesting of all. A completely remote control device that enables you to move objects on screen by holding your wrist, and manipulating your fingers in a fist. Mattel are also developing several games specifically designed to interact with the glove.

Broderbund's U-Power is a similar device. Players stand in front of the U-Power and simply make movements in front of its black screen. These are interpreted by the U-Power as on-screen movements. For example you simply throw punches at it in certain beat 'em up games, or hold

your hands up as if gripping a steering wheel for driving games.

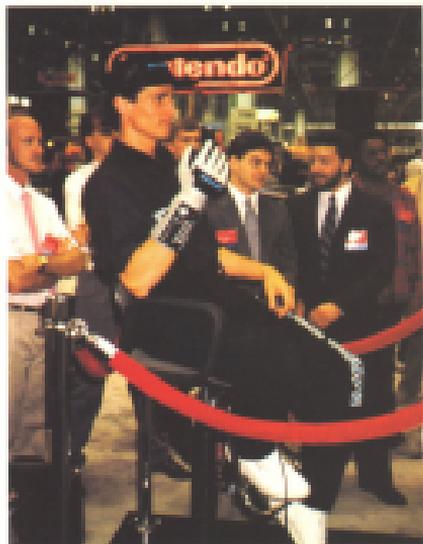
The Power Mat is designed to appeal to female players anxious to keep trim. By jumping up and down on numbered circles on the mat, moves are reproduced on-screen. The game was demonstrated with an athletics program where the player ran on the spot and then jumped when the came to hurdles. Designed with fitness in mind—an aerobic cartridge is also available for the Power Mat. Although new in the States, the idea has actually been around for some time in Japan, where the average living room can just about squeeze in a power mat and console to keep the family fit.

The worst-off of all of these peripherals is the Nintendo Hands Free Controller—specifically designed to enable people with no control over their hands or arms to play the games. The HFC is worn on the chest and held with an adjustable collar strap and a chin-activated joystick. The joystick is mounted on a movable arm that can be locked into many positions, and has lighted indicators to show the user which button is being activated. Only a slight movement of the jaw or head is needed to navigate the video game characters.

But amongst all the fun and excitement of these new based controllers is one fairly boring advice that most Nintendoians are wouldn't want to see in a role of their machines. Capitalizing on the anti-video game fears of some American parents, one company has developed a timer lock for the Nintendo's cartridge port called, naturally—'Nintendo First'.



This hands-free controller brings game action into the realm of possibility for the disabled. Since playing games can already be an effort for those with a developmental deficit or paralysis, this can't become widely available too soon.



Don't mess with this guy, he's sporting a Power Glove.

## TOGETHER THEY STAND

News has just reached us of the Society of Software Authors. The SSA as they are better known has been founded to some programmers, graphics artists, musicians and game designers (collectively 'Authors') in the entertainment software industry. Co-founder Steve Goss (Yes, that really is his name) told us: 'We're a collection of people with similar interests sharing knowledge and protecting our interests as a group. We want to ensure that the relationship between publishers and authors is fair and professional with the Author's interests protected long term.'

So why would an Author want to join the SSA?

'The SSA offers members two direct benefits' added co-founder Jon Dean. 'Firstly practical advice that will both protect and help members achieve a viable method of conducting business affairs, secondly representation on industry issues such as reforms of copyright, rates of pay and industry matters such as the creation of a standard contract.'

'Some of the best names in the industry have already joined,

including Sir Ian (Magdalen), John Tabbly (Lord Rival), Gabe (Vindicta), Robert Cowie (Cyberroot), Jason Perkins (Thing Sources Deck) and Stanton To (Knox Toolkit).

For more information send a SAE to: SSA, 6 Calow Court, Burgess, Hill's or request details on 0877 25485.



## NEW KONIX JOYSTICK

Konix are now offering their Magdalen joystick at under a tenth of its usual price.

Konix Director J. Sandra Huxley enthuses 'Never before' has such a quality stick been available 'at a price as low as this'. The Magdalen will be available at the end of July at £8.95.

# ACE LETTERS

The democratic Dutch (so damned civilized doncha know?) weigh in this month with an answer not just to high software prices but to piracy as well. Meanwhile, back on the ranch, some trenchant views on multi-player games, and - yipee! - more lovely letters from Gods. Give your views an airing by writing to ACE LETTERS, 34 FARRINGTON LANE, LONDON, EC1R 3AU. There's always a chance you could win the £25 letter of the month award....

## THOSE CHECKS FOR ITTL

ITL should be applauded for admitting defeat in converting Dungeon Master to the Amiga. They avoided disappointing impatient Amiga gamers with a lesser-variant game. These days for too many software houses release spin-off releases just for money. It's not calling Dungeon Master rubbish but, as mentioned in Jim's ACE, Dungeon Master would have had to be reduced in size and complexity, resulting in a product wholly unacceptable to ITL.

## M. Russel, Southampton

## U.C.E.P.'s

I have recently played and completed Double Dragon on the arcade machine for less than two

quid, so what's the point of spending the massive sum of £25.00 for Double Dragon on the ST when you would be able to complete it for a tenth of the price as the arcade?

However there always have to be some people who are so use less as computer games. I don't understand them. I can see that a mistake has been fired and is coming in my direction and quickly move out of the way. But the U.C.E.P. (Useless Computer Playing People) just stay there and try to work out what that little round blob that's coming in their direction. What is this computing generation coming for?

Peter Wilkinson, Lincoln

What a modest unassuming chap you are. I just hope for your sake

that the U.C.E.P. if you have don't read this letter....

## THOSE OWN GOALS?

Why is it that you have suddenly taken to allowing Microprose to review their own software? Is this serious? I don't want to go on about exactly why you shouldn't let them - it should be obvious. And what a surprise Microprose gave this "independent" game 9 points out of 10. Well, after all, the ST version was "extremely playable and visually appealing".

I found the underlying praise rather smugging really. How about letting software houses review each other's software? Now that really would be fun.

Rian Lyons  
Purfold, Lancashire

I take it that you are referring to the Microprose advertisements set in the style of a review - and at the top of the page it surely clearly say advertisement, surely someone would be innocent enough to believe that these were independent assessments? What you think of them as a potential purchaser is another matter, as far as your suggestion, we think it's a pretty good idea, although it might not result in many ACE rated games....

## UNCONVENTIONAL BARRINGER

That's it, I give it. Following your article on computer wargames I have decided to throw in my set of rules, dice and figures and set for wargames on computer. This will not only save the time of setting up hundreds of lead figures but hopefully prevent my mother from standing on them.

I was very impressed by the detail of rules, units and scenarios which could be acted out or designed and the different periods which were covered for.

The only disadvantage is that when I play wargames I like to use my opponent's metal. Can this be incorporated in an Atari ST? Even if it's not, I will want to buy one.

Brian Young  
Aberde

Wargames designers are ever now bending their creative spirits to the exact problem. As soon as they come with a solution, we'll let you know. Until then, you play on up the central heating of course, this means that you both benefit, but you can't heat every thing....

## MULTI-PLAYER CHEAT!

I thought I would just get to cover to give you my views on the subject of multi-player games. I always did enjoy games where there were more than one person could

## LIBRARY IDEAS

This is a letter from someone NOT complaining about high software prices or saying that the current software industry is no good. Or from someone saying he's a software pirate and that he enjoys being one. This is a letter from someone who found a SOLUTION to this problem. A solution that is better for both the consumer and the software industry.

Of course people want to try out so much software as possible, but few people have a budget that allows this option. So, about a year ago, a 120 watt halogen bulb started lighting up my grey mass and at that time I didn't believe this little idea was going to work out so well. But it did.

The idea was to start a software library with six other Amiga users. We all put our regular software but got into the library and so it started to grow and the assortment got bigger and bigger. Other Amiga users wanted to join our little library club because they see how great it is to be able to try out far more software than their normal budget allowed them. Each of us live now have £1 members plus £2 each a month and the library now contains more than 300 software packages. It is really great to be able to try out more than 75 pieces of software a month without the bitter taste of the knowledge that in fact you are using STOLEN software isn't it, presto?

But every good system needs rules. One of these rules is that every member has an equal vote in the decision of what software will be purchased. We had some rare issues like Career Command of which we bought 5 copies because it's such a hell of a game. Hot software can't be taken for longer than three days from the library, other software for not longer than one week and PD software may be copied. We all have respect for the other user's and we take good care of the library software. This is of course an informal library among friends so it is even more legal than paying your fee formally.

I hope this will help out desperate computer users who don't try out lots of hot stuff without paying a fortune.

Berge Clebrink  
Lelidre, Holland

It sounds like a great idea - and it seems to work. As long as you don't actually start charging people to fire games then there seems nothing wrong in what you're doing. I wonder though if we British are as co-operative and democratic as you Dutch....



play at a time, so one day I bought a four-player adaptor for my ST.

The only two games to my knowledge which can utilise the four-player adaptor are Gauntlet 2 and Leatherstocking. Four people taking part (being) each other was great for but I tended to get a little crowded when all four were trying to clear out just one ST.

So I decided to buy a real modern cable to connect a friend's machine to my own. Incidents are too expensive to rub. Fortunately my friend doesn't try too far from me, although this could cause problems for some people having to lay their console or cable.

First we played Falcon and what wicked fun it was! An already hell game was made about five times squarer better as we incensed around blowing each other up. After that was Powerstone, and I must say it is a little bit funny watching the space ship on front of you attempt to wrestle with the controls, and then plummet into the wall. Finally we played the game of all games, Populous. It's just say that we played this for five hours straight.

I think the game is enhanced by the fact that you can engage and press at your opponent's imperiums with computers tend to be a bit overzealous. And believe me, a supervisor inside you sure really does make you sweat!

So come on all you software houses - more multi-player games! And a better method of connecting two machines together. Kalle waves perhaps?

**Derek Mills  
Cambridge**

The idea of being able to link machines together seems attractive at first, but once the practicality of the situation is given a little more thought it becomes clear that options like the 4-player joystick adaptor are far more likely to succeed. There is little doubt that the multi-player game will

become more common as time goes by. For the manufacturers of arcade hardware the more people using a machine at one time the more money it can take in. Fairly cheap conversions will have to allow multiple players - returns Gauntlet 2.

Software companies can, potentially, gain extra sales from games which can be run on connected machines, such as requiring its own cassettes. But if you consider the prohibitive cost of using modern and the amount of effort required to get two or more machines in the same place (unplugging peripherals, hardware, power cables, getting it all back together afterwards) these extra sales will be few and far between. Perhaps this is as well where small, lightweight games consoles will score in the future.

Certainly as the years roll on and the true potential of the 16/32 bit machines is realised by more and more software producers, the players will have to be offered something more than re-worked shoot-em-ups/beasties-as-usual/platform games that form the bulk of the current output. It doesn't matter how good a game looks or sounds if the playability sucks. Gauntlet 2, for example, is a wonderful demo for the Amiga and the Sun and team are very talented, but at the end of the day it is seriously lacking in playability. Games that play well (Virus/Dark, Speedball) are still in the true minority.

The entertainment value of games which allow more than two players to participate simultaneously is naturally higher and improved cooperation and teamwork between them goes a long way to overcoming that point in the game beyond which it seems to be impossible to progress. Blood Money seems to illustrate this, at least Progression - a gem!

Producing a game that is 'not difficult enough' seems to be a good problem for the manufacturer. It is the norm that the game is too difficult for most people who buy it; they can only get a

#### A GOOD BREAK-OUT?

Recently you asked for letters from us guys, so I decided to reply to let you know about things in the neck of the proverbial woods. (Sorry for any cases of bad spelling, but my usual mirror stays in on holiday and he has to borrow Phono. The god of B&H's typewriter lives.)

I thought I'd better let you know that David Geor the man we had much later in named has recently been dropped of his position as supreme leader of FODPALL D.C.C. and the society have cut him as that for an indefinite time.

By the way, if there are any other minor details out there who fancy a pep talk, then give me a try. I like messing with unskilled volunteers, causing minor hysteria in quiet suburban areas, creating it on barren planets and playing games on my CPC 464. If you share similar interests then drop me a line at the printed address.

**Geoff,  
God of Parking Moters,  
No.1 Mother Earth,  
Miss Kaynes**

Well, they're really crawling out of the woodwork now. Why would have thought that so many godlings were out there reading ACE? Let's hear from some more of you - we certainly need a laugh.

fraction of the way into it and then have to rely on a cheat mode to see the rest of it. I use the word 'see' rather than 'play' because that is, in effect, what they are doing. Once a cheat mode has been used on a game it becomes unplayable thereafter. What the purchasers do then? He/she goes out and buys another game as soon as he/she can afford it.

We all and complain about the price of games, but the game companies make their money to the amount of games we buy. What better way of ensuring that we come back for more than by making games too hard, then letting the 'cheat' be known when it's time for us to go out and buy their latest release? And it saves development time if they don't have to worry about the game being playable beyond a certain level.

If you could gradually progress right to the very end of a game without a cheat then, in the long run, you would buy fewer games, spend less money and get more enjoyment out of your machine. We would end up less frustrated and walk away with a much greater sense of achieve-

ment - something very important younger gamers' personal development.

The 'cheat' is aptly named - it is us who are being cheated.

**Mike Welch,  
Buckton**

You state so much more than that mere multi-player games that it's difficult to know where to start a reply. But it seems that your most contentious point is that software houses deliberately make their games unplayable in order, according to you, to make us buy more of them. Frankly, I can't see the logic in this point of view. If I buy Bay Game X and I find it's unplayably difficult I don't find I'm going to go out and buy their next offering from the same company. It's much more likely to write them off as a bad bunch and buy my games from somebody else.

And as you contended that most people find most games too hard? Judging by the amount of tips and solutions we get here at ACE there's a huge number of people who don't have the much trouble...

## NEXT MONTH....

### ACE's Second Anniversary Issue on sale August 3rd

- We take the wraps off the first ever CDI machines to come off the production lines
- We take the lid off 100 years of arcade gaming - find out just what it was the Butler did!
- We bring you the low down on creating Real 3D Software Worlds - from the programmers of Archipelagos
- Plus Screen Test, Graphics, Music, News, Competitions...

## ANNOUNCEMENTS SHOCKS, HORRORS AND FLOPS.

You've seen *Windblasters* and *Sykula* so far from Tempe and following on from them is *Dragon Spirit*, a vertically-scrolling blast in which you play a dragon. The first home conversion was seen at the start of the year on the PC Engine which was varying on the fantastic. Amiga, ST and PC versions are planned around September.

Did you enjoy *Phoenix*? Clip details then for Ocean who have worked on to the Commodore Amiga version with an interactive movie style game called *The Last Patrol*. More details next month.

Though quiet for the last few months, *Jet Set* and the *Argonauts* of Sloughfield have been busy calculating all sorts of vectors and digital computations to bring you *Heat*. Not only is it an impressive flight sim but it features some of the most complex patchwork vectors ever to be seen on the Amiga and ST. Ah, but what's the gameplay like then, all? Find out in Screen last next soon too! ...

Remember the exclusive news we brought you on the *Sam Copage super computer*? Well we now have a lovely official release date: September! It's gonna be cheap so keep an eye

on Sean's shelves.

Dixie and Microprose have definitely decided to get out of the PC Show. Will there be any more? Who can tell. When you consider the setting up and hire of a stand won't leave much change out of a hundred grand! Perhaps Activision's success last year at the fit on the Park gave a few people ideas. It was very successful for us... say Activision, who have yet to decide what they'll be doing this year. Who knows? Rumours abound of a new show starting up to provide gamers-only coverage and not the PC Show. We'll keep you informed...

Software giant *Pagano* have decided to crack out into the US console market by linking themselves with publishers First Star. Their first releases will be 3D bit console versions of *Starblaster*, *Golfraster* and a whole host more of their favourite titles. *Pagano* have obviously got greedy eyes on the Nintendo market, which they can now reach through their American partners.

The Starby and Hutch duo of David and Richard Darling have parted company, with their brood man Bruce Davies. Bruce was the man who went on record as

## STOS SAMPLES FOR FREE

The powerful Pioneer 811 Turbo was just one of a host of powerful machines that had a microphone stuck up its exhaust by Mainclaim Software in their quest to produce the world's largest library of sampled sounds!

Other mean machines sampled were a Suzuki 750 cc of their TT racing bike and a pneumatic drill.

All of the sound-effects are available free to games-designers and computer sound and music enthusiasts. You must first own the STOS Maestro games design utility. STOS owners are invited to send a disk and stamped addressed envelope to Mainclaim to receive their STOS Maestro Sound Library.



saying that the Imagine magazines really WOULD be huge, trendy, and that they'd be released real soon now. It's now producing definitive sales figures for Miles Gordon Technology which really put the emphasis on hardware, as you can see:



Talk about shock (opener) stories: writer Steve Cook's column was recently reported in *The Director's* magazine as having suffered a serious slip back while working in front of his monitor. After a particularly long session

at the PCU - 17 hours to be precise - he discovered that his contact lenses had fused themselves to his eyeballs. They had to be surgically removed. A good opportunity for leading up Life and Death (see page 25, we mean).

Face it, if it features Harrison or Michael J. Fox it sells. What with a huge amount of sequels and first run comic characters all hitting the cat this year it looks as if the software scene will be exciting. It's already got *Batman* and *Superman II* and that's only the start. Back to the Future movies set to be a blockbuster, as does *Spiderman*, *Watchmen*, *Dick Tracy*, *Sam Rockwell* even *Robocop II* which is being directed by Mark Hillier of *Dark Knight*. All multi-million pound films, all virtually guaranteed successes. And all titles which could be aimed before June 1990. ACE has gone to market to protect against license-mania, but we have to admit that the quality of licensed software seems to be improving. Remember when we'll see the bits of the game!

## MUSEUM OF COMPUTER GAMES

Seems like computer games have become part of history already. The National Games Museum of Chichester is seeking help from the computer games industry to mount a permanent software and hardware 'hardware' display.

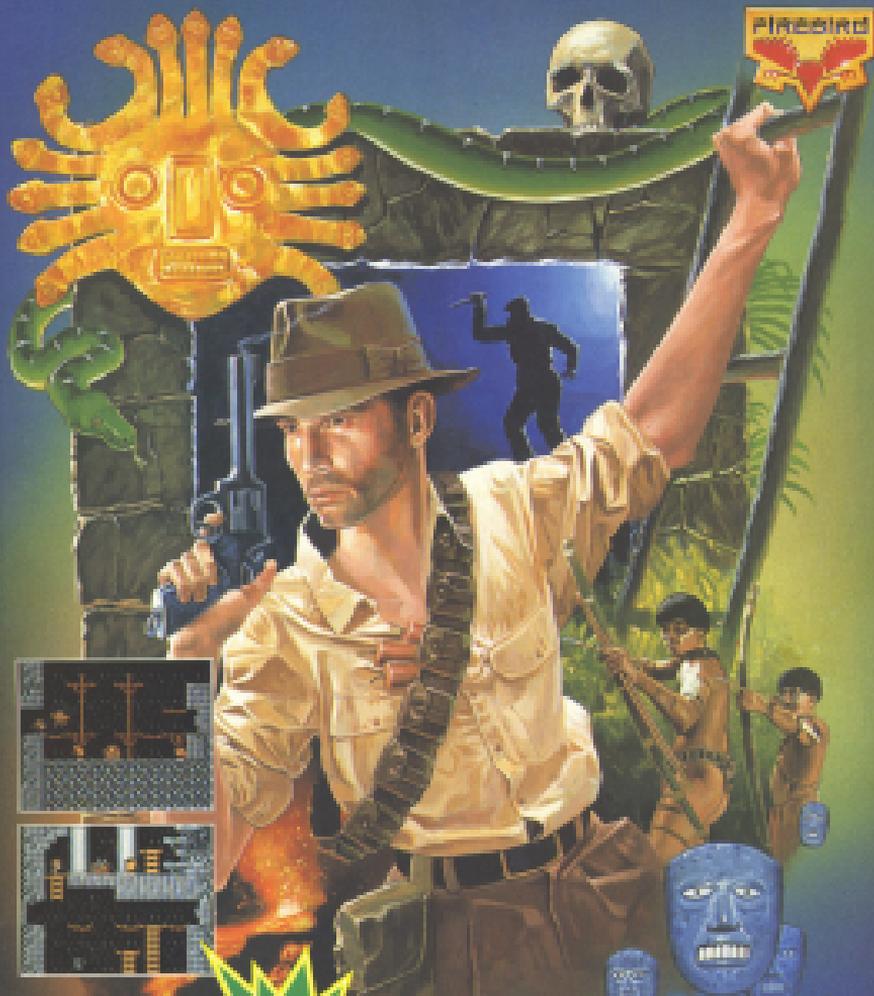
ACE is delighted to help and has some suggestions for exhibits. An authentic packaged copy of *The Great Gatsby*, a classic Atari *Wild Bill Stealey's Flying Saucers*, a set of tapes as used by the Darling Brothers, the Darling Computers, a lifetime size model of Magneto Sirocco, *Atari Soccer*, an updated version of *Star Trek*, a playable version of *Federation* at First Brothers, Mark Coo's *Richard Robin* (the one he had before the *Ferris*), a boxed set of *Break Out* clones, and, of course, a complete set of ACE from issue one onwards.

Peter Kinsey, the Museum's Education Officer commented: "The Museum has wanted to run a display regarding the age of the computer for some time, but space has not allowed until now - a space of 400 sq ft has been allocated for a few week period through the coming Summer holidays.

In case our suggestions don't go down too well, the Museum would also like to hear from software and hardware manufacturers. They can be contacted through Mail Thames on 0332 371134.

THE ADVENTURE BEGINS WITH RICK DANGEROUS, JUPITER WREN AND PAUL TRANE STAMP COLLECTOR LEWIS DANE PERCY, ARMED AND DIPPED WITH HIS TRUSTY SIX SHOOTER, A JACK AND JANE DYNAMITE, DUCK (DASH CAROL) CONSUMERS IN NORTH AMERICA, HOW LONG HE CAN SURVIVE IS UP TO YOU.

RICK DANGEROUS IS AVAILABLE FOR SPECTRUM AND AMSTRAD, CASSETTE AND DUCK PRICES £9.95, £14.95, COMMODORE 64, CASSETTE AND DUCK PRICES £9.95, £12.95, ATARI ST, COMMODORE AMIGA AND IBM PRICES £24.95.



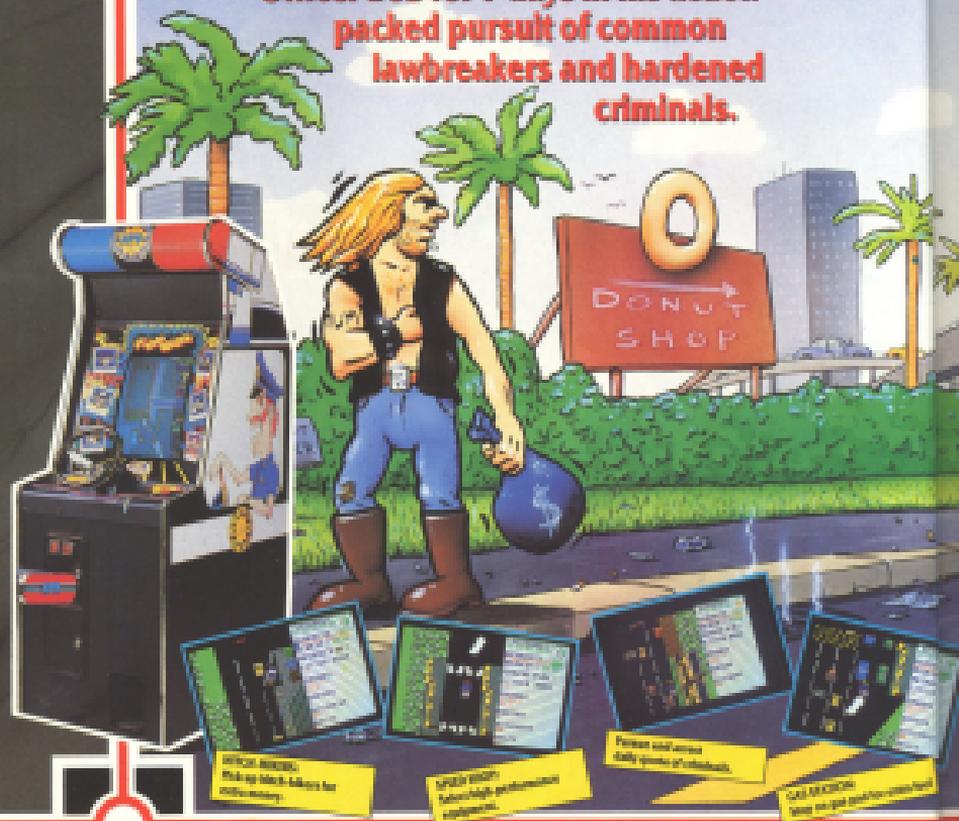
# RICK DANGEROUS

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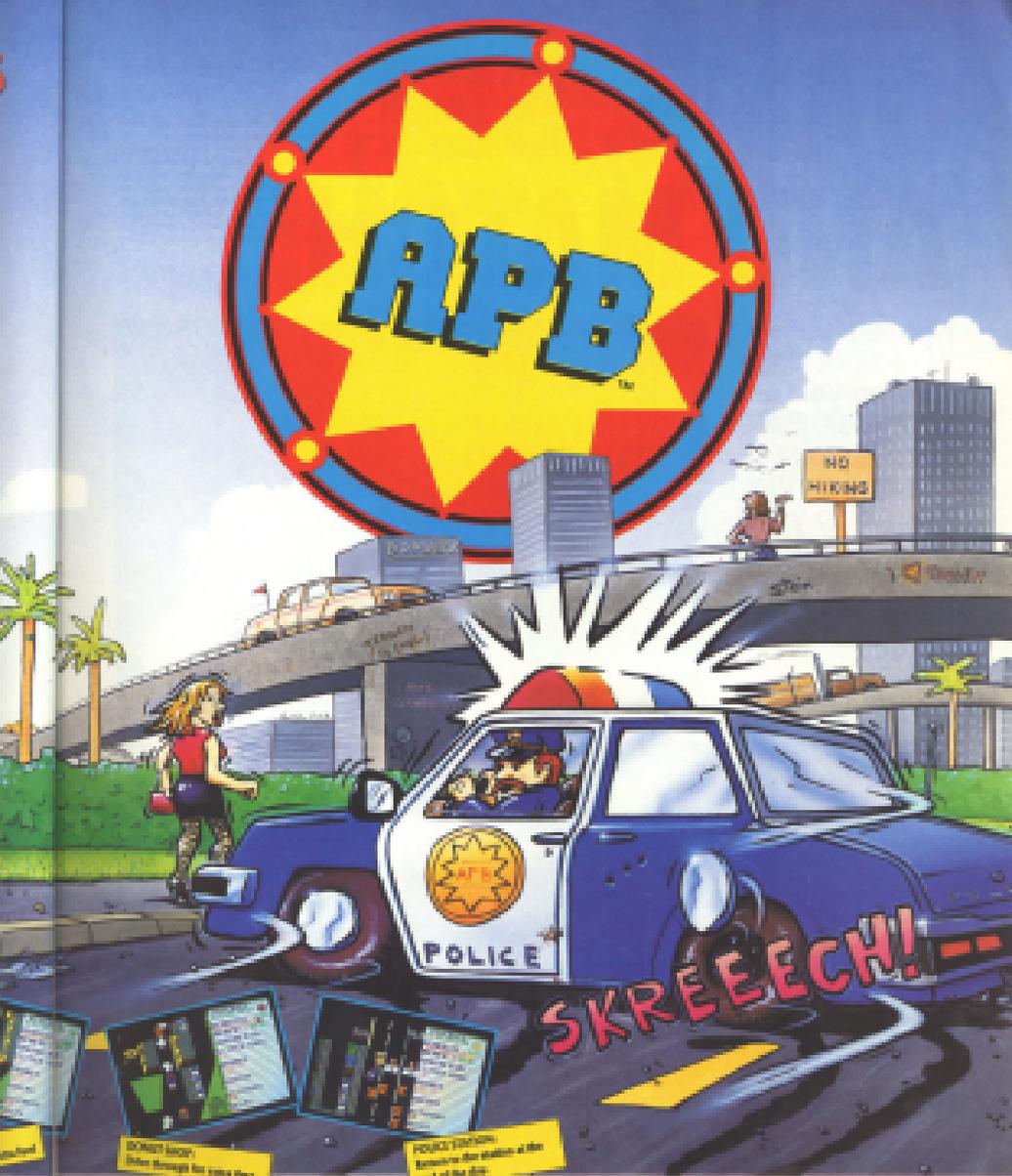
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# TENGEN

*The New Name In Coin-Op Conversions.*



	Lite	Deluxe
Age Group	12-18	12-18
Components	12, 99	112, 99
Accessories	12, 99	112, 99
Language	English	English
Board Size	12" x 12"	12" x 12"
Box Size	12" x 12"	12" x 12"

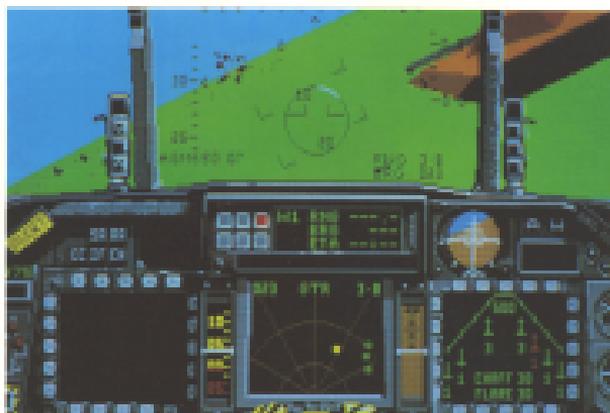
Distributed by **DOMARK**

Fantasy Board, Long Road, London SW15 1PN. Tel: 796-2214.

Programmed by Walking Dice.  
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# GAME, SET, AND MATCH!

Here's a volley of red-hot titles to keep you on your toes. Software houses will be serving these into your court over the next couple of months...



Thanks for the memory as you prepare to blast another bunch of goshaw enemies.

## BATTLE VALLEY Hewson



Training across the valley, you prepare for battle.

If it's not too soon it's another bunch of international terrorists threatening the free world with its new weapons. This bunch have blasted the last few medium range missiles left after some trouble. That's why the US military

has called you in. As a last necessary piece you get to reach the terrorist's ground base in Battle Valley. A tough going lesson for the troops by Creative Thought.

## F16 COMBAT PILOT DIGITAL INTEGRATION

This long-awaited simulator from veteran movie pilot 31 will face stiff competition as it's not the only F-16 on the block. But 31 claims to be more complete than the rest, with preflight briefing and weapons and target screens before you enter the cockpit. Equipment indicators will get off on the LANTID target recognition and AIRMAN missiles, with their 31 solo plus range. But if you find the controls on a 30-year computer, there's a "quickstart" facility. A couple of missions are provided, or you can command two computers and an actual cockpit.



## MAZEMANIA

Hewson

This could just be another one of those maze-mania classics! Games with a simple sounding plot which won't let you go are a specialty of the Ableton software, so try this for size... Wiggles traverse through a maze of colorful blocks trying them as the game fast including this office. While trying to collect and block items to avoid it sounds promising. Available for the range of 8 and 16-bit machines.



Hewson's maze-mania on the Spectrum

## EUROPEAN SPACE SHUTTLE

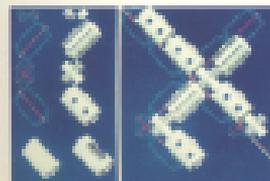
Coktel Vision

The BBC escapes together enough cash to launch its own space shuttle in this French-originated simulation which broadly goes along the European line some features. By the time you've chosen a mission, worked out the flight plan, mastered the launch and manoeuvred as you circle the earth, you may feel like standing on an airfield for a bit of peace and quiet. But first you have to negotiate currency and funding. With its 3D graphics, this will be available for Janta, ST and PC. Robert Gatten from Coktel used to work on the Space Shuttle program himself - which may explain the cooperation the company received in planning the game.

A rather sparsely populated mission control as you take off.



Consulting plans for the station, you hope you don't forget anything!



Spider-faction Marfalis on the bridge.

## DR DOOMS REVENGE

Medalist International

The teaming of Marvel superheroes Galactus and Captain America marks the latest release from Medalist's new label, which will otherwise allways be managed by other companies. They are the mighty Thor and Iron Man, who own the rights to the Iron Man and Cap. They've joined them against evil Imperial mercenaries Dr Doom, who's been



PC version

kidnap an American nuclear missile and is using it to blackmail New York. A small number of 3D less dramatic revealed cinematic animation in the main fight sequences as the good guys utilize Doom's fortress, plus comic book style panels to advance the plot. The package even features a specially drawn comic. "What said?"

## PASSING SHOT IMAGE WORKS

Anyone for tennis? Cap'n Bob's boys and girls use their wits for what they best in the ultimate tennis simulation, downed from Sega. The game goes for the Grand Slam with simulated doubles and singles championships on grass and hard surfaces. Performance skills to keep you in touch with the action and video, tape and audio are available. Electronic conversion tapes are in charge of taking tennis out of the grounds and into your living room where it belongs.

Preparing to serve on the rolling plot in the overhead view.



## CASTLE WARRIOR

### Palace

Delphine did it first with the Challenge and now the Paris-based team is inviting you to become a Castle Warrior. Full ahead Jander has patented his own the Best, King of Platform, and so his creation is quite different as you may not be such an amateur from your first try. It's arcade action all the way as you cross subterranean caverns, navigate an underground river, avoiding rocks, and battle a variety of enemies. Look for this on the Amiga and ST.



The red dragon emerges to face your spear.

## WAYNE GRETZKY HOCKEY

Bethesda Softworks/Active Distribution

While ice hockey may leave most kids cold, for the American Wayne Gretzky is a household, albeit somewhat obscure, name. This hard playing simulation uses the NHL's "Gretz" for their Sports Simulation and offers physical modeling and precise reactions calculated in real time for extra accuracy. Get your skates on and chill out with Wayne.



As the above boat races on, young Indy runs for his life along the rapids.

## INDIANA JONES AND THE LAST CRUSADE

### U S Gold

## THE LEGEND OF DJEL

### Coktel Vision



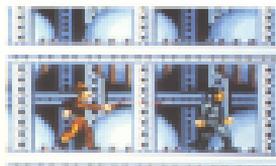
We've not seen this in action, but going off through Mystical's graphics it's going to look impressive at best. The wizard Djel must end the hooded that plague his kingdom by using his

magic powers to create portals as he battles enemies in dark subterranean caverns. To see if the combat matches the style, keep reading A&E.

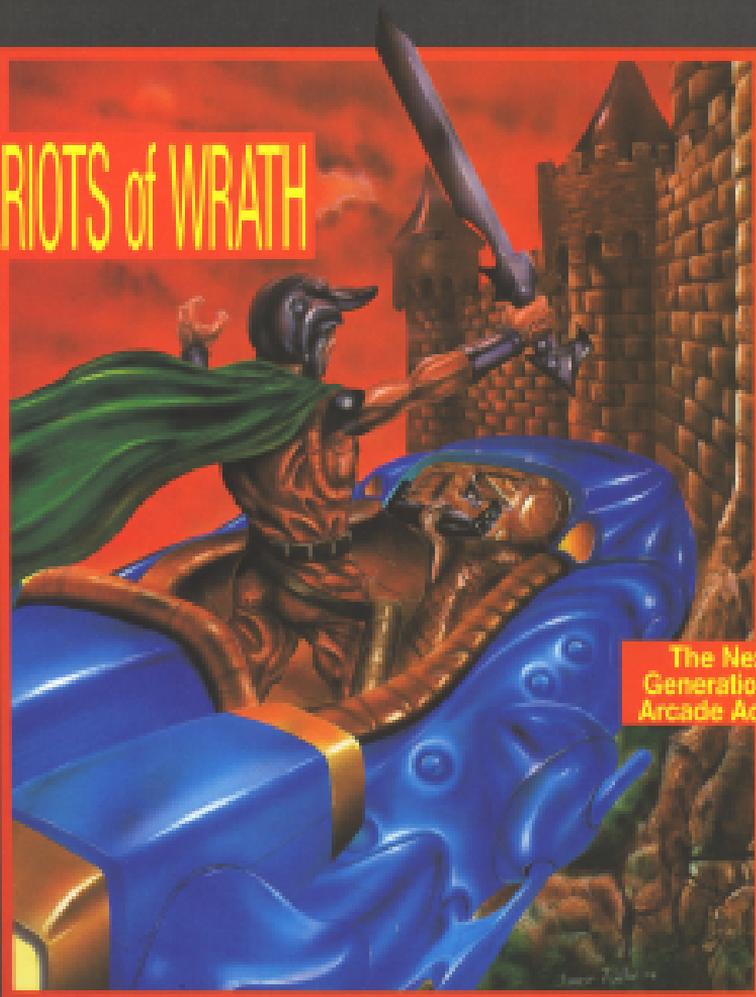
Indiana Jones is about to keep back into action on the computer screen as U S Gold launch their latest game based on the adventures of Hollywood's bravest hero. The game takes its name from the title of the film, in support of which two different games will be released: an arcade adventure from Lucasfilm in America and an action game that U S Gold will develop themselves in the UK. Details are scant about both games but the Lucasfilm title is believed to feature much platform leaping, rope climbing and chasing of snakes.

U S Gold are not going to leave all the honour this far to either in themselves as it's worth noting in with the completion of the latest third movie. The race is on to get the first film adaptation on the screen. Both games will be covered in the next couple of issues of Secret Test.

Microsoft's different may start - does to get a reply for this, we wonder.



# CHARIOTS of WRATH



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# ARCADE ACE

GET YOUR TEETH INTO DRAGONS' BREED, FROM THE R-TYPE TEAM

## DRAGONS BREED

Dragons Breed is the latest from Irem by the same team that coded R-Type. The word is that Irem were so pleased with the world success of the classic shoot 'em up that they gave the team carte blanche to design a game entirely to their own taste in Dragons Breed. The results are nothing short of stunning. A new standard for the scrolling shoot 'em up.

The storyline is fairly superficial, as tends to be the case with shoot 'em ups (but just for the record - the spirit of the dragons has been trapped and it is down to you to free them). The game starts as you liberate one of the dragons by shooting him out of his cave-like prison. You climb on to his neck and fly into the desert to liberate the rest of the dragons.

Apart from the quality of the graphics, speed and smoothness of animation Dragons Breed is also a find as it introduces a concept of being able to control a remote character. As you ride your dragon through the beautiful back drops and dodge the fire from the aliens you can also dismount your dragon. It is possible to place him in a certain position where he will spit fire at the enemy protecting you. By putting down on the joystick you can then summon him back again. Hop onto his neck and fly on.

The original R-Type did have a probe that



Later on you have to liberate the dragon on the planet Irem before you can progress.

you could send out to battle with the alien but the degree of remote control you have over the dragon in Dragons Breed makes it unique. No other game has had a feature like this before.

Using the dragon's body is the key to success in the game. Your hero is armed with progressively more powerful fire power - located in the traditional way (by picking up the power pods). But you cannot rely on fire power alone to get you through the levels. You need to learn to coil the dragons tail around your hero to protect you and then flick it out by steering the dragon forward to take out a large of

### Irem



aliens in one deadly volley of fire.

There are some obvious similarities to R-Type. Particularly in the shape and look of some of the end of level aliens and the back



Looks familiar? This cool hole at the end of Level 4 bears an unmistakable resemblance to the metallic monster in R-Type.

drops in some of the later levels also have a very familiar look about them. But what has been inspired by R-Type has been greatly improved upon in Dragons Breed. For example the dragon's tail breaks a like the long streak

anything to go by.

I would rate Dragons Breed at about 90% better than R-Type. If you like shooting things this game is definitely worth a try to the credits for a blast.



Shoot out the eyes of the monster at the end of Stage 5 to progress to the next level.



Using the dragon to remote mode after dismounting. Make sure its trailing tail is being used to destroy the aliens.

of blue flame that the R-Type could shoot at the alien. This time though you have far more control over it and it grows steadily as you roll left power up.

As the sequel to R-Type it seems certain that there will be a couple of software houses after the home rights. It should convert well too - if some of the better home versions of R-Type (Amiga, PC Engine, and Spectrun) are

## EXTENDED PLAY

ACE gossip from the coin-op crowd...

### WILLOW

George Lucas' 'Mothra' has debuted as a coin-op game and is, according to ACE's arcade spies, a lot more fun than the film. Collect the coins by killing the beetles and visit the shops to buy magic items. Featuring several superbly animated sequences inspired by the film.

### CREDIT CARDS

These may soon replace nagging post-stamps full of IOFs in certain leading West End arcades by the end of next year. The idea is that you will buy a card for £1, £2, or £3 and simply insert into the machine of your choice, type in the number of games you want on that particular machine, your card is debited accordingly and off you blast.

### SEGA

...are sending a buzz around the coin-op business once again with a few selected previews of a new racing game called Monaco GP. A grand prix style racing game based closely on the actual racing track. The privileged few dealers that have seen it are making claims about it being bigger than Colleen. It will come as a bit closer with a moving seat and also as a stand up for smaller arcades and pubs. More next month.

### DEATH TO THE SERFS

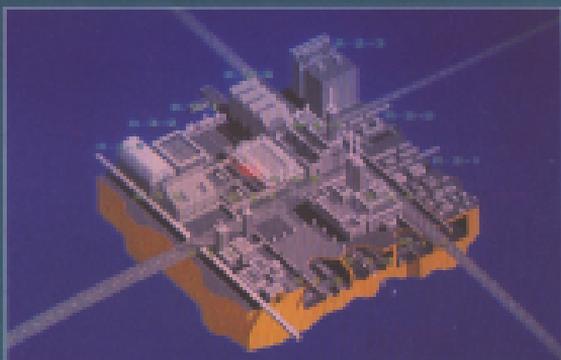
Capcom's latest is a Japanese feudal warfare simulator. Described by Electro's brain Williams as a 'blast 'n' go' due to the sword fighting elements. The game also features some excellent graphics of mounted Samurai warriors. It's called Dynasty Wars - watch out for it.

Dynasty Wars



### WHERE ARE THEY NOW?

What happened to the East Midlands Leisure Atari coin-op? This ST-based console was to have revolutionised the coin-op business - enabling new games to be distributed on disc. ACE's pack of Rothwell-like news founders are on the case - but we fear the worst. (Find out next month...and while we're about it, what about the new Microprose coin-op? Surely this should have been out by now? Watch this space....



The map of the city. Shows you your route of progress - but Blue stops at the end of each game.

# CRACKDOWN

As all are Counters down? But the rest of things you expect to see anyway. Still a new Sega title has to be worth a go - should you reach for your loose change and insert 30p into Crackdown?

## Sega



You play the part of an FBI agent (X agents, should you and a friend fancy a two player Challenge) who are set to stop the pre-eminent mad professor from destroying the world. For some incredible life scenes three tough, cool, feds have the rather crumbly names of Blue and Red. Doesn't really compare to images of Star Wars, and the list continues.

The game has several levels. Your mission is to set three bombs on each one and then quickly locate the nearest exit before the whole thing explodes in your face - literally. Each level is a maze of halls and passageways which mutability pretty tricky when there are lots of you playing, as often only one

person can walk through the passageway at a time.

This would all be incredibly boring and boring were there not hundreds of money guards appearing and of little holes



Time bombs, secret tunnels, and hidden chests all waiting to be discovered by you. You'll be on that.

in the floor and then attempting to blow your tracks off. As the levels progress, more and more this comes in the dynamic too, with increasingly heavier fire powers, while you can enhance your own armoury by snuffing in to one of the many weapon chests on each level.

The game does look and play much like Counter, but is not as fast and furious - you only have four short feet, as opposed to the energy system used in Counter. Graphics are small but well presented and attractive, and as you progress there are some excellent backdrops. But for all Crackdown's stylish Sega presentation it is not really looking in the game play department, with not quite enough depth for the demanding player.

Crack Down - Doubleknocked and tearing in depth despite superb Sega style presentation.



# SPACE QUEST SERIES



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# COMPETITION

Yes, courtesy of Acorn we've got an amazing new A3000 computer, with RGB high-resolution colour monitor, to award to the winner of this month's ACE competition.

The A3000 is the latest model in the Archimedes line, and is fully-compatible with all models in the range of most powerful micro-computers you're likely to see for quite some time. Just take a look at the mind-boggling specs:

- 32-bit RISC chip set
- 4,000,000 instructions per second
- RISC OS graphics interface - one of the best windowing systems you can get
- Multitasking
- 3.5 inch floppy drive, hard disk expansion
- A megabyte of fast-access RAM - expandable to 2MB
- Operating System immediately available from 0.5MB of ROM
- Fully-compatible with Archimedes 300 and 400
- Software emulation of MS-DOS and BBC128/Master
- Small footprint
- Up to 640 x 512 screen resolution with 256 on-screen colours from a palette of 4096
- Built-in stereo sound and MIDI interface

As well as this stunning spec, the A3000 will run some of the most amazing software you've ever seen. Like Zarch - still ACE's highest-rated game at 90% Conceptor - the task game to end them all. Artisan - the stunning graphics package; and a host of business and productivity software including word processors, spreadsheets and DTP packages.

**CUT OUT THE FORM AND SEND IT TO: ACE A3000 COMP, 20-22 FLEMINGTON LANE, LONDON EC1N 3AU**



## Win The Great New Acorn

# A3000!

Once it was just a dream: now it's a reality. The new Acorn A3000 is a fully Archimedes-compatible 32-bit computer that will bring RISC technology to the masses. And in conjunction with Acorn we're delighted to give you the chance to get your hands on one without paying more than the price of a postage stamp. Simply exercise your judgement by filling in our A3000 Features checklist below, and then tell us why you want to own an A3000. If you make the right decisions you could find yourself owning a true status symbol among microcomputers.

### A3000 TOP TEN

Number these features of the A3000 from 1 to 10 in order of importance. If you think "RISC and MS-DOS emulation" is the most important feature then write the number 1 in the box beside it, and so on.

### THE FEATURES

- 1 Megabyte of RAM as standard .....
- Large colour palette .....
- Stereo sound and MIDI interface .....
- Archimedes compatible .....
- Multitasking graphics interface .....
- 32-bit Risc chip set .....
- Small footprint .....
- Operating System in ROM .....
- RISC and MS-DOS emulation available .....
- 4 Mips computing power .....

### THE BREAKER

Explain in not more than 20 words why you want to win the A3000.

NAME \_\_\_\_\_ AGE \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE NUMBER \_\_\_\_\_

COMPUTER OWNED \_\_\_\_\_

### RULES

1. The closing date for entries is August 15th 1988.
2. Employees of ACE, EMAP and Acorn are not eligible for the prize.
3. In the event of more than one entry having the correct answers as decided by the editors of ACE, then the prize will be awarded by the judges to the best The Breaker entry.

# ACES

## FROM THE BIGGEST COMPUTER SHOW ON EARTH

Nintendo's island state of a stand at the Consumer Electronics Show in Chicago couldn't stop Atari stealing the limelight with their amazing hand-held video games machine.

**T**he Atari Portable Colour Entertainment System (total a mouthful) is the long-awaited "mystery" product developed by Exim. Atari dropped in with big bucks when the California-based software house decided they needed bigger financial resources to bring their revolutionary handheld video games system to the market.

But even a well established company like Atari may struggle to compete against the megabucks Nintendo are going to spend to bring their Game Boy to the attention of the American games playing public. A \$15 million TV campaign will hit American screens in the weeks leading up to the August launch of Game Boy. Atari are unlikely to put this kind of promotional spend behind their machine, choosing instead to rely on technical advantages over the Nintendo machine.

### SPEED AND SOFTWARE

These include a 3.5 inch high performance colour LCD screen; a powerful processor at a very fast 3.48 MHz; 64K of RAM; and custom built graphics chips - designed by Jay Miner and David Warner (the people who designed the Pong, Space Invaders and Dig Dug chips that gave the Amiga its amazing sound and graphics).

The revolutionary graphics capability of APCE3 will enable it to operate on the LCDs 180 x 152 pixels, displaying up to sixteen colours on screen at any one time from a palette of 4,096 in total. In game terms this provides for superior scrolling - one of the games demonstrated at the show was a 3D shoot 'em up called Blue Lightning, a Space Invaders-like blaster. This game really demonstrated the speed and graphical quality of APCE3 to the full.



Six titles are currently available for the APCEC including Impossible Mission, Blaster Demolition I a Rampage style game, Time Quests and Treasure Chests (A Gauntlet Style Game), a scrolling shoot 'em up called The Gates of Jandross and, unsurprisingly, the Epic classic California Games. Atari are promising good quality games from other well-known developers - though no names have been mentioned at this stage.

#### HEAD TO HEAD

Both Atari and Nintendo handhelds (see panel) can be linked to other machines to play head to head. Atari claim that the APCEC can be linked to up to eight units all playing off the one cartridge. Game Boy's video link cable was demonstrated most effectively at CES with Tennis and Baseball.

Both handhelds are packing a good quality game with the machine - Game Boy comes with Tetris and the Atari will come - patriotically enough - with California Games. Both machines will have sophisticated sound - four channels in the case of the Atari and full stereo with Game Boy.

Atari are attempting to play on America's fears of the Japanese monopolising the video games business with Atari's new Sam Tramiel stating "There came a long way since Atari started the industry and we see no reason to retreat in the protection days of black and white... We haven't been sitting back, watching profits go elsewhere... the system is capable of going up to 16 Meg cards to provide players with action-orientated multiview/multiplayer game capacity... it really is US technology at its best" (Should beating aside it does look as if the Atari has the edge over the Game Boy).

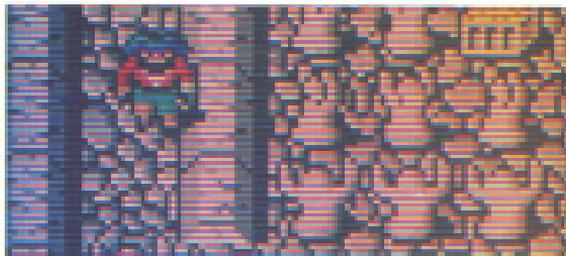
But it may well be too soon to write off Nintendo if rumors can be believed of a Game Boy Mark II with 16bit processor, and full colour display. The portable game play market is shaping up to be one of the most competitive areas of electronic games playing in the next decade.

#### 16 BIT BROTHER

Nintendo surprised more than a few people in Chicago by announcing that they are heading back the banks of their 16 bit console. This will leave the way open for Sega and NEC (they hope to gain some ground for games who need a deluxe machine. The NEC machine is of course the PC Engine - which has been completely reworked for America and given the



Nintendo's TurboGrafx system could prove a solid success with console gamers. A reworked version of the PC Engine, it has multinational dollar backing from one of the world's largest companies - and excellent prospects for software support from well-known names.



Treasure Chests - an astoundingly good Gauntlet-style arcade adventure in full-colour 16bit.



If this looks good, well tell you one here first it moved! The APCEC has special custom chips to handle 3D routines... this little number is called Blue Starline.



Impossible Mission - the classic arcade number, now running in a pocket sized box.

## HDTV REVOLUTION

High Definition TV is the single hottest topic in consumer electronics in America. Bills are to be presented in Congress - to set broadcasting standards and to facilitate the huge amounts of money needed to develop the TV sets. The military are getting involved - setting aside millions of dollars for a HDTV manufacturing plant - and just about everyone agrees that HDTV will restore the lagging performance of America's electronics industry. This is one battle that the Americans seem determined not to lose to

the Japanese.

So just what is HDTV? It is a system that just about doubles the resolution and the quality of the picture on your set. Conventional TV is based on 625 lines - that is the number of dots that are illuminated when the picture is shot on the screen. HDTV more than quadruples the number of dots that are illuminated. The most impressive demonstration of the system at the CES show showed a Camcorder trained on to look of beautifully coloured tropical fish. This picture was relayed

directly to two TV sets - one conventional and one HDTV. The conventional TV set looked like just what it was - a TV broadcast of tropical fish - the HDTV picture looked like the back of a hand. Apart from the obvious quality of detail and colour there is also tremendous depth in the pictures. You can see the relationship of objects to each other, while particles in the foreground and background have a definite feel of distance almost like looking through your own eyes.

strangest name - TurboGrafx 16. Its sleek black shell has the effect of making the Engine larger than its Japanese brother - which is a strange decision as most people thought one of the strengths of the Engine was the fact that you could easily slip it into a pocket.

NEC has stacks of interesting peripherals to add soon - like the Turbovision which interfaces the Engine (sorry, TurboGrafx 16) with your stereo and video. The TurboDisk offers variable turbo (ie and) slow motion - particularly useful for working out some of the best-but-complex platform style games available for the machine; games like Super Wrestling - Chai and Chai, and Legend of the Dead of all in the TurboTag which allows up to five players to play simultaneously. One of the TurboTag highlights is 'Fatal Court' (sorry - four people playing doubles, which can't be bad, but also how in mind that the game is considered the best tennis game ever coded for any computer. Dungeons Explore is equally stunning as a five player Gambit clone - and is better than coin-op Gambit in NEC's opinion.

We all know how amazing the PC Engine/TurboGrafx 16 games console is - and just to put you right in the AGE view of the NEC machine - YES, we do think it is a better games machine than the things, but what is really interesting about the Turbo is the fact that NEC are now officially backing it with full corporate weight in the US. Turbo boss Ken Wei boasted to a CES show earlier that NEC had a research and development budget in excess of 4.5 billion dollars 'not all of it spent on computer games'.

NEC's entry to the computer games market is interesting for all sorts of reasons - not only because they are a sufficiently huge international corporation to be able to seriously out the big names in Nintendo. They are, after all, number one in world terms in telephones, number four in computers, and number two in fax. Clearly there is more to NEC than Everton Football club.

But where NEC will really score it is in the area of research and development. They are known for working on advanced sound and graphics chips for their mainstream computer business. They are a contributor to the Japanese High Definition Television drive, and have produced advanced speech synthesis prototypes. All of this should filter down to the PC Engine - providing a never ending supply of additions and power enhancements. If you were a gambling man you would be able to put your money on NEC to sweep all before them - including Nintendo - in the computer game wars of the 1990s.



It's only in black and white, but you can still see the difference between the NEC Turbovision on the left and the Nintendo version on the right. Only thing is, screen shots don't tell you much about gameplay - and what Nintendo looks in pixels is more up for grabs.

## FOUR RIDERS FOR THE APOCALYPSE

F&B Corporation's best-selling role playing game Battletech made a starring appearance at CES as a four player real-time simulator.

The Battletech world pits five Gatoys against each other. The open field robots slug it out for control of the repair centres and store houses - where

valuable fuel and spare parts can mean the difference between success and failure.

The simulation is described by F&B's Morton Weisman as being styled on the lines of an F14 cockpit. Players will play between 32-64 for a thirty minute game.

The on screen graphics are fabulous, bringing the battling Mech's to life in a way that the Intellivision computer game struggles to achieve with its limitations.

The first Battletech centre will open in Chicago in September - and F&B hope to spread the centres across the country and in Europe and the rest of the World in the next few years.



Breaking it out of the rest of the world, is the new Battletech console.

## MARIO BROS IN FASHION WARS

Breathless carded, leather, denim, bags, T-shirts, sweat shirts, jackets, track suits, mugs, pencil cases, badges, balloons, and pyjamas - all of these items are available in the 'Store Within A Store' Nintendo centres (not springing up in chain stores like 'Wish events and Toys R Us) all across America. Super Mario's smiling mouse-chewed countenance is on

everything. It is a measure of the success of Nintendo - and of the way they lately dominate the electronic games scene in America - that they are now selling more dollars on these merchandised items than Electronic Arts, Microprose, and Activision are on computer games put together. What's next? Super Mario condoms?



### CHOCOLATE YEL LUK

The US Launch of Genesis and TurboGrafx 16 does not necessarily herald a quieter European availability of the paper-consoles. Rick Alexander of VeggieMasteronic (Gargo's European console distributor) told AGE that a PAL prototype of Genesis was not yet ready - although 'they are working on it' and not to expect it until Easter of 1990 or the earliest.

The NEC story is far less clear. The company are warning consumers against purchasing what they describe as 'grey' versions, i.e. versions imported directly from Japan without their 'NEC' approval and then converted to run on PAL. NEC say that a decision will be made on whether or not to market the PC Engine officially in Europe in the 'next three months'. It also seems likely that if NEC do give the Engine the go ahead it will also be rebranded, and perhaps renamed for the European market - just as the SuperGrafx 16 was specifically styled and named with America in mind. What this means in terms of UK availability is that even if NEC do give it the thumbs up you are not likely to see it - until late 1990. The Toy

Fair in January is the AGE best guess for an announcement of Christmas availability of the NEC machine.

### RED HOT SOFTWARE

Although consoles and hardware dominated the show there were still plenty of new titles around for the PC and Amiga. But there was previous title for the Atari ST and nothing - that's right, nothing - for the Commodore 64, 800.

A handful of games are worthy of special mention - Nettle by Spectratus Hobbyde because it is the first new game from the Californian based software house since their world best seller Falcon, was launched a year ago. The Vibe is the title in a car - a shiny red Corvette of the type made famous by Pierce in the hit single Little Red Corvette. Nice looking graphics, with vehicles coming towards you as well as away, but don't expect to see PC versions until the Autumn and 16 bits until next year.

Broderbund's Ski City is one to watch. This is the sim for people who have always

# Garfield

## WINTER'S TAIL

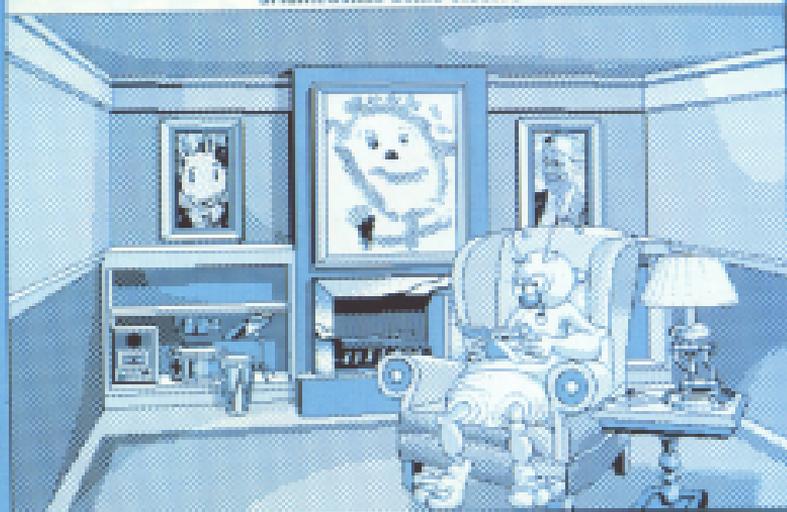


JIM DAVIS

THE  
EDGE

The ski animal's coming your way soon

## Brian:Cosmic Osma S-CB-15



believed that they could do a far better job of running the town than the people they pay rates to. Deal with the urban problems of four major cities: London, New York, San Francisco, and Tokyo. Think about it - all of the traffic congestion, pollution, crime, destruction. Now you're in!

What makes Sim City a world first though is its intelligent attitude to address disks. Rather than changing the address, as Microsoft do for the scenery disks in Cities, Brudersbund will be placing a Sim City editor on popular American bulletin boards. Get this and you can design your own towns - the one you live in, or the one you would like to live in. Sim City's developers believe this system will lead to user clubs all over the world "playing the city".

#### GENESIS FANTASY

Loom is a fantasy adventure game from Lucasfilm which dispenses with text entry altogether. It's played through a user interface based entirely on graphical icons and music, and is set in a fantasy world in the Age of The Great Gods where a classic struggle between good and evil takes place. The game is the work of distinguished Infocom adventure author Brian Moriarty - the man who coded *Witchfinger* and *Beyond Zork*. Moriarty says of the Loom game playing system: "What fantasy game players really enjoy is power. They want to stride fearlessly across wild, exotic landscapes, casting magic on things to see what happens. So I designed the Loom interface to just three open icons: moving from one place to another, selecting objects and weaving magic spells." Loom will hit the streets in the Autumn for PC, Amiga, and ST.

Accolade had two new ones in the shape

## TOP TITLES ON NEW SEGA

Sega is likely to be one of the main beneficiaries of Nintendo's swelling over their 16-bit console. The Genesis, as it is called in the US, made an impressive showing at CES - offering several new coin-op standard emulators of popular Sega arcade machines. Like the NEC console, Genesis offers a wealth of add-ons - including a modchip for head-to-head baseball for players in different cities or neighbourhoods and a converter for the exciting Sega Entertainment System which enables you to play your old Sega favourites on the Genesis.

Stevens sound is built in and the machine comes with head phones. Sega's trump card in the console wars will be their catalogue of excellent coin-op licenses. Recently two bested Sega for coin-op games and they have a wealth of classics in their library - games like *Out Run*, *Space Harrier*, *Galaxy*

*Force*, *After Burner* and *Thundercross II*.

Sega may have also stolen a march on NEC in the third party software support stakes - with impressive companies like Activision, Epyx, Brudersbund and Spectrum Hoobyte announcing titles for the Genesis. Spectrum Hoobyte even had a version of *Falcon* up and running on the Sega stand at the show. Anyone who owns a Sega Entertainment

system will be familiar with their World Soccer cartridge - arguably the best soccer on any computer. The good news is Genesis has an up-graded version of it with stunning sound effects and superb graphics. The grass looks like a well-maintained Wimbledon on Cup Final day. Sega's machine will have superb software built into it and Nintendo are going to have to go some to beat these games.



of Eye of the Storm - a Vietnam war simulator in which you pilot a Huey UH-1 helicopter and fly battle missions. The Deadlock Files is an adventure featuring dozens of impressive digitized pictures of New York. Accolade describes their new digitization system as "as close as we've come to what CD-I technology will provide us in the future."

#### GAME OF THE SHOW

The ACE Computer Game of the Show Award has to go to *Millions for Genesis Demo*. This is the sequel to *Millions* - the Mac CD-ROM title that is shortly to be launched on the PC. This game is big - three million bytes big - which makes it the largest computer game ever launched. It comes on six disks for the Macintosh, and enables the player to explore Cosmos Demo's graphically superb universe. Words are irrelevant, just look at the screen shots.

Other titles to watch were the Harley Davidson Simulator from Minicube, *Drives* - also from Minicube - is coded by none other than Chris Hillier! *Grey* looks as if it will be the first decent lighting game.

3 Levels 3D comes with high-speed liquid graphics and two games: *Space Spans* and "3D arcade game". An unfortunate undercut title to the best deep space shoot 'em up I have ever played. Best of all it also includes a utility for making your own 3D picture stills. Forget *Delta Point*... bring owners, do it in 3D. ☺

Some interesting, but fairly revolutionary, PC software was also in evidence - like Brooklyn's VCR Companion which enables you to create full colour titles, credits, introductions, intermissions, laser own commercial breaks in your wedding video! and endings for your latest Camcorder blockbuster. Search for the Miami looked good too. Arguably the world's first Adventure can documentary can relaxation program ever. It incorporates seven digitized stills of the Titanic and also explains some of the cinematographic techniques employed in the search for the doomed liner.

Summer CES '89 finds game technology rising further ahead than ever before. CD-I pioneers are busy on the American gaming agenda - with Genesis and the Turbografix 16. Not just when one technology is accepted as a standard something else races in to push it aside. The hand held games systems will prove over the next two of three CES shows whether or not they are going to be where the main action is the early 1990's.

Other technologies like High Definition TV and Interactive Compact Disks will also be part and parcel of these changes and the move towards the games of the next century. ACE will keep you posted on all of these developments.



## BURGER BLOW-OUT

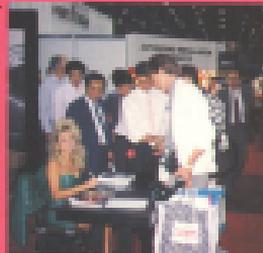
They don't do things small in Chicago. Their football team - the Bears - has men mountain like The Prize forcing them towards Super Bowl victories. Order some spare ribs there and you are likely to find your self sitting across a table at half a pig. They have the latest building in the world in the shape of the Bears Tower, and the Windy City borders America's second largest in-store sale (Mac, Geo students, I am talking about Lake Michigan), as well as playing host to the world's biggest electronics

show - the Summer Consumer Electronics Show. 150,000 people from all over the world attended the show last month. They trundled their way through a quarter of a million burgers, consumed vast quantities of Coke and took back with them barely thousand signed photographs of the Penthouse Pets of the Year. Yes folks - the Windy City offers CES'ers a lot more than the biggest and smallest Sony Triniton. It's a party, party town in the first week of June each year with the big wheeler

of the world's electronics giant out to enjoy themselves. Very definitely please sure as well as business.

The best party of all has to be accredited to Minicube. I mean, being Minicube to play a private party has to be ranked up a bit of a coup. But Minicube and the Penthouse Pets were by no means the only celebrities at CES. There were six pensets, King Kong (Sandy America's favourite wrestler), and a lovely assortment of pro-footballers and basketball players.

The biggest at Minicube's party begins on down with Minicube.



...and after you've thrown up over 1000 half-pennies and gorged a gallon of ketchup, make sure you don't forget to collect your signed photographs of the Penthouse Pets.

## IS GAME BOY A WIMP?

Game Boy's 8 bit processor and black and white LCD display make it look dull

alongside the Atari. But it is substantially smaller - unlike the Atari machine you could fit it into a jacket pocket - and there is an impressive

list of titles already available. Titles include Super Mario Land, Tetris, Wyrms, Baseball and Tennis, with plenty more to follow from big companies like Activision, Taito, SHK, Capcom, Bandai, Westwood, Lucas and dozens more.

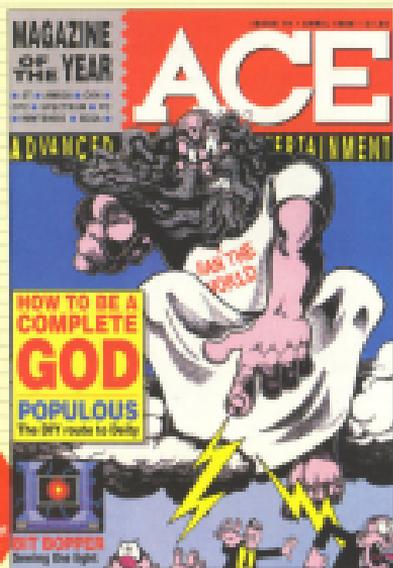
Game designers for the Nintendo console are gold dust in the US and Nintendo wants to risk trying out a second time around with the Game Boy. Part of Nintendo's reason is the famous quality of their games - they may not be as technologically advanced as their rivals but from a gameplay point of view they are proven to be unchallengeable and about every machine they have been made available for.



No - you don't get colour on the Nintendo Game Boy, but this is what it might look like if you did. Nintendo stepped up this larger than life model complete with built-in video display to show the gamers at CES - but it's a pity the real thing doesn't come with red-green-blue.

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

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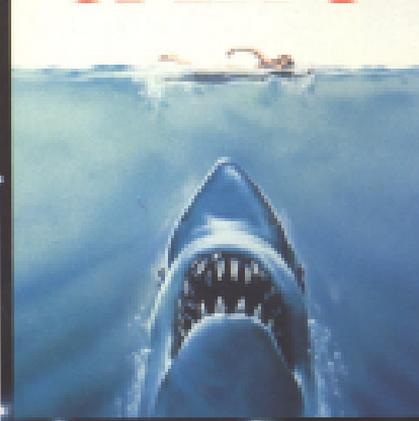
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# BIG GAMES >>>

## JAWS



A monstrous great white shark is terrorizing the beaches of Amity Island. A giant discovery reveals the source - but it's not what you'd expect. It's a lot to save the island's beloved tourist trade. Mayor Vaughn engages a professional shark crier from the moon. Unfortunately, an eagle, a fierce storm wrecks the boat, and the music of JAW'S destruction is scattered throughout the caves and streams of a menacing sea world.

In desperation, Mayor Vaughn turns to you, Police Chief Brody. With your two colleagues, Hooper - the shark expert, and Quint, the most shark hunter, you get off to achieve the initial weapons from the sea bed and kill the underwater intruder. Unfortunately, JAW'S has other ideas.

When JAW'S swims the clear water (bring a towel) and horrible and in every summer, you must undertake a dangerous deep sea dive into a world swimming with tentacles like you fall of unknown lengths. To make matters worse, Mayor Vaughn is getting impatient. As the storm hit shore, the tentacles, essential for the island's tourist trade, get closer. Faster soon, you may find yourself out of a job. Can you save Amity Island of its insatiable visitor before it's too late?

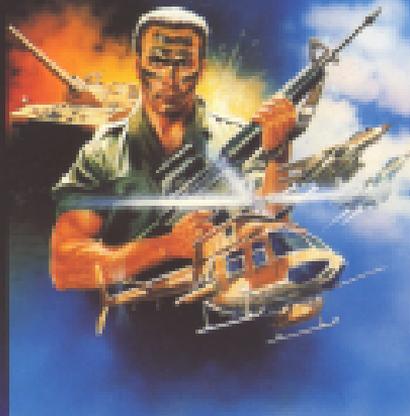
JAW'S, one of the greatest box office attractions in the history of movie pictures, surfaces for the first time on a computer screen near you. Make 'em sweat that is back.

NEW FROM SCREEN 7

TM & © 1975 Steven Spielberg. All Rights Reserved. Screenplay by Michael Crichton. Directed by Steven Spielberg. Screenplay by Michael Crichton.



## STEIGAR



Maxwell, leader of Forces. He was  
His business was death - other people's names -  
and his territory was gold. ... Where was a problem - any problem -  
someone else's problem, STEIGAR would make it his problem - at a price.  
... He killed (before was never). He Embassy was safe. If the pull was  
right - for his get down. ... Where to come from, across the red sea, but  
STEIGAR was back for the B-2 ...

This came capture. The interrogation. ... "The world is available" the CIA  
said. Dashed into the B-2 story, STEIGAR is released to be a bit and was  
Indepent pilot. Only the Senior Command knew that STEIGAR is an  
ordinary man.

It may be a terrorist leading camp that needs helping out. It may be a  
military director de-stabilizing the area who needs attention. When the  
info was impossible, STEIGAR is hit hard, dealing death and destruction  
to the chaos master.

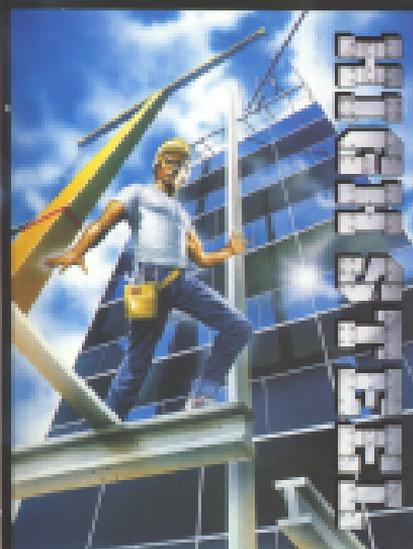
STEIGAR used to work for gold, now he works for others - the job's  
for now.

STEIGAR is the kind of crude quality, with love, with weapon death or  
glory that's on up that works (or fails). Compress big screen action for  
the necessary to you!

NEW FROM SCREEN 7



# for the small screen



This is no time to feel dizzy. As you balance precariously on a narrow steel girder, hundreds of feet above the hard concrete below, a beam of bright sun is cast. There's a skyscraper to be built, and the Scaffolds, Crawlers and metal work being lowered are in the way! You step over the slippery remains of your workmate's lunch, but your sponsor at a nearby shadow, and carve the day you become a high steel worker.

The sixth floor is complete. The huge crane delivers the next girder, just as a brick smashes into your hard hat. Things might not be so hot if you could just feel your workmate.

Can you overcome all obstacles and dangers confronting you to tower above the city streets below, as well as not up-splitting the pavement like a sphygmomanometer?

Almost unheard of, a completely original arcade game that will keep you hooked to your computer for hour upon hour of frantic high altitude addictive fun.

Terrific graphics, sampled sound and a great sense of humour make HIGH STEEL one of the best new games in ages.

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Commodore Amiga	---	£19.99	---	£19.99	---	£19.99
PC (CGA/EGA)	---	£24.99	---	£24.99	---	---
Spectrum 48/128	£9.99	---	£9.99	---	£9.99	---
Spectrum 128	---	£14.99	---	£14.99	---	£14.99
Amstrad CPC	£9.99	£14.99	£9.99	£14.99	£9.99	£14.99
Commodore 64/128	£9.99	£14.99	£9.99	£14.99	£9.99	£14.99
Reference dates:	<b>1990</b> (except PC (CGA/EGA) for announcement)		<b>1991</b> (except Spectrum for announcement)		<b>1991</b> (except C64/128 for announcement)	

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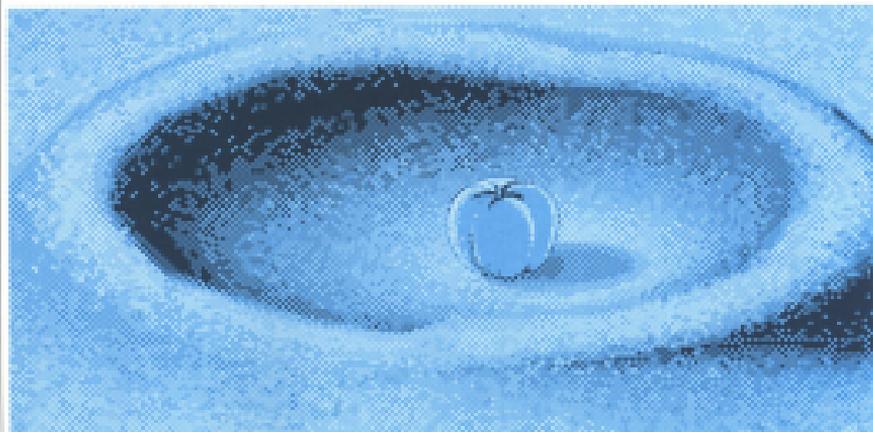
Times essential ingredients we build into every SCREEN 7 production. After all, we want you to come back.

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# THE UNIVERSE... IN THREE MEGABYTES.



Far from home on a strange planet, you discover a vegetable in a crater.

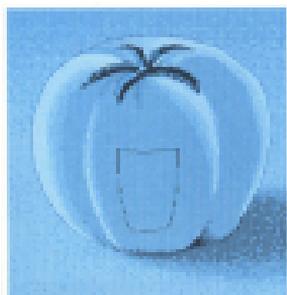
**Activision's Cosmic Game is the largest game to date and looks forward to a new style of mega-game**

**C**osmic Gemo is unlike any computer game you have ever played before. Indeed it is so different that Activision are not even sure if a 'game' is the right way to describe it. Activision supreme Bruce Davies prefers to call it a 'relaxation'. There are no specific goals or objectives. 'The aim is simply to explore Gemo's world and enjoy yourself'.

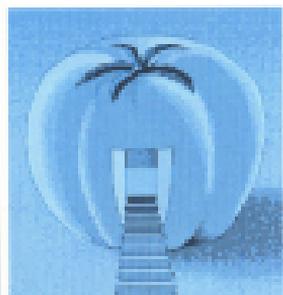
Gemo is a cute alien with a big belly who you soon take to heart as you explore his world. Anything is possible in Gemo's Absorb-Wonderful-like universe. At one stage Gemo spots something in space from his telescope and exclaims 'Holy MacGard! look at that!', take Gemo's advice, click on your mouse, and you find that it is just that - a giant macgarden in space, the ordinary space for this though. It's really a giant space-chair that you can board and explore.

The experience of playing Gemo is a bit like the journey part of exploring an adventure - only there are no tricky lateral thinking puzzles to impede your progress. If you want to go anywhere, or examine anything, you simply click on that item and in a flash you have a close up view of it. Once you are close in you will spot something else interesting and may decide to take a look at that too. Gameplay is almost instant and flows in sequence of superb graphical detail.

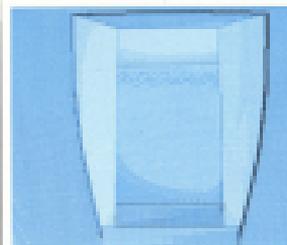
Gemo is also into music is a big help. The



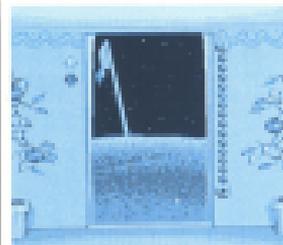
...but on closer examination, it appears to have a door in it...



...you click on the door...



...zoom in...



...and now you're inside yet another spaceworld!

should see his collection of CDs — any one of which can be picked up and inserted into the CD player in his space ship. It's good that Ozone's vast amount of memory is used for music and sound effects of superb quality. There is a stereo system that Ozone can record and play back on; you can hear his latest masterpiece (the play theme); phone ring; and there is even digitized speech in certain sections of the game.

It is tempting to race around Ozone's world to see what you can discover and but there is often plenty of fun to be had on any single screen. Anything is possible — Ozone blasts off to a new planet...spots what looks like a peach in a patch...you get closer and there is a door in the patch...it's really another space ship...More rooms to explore...more things to do...

Cosmic Demo is living proof of the precision made by Accolade's boss Randy Fleer in last month's *DCI* that game designers are going to start demanding memory storage capacities of enormous proportions. Bruce Swartz of Accolade underlines this point when discussing Cos-

## SIZE ISN'T EVERYTHING, BUT...

mic: "What makes Cosmic Demo special is its size. It's the biggest computer game ever created — weighing in at a whopping 3 million bytes — and comes on six disks that have to be installed on a Macintosh hard disk.

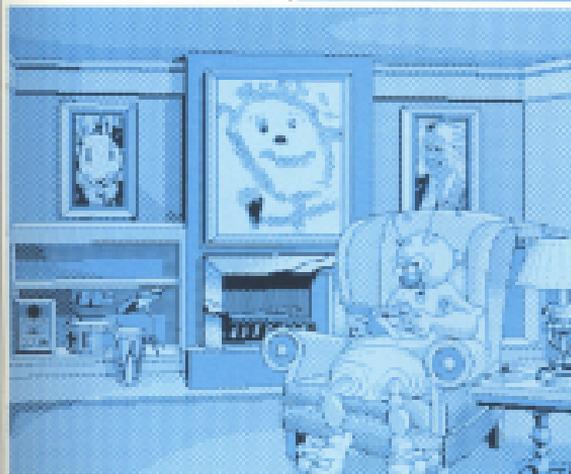
The predecessor to Cosmic Demo was *Martians*, a CD-ROM title that was actually 5 million bytes — but that was not strictly a computer game. Any way you look at it, *Demo* is ten times larger than the next biggest com-

puter game ever coded.

It has sounds, big graphics, and something even bigger. Because Ozone's creators — brothers Flynn and Rand Inhofe of Cyan Soft-ware — are now working on the CD-ROM version of *Demo* — which will in turn be more than twice the size of this six disk incarnation. This will be a huge 7 million bytes. Compare these vast amounts of computer code to an average computer game which is approximately 200 — 250,000 bytes and the difference in size

becomes apparent.

It is not just Ozone's sheer size that is significant but what it is used for, the way in which it is used, and the opportunities of using ten times the storage size of conventional games. To the player the balls don't move faster, the interface becomes less cumbersome. It's just like you were using your own legs to walk around Ozone's world, looking at things through your own eyes, examining them, and generally messing around.



Ozone at home. He's cute, he's kind to children, and he loves music.

mic Demo — "we are going to see games on ten or even more CD Rom disks" such as the memory requirements for the next generation of games.



Wondering around in Ozone's house, you discover his great and various. His wouldn't dare write on that? Would you...you you would, and you can see Mac sharing tools in the process.



Ready for a spin through the 3 megabyte universe.



## MAC BOOSTER

The olives that game reviewers get into have a lot to answer for. Clones like *World* buying the machine just to play the game. Hyperbole aside: It is still worth observing that certain new computers might not have made it through the credibility barrier without game software to prove how clever the new hardware was. Would the

Archimedes have got through the credibility gap without *Zaxxon*? The *BT* without *The Plan* — and the *Amiga* without *Starflight*? Can you imagine a Minnie without *Super Mario Bros* I and II and could the PC Engine have out it without *Ill-Type*?

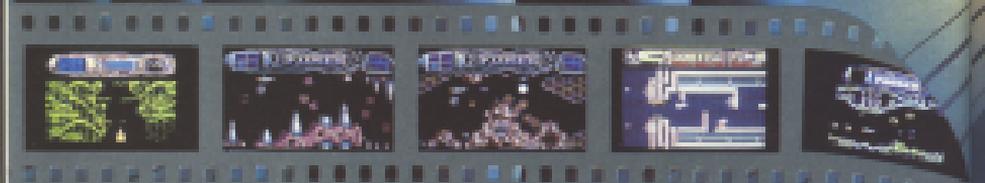
You may think that the Macintosh has nothing to prove — likely possibly in the

games play states. *Cosmic Demo* is the game that changes this — entering the Mac its space in the games playing arena. We're not going to suggest that you look out for a Macintosh Plus, Mac II, or SE just to play *Demo* but the game is a significant milestone in computer game development whatever machine you own.

# D-O-M-I-N-O

**PENETRATE**

**DOMINATE**



# DOMINATE

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# SCREEN TEST



Falcon Breeze can finally get on your radar. Discover how International Game Tech's new Jetty Platform, Steam, and the rest of the team transition on page 67.



Warzone 2 - Is this game a war for the battlefield? It's finally looking better with our "Warzone 2" as a good example for an ARS rating that not only is great!

Falcon Breeze (left) - the brilliant new world edition to the already brilliant Falcon means that Spec Ops: The Line and Microsoft will keep you in the skies for a few thousand more flying hours. Strap yourself in on page 65.

## THE ACE REVIEWING SYSTEM

### THE NUMBER

The score reflects the ACE reviewing system. The score is based on the overall quality of the game, not just the graphics or sound. The score is determined by a committee of reviewers who play the game for a few days.

### GRAPHICS

The rating considers all aspects of the game's graphics and is "game-specific" to the resolution of each machine and video card. A good-looking (open-world) game will have better graphics than an average-looking single-player.

### AUDIO

The music and sound effects are rated here. Does audio fit the environment and is high quality? Is it suitable for the game's theme?

### IN FACTOR

All the most thought in the game is put into the game's design. Does the game's design fit the theme, and is it a good fit?

Balance of the game is a key of the way. Does the game's design and mechanics all also score highly, but under development games will not be used. The number of reviews is also a key of the game's quality. Does the game's design fit the theme, and is it a good fit?

### GAME DESIGN

Gameplay is the most important aspect of a game. Does the game's design fit the theme, and is it a good fit? Does the game's design fit the theme, and is it a good fit? Does the game's design fit the theme, and is it a good fit?

### GAMEPLAY

Gameplay is the most important aspect of a game. Does the game's design fit the theme, and is it a good fit? Does the game's design fit the theme, and is it a good fit? Does the game's design fit the theme, and is it a good fit?

Does a game score well and does it also score well in the following: a general guide to what the reviewer thinks.

1000 - A classic game, recommended without reservation.

800-999 - A superb game, but perhaps lacking the long-term depth to last into the month and year categories.

700 - Not quite recommended, but probably has enough to make it in the category that takes the edge off.

600-699 - The "fun" zone, where it tends to be very good. If you're not sure, it's a good thing.

500-599 - You still had good things going for it, but the game clearly has some noticeable problems.

400-499 - Problems with gameplay and programming make this an inferior game.

300-399 - Not only is the gameplay less fun, but the design team probably failed in the first place.

200-299 - Things are getting really serious now. 100-199 - 500 games rating is an average.

Under 100 - Nothing has been achieved. The quality level is so low that it's not worth playing. If you're not sure, it's a good thing.

AWARDS AWARD The ACE reviewing system is a combination of a number of awards, it does not reflect on the gameplay at all, just on how much the programmers have put into the original award game, given the limitations of the computer it's on.

VERSION BOOKS This section contains information on graphics, audio, looking problems, etc.

IF THERE'S NO BOX FOR YOUR MACHINE, IT'S A WARNING TO YOU. IT'S A WARNING TO YOU. IT'S A WARNING TO YOU.

ADDITIONAL INFORMATION: Contact the ACE reviewing system for more information on graphics, audio, looking problems, etc.

THE TEAM Steve Jones and Peter Gansler joined the team to ACE readers - they were the

original editors of this award-winning magazine. Peter went to college at the University of California and worked at Pac

west Computer Games before founding ACE. Steve is known for his work on the ACE reviewing system, and his work on the ACE reviewing system, and his work on the ACE reviewing system.

Steve Jones is the man who put ACE's reviewing system together. Steve is known for his work on the ACE reviewing system, and his work on the ACE reviewing system.

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Mike Patterson is the editor of Computer Game - it's the only magazine that's rating the quality of games in the industry. Steve is known for his work on the ACE reviewing system, and his work on the ACE reviewing system.

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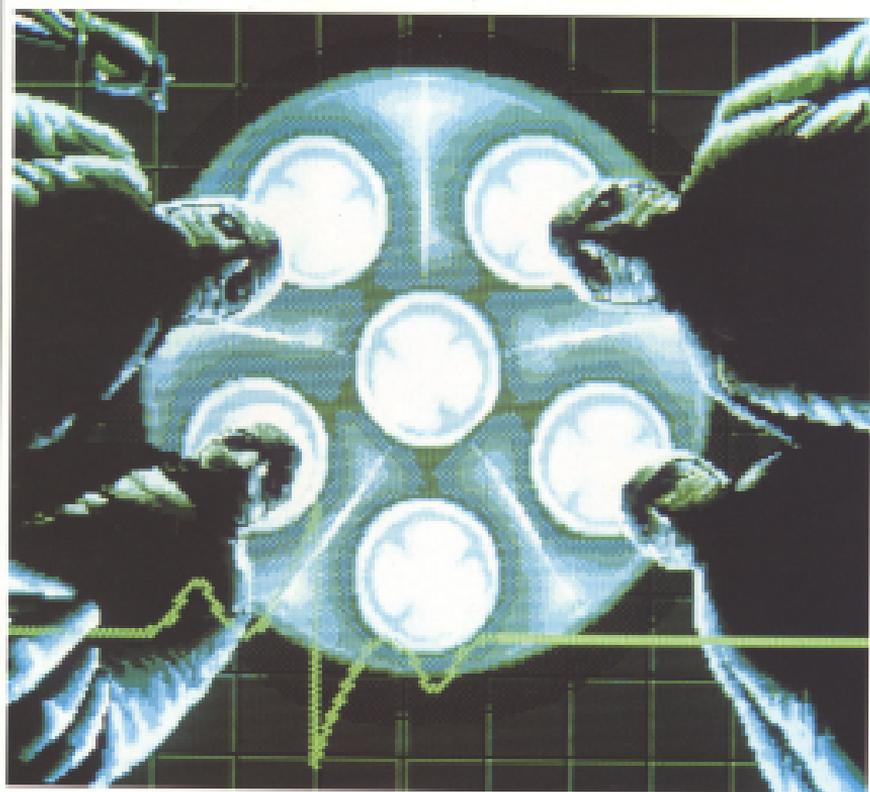
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# WEIRD DREAMS

RAINBIRD nod off into danger



**AS** the anamorphic takes effect, you lose consciousness, possibly for the last time. You feel yourself floating above a sea of clouds, still dressed in your pajamas. You hang for a second in the air, then you fall slowly towards the surface of the sea, tumbling over

and over, until you disappear into it as a tiny point of light. The light spreads through the clouds until all you can see is white. Is it a nightmare, or is it a *Weird Dream*?

Artist Herman Santana and programmer James Hutchby have created a very disturbing

new begin your journey going under the table. Will you survive the night? This time you have the power to live or die by walking out the four exits. Five references shown in this game, like this scene from *Weird Dreams* and *Samurai* from the 'A Matter Of Life And Death'.



game indeed. You may remember the game was used in a reproduction form by the TV's Saturday morning program, *Nightmare*, as part of their weekly competition. The scenario is that you are a love lion type, who spurned by the one he loves has sunk into depression and illness. If you think that's worrying, wait till you hear the rest of it.)

The practical aspect of all this is that he must undergo surgery, and as a result of the surgery he is put under the anesthesia and has his struggle for life figuratively displayed as a collection of World Dreams.

The dreams are the separate games you have to play to live, in other words, and you have to pick up four "bits" to combine the op. No, there is a task involved here, but the way you solve it changes with each dream. Most of this is a mystery.

The thing which makes this not just another game, more of a benchmark in the history of computer gaming, is the way the idea and the implementation are blended together by the two men working on the program. What this means is that the crazy graphics and amusing animation would be as nothing without the very subtle programming tricks underneath them.

Every object seems to have an animated supply of animation frames. How this is crammed into memory I don't know, but it certainly makes all the difference to the cartoon quality animation. The play of the game is perhaps a bit too much like *Chaplin's Lab*, being more of a guiding exercise than total control. This is in keeping with the nature of dreams (like when you try to run away from something and you find yourself running in slow motion) but you may well fancy a bit more of a say in how the game turns out.

The game dreams themselves are very original designs. It would have been easy to fall a little gradually interesting into and into scenes into an idea like this, and then just make it a busy *Wally World* clone. But no, each game has its own problems and its own

solutions. In one scene you are faced by a giant wasp which carries an orb, and you have to make it drop the thing without getting blown yourself. When you do get along, and believe me you will, your head bulges out like a balloon.

This is an example of the kind of cartoon exaggeration that pervades the animation, and one of the strongest design points of the game. The garden sequence is another case in point, where you are followed by a ballerina with rotating knives, and even the flowers are out to get you.

I liked *World Dreams* a lot, but the word thing about it was that I wanted more but there wasn't any. There's only one disk, and I wanted to play still after it was over. I guess this is one way of warning up for a sequel, but it can't be a little bit unsatisfying. Still, braving this tightly coiled, it is a good game, and has a flavor of its own which I guarantee you will have difficulty drifting from your brain.

—Phil South

#### ST VERSION

The game is designed for the ST, so the version is of course very good. It coming out of stopped graphics gives you the impression of there being more scenes than there actually are on screen, and the texture effects are effective and living. Sound is good overall, but I wondered all the time what it would sound like on an Amiga. A very subtle treatment of what could have been a very over the top product.

GRAPHICS 5 IQ FACTOR 7  
 SOUND 6 FUN FACTOR 6

AGE RATING 030

Open the mirrors by touching them. Behind each mirror lurks a creature or evil-ous beast, and you know what thing they should do by in your dreams. Notice the interesting way your reflection behaves as you walk along. Could these be foot-loose mirrors?

As you stroll across the floor you noticed the flowers and gleeful lizards work around you, and you sigh. The strains of English Country Garden walk on the breeze... but what is that strange whirring and sizzling noise?

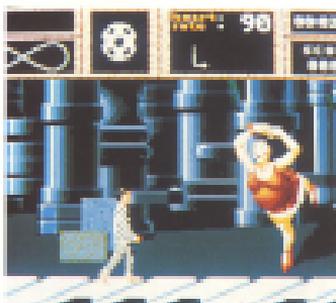
#### PREDICTED INTEREST CURVE



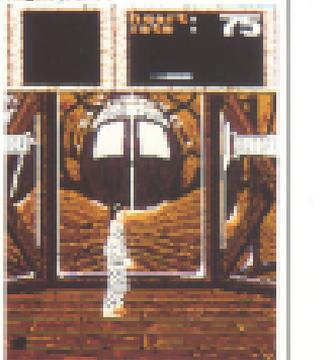
Original computer software used, slightly open by a lack of control over quality. But don't fear - that it might not last that long.

#### RELEASE BOX

AMIGA ST	CD ROM	CD ROM
AMIGA	CD ROM	AMIGA
COMPS	CD ROM - CD ROM	AMIGA
IBM PC	CD ROM	AUTUM



Don't ask this woman to dance, or you'll find yourself back in the operating theatre faster than you can say *Richard*. Didn't we see this scene in the film *Wilde* Pigeon of the TV?



# JACK NICKLAUS'

## GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

ACCOLADE'S Big Bear takes on Leaderboard

**THE** wit who observed that a game of golf was a perfectly good way to spend a week obviously didn't know about computer simulations, that way you don't even have to put in the legs.

You might wonder whether another golf sim is superfluous nowadays. After Leaderboard's superior score, why should potential competitors even bother to leave the chair? Well, Accolade appear to have learned from the leader, refining its techniques.

As Jack Nicklaus strides towards the first tee, first impressions are that Accolade certainly are extremely inclusive. It's not a question of finishing your Platinum Access card, but having to identify the numbered holes on one of those arbitrary sheets which are printed gobs on deep-red, a color combination that not only makes photocopying impossible but also helps your eyesight.

Well, if you pass that test, you're welcomed to the greens with a good choice of options. First off you decide where to play: either Castle Pines, Colorado or Desert Pines, Arizona — both courses that Jack built. Alternatively, you can choose to play 18 of Jack's favorite holes from around the world, and with locations as far apart as Pebble Beach and St. Andrews, just be grateful you're spared the walking.

A nice and novel option is the opportunity to play either stroke play or skins, which adds an extra element of gambling by putting a prize on each hole. Tie a hole and the amount is carried on to the next round, adding a real edge to the play. Up to four people can take part, or you can activate predefined computer players, though some of these take an age to swing, which becomes single-player skins

speed.

Next up is a map of the hole with details of the pin and distances from the trees used by pros, men and women. More golfers used to having their course maps in booklets, fans may find this convenient, but the overhead view can always be summoned by pressing 'O'. You also get a play list from Nicklaus himself.

After that your game of golf continues much like any other: once you've selected a club, you choose the direction of the shot, allowing for wind — this has little effect at Beginner level, but will give you problems if you wanted to Expert. Then click the joystick button or lay three lines. The first click starts the backswing, while the second controls the distance indicated by a graduated scale. The third click strikes the ball, with a left or right drift if you're unlucky.

This is all traditional stuff and one might regret that Accolade haven't looked for a more original control system. Judging when to press fire has been a staple of golf sims since the Spectrums. But they have made efforts in the scenery department, which compensates for all that button pushing.

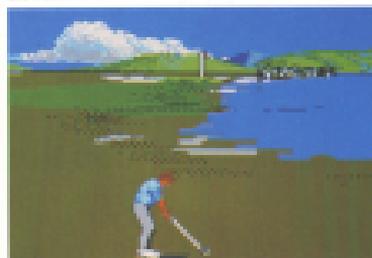
You may miss out on the exercise but there's a great sense of place as each view of the course, with your golf center screen, shows itself. The detail is quite superb — particularly the swirling in the bush setting of Desert Mountain — and you can even change the perspective.

But there is a slight downside to the graphics. While CGA on a fast PC is superb to look at and appears quickly, the CGA takes longer to draw and God created the world faster than a bog standard PC with CGA takes to create an orange and yellow vine. Maybe you should take that drink while it appears.

But these are only minor complaints. From the tee to the putting green, this golf ain't no excels. The courses are interesting and Nicklaus' choice of holes is particularly challenging. Providing Accolade produce more courses — and some are available in the States — the game should give Leaderboard a run for its money.



Overseeing overhead views may make judging distances more difficult, but on-screen details tell you how far you are from the hole.



Preparing to swing, perspective can be changed by moving the directional indicator to either side of the screen.

**PC VERSION**

As always, CGA is a magnificent option but with 32bit the sound was inferior performance as well as golf fans. It's easy enough to get into but challenging enough to keep you playing.

GRAPHICS: 8    EXP FACTOR: 8  
 AUDIO: 8    FUN FACTOR: 8

**AGE RATING: 870**

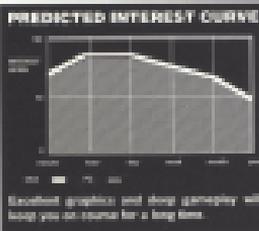
**CGA VERSION**

A speedily executed golf game. Great graphics, albeit a little slow, nice real world effects, challenging course and the option to play for money make this one of the best of the best.

GRAPHICS: 8    EXP FACTOR: 8  
 AUDIO: 7    FUN FACTOR: 8

**AGE RATING: 882**

RELEASE BOX		
ATARI ST	£24.99	AUTUMN
AMIGA	£24.99	AUTUMN
CGA128	£19.99 + £9.99	OCT/NOV
AMSTRAD	£19.99 + £9.99	AUTUMN
IBM PC	£24.99	OCT/NOV



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• game development, The Games Machine

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# TRAINED ASSASSIN

DMS practice GBH on some ALFs

**KING** Photoglyphs must certainly have annoyed someone, because you've been sent round to do 'em in. What as one told you, however, is that before you even reach 'em you've got to make our way through the smoking landscapes populated by pretty heavy

another shoot 'em up: standard alien attack patterns, a greater challenge at the end of a level, and some neat customisation to pick up along the way.

If its lack of originality doesn't bother you, there's another problem. Varying the scrolling



Take a wrong turning and you'll get smashed to death in an alien outburst

backgrounds.

Fortunately, there are plenty of weapons code hanging around (each one labelled with an appropriate letter) which you can use to customise the wacky polygons you fight with. Most impressive of these is the Power Blast, which will dispatch just about anything smaller than its mid-level gunners, but others are equally useful in certain situations. The Laser is a handy jack-of-all-trades: faster with rapid fire and the strength to make short work of most enemies; the Ring gives you an overhead outsider which is vital for level two's spread vertical scrolling; the Octo Ball is a similar outsider (but you, vital for level four's downward scrolling). Other useful items include Shields, Life's Blood (very handy about large multi-level and Determiners, which destroy alien on-contact.

With all this weaponry available, you might think reaching the flag is going to be simple in fact, it's made much harder by a couple of things. Firstly, the game scrolls independently of your movement, so you can get trapped on parts of the landscape (take a wrong turning or simply hang around too long and you'll get smashed to death by masses of metal or globes of rewards. Secondly, at the end of each level there's a huge guardian which prevents progress to the next stage. These take a lot of hits before they even start winking, and in the meantime they spew bullets which reduce your power faster very quickly.

Where Trained Assassin falls in on its lack of being original. Five levels aren't much for 2D, however beautifully they're drawn and animated (and some of the mid-level aliens are exceptional—when it comes down to it, it's just

direction is all well and good in theory; in practice it makes some stages frustratingly hard. You can get through Level One with almost maximum power, only to find all your lives spent out in the second stage, because alien carries from below or above and you haven't



This ugly dinosaur is a little too easy to beat once you know how



With only five levels, will you still be playing it in a month's time?

## AMIGA VERSION

Had the greatest shoot 'em up in the world, but some impressive graphics make you keep playing to see just what's round the corner. The sound could have been added better and the action could have been more frenetic, but it's still worth a look.

GRAPHICS 7 HD FACTOR 8  
SOUND 60 FUN FACTOR 8

## AGE RATING TDS

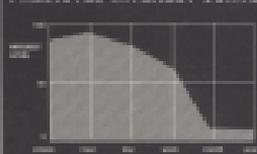
### RELEASE BOX

AMIBIT £24.95 BARNES

AMIGA £24.95 DUNN

IBM PC £24.95 BARNES

## PREDICTED INTEREST CURVE



It's an addictive blast, but with only five levels it won't take too long to complete.

got the weaponry to cope with it. Once you lose a life, the game sends you to the start of a level without any of your useful weapons, so you can too quickly find yourself in a frustratingly tight situation.

Both these criticisms are no barrier to the serious shoot 'em up addict, though, and some of the graphics are definitely worth checking out. The sound is not half as impressive - a bland title tune and some unimpressive (though effective) tone some of the atmosphere isn't it does have some good touches. The control method allows you to fire while retreating and by holding the fire button down - a very useful option in tight situations - and the weapons are all well designed and generally useful for specific situations - and the weapons are all well designed and generally useful for specific situations. On the whole, though, there's no high-speed action to keep you coming back for more and not enough levels to sustain interest. If you buy this, you'll think it's a 'new' game for a while, but in a month's time it'll be collecting dust on the shelf.

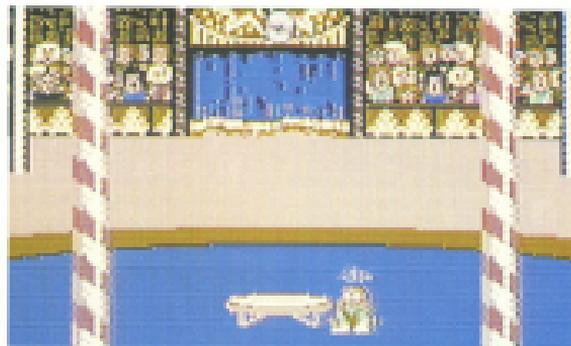
• Corner flighter

**ROLL** us, roll us ladies and gentlemen. Let this review just had to begin! and welcome to the Big Top! We've already seen yourself try and fail to capture the atmosphere of the circus in your disappointing Circus Games; can Golden Goblins make the same kind of mistake?

They've certainly put together an unusual set of events: trampolining, tightrope walking, juggling, knife throwing and juggling clowns. One or two players can take part in training sessions (practice for as long as you like) or in an overall competition for which you're given a

## RELEASE BOX

ATARI ST	2/1/88	BMGNXT
AMIGA	2/1/88	BMGNXT
CGA/EGA	02/000/03/4/000	02/1/88
IBM PC	02/1/88	02/1/88



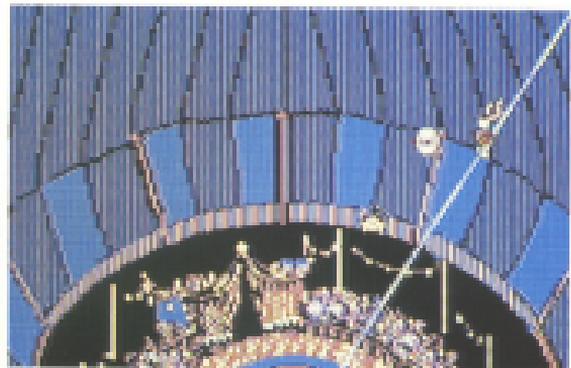
He flies through the air with the greatest of ease...and if he doesn't land the knees he'll break the trampoline!

# CIRCUS ATTRACTIONS

GOLDEN GOBLINS head for the Big Top

final score. As this is the average rather than the sum of your total marks you have to be good at all events to do really well.

Performing each act involves becoming familiar with the relevant joystick and fire button moves, which are more complex in some events than others. Tightrope walking is the most straightforward, just a question of keeping the artist's balance as she moves and jumps, under the computer's control. Knife-throwing is mainly a matter of positioning a target and releasing sticks of dynamite when they're offered to you in place of knives. Juggling clowns involves determining your trajectory as you attempt to hit yourself at target corners. Trampoline and juggling are the most rewarding events; practice really does make



There's real magic to do here...don't keep her come straight and she won't fall off.

## PC VERSION

Unconditional VGA and CGA graphics will, apart from the file size, win the award. There are a few more unusual software mode screens, but the problem of graphics capability remains.

GRAPHICS 5    IQ FACTOR 5  
 SOUND 5    FUN FACTOR 7  
**AGE RATING 5/3**

## CGA VERSION

Colourful, if not very realistic graphics, combined with occasional pieces of atmospheric music to make this an enjoyable short-term treat. The scrolling and animation is technically pretty nice but more use could have been made of sound effects. There's a lot of multitasking, which can get pretty tedious in places.

GRAPHICS 5    IQ FACTOR 5  
 SOUND 5    FUN FACTOR 7  
**AGE RATING 5/3**

(juggles), and there's more scope than in the simpler events for improving your skills.

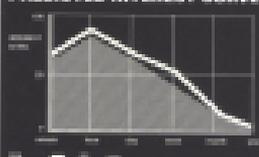
The controls take a little getting used to but once each procedure has been mastered, you can get quite a lot of enjoyment out of each event. A lot of attention has been paid to detail - there's a graphic illustration of the number of hits the tightrope-walker's system has received, for example - and there are plenty of humorous touches. The graphics are bold and colourful and the circus music emphasises the wily atmosphere.

On the other hand, what Circus Attractions doesn't have is long-term playability. It's good fun to play for an afternoon, especially with a friend, but although a couple of events are worthwhile there just isn't enough substance to the rest of them to keep you back. Circus Attractions may be the best circus sim

we've had so far, but there's still a lot of room for improvement.

— Neil Harris

## PREDICTED INTEREST CURVE



There's just enough substance to keep you coming back once circus fever has worn off.

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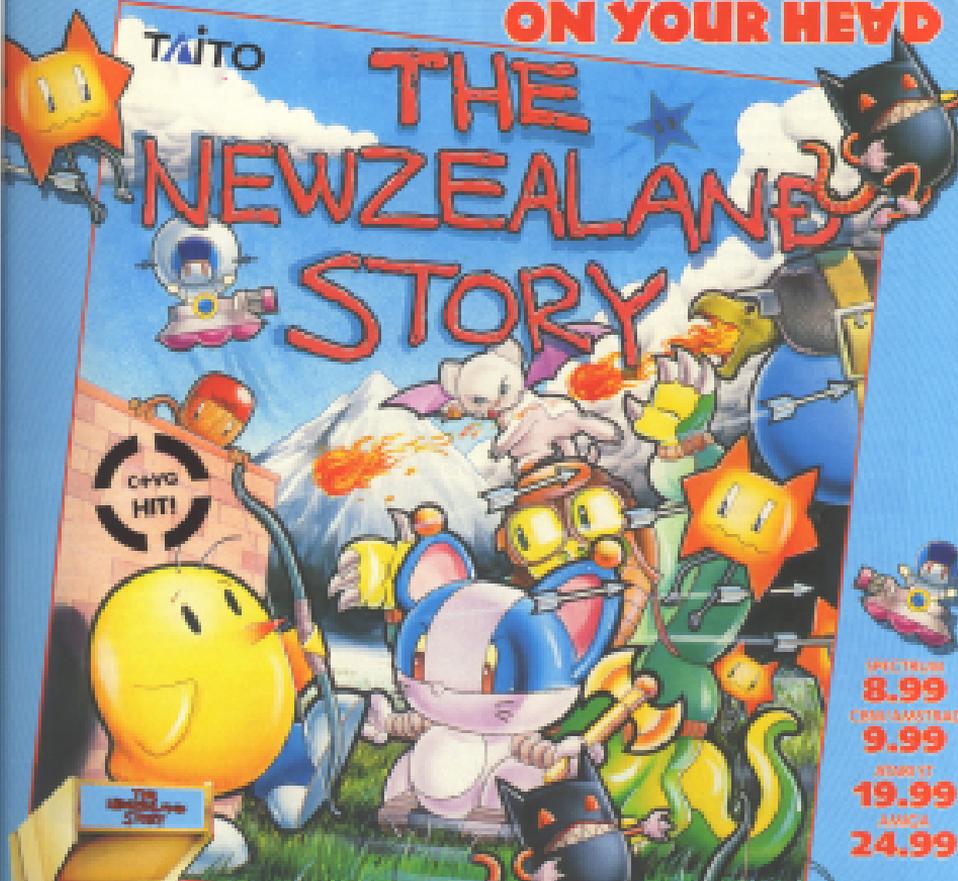
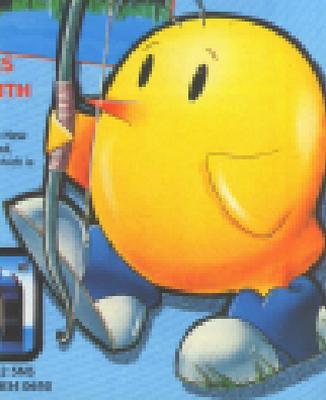
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# TARGHAN

SILMARILLS go for the jugular

**TAKE** one look at this and you can't help noticing the amazing resemblance to *Sword of Sodor*, the journey through woods under attack from grunting guards, the extra weapons, even the end-of-game screens are pretty similar. But the similarity stops where the gameplay starts: Targhan might look like *Sword of Sodor*, but it doesn't play anywhere near so well.

In their infinite wisdom, the devs have cho-

## AMIGA VERSION

Disappointing graphics and the usual catalogue of grunting, growling and hissing sound effects complement the mediocre action perfectly. Flick-screen action and dis-orientation in early on the first screen don't really make the most of the machine.

GRAPHICS 4 IQ FACTOR 2

AGEED 4 FUN FACTOR 4

AGE RATING 4BB

## ATARI ST VERSION

As dull as the Amiga version, with a particularly dull graphics and sound, although the controls seem to respond that fraction more quickly.

GRAPHICS 4 IQ FACTOR 2

AGEED 5 FUN FACTOR 4

AGE RATING 4BB

## RELEASE BOX

ATARI ST £19.999 OUT/NOV

AMIGA £24.999 OUT/NOV

IBM PC £19.999 OUT/NOV



Watch out for bits of scenery, walking into sharp branches can knock you back a bit.

use Targhan to relieve the boredom of *Endgame* of the evil influence of a wicked castle far to the north. This involves travelling through the *Reckoner* forest pitted with instances to interposed passages, passing through the Mountains of Doom and making a visit to a lycerous temple before finally reaching the walls of the castle itself.

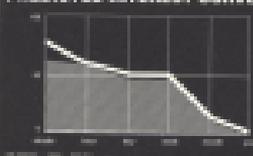
Under attack from a whole range of out-

ably misfucking characters, Targhan has no option but to defend himself using his sword plus extra weapons and bonus objects found on the way (fortunately the number of sword misses is severely limited by overhead chop and an endless bits of landscape you and your opponent can end up squashed into one area, unable to move or to score a hit).

All this amounts to is a bland, mediocre and fairly uninspired version of *Sword of Sodor*, stuck at the more tedious by the inordinate save screen time. A game only for the invariable teenage addict.

—Neil Harris

## PREDICTED INTEREST CURVE



Easy enough to get the hang of things but the dullness of the gameplay isn't distant you...

## IBM PC VERSION

The graphics are slightly more difficult to distinguish from the VGA.

GRAPHICS 5 IQ FACTOR 2

AGEED 3 FUN FACTOR 4

AGE RATING 4BB

## CHUCKIE EGG 2

■ **Play**, £19.999, Amiga and Atari ST versions reviewed

As nostalgic it seems only yesterday we were powering up our Spectrums and C&Cs to sample the latest in arcade adventures. Among all the parties who followed in arcade adventures, among all the parties who followed in Jet Set Willy's shoes, Chuckie was never then just chocolate.

Last forward four years and that guaranteed favourite recipe of platforms and ladders finally produces a plain vanilla. Will anybody remember to buy Chuckie in those post-*Silverdaisy* days? I doubt it.

The plot is an blend of egg-walrus, New River Harry has to make his way around a chocolate factory, collecting the ingredients for chocolate eggs and the parts of the box that go inside them. To complete his task he'll need other objects to help him pass certain hazards.

For example, travelling right from the first screen, there's a dog blocking the way. But screwing a ladder to the cars reveals a bear. You don't need a PRO to work out that the two may be connected.

A degree in digital dexterity may come in useful though for negotiating the rats - at least I assume these amorphous critters are rodents - which load this mixture in jump and dodge. Post accuracy's required, though it seems somewhat excessive about when it chooses to tell you that doing takes you right back to the start, start!

In short, an irritatingly tricky screen to start and it doesn't ever offer much of an incentive to progress. The graphics are obviously an improvement on the first original but the gameplay is patently pretentious.

If this was a DOS cheapie it might just make the grade but at more than twice that, Chuckie's no joke - it just isn't a good one!

—John Munn



Platforms and ladders infuriate...

GRAPHICS 4 IQ FACTOR 4

AGEED 3 FUN FACTOR 4

AGE RATING 3BB

# PHOBIA

Who's afraid of Imageworks?



An overview of interplanetary hunting ground on the first level.

**WHEN** the daughter of the Galactic President is kidnapped and her captor, Lord Phobos, is holding her prisoner on the surface of the sun it's down to a brave human to lead to get out on a rescue mission.

Being a rather clever fellow, Phobos decided to peer into the human subconscious to see what really scares them. Thus he fashioned each planet in the form of a human phobia in order to deter any prospective heroes. It's all there — amorphous, hydrophobia even machiavellian plus a lot more.

The plot dictates that at the core of each planet is a rare element which needs to be obtained in order to survive the sun's raging heat. Nine of these are needed to enable you to attack the sun and destroy Phobos.



On the left is you, on the right is foe. Don't ask what's in the middle.



Screen's hot, like you're going to be around long enough to collect that gold.

If only things were that easy. For each planet is guarded by seemingly endless patrols of alien craft with your destruction at their sole ambition. Made from the aliens, nightmare creatures patrol the various landscapes. The touch from these vicious breeds means instant death.

On the positive though, your ship can be scooped up as with the best shoot 'em up tradition. When destroyed some craft leaves behind them spiked posts. At first these only increase the speed of your craft, as you collect more you find your fire power increasing until, finally, the ship starts to flash, an effect which calculates with the aliens closing in to fire. A collision will still mean death, but the game becomes a lot easier — until the effect wears off, that is.

The most pleasing feature of Phobia is its ability to prove frustratingly difficult at one time, while leaving the whole of the next stage relatively simple. Still, you need to keep an eye out for various tokens which need to be destroyed, since failing to do so will cause the end of level alien to be surrounded by an impenetrable energy shield.

Theoretically Phobia should be an excellent arcade game; the graphics are of a very high standard throughout, truly warranting the term "arcade quality". The really sound effects do wonders to enhance the game. But where Phobia disappoints is the lack of game play you may be tempted to either switch off or throw out your computer in sheer frustration.

Don't be disillusioned though. With just a little bit of perseverance Phobia does make for some good game playing, even if it does fall just short of greatness.

■ Nick Palmer

## RELEASE BOX

STAR 87	12/1985	ARCADIA
EMER	12/1985	OUT NOW
DM	12/1985	ARCADIA

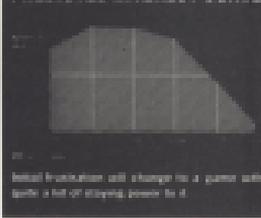
## AMIGA VERSION

You had the rocks and sand of the top coverage from earlier this decade — which is pretty good going. Perhaps a few improvements at the game play and overall difficulty could have pushed Phobia up to the 100 rating.

GRAPHICS	9	10 FACTOR	9
SOUND	9	FUN FACTOR	9

## ACE RATING 90S

## PREDICTED INTEREST CURVE

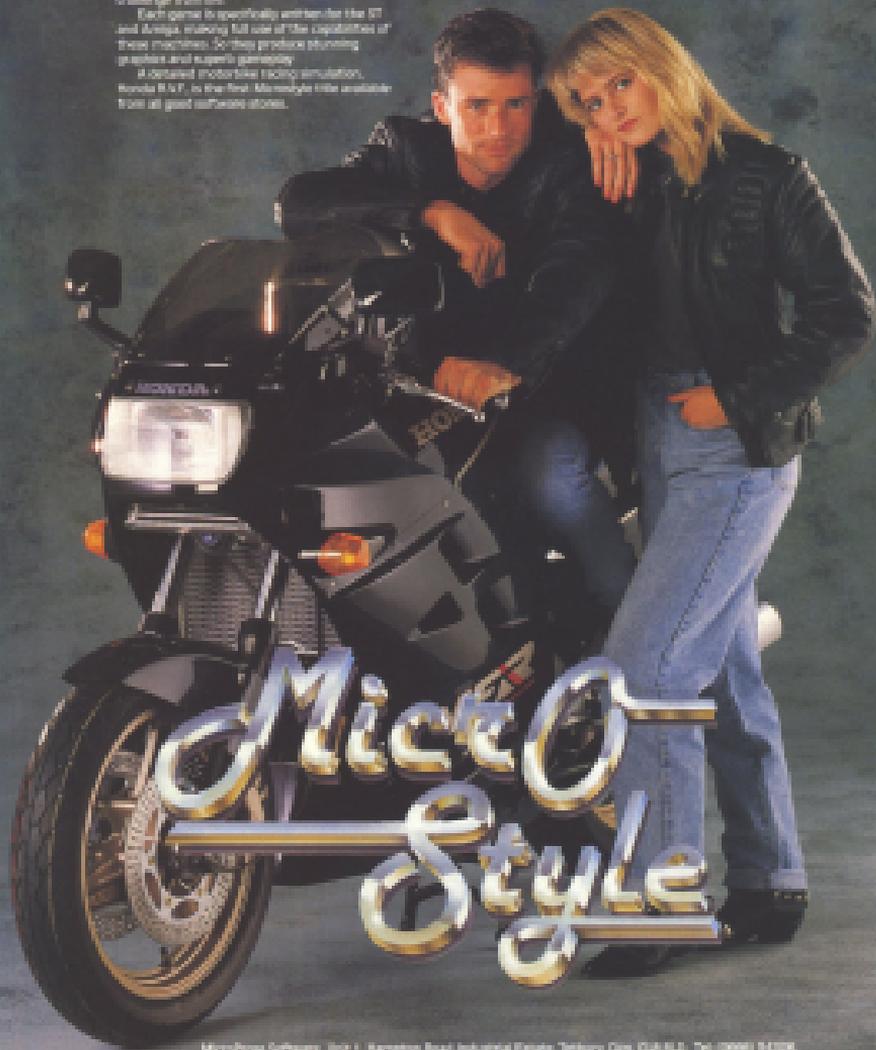


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# RAINBOW WARRIOR

## RAINBOW WARRIORS

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**GAMES FOR ADULTS**

TOMAHAWK's desert-hot drive-em-up

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# AFRICAN RAIDERS

**EVERY** year dozens of people of various nationalities and questionable status of mind climb into an assortment of vehicles and attempt to drive from Paris to Dakar, in northern Africa. This entails driving across that rather hot expanse known as the Sahara desert. It's a race that makes La Marse look like a golfing meeting.

French software house Tomahawk's decision to bring out a simulator of the event (which many would like to see banned) seems on the face of it a good idea — a racing game with a difference. The Paris-Dakar rally takes place amid some of the most hostile conditions you could possibly face. If you just forget about the heat and the distance involved there are countless other problems in the form of man-eating robots, unapproachable areas, quicksand and, well, all manner of unpleasant odds. The net result each year is several fatalities including drivers and unsuspecting spectators. It's a shame then that African Raiders is such a disappointment.

The game begins really enough, with a large animated screen of an Arab waving your car into the race. Moments later the reality is off and your buggy is free to burn off in hot

ponds of the clouds of dust that conceal the rest of the competitors. Reasonably enough, once you have passed them there are only a couple — you don't all race at the same time! All there is to see is large expanses of sand. The road is marked for the entirety by oil drums, which seems a bit silly but helps you stay on course.

Obviously African Raiders is scored but unimpressive. The large expanses of sand are hardly difficult to create, but when you're there over Arizona-like mountain ranges in the Sahara? Clearly the need to give the background some interest was of more importance. Occasional graphic includes spine things up, but these are few and far between if stay on marked road.

Leaving the road is the key to keeping some further interest into African Raiders. Here the game becomes an exercise in map reading as you come off the road and cut across the desert. Hazards await in the form of vehicle graveyards and quicksand. Now and then you're likely to literally bump into huge herds of camels. I've only ever found them at night (signified by a patchy green hue which tells you everything) where they can be found using

behind their own individual noses — presumably with their teeth brushes and towels beneath them.

African Raiders is a good idea for a game — given the subject matter, there are innumerable sequences and additions which could have been included in this. Without them the game is just what it shouldn't have been — a totally boring race sim set in the desert.

— Mike Peterson

## BT VERSION

Only decent graphics and some reasonable sound effects don't quite make up for the rather monotonous gameplay. The feedback system is a nice touch, but even there just a few too many dead camels around?

GRAPHICS	7	16 FACTOR	6
AUDIO	6	16 FACTOR	7
AGE RATING: 8-10			

## RELEASE BOX

STAR 87	£19.99	£17.99
EMMA	£19.99	£19.99
BM PC	£19.99	£19.99

## PREDICTED INTEREST CURVE

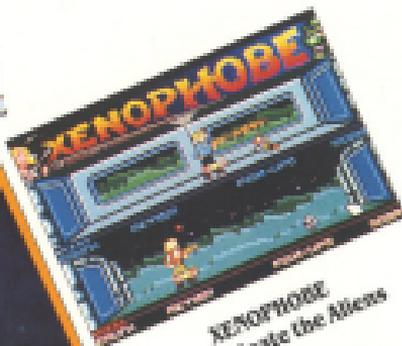
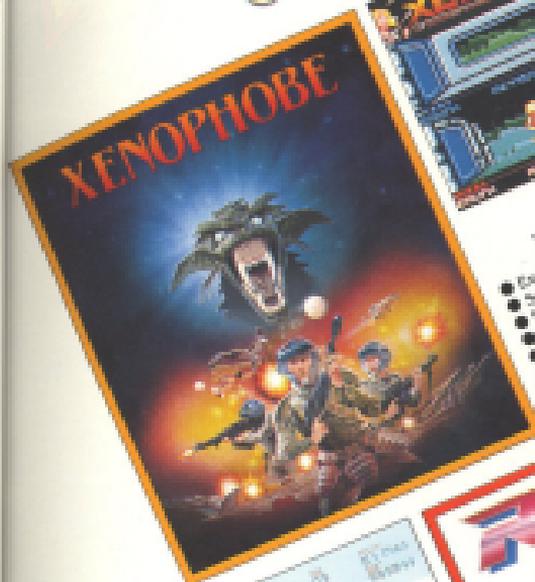


Given a fair amount of leading interest, but cannot really grab you by the seat of the pants.



There are a whole lot of dead camels in the Sahara...

# Micro Style



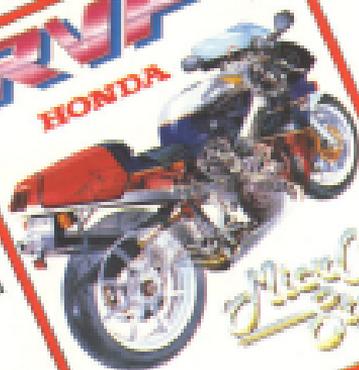
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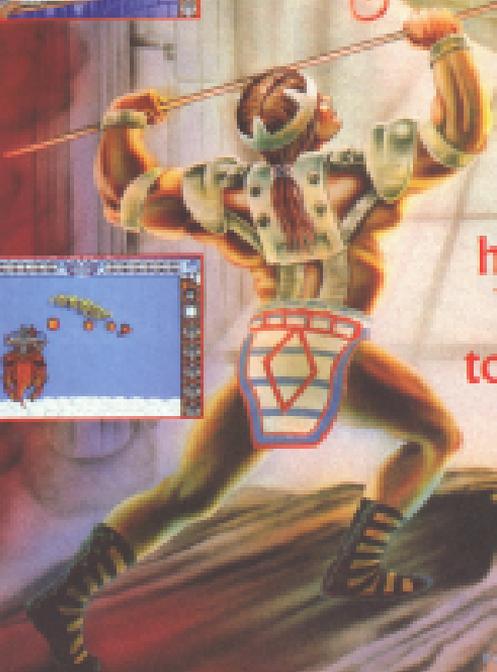


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# CastleWarrior



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You have one day  
to find the Antidote

FOR ATARI ST AND AMIGA



**DELPHINE**  
SOFTWARE

**ALSO** known as International Rescue, Thunderbirds was formed by mid-1960s technology tycoon Jeff Tracy in order to help avert international disasters by utilizing a range of high-tech craft and equipment under the guidance of his five sons, Scott, Alan, Tin-Tin, John and Gordon, along with a number of support staff and bit parts.

Secretly and the world nobody knew where they came from, where they were based, or who was behind the organisation, and it's this secrecy that almost leads to International Rescue's downfall - and the plot of Thunderbirds: the game.

The first scenario is pretty straightforward. There has been a mining accident which has resulted in two miners being trapped, lack of oxygen and a rapidly rising water level make time a critical factor. Two members of IR are used for this mission, one starting at the top of the mine, the other with the mole at the bottom. The first immediate task is to shut off the main water valve to prevent the mine flooding. The rest of the time is taken up avoiding rock falls and searching for the miners.

Without even a pause for thought after the issue of the miners IR receives a call from the World Navy saying that their new nuclear submarine has been salvaged by fascist agents, and is at the moment 'being studied' on the rim of an immense volcano. On board are the captain and the 2nd officer who are prone to a variety of fates, like being bubbled alive by reflection.

Aside from rescuing the remaining crew members the radiation leak needs to be shut down and the sub refueled by launching its remaining missiles and working out the right combination of dials and switches to empty it of water.

Well, it's all go at IR and after the sub mission the boys find that all details concerning the mission have been withheld by the sinister World Security Executive. The Tracy family then find out that their last two missions had been videotaped and were being held in a vault deep under the Bank of England. Definitely a job for Penelope and Parker - get inside and get out with the tape and documents, then securing

#### SPECTRUM VERSION

For someone the graphics are monochrome but as with most games now feel that way well enough. It's only not consistent about the Spectrum version is the price tag, now though it does come supplied with a scale tape.

GRAPHICS **B** IQ FACTOR **B**  
 SOUND **A** FUN FACTOR **B**  
**ACE RATING 750**

#### ET VERSION

The graphics and sound help capture the spirit-like feel of the characters. The double clicking and mapping elements are enough to keep anybody playing for a good time.

GRAPHICS **B** IQ FACTOR **B**  
 SOUND **B** FUN FACTOR **B**  
**ACE RATING 800**

# THUNDERBIRDS

International Rescue are go on GRAND SLAM



Jeff Tracy prepares to label International Rescue on the nature of their next mission



At the bottom of the mine Gordon works by the Mole for his extraction orders



And here are the boys searching about in the sub on Mission 2

the secrecy of International Rescue.

It gets worse. HQ's have managed to get hold of the secret blueprints for the Thunderbird craft and are at the very moment analysing them at their secret headquarters at the north pole. This is definitely the toughest mission and towards the end it contains a rather surprising twist.

Thunderbirds is very well presented with a cartoon caricature of Jeff Tracy presenting each mission coupled with digitised sequences of the relevant craft. The graphics are clearly designed and recognisable, though they are reminiscent of the old Dan Dare game. Best of all is the sampled Thunderbird theme tune, which could almost carry the game single handed.

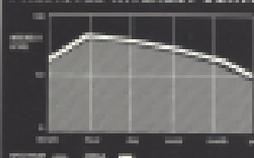
Though only mildly amusing at first, Thunderbirds does create an air of urgency around the player, forcing more and more game time, and it's quite easy to follow requests. All in all, a pretty slick game of software that just falls short of an ACE rating.

■ Matt Paterson

#### RELEASE BOX

ATARI ST	£24.95pb	OUT NOW
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IBM PC	£24.95pb	IMMEDIATE

#### PREDICTED INTEREST CURVE



Initially slow, Thunderbirds soon picks up into an absorbing, intricate adventure.



Two wizards don't make it any easier. Different screen designs in two-player mode ensure that there's more than enough action for everyone.

# SPHERICAL

RAINBOW ARTS' atmospheric brainteaser

**THIS** may not rank with games like Great Giana Sisters and Demons as the best of Rainbow Arts' but its original and unusual game design still makes for a very playable puzzle game.

It centers around the mystical powers of an ancient magic artifact known as the Staff. Determined to rid the world of the growing tyranny of Mepal, two wizards attempt to direct the ball through the perils of Mepal's castle in the ultimate confrontation with the castle's dragon.

What this actually boils down to is over 300 different chambers (remnants of the 8-bit Sorcerer's Key) each consisting of a differ-

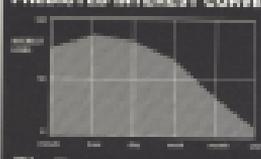
ent arrangement of hard and soft bricks. The startoff, usually located near the top of the screen, remains stationary for a few seconds before it begins to gravity and starts to take the nearest route down. It's the wizard's job to direct the startoff to the entrance to the next stage by logically rearranging the soft bricks.

The ball can't usually be redirected once it's fallen below the level of the entrance or get stuck in an area of immovable bricks. Wizards can jump and remove hard bricks to their left and right but they're not strong enough to affect the bricks above their heads. Unless you're very careful it's surprisingly easy to get stuck.

Like any puzzle worth its salt, the end games complete with lots of hidden treasures: not only jewels but magic artifacts like transportation wards, enciphering deciphers, glow-flickering switches and password documents. On later levels color-coded animals are necessary to get through locked doors.

If you're brave enough you might actually survive until you reach the dragon. What's more likely is that you'll have all your energy sapped by the castle's

## PREDICTED INTEREST CURVE



People's attention will peter out into indifference as the title slowly wears off.

collection of tedious ghastly, worms and beasts before you reach him. Luckily, there's a password system so that you won't be forced to face the same levels over and over again.

As puzzle games go, this definitely ranks among the more absorbing. The strategy and arcade elements from a very unusual gameplay combination and are backed up by some original screen designs, a wide variety of bonus objects and a long list of animated monsters. There's even a different set of screens if you opt for the simultaneous two-player game.

In the short term there's enough to keep even the most addicted gamers happy. After about 30 similar screens, though, all that initial enthusiasm starts to fade and you might find yourself passing it over in favour of some of the more complex games on your shelves.

— Kai Hama

### RELEASE BOX

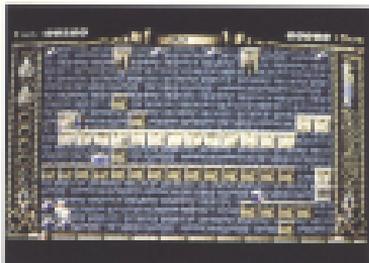
ATARI ST	1/1988	BRANDT
AMIGA	1/1988	OUTRION
COM128	1/1988	BRANDT
IBM PC	1/1988	BRANDT

### AMIGA VERSION

In spite of its high level of playability, technically Spherical doesn't exceed the Amiga to the full. Graphics are on the pretty side of beautiful and the so-far-in-hand games would benefit from the addition of a few sound effects.

IMPRESS: 8 IQ FACTOR: 8  
RATED: 8 FUN FACTOR: 8

AGE RATING: T-12



To block the path of unfriendly magic creatures by diverting them with one or two well-placed bricks.



Any second now and the ball starts rolling—and that wizard better start shifting bricks.

# CAPTAIN LIGHT

# DARK DESTROYER

*DARK DESTROYER, THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....*



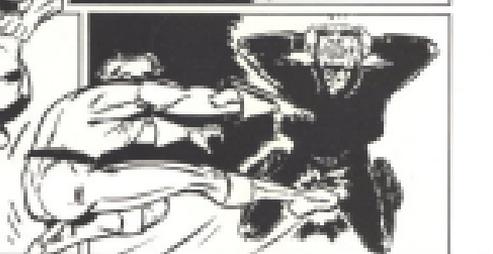
*Y'WANNA PLAY GAMES SUCKERS? NAW! NAW! NAW! NO MORE FUN MEATHEADS!*



*HOLD IT RIGHT THERE SCREWBALL!*



*CAPTAIN LIGHT YOU (BRASSLESS WIMP)*



*SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE*



*HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE....*

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**CAN** you really get your kicks at home? Certain concepts, no matter how well executed, simply don't cut it when they make it to the home. Beat 'em up especially fall into this category, with *Vigilante* being one of the best examples to date. Blood 'em up - good ones! 'em up - are a different story. As long as the designer can include a couple of difficult sections and fill it out with plenty of space-ships and explosions the crowds will queue for hours for their chance to be the first to see the real screen... but beat 'em up!

With only a couple of exceptions (notably Double Dragon and Dragon Ninja, where the feisty for two-martial artists to strut their stuff side by side adds 110% to the action), fighting games usually make for a couple of minutes of stressless excitement with huge characters and gut-wrenching sounds whipping the player into a button-punching frenzy. But only a couple of minutes.



Oh my God! The skinheads have taken Madonna (Madonna?) hostage. And they've stolen her in a suit!! What on earth are they going to do to her???

# VIGILANTE

IREM/US GOLD beat you up at home

So when you take the boys out of the arcade and sit down to recreate the carnage in the comfort of your own bedroom, it subito dawn's that that's it - you've already beaten up the first quality enemies and there's still an entire amount waiting for the next same treatment. Talk about a Charon water barrel! So much for the game - how does *Vigilante* measure up?

Well, not too highly actually. The problem isn't with the programming - because, with the exception of a couple of glitches, the game looks, sounds and moves almost as well as



Whacker! And down goes the big old...



Looks like our hero won't be going much further. The interesting question is where's going to happen in *Madonna*...

## AMIGA VERSION

Very nice graphics and some good thinking sound effects mean that the Amiga version has strong initial impact. Shame that there simply isn't a gameplay there...

GRAPHICS 8 10 FACTOR 7  
SOUND 8 FUN FACTOR 4

AGE RATING 6-8

anyone could expect - it simply doesn't generate any atmosphere.

Most of the original's presentation is there: the hero's girlfriend, Madonna, is kidnapped and thrown into a dingy prison, only to appear feebly at the end of each level before being whisked away again so that the action can continue (how there's a thing that we haven't seen since Donkey Kong).

The funny waltz-and-whirling hero is also accurately recreated, as are most of his enemies, and his movement is also quite a joy to behold. But what use is a wide range of cuts and punches if they're all more or less inter-

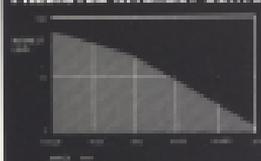
changeable - if, that is, you can apparently use any measure in any given situation to achieve the same result.

*Vigilante* has probably been converted as well as it could have been (although the incredible PC Engine version leaves these incursions standing). The question that arises though is whether or not it was a good idea to attempt it in the first place... ● **Clair Bennett**

## RELEASE BOX

ATARI ST	£14.995	AUGUST
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CRAYON	£19.995 • £14.995	AUGUST
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IBM PC	£19.995	AUGUST
SPECTRUM	£19.995 • £14.995	AUGUST

## PREDICTED INTEREST CURVE



Most signs of the credit crunch - but it looks it'll really do the business of home.

# QUEEN



## BREAKTHRU

NEW SINGLE OUT NOW



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### ATTENTION

#### NEC PC ENGINE ANNOUNCEMENT.

NEC Corporation, NEC Home Electronics Ltd, and NEC (UK) Ltd (collectively "NEC" hereinafter) have recently become aware that the PC ENGINE is being offered for sale in the United Kingdom. NEC believe that it is important that UK consumers should be aware of the following information.

1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system. It is not compatible with the UK PAL transmission system nor any other non NTSC transmission system. For this reason, NEC does not market the PC ENGINE in the UK or in any other EEC countries.
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NEC Corporation, NEC Home Electronics Ltd, NEC (UK) Ltd.

**NEC**

You've found the shield and a life. But where's the switch gear?

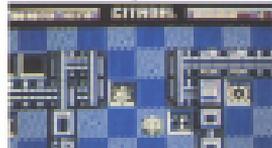


# CITADEL

ACTIVISION monitor operations

923

**ONE** of man's biggest desires is to live outside of his planet. Nobody knows why we suffer from this urge but we do. So when a long range probe picks up an energy reading from a world previously presumed to be lifeless it causes quite a stir. Then the probe stops transmitting, and the general assumption is that it's been destroyed.



Overcome - and it's going to take an enormous amount of resources to get out of this one.

From the last batch of data received from the probe it does in fact seem that the planet's equable life rating is zero. On the other hand though, the underground cities that were detected seem to be populated with active robot security systems.

It was soon decided that owing to the dangerous nature of the planet only unmanned probes were to be allowed on the surface. This is where Monitor comes into effect. Monitor is a robot probe device equipped with the latest robot magnet, laser equipment and capture

devices.

The capture device is without a doubt the most useful piece of equipment in Monitor's arsenal. By double clicking the fire button a cursor is released which can be used to flick switches, collect weapons and energy, or capture an enemy robot to use a defense satellite.

Monitor is controlled by one human operator - you. The sole purpose is to map and reassemble the city components, which roughly translates as finding the rest to each level as fast as possible.

Each city is built on two levels which are accessed by a series of lifts. To start with only a few sections of the cities are open owing to a series of force fields cutting off essential rooms and lifts. Contact with the shields is fatal and they can only be deactivated by switching the appropriate button with the capture device. On the later levels the situation becomes more complicated as the corresponding shields and switches aren't necessarily on the same

screen.

Walter Walker, the programmer, describes Citadel as a strategy shoot 'em up in which you can move out each move, or run through with guns blazing. Once you've actually played Citadel and got the general feel of the game you'll find you'll have to agree with him. The floor is broken up into a chess board style series of squares, allowing movement and firing in eight directions only. This also applies to the security droids, though some are limited to four directional firing and movement, or no movement at all. But a good rule of the thumb is that you're safe as long as you don't move.

In fact it's the difference in the security droids that helps make Citadel the cracking game it is. A certain puzzle-solving skill is required on the later levels to successfully negotiate a room full of attack droids and then end up in the right location to progress further in the game without finishing yourself into a dead end.

Everything about Citadel is tailor made for the game idea. The sound effects and interval angles are extremely well written just as the game is good to look at, even if it is somewhat Paradoxical. Citadel is an excellent piece of software which will no doubt keep all forms of game players going for many months to come.

■ Mark Petersen

#### RELEASE BOX

049128 049128-049128 DUTCH

©1988 Activision Inc. Activision

#### PREDICTED INTEREST CURVE



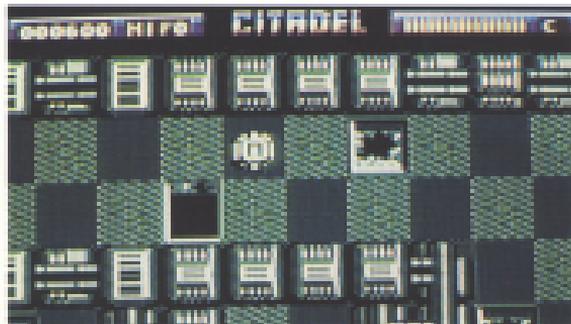
Point of action to get you going - and you might be over completion after a few months.

#### 054 VERSION

Very improved if any of games were too well-written. Great attention has been paid to all departments of graphics sound and graphics. Worth every penny of your money.

049128 0 10 049128 0  
049128 0 10 049128 0

AGE RATING 923



All Levels The end

# THE BASEBALL

SEGA go for a homer



Elements are not quite newsworthy.

**SEGA'S** new baseball game was released in America with the title "Roger Jackson's Baseball," but since as dumb laymen wouldn't know him from Adam, Sega has decided to rename this, *The Baseball*. So now you know.

GRAPHICS	7	10	FACTOR	4
SOUND	6	10	FACTOR	7
ACE RATING 7.14				

*The Baseball* is the second baseball game for the Sega, and improves on its predecessor, *Great Baseball*, with better options, slightly better graphics and better gameplay.

Two modes of view are used during play: a close-up showing the batter and pitcher, then

RELEASE BOX		
SEGA	(\$19.95)	MARKET

# HIGH STEEL

DIY construction from SCREEN 7

**YOU'RE** laid as the lone construction worker about to strike it rich by putting together a mighty high-rise building in the time limit the construction company has set. A crane delivers the materials (bricks and girders) on to the building site and it's your job to lock the girders into the ground, climb them and build the next floor using the bricks.

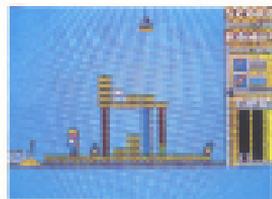
To add maximum space to this daily routine, girders regularly push themselves down on to the building site, crawl across the floor eating objects and these dangerous bricks and beams also crawl down from the scaffolding. More problems, come in the form of crawling, spitting and egg-hatching monsters which are deadly to the touch but can be dispatched with a daffy thrower spinner. If anything drops on your head,

AMIGA VERSION				
Basic graphics, limited sound effects and a low-temperature time limit contribute little to an otherwise convincing platform game.				
GRAPHICS	4	10	FACTOR	2
SOUND	2	10	FACTOR	3
ACE RATING 26.4				

you lose energy, grabbing a quick sandwich or a handy thermos rejuvenates it.

All this doesn't even begin to stretch the capabilities of the Sparrow, let alone a machine as complex as the Amiga. Not only does the gameplay hark back to the early days of simple, undernourished platform games, but very little effort has been put into the graphics or sound to back it up. As one of the staunch fans of a budget label this would have been disappointing. Let's hope Screen 7 have better things in store.

• **Rat Hano**



Highsteel or mangled - you get equal rewards. As long as you've got the spirit, you can't lose your job.

An overhead scrolling viewpoint of a portion of the field when the ball is hit out of the diamond.

The play-mechanics are basically very similar to the myriad of other computer baseball games on the market - successful batting is just a case of a well-timed press of the fire button, and pitching requiring a combination of the joystick and fire buttons to control the pitch or the raised button to fire the ball when it's hit from the batterside.

*The Baseball* features some nicely simulated close-up graphics, but the overhead view of the pitch is bland and the fielder sports a disappointment. There's some nice speech and effects, though.

Control is challenging, but there are some annoying quips like the fielders running very slowly and the ball traveling at seemingly unrealistic speeds.

Well, if you're an ardent fan of baseball, and haven't got a simulation of this sport in your collection, check it out.

• **Alan Royal**

PREDICTED INTEREST CURVE		
A decent enough game that will give you fun for a while, but not much long-term interest.		



Unless you want a cracked shell about about attack graphics with operators of close range - they'll hammer you back.

RELEASE BOX		
JAMMIE	(\$19.95)	MARKET
AMIGA	(\$19.95)	OUT NOW
EGGY	(\$19.95) + (\$4.95)	MARKET
AMSTRAD	(\$19.95) + (\$4.95)	MARKET
SPECTRUM	(\$19.95) + (\$4.95)	MARKET
PREDICTED INTEREST CURVE		
Your curiosity will surely give way to love soon.		

# MR. HELI

MICROPROSE get out the chopper squad

**SOUNDS** One doesn't fly, it can barely swim. Mr. Heli is one mean mother chopper, armed to the teeth with the sort of high-tech "cyclops" which makes old Atari's look like a cute little puppy.

This time Mr. H. has been called out to face a character called "The Buddy" who is currently engaged in his favorite pastime — namely, destroying planets. The only way to save his planet is to land a comet from total extinction is to face The Buddy himself, and exercise a quick bit of termination while he's suit looking.

To get through to Muddy Mr. Heli has to first fly through three levels containing multitudes of Muddy's followers. Adding fuel to his quest are valuable crystals, the only things surviving on the planet. When Heli has enough

crystals he can afford to buy equipment for his ship in the form of extra guns, missiles, shields, even a mega-destructive fish which blows away everything but the walls. As you'll have guessed, what we have here is the familiar "gather-in-a-weapons" shoot-'em-up scenario.

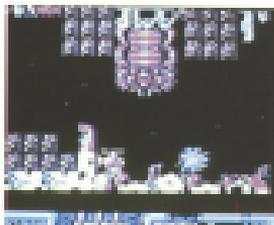
Mr. Heli was first seen in the arcade format back in 1985, when it made a rather unimpressive impact on the game playing market. As it stands the home video version seems to be a lot more playable than the arcade predecessor — albeit three levels shorter.

There are few novelties in this game. Each level scrolls through eight directions and contains a small feature exclusive to it, such as the apparently rising rocks sideways through the first

stage. The quarters are also pretty standard and once you've worked out the technique for landing a comet, it's the same each time.

As a conversion Mr. Heli works well, but when you consider that the quality of the arcade original was more than making it points Heli out to be a standard game with few tricks attached.

● Mark Paterson



Shoot 'em up on level 2: it's not easy, and it's...

## RELEASE BOX

ATARI ST	04.995	AMIGOS
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CD4128	03.995 - 04.995	AMIGOS
AMSTRAD	03.995 - 04.995	AMIGOS
SPECTRUM	04.995	AMIGOS

## AMSTRAD VERSION

This one is pretty nice. Easy, colorful graphics and a fast scrolling routine mean that this CD version is a cherry job — and the only Amstrad version worth a read to investigate.

GRAPHICS	8	10 FACTOR	8
AUDIO	4	10 FACTOR	7

AGE RATING 754

## CD4 VERSION

Colorful graphics and some fairly sound effects, but the hi version doesn't quite stand up as an arcade clone.

GRAPHICS	7	10 FACTOR	8
AUDIO	7	10 FACTOR	7

AGE RATING 670

*St. Louis*

*Hawaii*

*Paris*

*Tokyo*

# World of Flight

Travel the globe with the best in simulation software: **UFO™**, **Flight Simulator™**, **ThunderChopper™**, **Jet™**, and **Seattle Mission™**. Discover the world with **Executive Diner**, **Flight Controls I**, and other supplements to our integrated flight line!

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# FALCON MISSION DISK

SPECTRUM HOLOBYTE/MIRRORSOFT fly again

**HARD** aviad fighter jocks who think they've graduated from the Spectrum HoloByte school of hard knocks and flight sims should take a look at the new addition to the curriculum - a mission disk that turns their simulation into a whole new game.

While the Falcon mission disk isn't a stand alone game - it has to be loaded in conjunction with Disk Two of the original simulation - it should be regarded as a completely new challenge to those people who have mastered the original. Falcon was basic training; this is the real thing as far as simulation goes.

The basics of Falcon remain the same - that's because your F15 goes with you along with your flying experience. It expects that you have mastered the basics (take-off, landing, general manoeuvring, emergency protocol and how you get into a full battle simulation that allows you to employ these skills "for real").

A simple glance is enough to demonstrate that this is not the same game with a few minor changes. Gone is the old landscape composed of sand and pyramidal like mountains, to be replaced by a whole new environment. The surrounding countryside has been transformed into green, more temperate scenery. There are embellishments and additions that add realism far beyond the original.

The skyline is interrupted once more by mountains, but this time they are shaped irregularly to make them look more like the real thing. This is no green and pleasant land - though, the alterations are more than superficial. While Falcon was a series of separate missions which you could tackle at your own pace, this is a full scale war scenario, and every decision or action you make affects the outcome. This is no place for fainthearts.

As the game unfolds you find yourself based at a forward airfield close to hostile enemy territory. No strategic areas limitations talks here, as nuclear tension between the warring countries. Your neighbours seem bent on conquering your nation completely, and to this end they've launched an invasion.

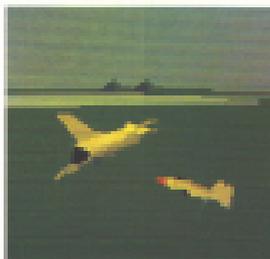
935

Falcon was easily divided into a series of missions, one of which was altered much by what happened before. What happens from the very beginning of the mission disk determines the fate of the battle. The game runs in real time and from the moment you find yourself in the cockpit the wheels of war are churning inexorably to a conclusion. Landing craft are making their way across the lake a short distance to the south east of your base. They contain 150 tanks and they must be stopped before they reach your runway.

It's not simply enough to blow the landing craft out of the water, or take out the tanks,



Approaching low for a spot of tank hunting



Sampling at class quarters with a Mig 29

before they reach the ship, because they're all part of a major offensive. Lines of communication ensure that when losses are sustained reinforcements are dispatched immediately. You have to strike at the heart of the enemy, getting its defenses and destroying the factories and always which fuel the war effort. Falcon Mission can be played as a series of 'tactical missions, but how you handle the tactics are up to you.

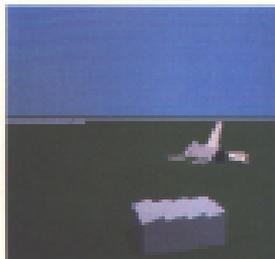
As you're speedily drawn into this game you begin to realize its scope. There are new areas to explore, a greater challenge (you're flying against Mig 29's now), new installations on the ground to see in the shape of a factory, convoys, then, landing craft, tanks and an old refinery. Major tactical advances are necessary, and you're going to have to improve your technique if you're going to make an impression on this.

While once others had probably the most impressive simulation available on the market, the way is now open for them to own a whole library. The possibilities of Falcon become virtually limitless if it's upgraded regularly in this kind of way. Each game can improve on the original and set the player a new challenge that constantly reinterprets the original simulation. That's what 16 bit gaming should be about, and that's why a mission disk will top the charts.

■ Mike Pateras



There's a slow train a-blowin'



Clean up the environment - destroying a factory

## STAFF BY VERSION

If you need a reminder to a wonderful game: The '87 version is a classy product with brilliant graphics and gripping gameplay.

GRAPHICS: 9 | 16 FACTOR: 9

AUDIO: 8 | FUN FACTOR: 9

ACE RATING 935

## RELEASE BOX

STAFF BY: D'0000 OUT BOX

ARCAD: D'0000 MIRROR

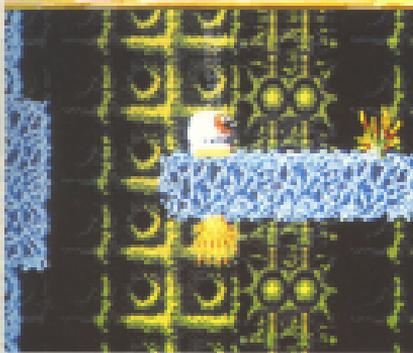
## PREDICTED INTEREST CURVE



A charming, odd one that will leave you entertained for a good long time.



00:19:10



the while in the boat launches you in to the wonderful underwater world of deadly plants, poisonous critters, sinister shark and, of course, Jaws itself. Here the flick screen action takes you from the surface to the depths of the ocean bed, where you can find cash items as treasure, but which double into small bombs, extra air (oxygen is constantly running out), steady walls, fish and mega-bullets, and a shark.

Once you've assembled the weapon a shark is placed in the area where Jaws is prowling for only 60 seconds. Within that time you must be hit at least three times with a megabullet, fail and there's no second chance.

Things are complicated by the mayor, who wants to keep the

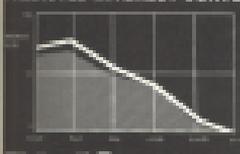
**Underwater and you're looking for food what gun.**

beaches open. Money can close them, but if closes too many for too long he loses his job. However, too many beaches left open increases the risk of shark attacks with six or seven more deaths the maddened authorities will shut the island down. A fine balance needs to be maintained if you're to succeed.

So much more could, and should, have been made of this classic, what we've got has all been seen before and at a cheaper price. It simply isn't interesting or varied enough to keep you playing for long periods: the graphics aren't stunning; the strategy element isn't very deep and the shoot-em-up action is, basically, boring.

— Gordon Houghton

#### PREDICTED INTEREST CURVE



The graph to explore will keep you hooked for a short while, but the dull gameplay will cause you to searching for the old water.

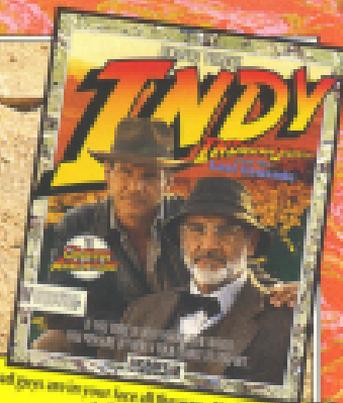
#### RELEASE BOX

NAME	CS2: Jaws (1996)
GENRE	CS2: Jaws (1996)
DEV/PU	CS2: Jaws (1996) (1996)
AVAILAB	CS2: Jaws (1996) (1996)
PRICE	CS2: Jaws (1996) (1996)
REVIEW	CS2: Jaws (1996) (1996)

#### CS4 VERSION

Though it doesn't lose the benefits of the 3-Ded intro sequence and map sections, the CS4 Jaws plays slightly better because it's easier to kill the underwater enemies. The jagged sound is still fairly nice, though, and the title tune is certainly nostalgic.

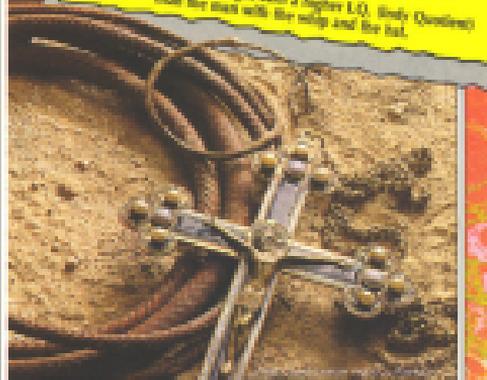
GRAPHICS: 3    10 FACTOR: 4  
 SOUND: 3    FUN FACTOR: 3  
 AGE RATING: 5/5



The last guys even your face all the way - Macs, macaronis, italians and sps.

Not to mention everything the Kalfufully can there at you. Can you handle the rest!

If you can, you just might want a Super L.O. (Only Quater!) that the most with the wings and the hat.



- Visit stories of localities not seen in the movie.
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**And this time  
 he's bringing  
 his Dad!**

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# XYBOTS

DOMARK prove two's company when you're robot-killing

**IT'S** a good thing that the names of sprites aren't crucial to your enjoyment of computer games. *Xybots*' protagonists answer to the unlikely monikers of Major Rock Hardy and Captain Ace Gunn. With handles like that they just had to grow up as heroes. And their lives, not to say survival, mission is to clear an alien hampden Court of deadly *Xybots*.

You get the picture? You run around the swirling corridors of a maze, seen in split-screen perspective, massaging every metallic monster you encounter.

Of course you pick up useful objects and you'll need them, because some of these 'bots

are a real pain in the bot. Luckily, you're also got a zipper to, er, zap 'em. That's *Xybots*-speak for that old favorite, the smart bomb, which temporarily paralyzes the opposition.

It may of sound mind-bogglingly familiar, but the zap and map elements are well balanced and produce a game with that special once-again factor. You've got to try again because you just know that next time...

Then there's the two-player option. Locked cells, the subterranean city may look its appeal fairly quickly. But dredge up a friend and start co-ordinating your efforts to deal with some of the nastier monsters, including the Master *Xybot*, and it gains a whole new depth.

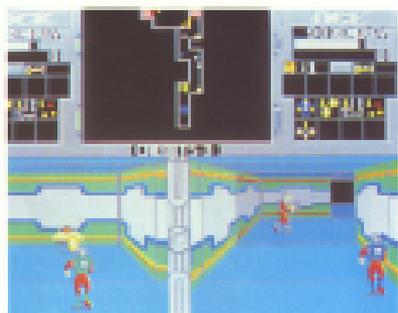
Quite some thought's gone into the maze, which allow you to develop basic strategies. And the different *Xybots* have their own, individual attack patterns, giving the impression of an intelligent enemy.

But that it's all co-ordinate between players. Sometimes there are healthy bonuses for the first player to take an elevator to the next maze, so there can be an unbridled scramble for the lift. As it descends it stops off at the local hardware store where, depending on the coins you've collected, you can top up with extra shells, fire power and the like. This adds another strategic level, and extra interest.

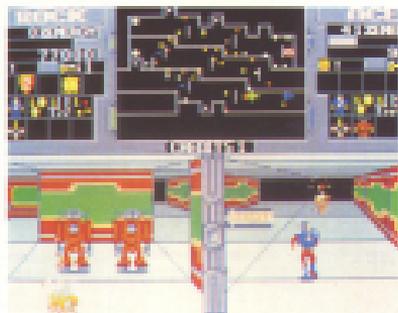
So far so good. Unfortunately, *Xybots* seems to suffer from one or two monotoneses lurking in its machine code. The first is common to all versions and is a question of control. The original arcade-machine possessed two fire buttons and a dial for shooting, aiming and changing direction. Your overlay joystick has just four directions and fire.

Domark's compromise was probably the best available in the circumstances. Pulling back while firing works well for coping, but a sideways movement with fire to turn can cause problems. In the heat of battle with three big red robots coming for you, you don't want to test your self-performing a nifty 90 degree spin. Some when you're used to the system you'll feel pained by losing the wall from time to time.

The other problem concerns versions. While the ST *Xybots* is superb, the two 8 bit versions appear to be asking too much of the machines. Of these the Spectrum is the better,



Rock and Ace around the corridors of *Xybot* city.



On lower levels, shells harm your colleague and you'll need mapping gear to see where you're going.

though seemingly monotonous, while the Amstrad version is less good.

On the ST *Xybots* is a novel and entertaining block, particularly when played with a friend. Spectrum owners should be satisfied with their version, but give the CPC version a try before you buy.

John Miles

RELEASE BOX		
SEMI ST	£19.95	OUT NOW
MSX2	£19.95	SEMI-N
SPC 128	£19.95 + £14.95	OUT NOW
AMSTRAD	£19.95 + £14.95	OUT NOW
C64/68	£19.95 + £12.95	SEMI-N

SPECTRUM VERSION	
Includes a good as you could expect from the 8 bit machine. Monochrome graphics don't detract from the action, which is pretty fast. The dual joystick controller stick for player 2 if you want to play solo.	

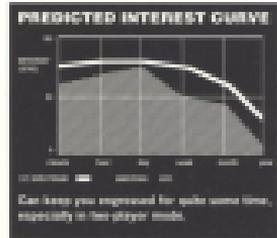
GRAPHICS	8	IQ FACTOR	8
AUDIO	7	FUN FACTOR	7
AGE RATING 778			

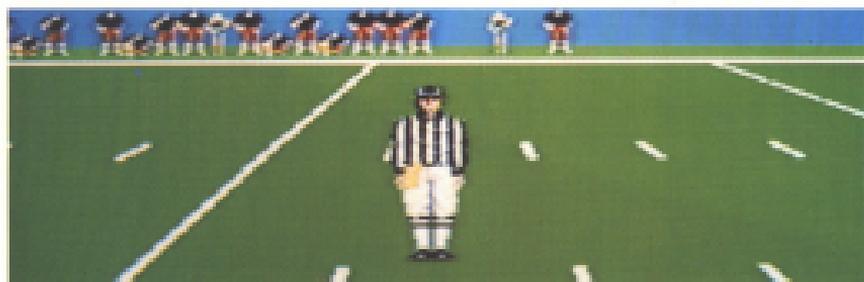
ATARI ST VERSION	
Fast and colourful action with just enough challenge to stop your mind sliding on mass destruction. But don't try to play the solo with your mouse plugged in - it won't work!	

GRAPHICS	8	IQ FACTOR	8
AUDIO	8	FUN FACTOR	8
AGE RATING 813			

AMSTRAD VERSION	
Disappointing graphics, though Domark say they are going to add the colour and use different colours - but that won't help the fact that Rock and Ace seem to be making decisions as they observe.	

GRAPHICS	8	IQ FACTOR	8
AUDIO	8	FUN FACTOR	8
AGE RATING 847			



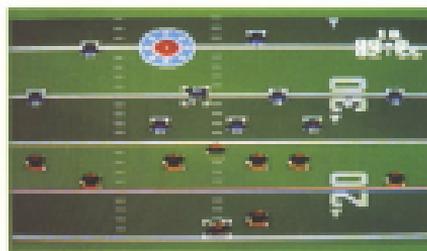


# PRO-FOOTBALL

SEGA make some nifty plays



Off and back on the position with the on the clock



lining up for another complicated play

**IF** you're an American Football fan and can't wait for the season to begin, the excellent new simulation from Sega is just the thing for you.

An extensive options menu on the title screen lets you select a one- or two-player game, change the difficulty level of the computer or opponent (either easy, medium or hard), the time limit (real time or five/ten minute quarters) and the type of game (either a Monday night game or Road to Superbowl). Monday night is a special game, while Superbowl puts you in a knockout competition against top teams. Play-stops are supplied throughout the competition, so you can continue where you left off.

When all the options are set, you can select your favourite team from a list of all the American AFC and NFC members - a nice touch that's made even better with each team being represented in their true colours. A coin is tossed at the start of a match to determine who kicks off, and then the action proper begins.

The proceedings are viewed overhead, and the game takes place on a vertically scrolling pitch. Plays are selected from an extensive but well-organized menu system. Each play is de-

scribed as a picture which gives a detailed view of what each player does during that move. An option lets you scrutinise the players' movements even more closely. The play can also be reversed.

There's a large extensive list of defensive movements, and these are displayed as text, which explains in short what the play is - move-inward against long pass, short running play, and zone line, or whatever.

During play, the player takes control of the quarterback until he passes the ball, when play control is given to the receiver. During defensive moves, the player controls one footballer.

While Pro Football is incredibly simple and straightforward to play, it doesn't compromise at all on the actual gameplay. Novices can sit down and play almost straight away, but with practice, there's scope for advanced players to put together the complex moves and strategies for which the American game is famous.

The presentation is superb, with the best play selection system I've seen on a game of this type - even better than Commodore's TV Sports Football! The difficulty level is perfectly balanced, with the easy level just tough enough

to challenge a novice for a couple of games, and the hard one giving even the most experienced player a tough time. There's certainly plenty of scope for long-term play, and the two-player option increases Pro Football's longevity to Marathon-like proportions.

The graphics are top class, with nicely defined players and brilliantly animated interception scenes of the referee judging moves - you really feel like you're there!

Pro Football is simply an American Football enthusiast's dream come true yet it offers enough addition and enjoyment to appeal to those who aren't mad keen on the sport. It's the best simulation of this sport to date, is a great game in its own right and deserves to be in every Sega owner's collection.

■ Alan Royal

DEVELOPER: ACE FACTORY 1  
 ALIEN: ACE FACTORY 2  
**AGE RATING: 000**

#### RELEASE BOX

SEGA £24.95 BAPHOT

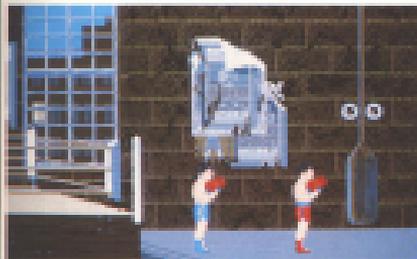
#### PREDICTED INTEREST CURVE



Warning: when using Factor's and the best players appear well really keep you at it.

# THE CHAMP

LINEL slug it out



Take heed, MI head, follow the leader for better punching accuracy in your next fight.

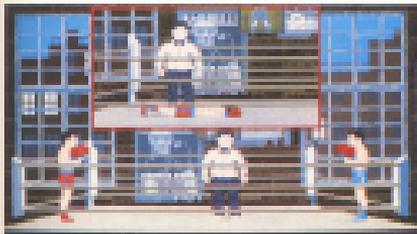
**THE** catalogue of boxing simulations on the Amiga is extended to one with the release of this game from Swiss software house LineL. As with their other products, the Dagger, it's a very polished piece of software. The graphics and sound trimmings are excellent - but sometimes the simulator doesn't deliver the latter punch.

As soon as the disk loads you're treated to the impressive sounds which chase you in. Sample-charts are followed by an MC

also introduces the game. Then there's a spool of floppies, but let's not hold that against them.

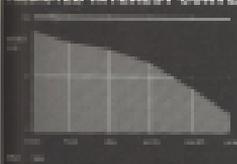
Once you get into the main body of the game you're on more familiar territory with a training centre in the gym, sparring and competition fights. The idea is to compete in as many fights as possible, as successfully as possible until you have built a substantial world ranking. Then you can go on to become the champ.

The true test of boxing simulations is whether they actually



but he's out! Watch the replay to see where you went wrong.

## PREDICTED INTEREST CURVE

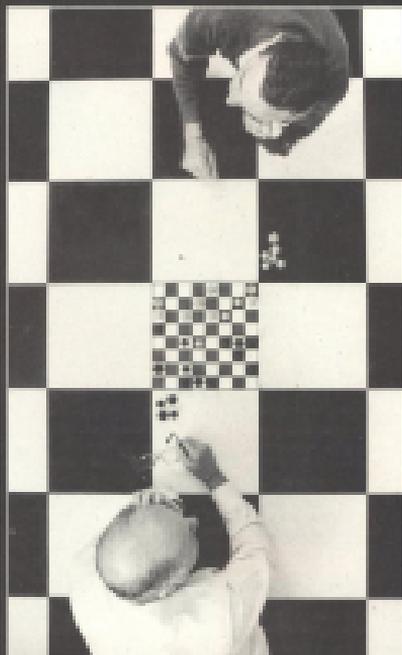


To see things off an impressively enough at the first meeting, can be a pretty overwhelming influence in the long run...

manage to get the idea across of the vast array of movements and blows which occur in a fight. Here's where The Champ starts to wobble on its feet slightly. Graphically the characters and backgrounds are well presented with good settings and large, impressively drawn figures. The animation however, lacks fluidity and accuracy. Further still, the actual fights are tedious and slow.

South east for those two minute rounds in which time you

SO,  
YOU THOUGHT  
CHESS WAS DULL?

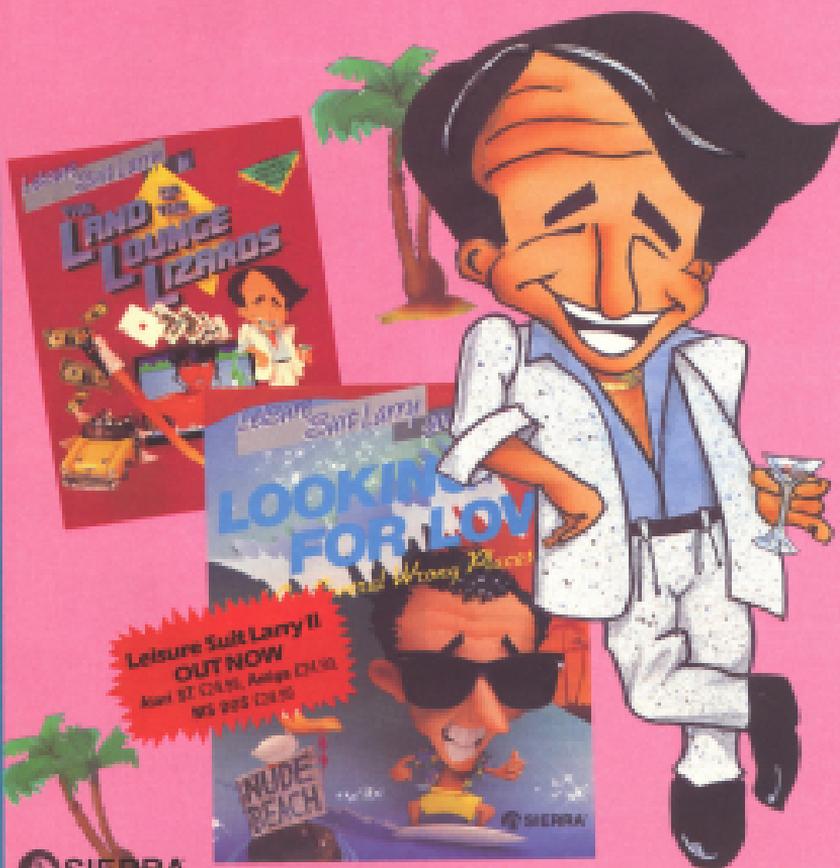


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**GO TO PAGE 73...**

# HE'S BACK!

## LOOKING FOR LOVE (In several wrong places)



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attempt to score as many points as possible. If there is no knock out then the match is judged on points scored. When you fight though, it's difficult to see whether you are being hit. Your blow count on the opponent, but his don't when he lands blows on you, so your power meter can drop rapidly. In fact it's possible to knock your opponent down a win-

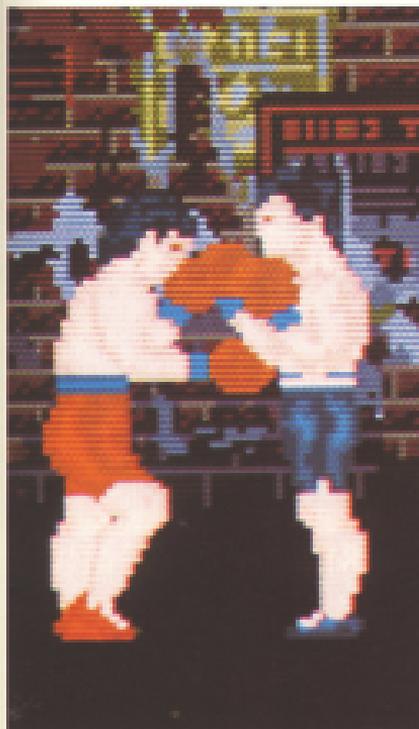
ter of times and still lose. Fair enough - but I decided more six times in one bout only to lose without going down once myself. At this point your interest in becoming the champ begins to wane a little.

I've yet to see a really impressive boxing simulation on any format, despite the presence of many fine oriental beat 'em ups, and *The Champ* does little to rectify the situation. This tries hard to be a contender, but it's back to the gym to learn the ropes for *Street King*.

■ Mike Patterson

## RELEASE DATE

AMIGA (1st) MARCH



From best-of-seven to World Champ Tyson did it - why not you?

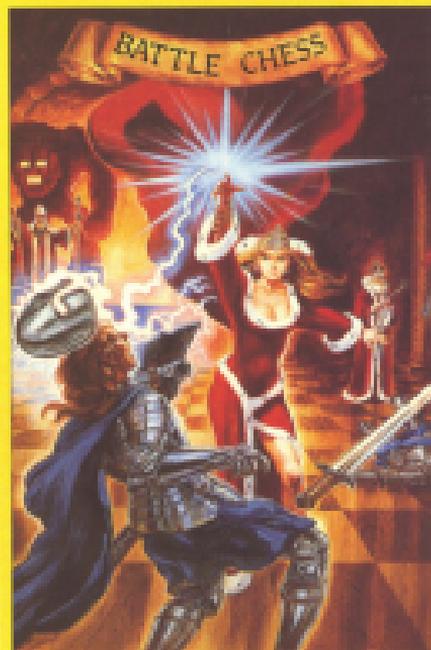
## AMIGA VERSION

If you want to box on the Amiga, then this is really your only choice. It can be pretty good fun, but it doesn't really have the subtlety or the realism to go the full 11 rounds.

GRAAPHICS 8 HD FREYTON 6  
 SOUND 5 FUN FACTOR 7

AGE RATING T16

## THINK AGAIN!



*Interplay*

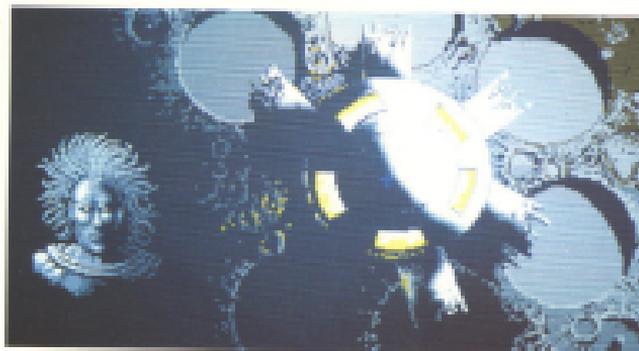


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## MILLENNIUM 2.2

PROBLEMS? COLONIES FALLING APART AROUND YOUR EARS? JUST READ ON — AND YOU'LL HAVE THE MARTIANS QUAKING IN THEIR KHAKIS...

**F**irst of all, go to the ENER-GY block and switch on the SOLARIS MK 1. Then switch on the resource station. Research and build the SOLARIS MK 2. (It's speed up the researching and building of the SOLARIS MK 2 advance through the days.)

If at any time you can't SHUT DOWN the resource station if it fails to work, you obviously don't have enough energy. (Note: you must start with a SOLARIS MK 1 and work up - for example, SOLARIS MK 1 then MK 2 then MK 3 and so on, otherwise you will have insufficient energy to build. You have to research each SOLARIS to build it.)

### DEALING WITH THE OCCASIONAL MARTIAN ATTACK

During the first year the Martians will notify you of their presence, and that they claim ownership of Earth. Don't worry too much about them as they only attack about twice a year and they do very little damage. You can stop them from attacking by building fighters or orbital lasers (which can only be used once) - so soon as they are built they are ready to attack. Bu-

ing an attack, just click on the DEFENCE block and select your means of defence (as long as it's ready).

### RESEARCHING PLANETS AND MOONS

To be able to colonise other planets you will have to send a probe out to them. The probe must also be researched and built before use. First of all build 8 probes (8 Probes is all that the FLIGHT BAY can hold) and name them. Then set their destinations to the following places: CALLISTO; LEON; TRON; HYPERION; MIRA; ENCLADUS; PHOENIX; TRITON. These are planets that CAN be colonised. Then build another 8 probes and send them to: ULYSSES; SATURN; MARS; JUPITER; PLUTO; NEPTUNE; DEERON; TYMMA then build one last probe and send it to: URANUS. Then use the probes have reached their destination and then go to that moon/planet, and research the planets. (Once this is done see the game at GAME 4, this is so you won't lose the record of those planets and moons.

### SETTING UP COLONIES

Now you will need to colonise other moons and planets, to do this you will need an S I O S - which has to be researched under

the Transportation column in the research block. You will need at least a SOLARIS MK 3 to be able to produce it and 100 tons of Platinum, which can be found by building a Greener and sending it out to the ASTEROIDS where you must leave it until it has found a asteroid suitable for mining. When you access your Greener, you will have the option to take or leave the asteroid, otherwise let it continue scanning. It's a good idea to build 5 or 6 Greeners and send them out to the Asteroids as there is usually only about 20 tons of platinum on each one. When you have enough energy and platinum you can build your S I O S.

Build your first S I O S for the moon CALLISTO and once it has been built, leave it in the moon's orbit, then build a CARRACK. When this has been built go to the flight bays and load the CARRACK up with an ORBITAL LAZER, a FIGHTER (for defence), and a SOLARIS MK 10 (for energy). Now send the CALLISTO BASE to Callisto, and launch the CARRACK containing the above stated equipment. This enables you to run and defend CALLISTO as well as the base station.



## MARTIAN SUBJUGATION

Simple really - sometimes during your planet colonising years you will receive a message from one of your Colony Commanders telling you that a Martian base called GAMB has crashed into an asteroid leaving you with its base and leaving you with 20,000,000 and build your own FLEET Carrier (you must have 100,000,000 TRITON, GAS ULYS and LEON) for your Colony Commanders to find the first carrier. As with everything though, there is a catch. You'll need a substantial amount of such minerals: URANUS, IRON and SILICA. CALLISTO base should supply you with the amount of silver required and the mineral TITANIUM. MIRA and TRITON should provide you with other supplies. Build a few more CARRACKS and send them to these moons. Put these with the goods and send them to MOON BASE where you should be able to build your FLEET CARRIER.

When built put three or four fighters in its hold, assign a crew and set its destination for GAMB. It will come under Martian attack on Earth. As soon as it's hit and it starts to lose the effort to colonise the Martian orbit. When this time has come your base destroyed the Martians give you a nice sum of money and send you this planet.



**ANALYSIS**  
 Life-forms: Human  
 Atmosphere: 0 (Energy)  
 Water: 0 (Energy)  
 Minerals: 0 (Energy)  
 Resources: 0 (Energy)  
 Energy: 0 (Energy)  
 Oxygen: 0 (Energy)  
 Hydrogen: 0 (Energy)  
 Carbon: 0 (Energy)  
 Nitrogen: 0 (Energy)  
 Silicon: 0 (Energy)  
 Iron: 0 (Energy)  
 Uranium: 0 (Energy)  
 Titanium: 0 (Energy)  
 Silver: 0 (Energy)  
 Gold: 0 (Energy)  
 Platinum: 0 (Energy)  
 Palladium: 0 (Energy)  
 Rhodium: 0 (Energy)  
 Iridium: 0 (Energy)  
 Osmium: 0 (Energy)  
 Rhenium: 0 (Energy)  
 Ruthenium: 0 (Energy)  
 Selenium: 0 (Energy)  
 Tellurium: 0 (Energy)  
 Vanadium: 0 (Energy)  
 Zirconium: 0 (Energy)  
 Niobium: 0 (Energy)  
 Molybdenum: 0 (Energy)  
 Technetium: 0 (Energy)  
 Yttrium: 0 (Energy)  
 Zirconium: 0 (Energy)  
 Niobium: 0 (Energy)  
 Molybdenum: 0 (Energy)  
 Technetium: 0 (Energy)  
 Yttrium: 0 (Energy)  
 Zirconium: 0 (Energy)  
 Niobium: 0 (Energy)  
 Molybdenum: 0 (Energy)  
 Technetium: 0 (Energy)  
 Yttrium: 0 (Energy)

## RECOLONISING EARTH

When you have completed your colonisation of 300 MS and subsequently won over the affections of the Martians, you'll be contacted by the Martian leader about a TERRAFORMER, a very little gadget which will enable the recolonisation of Earth. First you will need to spend some time locating it and then locating it with a missile which can be found on TITANUS. A message will appear shortly after you'll realise that your Planet Carrier can be turned into a Juggernaut which is the only way able to transport the 1000 tons of TERRAFORMER to Earth. Start the necessary to Earth and use of your skills for a year.

In the midst of all this one of your issues will be attacked by Martians but an orbital laser should take care of the situation. Later on the situation with the other colonies starts to deteriorate due to their independence, effectively shutting them off from your control. Finally send a probe to Earth, select research, and follow up with a volcano mission and a 51105 and Planet 516 back and watch the finishing attack!



## BATMAN

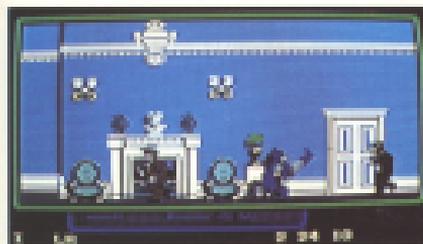
C64

Get your head out Michael Keaton your privileged half brother is now involved (well, after you've typed in this code) Batman!

10 For 4348 to 432 (Head A) Plus 1,618  
20 0710 384  
30 Data 92,86,245, 698,92,741,34,5,08  
40 Data 147,141,83,3,166,1,141,84,5,06  
50 Data 179,89,1,201,82,246,4,179,5,020  
60 Data 96,189,1,66,1,41,86,1,1,66,1,741,1,56,1,05,76,02,6  
70 Data 188,187,141,1,08,1,05,76,02,6

...and for Batman Part 2 change line 70 to:  
70 Data 188,187,141,1,741,0,06,76,02,6

Steven James, East Ham



## SHORTS

Here's a quick selection of nifty tips for those of you who are struggling for dominance of other worlds.

Renegade II  
Spectrum

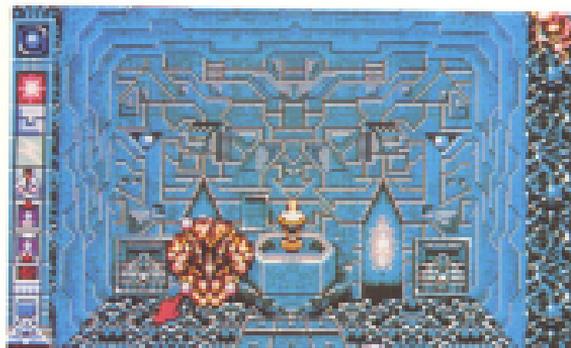
Fancy a level skip mode for your copy of Renegade? Well just press Q and T on the title screen, start the game as normal. Then during the game every time you hold down Q and T you advance a level!  
Alan Irvine, Ayrshire

Silkworm  
Amiga

A quickie but goodie for this excellent piece of software, as soon as you start the game hold down the 'Help' key to start with infinite buggies and helicopters.  
Stephen A. Haynes, Surrey

Shinobi  
Sega

Crushed by Ken Oh? Lacerated by Lobster? Worry not! Bandage your wounds, pick up your controller and when the Shinobi picture appears pull the stick back and press button two, M1 and S1 will now appear on the screen. S denotes stage and M denotes mission, by using the stick you can start at what ever part of the game you want.  
James Brooks, Bristol



## KULT-URE KLUB

DUNGEONS ARE PECULIAR PLACES - YOU NEVER KNOW QUITE WHAT'S AROUND THE NEXT CORNER. THANKS TO SOME HATTY TIPS FROM PAUL PRESLEY YOUR PROBLEMS SHOULD BE OVER - FOR THE FIRST HALF AT LEAST.

**I**nspect the statue in the fountain room and press the eye to turn on the water. Fill the goblet with water and go back to the two statues. Empty the goblet into the left statue and get the disc that floats to the top. Throw the disc and ride the number that comes up (usually a two). Put the disc into the right statue to open the door in front of you. Go through and inspect the hands. The hands are set up in a disc-like formation. Lift the hands to create a disc - do representatives of the number rated earlier and press the face on the wall. Inspecting the wall will reveal a shape of some sort which needs to be noted. Go back to the fountain room and inspect the now-revealed slab. On the slab are six numbers and lifting the one with the correct shape gets you your stool.

### THE MOOSE

Don't be tempted by the beckoning vocal like either your lantern or your solar eye's power to illuminate one of the pillars of the ceiling. The poor moose doesn't play any vital role other than distracting the really hiding slugs. Use the pit shift power to move the lever and hit her, then climb up the rope as your left to reach her. Remove the ropes to drop her

into the pit and then reach into the hollow to get the price.

### DE PROFUNDIS

Looks can be deceiving. The monster is friendly enough despite his appearance. First you just have to wait until the book comes from the ceiling. Then put on your hat gallop hat and harass the critter through the monster. Grab the rope and the platform should sink away. Once the monster reappears jump on his head (ie, I know what I'm doing!) Take the rope and wait for the monster to carry you across the slime safely.

### INTO THE SCORPION'S PRESENCE

Start by worshipping the statue. The shining star then briefly appears to indicate that the star has been unlocked. Once through be humble and crawl to the Queen. This stops you getting stuck to the web and allows you to approach her safely. She lets the stone fly to her but reject her ominous advances. Choose to feed the blue spider so you can get your hands on the meaty red one. Going back to the statue you need to feed the red spider to open the panel. Ignore the madman as he plays no part, just pass through the trapdoor to get the stool.

## NINTENDO

### SUPER MARIO BROS. II

The important thing to remember about Mario II is that you're playing for extra lives, not points. Also it's essential to master the spinning of thrown objects, so that you can effectively trap two enemies in one (three, Luigi in the last chapter is up to levels one to three, owing to his increased jumping ability. Quaboose is one of the more formidable opponents and is best dealt with by spinning non-stop across.

### MIKE TYSON'S PUNCH OUT

Bored with this game? Try inputting the code 135 702 4480, then press A/R and Select at the same time to reach a new competition level.

### GRADIUS

Put a very modern game disc, but we have discovered a cheat to give you unlimited fire, grab six capsules and a T will appear. That will then be a star in the thousands column on your score (don't dig too right), then collect a seventh capsule for super rapid fire.



### DEADLY TOWERS

Get the pass word, but when you enter the password Substitute PC or DF for the first two letters for a high powered animal.



## THE WALL

This is a maze of quacking the correct combination to open the door and find a goblet (the seven-piece bridge). The answer is simple. Each time you touch a stone that walls move in or out and the combination you need is: Three I or three followed by Seven, then open the door on your right. Next put the dagger into the slot on the statue but don't let her get close on the ring (or you will be on the ground) and don't. Remove your dagger and go through the side passage. Don't worry about the foul stench just stick your hand in the hole and

**NOW IS THE  
TIME TO  
TAKE ...**

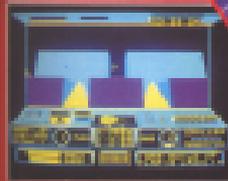
# SPECIAL ACTION



**5**  
**ALL-ACTION  
CHART-BUSTERS  
JAMMED INTO  
ONE SPECIAL PACK**

**THE GREAT EAST BURY**  
The Great Eastbury is a mysterious ancient site in Norfolk. In this game you are a member of a team of archaeologists who have been sent to investigate the site. You will have to solve a series of puzzles to uncover the secrets of the site.

**THE VIDEO JAMES**  
The Video James is a video game that is based on the TV show 'The Video Game'. It is a platform game where you control a character who can shoot and jump. The game is very fun and easy to play.



**DALEY THOMPSON'S OLYMPIC CHALLENGE** Excitingly animated with some great built-in tips ... Daley Thompson's Olympic Challenge is fast, fun ... excellent game! Really worth your money.  
—**CHRISTOPHER CRASH**



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CASSETTE

less violence should be used on them. Don't attack them while a Professor is about though as they are opposed to violence (unless they are infected).

In The Shrine if you use your psionic power it will reveal a trap door in the wall. Beyond this lies a network of tunnels and caverns. Located within them are Skat, the old gink and Homajoon, his daughter. These two are Tunes the yourself and are your only

allies other than Gaius. Some-jan has some help but you need to help her first.

Never, never attack a guard as you will be set upon by every guard in the temple until you no longer pose a threat (i.e. are dead).

Finally, once you've become a Diva and you've made your way down the sacred passage to the concourse, just remember Fred deir's warning...Don't go to sleep.

## ARCHIPELAGOS

There's no denying that Logotron's little number gets difficult as the later stages. Indeed, seemingly impossible from about 4000 onward. So those of you who are having a little difficulty with the game, here's a few guide lines to get you rock rolling.



First and most importantly, note the position of the moonolith and its nearest minion. Don't destroy the nearest minion just yet. Move around the archipelago, joining all gaps as you go. The only time you shouldn't join an island is if you discover a blood egg as it, remember, blood eggs like to cover everything they're connected to, by land or sea. If there happens to be a rock on the island, then connect it just before you take out the rock nearest the moonolith. The reason I say leave the nearest to last is that after you take out the last minion, you get a forty-five second time limit to meld with the moonolith, and it's a whole lot easier to do if the moonolith happens to be right next to you.

On the earlier levels, high energy isn't much of a necessity, but later on, when you have a hell of a lot of joining and building to do, it sure is. So absorb as many of the energy tools as you can find.

Reconstructions can be a real pain in the butt, especially when they undo all the building you've done so far. To temporarily take them out of the game, build a short strip of land leading out away from the island they're currently occupying. They will follow this and leave themselves in a small spot of land with nowhere to go.

The only way I've found of getting lost souls out of the way is yet again to build a strip of land, but this time stick a bit of land on the end, about nine squares in size. What'll happen then, if you've positioned it correctly like the corners always a good place is that it will bounce along to the end and then get stuck ricocheting about in the void. Unfortunately, sooner or later, they come back.



At last! You can check out this month's Pick Pages for details of prizes from the last couple of issues. Because of the transfer of ownership of ACE magazine, prize winner details have had to take a back seat while we concentrate on getting the magazine to the printers - but now all is revealed later in this issue.

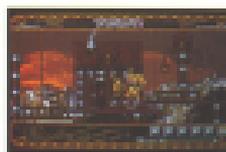
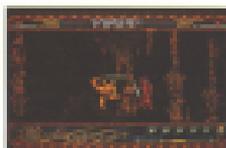
Don't forget that every month you can ramp away with 100 worth of prizes. Check out the Bonus End on page 100 for further details.

## TARGHAN

Just a couple of quibbles for Gaius's follow up to *Cloned of Godin*. Firstly, to be able to see when you go down into the dungeons, don't tell the fairy you need a couple of screens into the game. The fairy will then blow you down into the dungeons, and turn into a floating light source. How kind. The key to the portals is to be found in the bottom right hand corner of the dungeons.

To save your position in the game, kneel down in front of the statues that can be found defiled about the place. Stay knelt in front of the statue for a couple of seconds. The game will save, and you will then be able to return to that stage in the game, whenever you like.

Later on in the game, when the bad guys really start fighting tough, use the fast backing move (upward diagonal in the direction you are currently facing). If you mislime it and they start machine gunning you with their sword, stop back and try again. Don't try and fight back from that position.



Put up with being wrung through falling down holes? If there's a rope or chain, just push up the moment you start falling. You'll then grab onto the rope/chain and you'll be able to lower yourself gracefully to the ground. According to our lovely friends at Gaius, there is no chest mode. Unless you know better...



# KULT



The strength of KULT lies in its excellent graphics.



Locally installed and can be downloaded.



Two identical worlds are available.



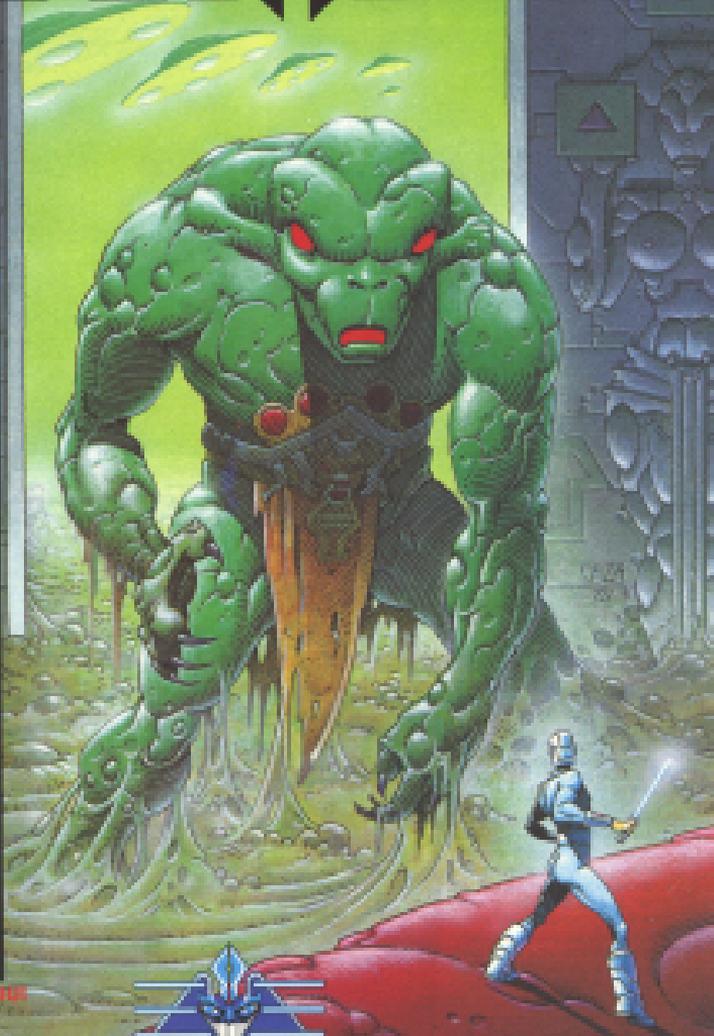
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# UPDATES



## MICROPROSE SOCCER

MICROPROSE C34.95/64k • C64 version reviewed Issue 17 • ACE rating 915

The C4 version of MicroProse Soccer appeared at the end of last year in great acclaim. It was written by Simoble Software, who have since parted company with

the Torrey-based software house, leaving the US hit versions to be converted by the Electronic Press Co.

There are two basic games

you can play: standard league football played outdoors, whatever the weather, and a six-side played indoors to some crazy levels. Both are played from over-

head (as in Kick Off). The standard soccer option allows you to enter into competition with another player or against the computer in the world cup tournament, international challenges, football league or a friendly match against a fascinating team. The indoor version has its own tournament, challenges and league, names and match parameters can be changed in both.

Controlling the ball is made easier by the fact that it sticks to your feet as you run, and a wide variety of other movements are available, including overhead kicks, headers and banana shots. You even get an impressive actions replay feature when you score a goal.

There's nothing fundamentally wrong with MicroProse Soccer, except that it's come out at the same time as Amos for superior Kick Off. It's also basically the same game as the eight bit version, and for £24.95 a throw, that's not really good enough. It's a complex simulation that will take a while to master, it's very enjoyable in two-player mode and it's got plenty of options, but it doesn't match up in playability. Kick Off's excellent control method and near-perfect passing have set a standard which this simulation can't match.

A couple of other niggles: the graphics are sometimes a bit crude (in the victory screens after scoring a goal, for example) and the scrolling in both versions isn't all that smooth. That said, take a look at this if you want something a bit more complex and a bit more funnious than your average footy game.

**ACE RATING: 915**

## FORGOTTEN WORLDS

US-GOLD C34.95/64k Amiga  
ES-9903 C14.95/64k C64  
ST version reviewed Issue 22  
Ace rating 905

When Forgotten Worlds first appeared in the preview it immediately received a thumbs up from all who played it. And quite rightly so. The graphics were of a very high quality, while the control method was quite novel; each man could be moved through eight directions and his gun through sixteen by means of a simple joystick fire button combination.

Then US-Gold announced it had signed the license for the next set



of the usual adventures were asked, especially - how well it works? The answer is that it works just fine. All versions retained the neat con-

trol method, high quality graphics, fantastic sound and immense playability. We've yet to see a bad version of this game.

### AMIGA VERSION

By far the best conversion of the lot. The graphics maintain a close arcade look, all the features have been included and used to great effect. Art developers, the programming team, have more than surpassed themselves with this conversion.

**ACE RATING: 905**

### C64 VERSION

Even on the 8 bit machines Forgotten Worlds is excellent. Neatly presented, fast, well animated sprites (and some big ones at that), superb sound effects, and a game that costs months of play time at make an excellent package that shouldn't be missed.

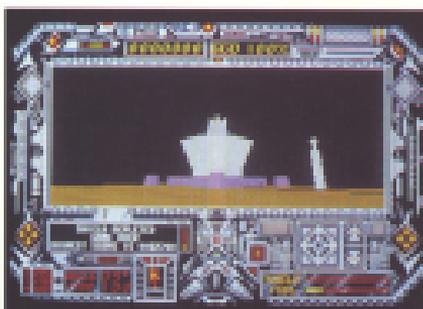
**ACE RATING: 905**

# DARK SIDE

**MICRO STYLE** \$24.99pb. ■ C64 version reviewed Issue 11 ■ ACE rating \$15

I've released to much acclaim as an 8-bit game under Incantati's own label, the 32-bit version of *Dark Side* now marks a second release for Microstyle's Micro Style brand. From its advertising to the screens designed for people who appreciate more thoughtful and lasting games which might take some time to get the hang of but which you'll still be playing in a month's time.

As such, *Dark Side* fits the bill perfectly. It's the same game as its 8-bit counterparts, but smoother and quicker (the ST is marginally faster and smoother than the Amiga). The story, for those unfamiliar with it, runs like this: for 200 years the people of Earth have been untroubled by the alien Rattars. However, to celebrate the bicentennial, the Rattars have built an awesome super-weapon, called *Jaghyr One*, on the dark side of Earth's nearest moon, *Thougat* - and they intend



to destroy every living thing on Earth with it. As an infiltrator armed with a laser and jet pack, you're sent in to stop this happening by copying various strategically placed ICs (Energy Collection Devices), Fuel and Earth anti-cocked.

As a world simulator, *Dark Side* works well, although it's occasionally lacking in graphical detail. The 3D is very smooth and gives a real feeling of being there, so that you can become totally engrossed. A real plus point is the superb soundtrack (on

the Amiga it really adds a lot to the atmosphere of playing. On the negative side, it's a little similar to *Order* - and if you object to this, please letter off waiting for *Total Disaster* also, the lack of graphical detail means that the gameplay can sometimes feel bland. However, if you enjoy puzzles and map-making, spend with a lot of about 'em up action like its predecessor, you'd be advised to take a look.

## AMIGA VERSION

Like its predecessor, *Dark Side*'s smoothness encourages you to play and explore, with total freedom to wander around. What makes this better than *Order* is the superb soundtrack which, in the most possible way, goes on and on. Definitely a worthwhile purchase for Fascination fans.

■ ACE RATING: 8/10

## ATARI ST VERSION

Marginally faster than on the Amiga, the ST version is a little let down by the missing soundtrack. Switch this off, however, and you've got an enjoyable puzzle that'll keep you happy for weeks.

■ ACE RATING: 9/10

## AMIGA



### BATTLETECH

**EPICOM** \$24.99pb.

PC version reviewed Issue 19  
Ace rating 8/10

Nowhere in this issue you'll find news of the new multi-layer *BattleTech* centres, but why wait? *BattleTech* is finally here on the Amiga and 64 and is pretty good. Essentially not that different to the PC version, it's still a pretty hot RPG which is well worth checking out.

■ ACE RATING: 8/10

### BAAL

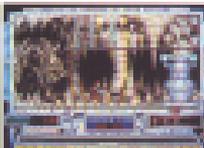
**PERICLAPSE** £19.99pb.

ST version reviewed Issue 18  
Ace rating 7/10

Once more the future of the world lay in the hands of the ST owners, now you Amiga counterparts can also have a crack. Large, colorful graphics, plenty of good animation, and a nice dose of shoot 'em action make *BAAL*, a pretty

reasonable shoot 'em up, if not significantly different from the ST version.

■ ACE RATING: 7/10



### SILKWORM

**EMUL** £9.99pb (£14.99pb)

ST version reviewed Issue 18  
ACE rating 7/10

Eight bit rules OK! Well it does with this version of *SilkWorm*. A very close conversion of the arcade counterpart containing all the original features such as the point system, a dozen levels and the fast player imp/robo mode.

■ ACE RATING: 8/10

## C 64



## ATARI ST



### H.A.T.E.

**GREMLIN** £19.99pb.

Spectrum version reviewed  
Issue 20

When the 8-bit version first appeared it caused a chorus of voices to sing about *Highway Encounter* and *Zaxxon* tones of which surfaced on the 16-bit machines. Especially nothing more than a diagonally writing *Start Out*, H.A.T.E. has some real little ideas such as light and land craft for you to pilot.

Good fun - but does it warrant a twenty quid price tag?

■ ACE RATING: 8/10



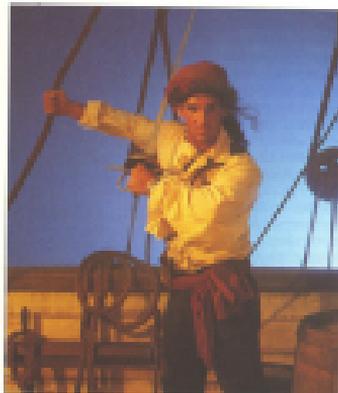
### AIRBORNE RANGER The Arcade-Action Simulation

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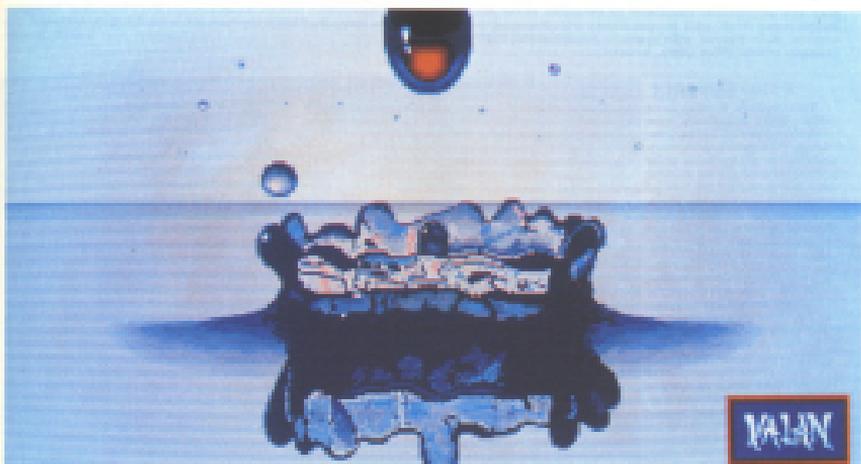


Graphics may vary, dependent on computer and format.

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THE PIXEL PROFESSOR CASTS A CRITICAL EYE OVER YOUR PICTURES

# IT'S ACE SHOW TIME!



## SPLASH

Somehow this 60-colour photo-realistic Deluxe Paint picture was produced, according to the artist, without the help of a lightbox - in which case it is an astounding effort that must have taken many hours of work to reproduce. (Malin Olsson, Acipex)

**F**orget the Royal Academy - it's Summer Show time at ACE. For the last few months our eminent Pixel Professor has been rummaging through your artistic submissions. After much deliberation and pleasure he's selected the pictures he thinks are worthy to hang inside ACE. Each featured image comes complete with its own mini-appraisal by the Professor - some of them ecstatic, some just a little on the critical side. But whatever the Prof says you can be sure it's worth listening to.



## SALAMANDER

Despite the gruesome subject matter - and more than 60% of readers' pictures are in the same vein, if you'll pardon the pun - this picture is very effective in the use of colour. The tones are well executed, and details like the highlights along the edge of the scales create a strong sense of realism. (David Fox, Judge)



**SURF DUDE**

This is an interesting cartoon that is well proportioned and laid out. The use of shading or toning on the board has worked well, and the process could also be extended to the water. The image looks great next to new fonts and the combination of cartoon style figures with realistic backgrounds might be an example of this. (Mike Lines, Amiga)



**GREGG**

An interesting use of the 'compartments' technique produced by working with the headshot tail in bright colors (in a black background). In places it has become a bit messy, but overall it's a very effective technique. (Charles Hedley, Amiga)

**ASTERIX**

This appears to have been made, quite effectively, from the famous French cartoon strip. Transferring drawn artwork to the computer is quite a difficult process for several reasons, based on the limited resolution available. Most, though not all, hand-drawn illustrations and cartoons are produced at a larger scale than their final reproduction. The thickness of the lines and the jaggedness of the curves provided by a normal computer screen make it almost impossible to copy all of the details. The solution, of course, is to modify the picture to leave out some of the detail, in Asterix for instance, the Roman helmet Obelix would either have been much reduced or left out altogether. (Mike Lines, Amiga)



**Asterix**

Nick Lines

**ESCHER**

Drawn using (I suspect) Hewlett's HAM paint package seen to be upgraded to Digitool 3, the picture is excellent, especially the shading effects, but the substantial spine the overall image. The vertical flow of water should have had a different texture and colour to the rest, and should have been opposite of the flow. (Charles Hedley, Amiga)





**LAZER BEAR**

Very well drawn creature, especially the head and teeth. Overall the picture is spoiled by two things: the background, which should be dark, and the excess baggage. The word 'Transformers' on the nameplate and the artist's logo spoil the impact of the picture. (Frank Teut, Amiga)



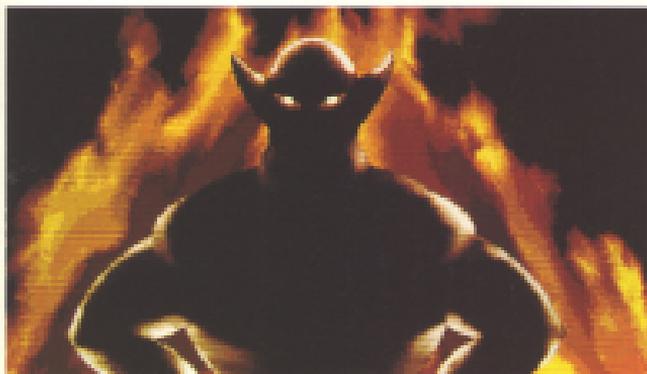
**ROOM**

For special effects, this is computer graphics at its best. The collection of the chess pieces in the floor particularly effective, producing a 'captured' look. For subtle illustrations, the Amiga is at its best in HAM mode, though it takes a lot of practice to use it well. (Jim Hargreaves, Amiga)



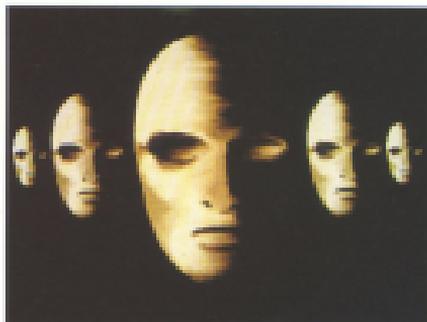
**GALVATRON 3**

The popular Transformer robot provides a rich source of computer art. The image is well drawn in outline and position but suffers from too much detail. A computer can not cope with as much pattern and general nonsense as a hand-drawn image; the dots are just too large. Usually it is better to keep the surfaces of the figure relatively flat, even if there are a lot of them, and let slight variations of tone show the depth of colour. (Frank Teut, Amiga)



**DEVIL**

When used carefully the Basic menu items of Deluxe Paint can create some startling effects. In this case the flames and the right shading round the body are produced almost solely with the effects on the Basic menu. Basic, Blend and Merge. This is even more remarkable because IPaint 1 was used, which has no smoothing mode. The 4860 basic version of IPaint was the nearest thing to many creators' piece. (David Rowan, Amiga)



**FACES**

A simple but haunting image composed with Deluxe Paint. Drawn initially as a shaded ball, stretched, and then the features drawn on. (Brend Bowden, Amiga)



**THE FLY**

Deluxe Paint is arguably the easiest Amiga DIB paint program. The artist has included the steps involved in producing this excellent insect. Note the use of blend control to create smooth-looking surfaces, and the transparency of the wings. (S.F.J. Brown, Amiga)



**AMERICA**

It seems a shame that the Spectrum is overlooked in graphics terms. Though it's only got a limited colour palette you can still produce some startling effects - as with the flag background behind the American Footballer. (Robert Smith, Spectrum)

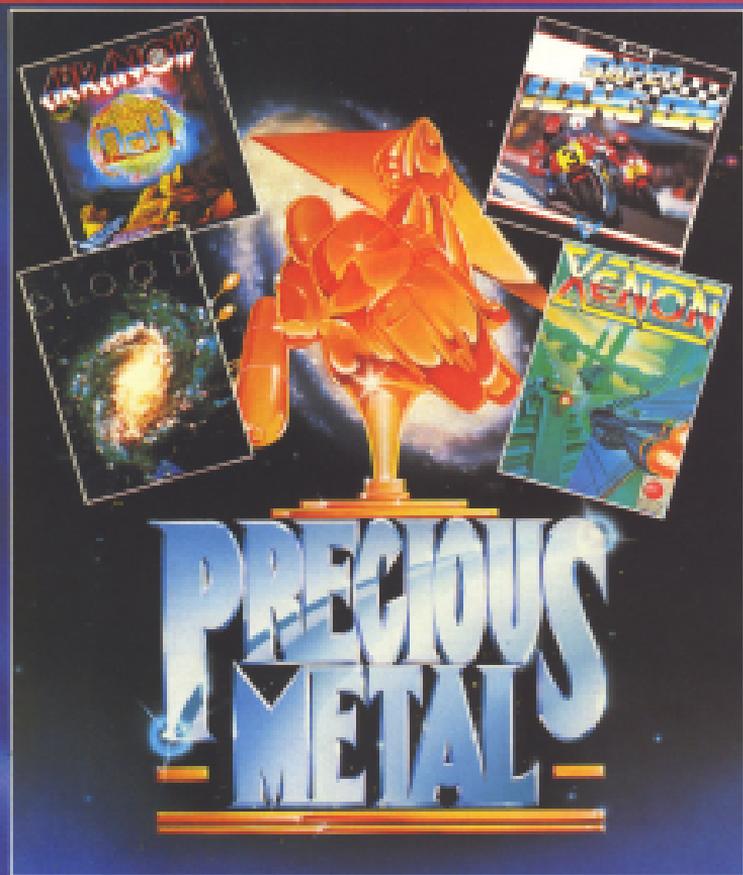


**EDDIE**

Taken from an album cover of Heavy Metal merchants Iron Maiden, this picture of the band's mascot underlines the effectiveness of simple colour and detailed artwork. (Gary Brown, Spectrum)



# THE COMPILATION OF EXCELLENCE



**EXCELLENCE**  
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AMIGA  
ATARI ST

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# S-S-S-SAMPLING

USING YOUR MICRO TO GRAB SOUNDS FROM THE REAL WORLD

Sampling is impossible to escape. The drums heard at headline ear-splitting speed-thrash rock concerts; the live-mix Club DJ to the floating ethereal strings and interwoven voices of a new-age record; TV ad jingles; all these can use the concept of digitally capturing sound and playing it back in some form or other. Now you can too...

**S**ampling originated with the Bell Telephone Company in America. In their research into the computerization of speech they worked out a way to capture sound by means other than magnetic tape. It was, of course, very expensive.

On the expensive side but nevertheless launched on the commercial market was the first Fairlight CMI (Computer Music Systems) in 1976, boasting complete synthesis and sequencing features as well as sampling. All you needed (and still do need) was the ser-

vice of a skilled operator for the princely sum of £200 plus per day. Not much less expensive was the Synclavier, launched in 1977, which was also sampling added to its arsenal.

With the advent of cheaper chips, manufacturers started to bring out dedicated samplers - pricey at first, but with costs coming down to about the £3000 mark in the mid-1980s and from lower when a bunch of ex-Commodore and Sceptical Circuit designers got together and launched the 'low price' £1200 Ensoniq Mirage in 1986.

Not to be outdone, Casio launched their 200 memory wonder for Developers the following year. It sounded plenty (but the 'concept' had now been sold to the public at large), the success of Paul Hornbower's 'Nine-mixer' bringing the reality into the UK's of the day.

Meanwhile, the developers of soft and hardware for the IBM machines got both and samplers appeared for the Commodore and Spectrum in the mid-1980s in the shape of both-on coating between £45 for the Creative sampler and £180 for the Music Sampler for the 64. The Apple got a taste-in with the three-gate Sampler DS-2 which set you back a little more at £2000.

## TECHNOLOGY

Consider a lump of sound. That's right a lump. For the purposes of this article we have to think

of sound as a tangible shape, not unlike a slice of bacon. First of all we slice the sound up into very fine bits and then store - each slice thin enough so that when we play them back together the gaps won't show. Then each slice has to be indexed and stored away ready for rapid retrieval. To reconstruct our original model the slices have to be pulled out, placed side by side, and joined seamlessly together.

You could also assemble these slices in another but still seamless form to create a completely different shape, smoothing out the rough protruding edges as we go along. By a stretch of the imagination we could even duplicate the slices we like and store away the surplus bits we don't like. The reconstruction of such a shape might be lumpy - but nothing at all like the originals we started with.

This is how sampling works - it converts the analog sound (electronic) to digital format using a special chip (ADC - analog/digital converter) and by doing so slices it up. After storage and editing, the digital format is converted back to analog so that the conventional amplifier and loudspeaker process can take place, together with any other alterations you fancy - boosting or cutting frequencies, compression, gating, whatever.

One would imagine that the faster the system can chop up the sound, the finer the slice and therefore the better the results. It is also obvious these slices of sound in 1986 didn't then the reasonable assumption is that this is even better. However, there are several other factors in the equation that can throw over the best-looking specifications. For example, the ADC may induce a noise level into the system, or the memory that smooth out the sampled signal (quantisation) and raise the path from one level of slice to the next may not be quite up to scratch.

To prove the point, the original Fairlight processor was an 6800 chip, just like the Spectrum, and the results from that were very smart indeed. Without going into extreme technical details the bottom line is that a well designed 68 or 128K sampler can be as good as a 320K sampler.

The other major factor is the sampling rate (the number of thousand times per second (KHz) that the sound is sliced up. A CD player runs at 41.5 KHz. Anything below about 20KHz starts to sound a bit grainy, since you can hear the sound stepping from one level to another as the quantisation cannot cope with the gap between the samples, although speech will play back with reasonable fidelity at much slower rates.

## WHAT TO LOOK FOR WHEN YOU BUY

First, the sampling rate. Anything that can sample as fast or faster than CD stands more than a fair chance of sounding good. Anything above 20KHz is enough the data is handled by the more in 16-bit format. Greater - however high the quoted sampling rates, the less

## HOW YOUR MICRO COMPARES...

### RAMDISK

This machine has an enormous advantage since internal sound chips can perform a very clean digital to analog conversion (without any external hardware) and output it through the stereo sockets. The only hardware you need is a box of bits to convert the analog input to digital. It can also store the samples in the common EP format and download them into other software packages, eg MIDI.

### ST

The ST has a sound chip that has launched a thousand clones and can perform DAC (digital to analog converter) though not all such a high resolution as the Amiga. However it is more common for sampling hardware to per-

form both operations and therefore it will have both input and output sockets on it, leaving the ST to process the data. Monophonic output only seems to be the order of the day. MIDI is made slightly easier by the built-in ports but there are only a few programs which store the samples in compatible files.

### POPCORNONAIRBORNE

The PC has very little in the way of sampling available for it. In short it was hard pushed to find any, with a similar story for the CPC and PCBM. The Airborne converts digital to sound the same way as the Amiga. Thanks to its internal sound chip it is also very fast at handling the data and graphics. However the software for this machine is thin on the

ground and is reduced to one company, BMR, who have a simpler 'under development'.

### 68BITS

Creative still makes their look-on sampler for the Spectrum and the IAM Music Machine is also a handy little box of bits that has MIDI built-in. The latter is considerably more versatile than the Creative and there is a disk devoted to software developments for it. Both programs, in their original form, had quite remarkable editing facilities. The sounds from both tend to be a bit grainy and of course you are stuck for memory space, so samples have to be very short. Information on the Music Machine can be found from their users club.

level will be set by the controlling software.

#### GRAPHIC DISPLAY.

To edit your sample you must have good visual display of the sound and be able to section off parts of the sound, hear it and then manipulate it. All programs have the 'zoom' button which will display the selected section for the whole width of the screen - essential for detailed editing.

#### EDITING

Custom defined sections of sound must be able to be 'cut and pasted' or copied to anywhere on the display. All samplers can reverse any defined part of the sample by reversing the data back to front. The fun comes in looping the defined section so that a seamless sound results. In order to loop, it is vital that the starting and ending points match exactly, otherwise a very noticeable bump occurs in the sound - at it's worst it will produce an effect like a small motorbike. Good software can peak up points that nearly match in volume and present them to you. You can then match them up side by side on screen and either fine tune them by hand or use another software routine to smooth them out. The result should be a glitch-free loop of sound.

#### INTELLIGENT LOOPING

Most samplers can be used as a musical instrument in various ways. To emulate an instrument by sampling it is not enough for the sample merely to loop. It is effect as you are doing that is hearing the sustained part of the sound without the start and finish. The finished sample when played from either the query or external keyboard should therefore start from a point outside or the looped section, loop as long as you hold it down and then continue (the rest of the sound) after you release the note. This little software refinement makes a lot of difference.

#### OTHER NICE TOUCHES

...are the ability to fade in and fade out the beginnings and end of samples and also to be able to take two or more samples and cross-fade from one to the other.

#### SOUND LEVEL INDICATION

Visual level is a means of means of determining the level of sound going into the hardware - a sound level meter is essential. In conjunction with this is the triggering level that will cut off the hardware above which the sampling will automatically take place. Although manual sampling - you click the trackball the way when you want - is OK, more often than not it requires a fixed hand to achieve this.

#### MIDI

Samplers should be able to be played directly from within the program itself or downloaded into a compatible MIDI playing program so that sound can be played either from a MIDI keyboard or internal sequencer. It is also useful if the samples stored can be loaded into other programs or into games. Here the things to fit into the balance in it's favour.

■ Even though all features of the wallet, best month we look at budget MIDI synth systems. Don't miss it

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Innovated Software  
0903 708804

Good all rounder with useful sampling rate up to 28.8K. Has variety of filters and custom selection designer. Editing and especially looping is very well and intelligently tailored for and it is compatible with your own programs and it's own optional MIDI player program. Has additional 'Doo-Tromp' software for 3D editing like for music notes. The homepage manual would benefit from some objective editing though.

#### REPLAY 4

£79.95  
Microdeal  
0726 0800

With all other versions of this in Public Domain, this is the latest version from the incredible AI Rascal (author of virtually every sampling package gone). Has effects and drum software throw in too. Very easy to work with although not as fancy editing features as the CI sampler. The sound is very clean and goes up to 28KHz, it stores up to 50 samples of 160K, has limited MIDI capabilities and is compatible with your own software.

#### PRO SAMPLER STUDIO

£99.95  
Data  
0762 344007

Has limited MIDI potential but a nice screen to work on

complete with 50 display of waveform and 'slicing' volume and frequency levels. Design your own waveform editor plus 28K to sampling.

#### AMMOA

AM.A.B.  
Microdeal  
0903 708804

Be Rascal again. Stereo sampling at 28KHz, excellent editing features, filters, spectrum analysis, etc, or phone equal (banned). MIDI is well catered for as the hardware has in, out and thru ports. Adequate software - no sequencing but the samples can be split across a keyboard and run the Amgo into a sampling add-on to a MIDI instrument.

#### PRO SOUND DESIGNER - GOLD EDITION

£79.95  
Silversoft  
0234 273080

Make sure you get the Gold version as it is superior to the previous incarnation. Very well displayed with full editing features, full filtering, 28KHz sampling at full bit in stereo mode. You also get the 'MIDI Plus' program which will take the samples previously created and spread or split them across a MIDI keyboard plus a 'Toolkit' which will doctor the sound for various other programs and applications.

#### PRO SAMPLER STUDIO

£89.95  
Data  
0762 344007

Same as the ST version except that you get a 'Jammer' playback and sequencing package - a four track

sequencer plus the usual MIDI soft sound and clean-up.

#### SPECTRUM CHECKING SOUND SAMPLER

£44.95  
Cheetah  
0232 555525

No MIDI, rather plain sound, well thought out editing screens if a little on the slow side but somewhat dated. Has many programs, it doesn't use any of the additional memory offered by the 128K version. Manual is informative, optimistic and minimalist.

#### SAMPLES

Music Machine Club  
05342 62058

Duophonic sampling with the original software plus full MIDI ports. A lot of enthusiasm have developed sampling and editing software - contact them. Very good considering the limitations of the Spectrum.

#### ARCHIMEDES

4448 PLUS ANY  
SOFTWARE  
£155

Armello Systems  
0573 823499

8 SOUND SAMPLER  
£126

EMR  
0700 308707

EMR have it as an addition to their Soundbits software, which is a sound creating package coming in at £49.95. Armello sport more varieties of hardware with MIDI and stereo at additional cost. EMR aim with a wide-angle scatter shot for maximum coverage, at the education market with a range of sequencing, scoring and voice creating packages which can offer 32 internal voices plus MIDI sequencing simultaneously. Armello run forward into the pro studio with a 16-bit sampler at £1,000 plus.

The quality of both products is quite good with sampling up to 48KHz (EMR) and 44KHz (Armello) being manipulated readily by the fast running 32 bit machine.



Microdeal's Replay 4 on the Amiga.



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### MPS 1500C



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### MPS 1200P

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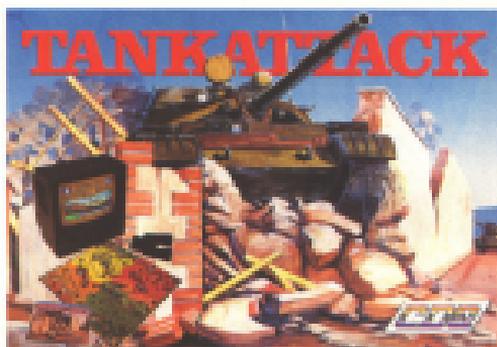
#### 1. TECHNICAL CHARACTERISTICS

- PRINTING TECHNOLOGY: ..... impact dot matrix 24-needle print heads
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- TABLET SIZE: ..... 21cm
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- PRINT WIDTH: ..... 100 to 200 characters per line from left, and a 50 to 100 from right
- LINE FEED: ..... 100 to 200 lines (100 to 200) and 100 to 200 lines, ..... with 100 to 200 lines
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1



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- Weather, morale, skill, judgment, planning, foresight, careful management of retreat and repair facilities and, last, all play a part in deciding the result of each game.

A game that not only forces you to interact with your CPU but gives you a chance to "winners" will thoughts and ideas to conquer "tower" 9/11 July '99

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3

#### Time and Magik from Level 5/Mandarin

THREE superb adventures in one.

##### Land of Time

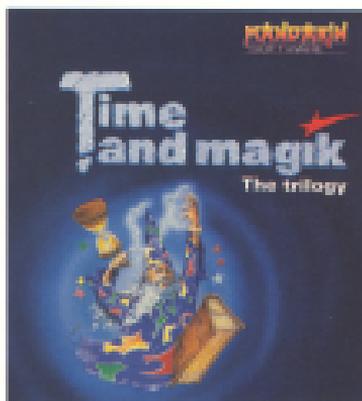
Travel through the eons inside an amazing grandfather clock, that manipulates time. Solve thousands of time-related puzzles, combine them to control Time and Magik and save the world being plundered by the Timebots.

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#### Time and Magik

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# 1 G

# 2

## Forgotten Worlds from US Gold

Themies have been destroyed by the evil Emperor. Now another alien invasion starts. Two superior warriors have been assigned the task of cleaning up the mess and of fighting back. They have almost got ahead of them.

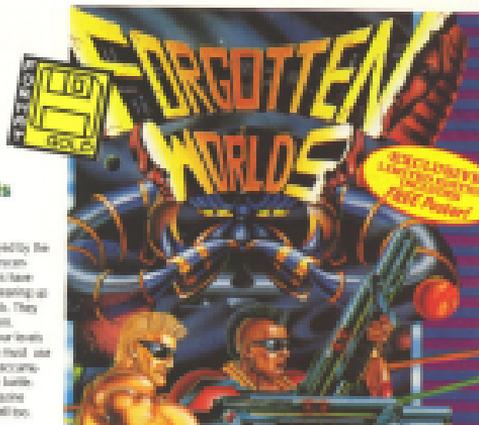
The game is split into four levels each with its own goals. The final one includes freespaces you can activate late along the way to win the battle.

A reminder: the magazine reviewers loved it, and you will too.

'Access all formats Forgotten Worlds in an easy-to-use, up-to-date book by award-winning author and leading expert on his superb graphics.'

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# 4

## Red Heat from Ocean

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# ADVENTURE

IS IT A TURTLE? IS IT AN OWL? NO, IT'S ARTHUR. FROM INFOCOM!

First of all, the bad news. The new section design we promised last month has had to be postponed until the next issue to fit in with our plans for the Second ACE Anniversary. We promise it'll be all the better for waiting for...

Now the good news. We've got an exclusive copy of Infocom's Arthur for you to check out — and it's a winner! Find out more below...Oh yes...and a just a few tips to keep you out of trouble. Just a few, that is...

## TALK TO THE ANIMALS

Infocom's Arthur puts you in touch with nature...

**N**ow this is interesting. It's not often you get a chance to make such a direct comparison between the styles of Level 9 and Infocom, but now the US edition crew have given us the perfect opportunity by releasing their own game drawn from the Arthurian legends. How does it shape up?

The game style is very different from Level 9's. Whereas that company strived for absolute authenticity, the Infocom boys — as usual — have sacrificed scrupulous loyalty to their sources in favour of dramatic effect. The result, it has to be said, might make strict Arthur fans want to visit the smallest room in a hurry, but for the rest of us the outcome is undoubtedly a better game.

To start with, the plot has been altered substantially. You start the game as young Sir Lancelot Arthur, about to pull the sword from the Stone. Merlin appears, however, and tells you that you are not yet worthy to assume royal status... while you are debating the matter, along comes old King Lot and snuffles the stone. Next morning, he stages a public demonstration of using the sword in his hand... or what appears to be the sword. Your objective therefore is to achieve the necessary status to reach Lot a lesson and draw the sword from the stone, wherever it may be.

### IT'S A HOOT

The excellent dialogue of this game becomes apparent as soon as you start wandering about. There are numerous sub-plots to be accomplished, either set for you by other characters or discovered by yourself.

The only drawback is that talks set by other characters tend to be of a similar 'bring me this object and I'll do this for you' variety, but the objects are pretty hard to come by, so we left it at that point.

The other drawback is more serious and tends to be a feature of all Infocom games (with the exception of Suspect) and one or two others and that's that the characters all tend to stay more or less put. People don't wander about these games as they do in Level 9's programs and the atmosphere is definitely the poorer as a result. There's no doubt that really ACUTE characters make a big difference.

The plot rises above all these considerations, however. Things really get going after you've had a heart to heart with Merlin and he gives you the ability to change into any one of over five creatures. As an owl, a hedgehog, a salamander, an owl, or a turtle you have the opportunity to explore several different situations and solve animal-type puzzles that give a whole new dimension to the game.

### HYMNUS

The other feature that makes Infocom products so successful tends to be their shabby brand of humour. In some games, Leinster Godfrey, for example, it's the driving force behind the whole adventure. In Arthur, however, it's more subtle.

This means that at one end of the scale you feel the taste of sinew every bit as spicy as in Prince Luccio Chess, and at the other end you discover a maze that is a clear reference to the 'willy little passages' maze in



More graphics on the Merz. Let's hope the other versions are as good...

Colossal Cave. Unfortunately, as a badge which you are at the limit you can't take this maze by carrying and dropping objects, because you can't carry anything! The solution is original and ingenious.

Finally, there have been some improvements to the parser, which now opens and closes doors automatically before and behind you and responds more clearly to straightforward inputs — the finishing touches to an excellent adventure that makes you wonder how on earth Infocom could be having trouble making money from a word game!

### RELEASE BOX

ARMS	ON 80	JUL 81
IBM PC	ON 80	SEP 81
No other versions planned		

### LEADER

29

### ENCOUNTERS

64

### OVERALL

80

Great game right through to the end. Good characterisation and a variety of situations to combine to make this a great game. The use of animals is of substantial help without hindering immersion in the game. Excellent, but do a substantial job on other adventures. The game does not do it.

ACE  
ADVENTURE RATING  
800

## HOUD OF SHADOW

More details have emerged regarding EA's Hound of Shadow RPG. It is released in September for the ST, Amiga, and PC. The game is touted as an 'original contribution' to the Cthulhu mythos, which — you may recall with shuddering limbs — was developed by the horror fantasy writer H.P. Lovecraft. Infocom used Lovecraft's imagery and style to great effect in Lurking Horror.

Hound of Shadow has been developed by British Games, a company who have previously been involved in board game design. It's set in the 1880's and uses a split first person as well as traditional RPG elements that include 8 character professions and over 50 skills.

The game system developed for the adventure is called Timeline and the idea is that all characters developed in the game will be 'importable' into future releases using the Timeline system. More details next month...

# ABSOLUTELY NO PROBLEM!

So...you want TIPS, huh? You actually have the guts to come up front and string about that little problem with the Babelfish (being, eh? Well, you can sort it out yourself, big boy. And while you're doing so, just think how easy things would have been if you'd been stuck in one of the following games instead...

## SE-KA OF ASSIAH

**START**...Given to you by the villagers before you enter the castle at the start of the game. On examining the staff you will see a key stuck in the top and a golden orb at the end.

**CASTLE DOOR**...Opened by the cloaked figure who appears after you are given the cloak by the villagers.

**TORCH**...Found in the castle east from the entrance.

**HORN**...South twice then west from the entrance to the castle.

**CLOSED DOORS**...Slide to open.

**ROOM OF LIGHT**...To get this, go west twice from the red and search the room. Open the red valve. Return to the red and light gas with it each time you go back east and turn the green valve to seal the top leading to the roof.

**BLACK GUARDIAN**...Fright him by pressing the staff on the staff, then throw the staff at him.

**ORBITER**...Fill him with your hand items then examine him - take the Mistletoe and drink the potion to cure the poison from the staff he threw at you.

**CASKET OF WIFE**...Push the Mistletoe through the mesh then get casket. Note that you can only do this while under the lake - not via the column in the crystal tower. To leave underwater passageway after getting casket, walk Mistletoe then go down, swim up, go north.

**OPENING THE GATE**...After cutting the wire that holds the sack and striking the Hammer of NB-Ra from the sack, fill the sack with sand from the floor, then tie the sack onto the lever found in the room. The gate opens and the far door closes. Cut the sack so that a trickle of sand leaves the sack - the gate slowly closes. Go out through the gate and wait until the gate closes and the far door opens.

**FLOOR OF CEILING**...After killing the guardian, search the room and pull book down with stick. At the top of the tower you can leave to part 2 of the adventure by having the basket, the candle, and the rod - blow the horn and you get the bell!

## SPELLBREAKER

The spell is a yeeting, animated problem. The ogre suffers from hysteresis, perhaps some pollen will help. Screenshot big? Try taking him down in size.

## BORROWED TIME

Thugs on your tail? Don't bother with the boy in blue - it's better to help as much.

## KAYLETH

Trapped in a stonework? Try giving it something to throw up about.

## TASS TIMES IN TOMETOWN

Fungus can help with creatures guarding a gate.

## LEATHER GODDESSES

Remember the ogre - a Man's day. This may help in the gorilla cage.

## THE INSTITUTE

A green man not letting you pass? You do need a drink, don't you?

## WINTER WONDERLAND

By clearing the ice for a pass.

## PILGRIM

Kick the wall in the apothecary, a small door will then spring open and inside you will find a pot of pain, used for healing sore feet.

Examine altar, turn statues, then lift it - the altar too slides back.

Get heavy rock from glide near lake and enter lake with rock and lenses only. You will sink to bottom. Get ice and drop rock and you will rise to surface. Use a key. Type lake and bank!

to move between trees. Dig three lakes in the cave up the soft yellow cliffs. Dig steps up cliff in match case.

## AZTEC TOMB

Look under bed and go through. Wear red cloak in color to find final key (type book color).

Catch fish in pool with jamjar, examine it, then enter water plant with pen or fill from stream. Water plant being.

Dead mouse seems elphand away. Give stick to dwarf to get box, which contains map to guide you to tomb.

## AFTERSHOCK

Switch the isolator off. Examine bench in utility room to get torch. Take oil from tanker in Darwin Street. Switch back on and get down manhole.

Search waste mixer for handle, then find sluiceway. Fit handle onto shaft, lubricate mechanism, open sluiceway. Water in underground station will be drained. Carry TV in radio to get post-buster's drop both to get post scooters.

In old house, support stairs with beam before climbing them - beam in on westground. Give beam to elephant.

Drop camp near stream, remove body from car, examine body, check into car, start engine, drive car all ramps to form bridge.

## STARCROSS

Check coded messages on screen, then examine star map in your package for course. Enter these coordinates into computer.

Red attack door - examine sculpture, press fourth button, press messages, get back rock. Give tape player to spider like star and he will

## KINGS QUEST 4

These tips will get you through the final part of the adventure...Watch out for more helpful notes in forthcoming issues.

Stay clear of Ragn's house and nearby trees. On your travels you will see a bird hiding at a window, get worms.

Go to Lubbett's castle. Get gold ball from under bridge.

Go to pond with frog wearing crown on its head.

Stand to the right of the pond and drop ball in pond.

Frog will retrieve it and sit by the pond. Get frog, look at it and it turns into a prince and gives you the crown.

Get the ball back. Go to pillared pond. Cupid may be there else exhibit until he is.

Cupid flies away - get bow! (arrow)

Shoot the unicorns once with bow when you see it.

Go to old house and get book from shelves in left hand room.

Look at picture on the wall, get it looking to left.

Pull latch on left wall and go in to the secret staircase.

Get shovel at bottom of stairs. In one of the stairways (red marble), get book and get lake.

Play lake to Fair and swap lake for Ruby.

Go into dwarves' house and clean up. Get diamonds left by dwarves.

Go to mine and give diamonds back to dwarf (darkened ring).

Get lantern and diamonds.

Go to fishermen's cottage, walk along pier. Go back into cottage, give diamonds to fisherman and get fishing pole.

Go to end of pier, get worms on hook and catch fish.

Go to waterfall, wear crown, turn into frog and swim under waterfall.

Get board at mouth of cave. Light lantern.

This is the first really difficult part of the game, and I have to say I think it's a bit of a cheat. You need under the dark cave and avoid the troll. There are two routes to follow but you'll find it very difficult to get through. You may well think (as I did) that you need some object to get past the troll, but you don't. Just proceed (and make sure you see the game before the you enter the cave). When you get to the altar in the cave, just put the board across it...



# IN THE PINK

This month's Pink Pages sees the complete games listing – essential reading if you're thinking of adding to your collection. It also features privileged information about Steve Cooke's favourite Indian meals, and Pete Connor's Top Ten Continental Lagers, not to mention not one but TWO competitions, a hideous short story, details of competition winners, a letter from Cinemaware, and even the chance to get yourself a job on ACE.

## THE LINE-UP

- 100**  
**ACE software guide**  
We think we've got the games you want listed – in every category.
- 110**  
**The ACE Diary**  
If you're bored, we can – and you can make more than 1000 entries every day, at 1000 words.
- 112**  
**WIN WIN WIN**  
A free ACE Lifetime Licence – compatible with almost any system.
- 114**  
**ACE Crossword**
- 115**  
**Ace Lists – from Lager to Jhal Freest**
- 118**  
**Cinemaware's Site Back**  
...and how they say about London of the 19th Cen.
- 118**  
**WIN WIN WIN**  
Free copies of Life and Deathfree page 4 for now.
- 119**  
**Train Games**  
...or when this would 100 out of 100's overland 100 games market!

## NIGEL FROM RIGEL

By Dave Souden







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# GAMES YOU'VE GOT TO HAVE

● All of the following games are **ACE RATED**: that means they're all hot hot masterpieces of computer entertainment. Some of the games have been around a long time: these games are simply marked with the **ACE CLASSIC** flash, and rest assured, they're all superb pieces of software and are well deserving of the title.

# ARCADE STYLE

Including coin-op conversions. Games with a high fun factor and plenty of addictiveness feature here.

**ARKANOID**

Imagine ● Spectrum £1.99 ● C64 £8.99  
 £11.99 ● Amstrad £8.99 ● £4.99 ●  
 Apr-81 £1.99 ● £8.99 ●  
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**Conversion from**

Arkanoid the classic, in its turn the best version of the classic breakout. Simple to control the player controls a ball at the base of the screen, whacking it left and right. The object is to keep a wall built up, knocking it off the bar to destroy formations of bricks at the top half of the screen. Eliminate all the bricks and move on

to the next of 22 screens. Clear extra features contribute to the add-on bonus. As a faithful coin-op conversion, Arkanoid comes out top, but for a different slant on the same theme and similar play music, try **801's 800C**, which also builds up the difficulty levels more gradually. ● **ACE CLASSIC**

**801 CHALLENGE**

Imagine ● Spectrum £1.99 ● C64 £8.99  
 £11.99 ● Amstrad £8.99 ● £4.99 ●

A graphically superb horizontally scrolling shoot-em-up but without

the shooting, in which you, as a robot, hit, shoot, jump and somewhat your way around a planet's surface. Use the full order on Page 84. ● **ACE RATED 801**

**BOUNDER**

Imagine ● Spectrum £1.99 ● C64 £8.99 ● £11.99 ● Amstrad £8.99 ● £1.99 ●

A good arcade shoot-em-up, and very addictive. You guide a ball out of a tunnel, from one platform to another, high above the vertically scrolling landscape. Limited platform squares and you can die all right in



gain a mystery bonus. It's a game for all of the game's many readers, forward, and excellent. It's Bonus location at the end of each section—only the good, and those though gain only a few extra points back for more. Bright, witty graphics, great music, and it's on platform. **A-ACE CLASSIC**

## BUBBLE BOBBLE

Frederic Spectrum  
\$7.95 • C&A \$8.95 •  
\$11.95 • Amsoft  
\$5.95 • \$14.95 • Am  
\$7.95 • \$9.95

Playability is the essence of this two-player on-up computer. You and a friend take bubble-blowing detours, leaping through 100 maze-and-platform screens, fighting off the baddies by encapsulating them in your bubbles. You then enjoy that. More frequent and various bonuses reward you as you reach the more difficult later screens. Exceedingly good fun. It's one on the midway line. Can also be played as one player against the computer. **A-ACE RATED 90**

## BUDDY BOY

Site • C&A \$9.95 •  
\$14.95 • Amsoft  
\$8.95 • \$14.95

A one-step action-striving game that will keep even the most ardent Don't Run from Jump for a long while. Conduct the time hero in an attempt to complete the five grueling courses. Instantly dieable and highly addictive. Buddy Boy should be in any young boy's collection. **A-ACE RATED 90**

## CONQUEROR

Amsoft • Amsoft  
\$24.95 (Amiga) and 17  
versions under  
development

Time spend it your very own land! Beat the enemy in close combat and plan your strategy for the campaign. This is a tricky game to get to grips with, but if you persevere you'll find you soon become mesmerized by the

If you can't get a 100  
Andie Knight • Amsoft  
• ACE RATED 90

## ELIMINATION

Frederic Spectrum  
\$7.95 • \$12.95 • C&A  
\$9.95 • \$14.95 •  
Amsoft \$9.95 • \$14.95 •  
Am \$7.95 • \$9.95 •  
Amiga \$10.95

Graphically wonderful roadway shooter-up for Amiga, which will test your joystick muscle. It's more fun you bring on the ceiling. Though it's tough to get to grips with at first, the addition leads to great play. Keep coming back for more. **A-ACE RATED 90**

## EXOLON

Frederic Spectrum  
\$7.95 • C&A \$8.95 •  
\$12.95 • Amsoft  
\$5.95 • \$14.95

Graphically superb, fantastically scrolling shoot-around effect you can, back and forth your way along, subterranean surface blasting away at alien monsters. A gun and a round launcher are used to blast the buns, but if things are still too tough then you can grab an accelerator for more protection and fire power. **A-ACE CLASSIC**

## GRAND MONSTER SLAM!

Amsoft into • Amiga  
Price 79p

Set in the mythical world of Oz, where the warming weather takes their enemies to the final step a competition to kick some evil's buns from you and to the pit to suffer. See the full review on Page 42. **A-ACE RATED 90**

## ODDS

Amsoft • Amsoft  
\$7.95 • \$9.95

A magnificent Touchdown. But, the Odds are riding on you to take them, but the bonuses aren't going to let them go without showing modes, rewards and a number of other weapons of your arsenal

with the program is an will facility that allows you to design your own scenarios — great stuff. **A-ACE RATED 90**

## PITSTOP 2

Amsoft • Amsoft  
\$10.95 (Amiga) • Amsoft  
\$10.95 • C&A  
\$9.95 • \$14.95 • Am  
\$7.95 • \$9.95

Thrilling racing game where the screen is split into two and you can race the computer or a friend. Lots of different track circuits, tyre blowouts, and of course the omnipresent pitstop gameplan to give you fuel, pump and your tires a real racing treat. **A-ACE CLASSIC**

## POWERHOME

Frederic Arts • Amsoft  
\$24.95

This superb arcade-style futuristic driving simulation will have you enthralled for months to come. It may look a little easy to get straight into but it's not worth underestimating. You'll be playing this for weeks. **A-ACE RATED 90**

## PURPLE SATURN DAY

Site • Amsoft • \$14.95 •  
Amiga \$20.95

A terrific mix of games that allows you to battle with aliens and shoot. The considerably good gameplay means you'll enjoy playing each sub-game time and again. It's a nice little try to get the hang of, but matter it and you'll be hooked you're hooked. **A-ACE RATED 90**

## SPIDERTRONIC

Amsoft • Amsoft  
\$7.95 • \$9.95

Take your spiderlike character around the game area, collecting coloured pearls in the correct order. The built-in construction set means you'll be knocking out your own little bits of code quite soon. **A-ACE RATED 90**

## SUMMER GAMES

Amsoft • Amsoft • C&A  
\$9.95 • \$14.95 • Am  
\$7.95 • \$9.95

Five spring simulations of high quality but none have quite captured the quality and style of the original Summer Games and its immediate successor, Summer Games 2. One to six players can take part in high jumps, gymnastics, springboard diving, relay pigeon shooting, swimming, pole vault — and others — with lovely large graphics and smooth animation throughout. Control of your athletes can be complex to master so recommended. **A-ACE CLASSIC**

## SUPER SPRINT

Electric Dreams • C&A  
\$9.95 • \$14.95 •  
Amsoft \$9.95 •  
Spectrum \$9.95 • Am  
\$7.95 • \$9.95

One of the better control conversion currently available. With up to three players all competing at once, the action is fast and furious and it will take a few minutes to get a complete sense of the more farcical antics that appear later in the game. **A-ACE RATED 90**

## THRUST

Frederic Spectrum  
\$1.95 • C&A \$1.95 •  
Amsoft \$1.95

Surprisingly sensitive controls and a large helping of realistic physics make this budget title an absolute must. Flying down through the heavens of an enemy-led planet, you have to pick up fuel and bombs, dodge gun barrels without hitting into the fuelled walls. Tough enough as it is, but here you've got to make the inter-planetary a fairly hardy thing under your craft. Very mean, very addictive. **A-ACE CLASSIC**

## THUNDERCATS

Site • C&A \$9.95 •  
\$14.95 • Spectrum  
\$1.95 • Amsoft

\$9.95 • \$14.95

The game based on the old TV series, 'Thundercats' is a classic. It's a classic you wonder that just once, gameplay. Each of the game's 14 levels is a straight-up dash from start to finish with a multitude of obstacles to avoid along the way. Graphically impressive.

Three dimensional shoot-er with such graphic perfection and liberally addictive gameplay that it became an instant classic. Now the IBM version, have arrived and they're just as good as the 32-bit versions. It that means you've seen how to whether will be ACE rating the 8-bit version. **A-ACE RATED 90**

# ADVENTURES

Adventures have come a long way since The Hobbit. State-of-the-art graphics and powerful parsers enable you to communicate with other characters, and fully explore the world of your choosing. Add role-playing elements and you can see why this section of the software biz is the fastest growing area of computer entertainment.

and completely playable too. **A-ACE RATED 90**

## URANIUM

Frederic Arts • Spectrum  
\$9.95 • C&A \$9.95 •  
\$12.95 • Amsoft \$9.95 •  
\$14.95

The pace de resistance of handling shoot-out action, the straightforward and attacking style with dodging around any trap structures. Great realistic handling, beautiful graphics, which take careful account of the distance between you and your opponents. Finally, the game's large and expressive lexicon adds for money. **A-ACE RATED 90**

## ZARON / VIRUS

Amsoft • Amsoft •  
Amsoft \$24.95 •  
Frederic Arts and 8-bit  
versions Amsoft \$19.95 •  
Am \$17.95 • \$19.95 •  
Some 8-bit versions under  
development

It'll, ACE's highest rated game to date. A real

## THE BIRD'S TALK III

Frederic Arts • C&A  
\$14.95

The latest Bird's Talk game offers a number of sub-plots — all of which are well-written, fast, good look at. First, the graphics are better animated. Second, there are ranged combat modes, which take careful account of the distance between you and your opponents. Finally, the game's large and expressive lexicon adds for money. **A-ACE RATED 90**

## BEYOND ZORK

Infocom/Amsoft • C&A  
\$19.95 • Amsoft \$19.95 •  
Amiga \$24.95 • Am  
\$7.95 • \$9.95

Infocom's attempt to move in to the role-playing market is a great success. Unlike the Infocom's Current of Zorker is a game that combines the wit and ingenuity of one of the





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# PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

## BOMBPLANCHER

Superior Software • C64  
249-Pound 1.99 • Amiga • Amiga  
£14.95

At first sight this recent release may appear to be nothing more than a bombastic quest. However there are a number of resource gameplay features which give Bombplancher a feel of its own, highly recommended for those who prefer to solve problems rather than shoot them.

• ACE RATED 90+ - AMIGA

## BOULDERDASH

Piran Games Corporation  
• Spectrum £2.99 • C64 £2.99 • Amiga £2.99

A game that has

everything - instant action, lightning challenge, frantic excitement as the clock ticks down and extremely tricky puzzles. You must collect (push) boulders in rooms, digging away walls and scaffolds to get to them. Boulders can stop and leave you when damaged, while the planets are often hidden, extremely unpredictable walls. Complex but great fun. Bombplancher is a maze you can't afford to miss into budget recreation.

• ACE CLASSIC

## DEFLEKTOR

Demco/Veritas • C64  
28 99 • Amiga • Spectrum  
£7.99 • C64 £7.99

Deflex is the only title

designed as the ultimate test to connect a laser beam to a mirror and at the same time destroy a number of balls. But an action as well. You'll want to make full use of the mirrors, beamsplitter and reflecting blocks. It seems to show you your aim. Over the first screen and you'll only have 20 more to do. Fascinating stuff that's totally addictive.

• ACE RATED 90+ - ST

## NEBULUS

Technique • C64 £5.99 • C64  
35 99 • Amiga • Spectrum  
£4.99

Guide your jet to the top of eight towers using the spiral of platforms, lit and litiges. Performance is made if it's a tightrope

game that strikes a fine balance between frustration and action, added to which is the extra score, this being if it's good-looking, despite minor 2-D game.

• ACE RATED 90+ - C64

## SENTINEL

Parsons • Spectrum £5.99 • C64  
35 99 • Amiga • Spectrum  
£4.99 • Amiga • Spectrum  
£4.99

Warrior and compelling strategy game played on the chequerboard surface of a planet dominated by the Sentinel. Fundamentally you have to absorb enemy units trying to invade the Sentinel from surrounding ports. A clear brain and fast finger game are both necessary in this very original and large - 10,000 possible landscapes - game.

• ACE RATED 90+ - AMIGA

## SKULL DIGGER

Revue • Amiga £7.99

Bombplancher does that completely satisfies the original idea of this particular machine. Again fun. Bombplancher shows you're digging for diamonds in rooms over thousands of different screens - with a time limit for each screen. Bombplancher is an originality before someone to change and a chance of being awarded and in releasing two-page edition.

• ACE RATED 90+ - ST

## SPORE

Softing • C64 £1.99 • Amiga  
£1.99 • Spectrum £1.99

The wrong combination of strategy, personal bending and great graphics make Spore a worthy tactical release - what a bargain then to be able to pick this up for £1.99.

• ACE RATED 90+ - C64

## TETRIS

Microsoft • Spectrum  
£5.99 • C64 £5.99 • Amiga  
£1.99 • Amiga

£5.99 • C64 £1.99 • Amiga  
£7.99 • Amiga • Spectrum  
£1.99

A fascinating geometrical puzzle, the Russian game from the obscure mathematician topic of packing into a cell game. One at a time, shapes fall downwards into a rectangular playing area. Left to their own devices they'll pile up until they reach the top of the screen, your task is to guide them down and pack them tightly so that doesn't happen. Different patterns have proved to be rather variable in their stack heights, but the strategy comes into defining those lines before you'll have to solve them.

• ACE RATED 90+ - C64

## THINK!

Proton • C64 £1.99 • Amiga  
£1.99 • Spectrum £1.99

Originally released by





# ACE DIARY JULY/AUGUST '89

## 6th July - ACE August issue on sale.

Don't miss this and it's issue 24 - our 2nd Anniversary number packed full of goodies, including a look at the Glorious Past of the Pearly Kings, and the Glorious Future.

## 7th July - License to Kill launched for ST and Amiga.

Timothy Dalton has kicked off a new style of bond, but can Denmark kick off a new style of bond game with this latest release? Clansmen of early versions support an overhead view with lots of driving action, but will that be enough? Find out soon...

## 8th July - Wimbledon '89, Womens Finals.

As far as we know, this will take place in the real world and not on your micros. Switch off whatever you're playing and switch on the TV instead.

## 8th-10th July - Daily Express Lifestyle 2000 - 'A glimpse of tomorrow today', Olympia, London.

There aren't likely to be many computer games in this exhibition. Perhaps that's a good reason to attend. You know how continual addiction to March snuggles can ruin your health. If you don't, see your doctor and ask about Repetitive Strain Injury. By the time the year 2000 comes round, we could be no realists.

## 9th July - Wimbledon '89, Mens Finals.

Warning: make sure you are not planning to feed up Ultima V in the afternoon of 9th July. You'll have to switch it off again when everyone demands you give up the TV so that the rest of the family can watch Becker plaster the opposition. Unless you've got a monitor, of course...

## 9th July - French Grand Prix, Le Castellet.

Put in a few practice laps in Ferrari/Formula One first just to get you in the mood.

## 12th July - License to Kill launched for C64 and Spectrum.

You saw it on 150th on the 7th July. Now see it on 50th - and find out in the next issue of ACE how the two compared.

## 14th July - Rocket Ranger launched for ST, Cinesamara, Microsoft.

Produced gases of amusement when launched on Amiga. If the enormous amount of time it has taken to convert to the Atari is an indicator of quality

then expect good things.

## 14-16th July - British Grand Prix, Silverstone.

Some is the favourite but ACE's money is on Nigel Mansell to do the business as head of a horse-stead.

## 17th-23rd July - Film, Video, Sound Exhibition, Trade Only, Olympia.

Interesting combination of mediums - if you can somehow bag a ticket.

## 20th July - Indiana Jones - The Last Crusade. All versions launched. U.S. Gold.

July it seems to be put in the shade by Gabriel - but US Gold have their game out a long time before we'll see the Caped Crusader on screen.

## 20-23 July - British Golf Open, Troon, Scotland.

The ACE money is on reformed wild man Nicolson to take top honours.

## 25th July - Falcon Mission Disk launched for Amiga and ST. Spectrum Holybyte/Microsoft.

Can Microsoft really sell the same game twice and get away with it?

## 27th July - 1st August - England Vs Australia, 4th Test Match, Old Trafford.

By this time England might be three all down. ACE predicts that by the time this one is over they will be four all down. Bring back Boycott!

## 30th July - German Grand Prix.

ACE prediction - our Pipe to do it again for England and Ferrari, eh?

## 3rd August - Bank Holiday Scotland.

ACE Prediction - Silicon Glen drinks too much and loses its colour.

## 4th August - ACE September issue on sale.

...in which you can check out next month's diary!

### FREE PUBLICITY!

That's right - if you've got something going on that you think should feature in the ACE Diary, then let us know. We'll do it as much as we can (subject to space permitting), for drop us details on a postcard to ACE Diary, Priority Court, 30-32, Kensington Lane, London, SW18 4LL.



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All you have to do is study the picture of the two models posing with the Life Time Drive and make up a humorous caption, then count the spots on the model's dress. No - on second thoughts, that's a bit hard - just send us the caption.

The trouble with being a real risk is and so and having several computers in your room is that they all require different disk drives, thus taking up lots of space that you could be using for other expensive hi-tech gear.

Now, through a combination of the wonders of modern science, Bruce Everett, and Miles Gordon Technology a solution is at hand.

MGT's amazing Lifetime Drive can be quickly and easily reconfigured to work with a wide range of different computers.

The Life Time Drive - so named because you will be able to use it with what ever new

computer you buy - will load disks into Amiga's, ST's, IBM PC's, Spectra's, QL's and Beek's. At the moment there is only a 5.25" version - but a 3.5" is under development.

The LTD uses a Citizen 1 Mb mechanism and has its own power supply.

Send your suggestions to Life Time Drive Competition, AOL Magazine, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AJ. Entries must reach us no later than August 1985, contain your name and address, be printed clearly, and suitable for publication in a family magazine.



OK above stage. Be just how many spots are there on that dress's back? Right, that's not fair - just try making up an appropriate caption.

## LIFETIME DRIVE ENTRY FORM

NAME.....  
 ADDRESS.....  
 .....  
 .....  
 TELEPHONE.....  
 AGE..... COMPUTER OWNED.....

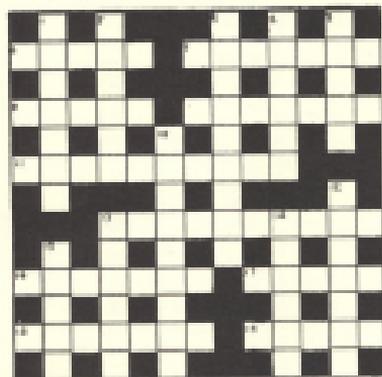
I think there are.....spots  
on the dress  
My photo caption is (no more  
than 20 words).....  
 .....  
 .....



# THE ACE PRIZE CROSSWORD 16

Set by Mike

The ACE crossword is split. The across may be an acronym, or formed from the end of one word and the beginning of another, or simply hidden in it in the clues. Most, but not quite all, of the answers are computer related.



## ACROSS

- Virgin's first space game (5)
- Game from Romania that goes down a storm (7)
- On about ace performance of software house (5)
- Exco's Formula One game from Electronic Arts (7)
- Moochy noble programmed game for Progress (5,5)
- Trevor and Ian get excited about leading niche game from Newbit (1,1)
- Forecast pride will be crushed appearing before next (7)
- Sty character in First Blood (5)
- Out with to travel different routes to normal (7)
- Tony first gets new suit on joining software house (5)

## DOWN

- Count on game from Ubisoft (7)
- Lisa's first to join company in Grandford (6)
- Bony creed about Hewson's game (5)
- About about her fruit (5)
- Snake requiring firm support (5)
- Cliver bit of plastic (5,4)
- Some Uni game? No, it's from Origin Systems (7)
- Dave is seen lying on cassette (6)
- Cariba posed over tongue (5)
- Tell to July (5)

■ Send your entries to Prize Crossword 16, ACE, 30-32 Farringdon Lane, London EC1 ■ Closing date August 10th '89

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# MORE LOONY LISTS!

**PETE CONNOR'S TOP NINE INTERNATIONAL LAGERS OF THE PAST TEN YEARS (not in order of merit)**

1. Tecate (Mexico)
2. Steinlager (New Zealand)
3. Toohey's (Australia)
4. Tsing Tao (China)
5. Tatra (Poland)
6. Löwenbräu (West Germany)
7. Mahou (Spain)
8. Tiger (Singapore)
9. Sol (Mexico)

**MARK PATTERSON'S TOP FIVE ROLE PLAYING GAMES**

1. Wasteland (EA)
2. Bard's Tale II (EA)
3. Bard's Tale III (EA)
4. Ultima III (Origin)
5. Battletech (Telecom)

**EUGENE LACY'S TOP NINE GARDEN PLANTS**

1. Lobelia
2. Clematis

1. Alysum
4. Honeyuckle
5. Passion Flower
6. Russian Vine
7. Rhododendron
8. Fuchsia
9. Tobacco plant

**STEVE COOKE'S TOP TEN INDIAN DISHES**

1. Chicken Jai Fresco
2. Beef Madras (from the takeaway in the Cambridge New Road)
3. Bad Puri (vegetarian)
4. Baked rice
5. Kachua man
6. Shami (chick)
7. Matar Paneer (chick peas etc.)
8. Karai Ghorth
9. Dhund bhaji
10. Sag Aloo (spinach and potatoes)

**TONY DELON'S TOP TEN HEAVY METAL BANDS**

1. Def Lppard
2. Wisp
3. Cinderella

4. Skid Row
5. Dain
6. Iron Maiden
7. Bon Jovi
8. Kiss
9. Scorpions
10. Megadeth

**GARY WILLIAMS' LEAGUE CHAMPIONSHIP-WINNING (IN THE LAST MINUTE OF THE MATCH) TOP FOURTEEN ARSENAL PLAYERS OF THE PAST 20 YEARS**

1. George Graham
2. Charlie George
3. Liam Brady
4. Malcolm Macdonald
5. David Keane
6. Kerry Sansom
7. Frank McLintock
8. Pat Jennings
9. David O'Leary
10. Charlie Nicholas
11. Paul Davis
12. George Armstrong
13. John Radford
14. Michael Thomas

# CINEMAWARE BITE BACK

In the June issue of *PCW* we gave *Cinemaware's Lords of the Rising Sun* a bit of wiggling. Reviewer Bob made made the not unentire complaint about *Cinemaware's* products that the graphics were brilliant, but merely served to obscure the fact that there was no game underneath. *Cinemaware* felt so strongly about the review that we've altered the game's programmer a chance to hit back...

Dear ACE,

I am writing this letter in response to your issue of *Lords of the Rising Sun* in the previous. I believe the programmer of that game is not compelled to address the claims made about it.

First, let me correct a few statements:

1) The statement "They can't make music". There are 22 original pieces of professionally composed music in the game. From your statement it is hard to believe that you actually played the game. It is for this reason that the outcome of letters "depends more on numbers and strength than on any tactical decisions." Numbers and strength are only two of the factors involved in determining the outcome. The other factors are sword skill, bow skill, leadership and stealth from the men are manipulated. With practice of

using both the attack and superattacks of the mouse player can still find victory into multiple groups, survived an opening army, war design to attract the enemy away into the line of fire from the archers, and/or for staying using the strengths of his own against the weaknesses of the enemy.

2) Regarding the use of joystick or keyboard for the stage commands, there are two main reasons for choosing the mouse. First, and most important, the joystick has two buttons which allow simultaneous control of both arrow releases and sword swing. Secondly, since the mouse controls all other aspects of the game play, I felt it would be annoying for the player to switch between various input devices.

In response to your editorial in the "Great Graphics, Stone-About..." box, you advocate using a single programmer to develop all other games, including music and graphics. Should we then refer to "good old days, but not days" of when multi-taskers and black and white television to take advantage of state of the art audiovisual technology? At *Cinemaware* we believe in using a team of talented professionals (designers, artists, programmers, musicians) to create a product that is outstanding in every way.

Perhaps the reason should

consider a career change to programming. If he feels the gameplay "wouldn't quite work for me" he should do so and we would be more than happy to publish it. (I'm assuming a release necessary into the two-game disks come packed with over 4 million bytes of graphics, music and sound effects, with a total of 48 C-64 floppy floppies representing another 24 million bytes of graphics.)

Lords of the Rising Sun is an extremely complex game composed of very detailed strategic elements and 50+ audio sequences, each one exhibiting unique gameplay features never before seen in a computer wargame.

(Even though I am very dissatisfied with the reaction *Lords of the Rising Sun* received from you magazine, I am grateful for the opportunity to express my opinion.)

David Todd  
Vice-President, Research and Development,  
*Cinemaware Corporation*

## Steve Davis, editor, comments

David Todd has raised an important question for all games players and programmers at a time when we're seeing increased technical resources made available to us every day. Although *LoR* has now moved on to another magazine, I know full well you're not with me about the following:

First, the question of graphical quality has nothing to do with how many million bytes of graphics sound or music is packed onto a disk, nor with how many audio sequences there are -- or even how unique the program features may be.

It's a highly subjective quality that simply determines how much fun you get out of a product and for how long. When you sit the hat on the head, you get a product like *Super Mario Bros* on the Nintendo -- or even the original single-screen Pacman. Then you don't, you get a laptop, or better yet "state-of-the-art" PC.

It's for this reason that *LoR* made the perfecty valid point about representing gameplay on a Spectrum, a point that makes it clear that gameplay has a limited association with technological advancement. *Microtechnology* can do it make a good idea better -- it's the arbitrary reason, not the laptop. Look at *Breakout* and dual in development *Intellivision* and *Intellivision* and *Intellivision* for a good example of what more-FBI and better controlling can do for a good game idea with strong gameplay elements.

How can yourself how interesting *Breakout* would be without the ball -- and how much better that ballless *Breakout* would be with 2000 seconds of floating 3D-M-graphics and sampled sound. No letter at all, my friend.

Finally, David seems to be under a misunderstanding about the article in question. *Microvision* does it suggest that we should go back to the good old, but always when you person did all of the work. However, that's what it actually says is that *Lords of the Rising Sun* would have benefited from a situation where software houses "will be spending as much on the gameplay designers as they will on the rest of the development team." By spending more on the development of gameplay ideas and mechanics -- as opposed to the proliferation of graphics and sound features, we can ensure that we'll attract from the new technology as now have access to.

## DIGITAL PASSION - A PINK DRAMA IN TWO PARTS

It was 8:30am when Herbert spotted the ExpDLevel guardian on level 404 and prepared himself for another orgy of destruction in the peaceful parkland glades of Planet Dominion. He was supremely confident, having just received an extra bonus life to add the EXE he already had and packed up a dozen extra nuclear disposal weapons on the previous screen.

"Watch, alien scum," breathed Herbert loudly, warning himself in the process that he hadn't touched his lips for the last six years. Sliding his sweaty finger over the button he held his breath, partly out of excitement but partly also because of the smell, and heathed down into his chair. He kept his legs fully gripping with greedy anticipation.

The first DLevel guardian sighed with resignation. Although an immense collection of parts, it knew enough to be realistic that Herbert was probably invulnerable and that there was nothing to prevent the heavily-built man whaling him out in a particularly humiliating fashion. Programmers thought that was the same for him: invulnerable in the packaging -- almost, really, since he'd just come from being broken a few hours earlier and began to detect intellectually up and down the screen, not because he wanted to, but because that was what the game code demanded.

Herbert instantly wanted the code of command or the part of SmoggyHenry. Glomping at every victory, he began to giggle merrily with excitement and a gleeful, gawdified grin spread across his soot-like features. His eyes finally focusing with excitement, the Fat One fired one sausage the finger close on the 5 key, among the Smart Sapper Immersion Device, and prepared himself for his glorious combat.

Herbert it happened...

Perhaps out of sympathy for SmoggyHenry, the disk drive in the fatness began making hollow clanking noises. The image of the screen first flouted itself, then flickered (alternating between green and purple, and finally dissolving to an absolute black. *Glenn's Incredible System Error: End of Game, Disaster...*

Herbert sat there speechless with horror. He couldn't stop a dime about his drive, but he hadn't used his H-Disk. Two words, Smoggy had escaped unharmed. In a flash of inspired fury, he sprang round in his chair, seized the offending drive and attempted to extract the disk. Having succeeded in removing the troublesome disk, which was then barked to the far side of the room, he thrust his pinkie into the slot to force back the dust cover and peek inside. A tiny electric disk of gum sat on his arm and at the same time he felt something not unlike a tiny pain of toothpaste being clung down on his finger. Screaming with rage he struggled desperately to extricate the offending pinkie and, succeeding only just, was horrified to see that the fat red tanned disk brown, not unlike the colour of magnets glue. All this, the little moment flew by like fire from the chair and now whomping with shock to his mother.

Herbert Herbert examined her son's hand in consternation. Seeing the stained finger, she suggested that he had probably burnt it in the drive and gave him the 10-10 encouraging that painful ointment. This was apparently a mistake. Herbert, his fingers making contact with the stained digit, suffered suddenly and began to shake convulsively. His eyes glazing over, she jerked up her finger.

"Shall I wash that one? Shall I wash that one?" chirped Bernice in a mechanical voice. Herbert jerked his finger away, whereupon his beloved mother immediately looked herself up. "Oh, no! No! No!" she cried. She had a somewhat detached look, and Herbert watched in consternation as the study gain around to gaze raptly at the electric toaster. "You're... beautiful," she whispered in a tremulous voice...

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# LIFE AND DEATH

## The ultimate competition

Do you really want to be a doctor when you grow up? do you really want to wield a scalpel with the toughest of them? Do you sincerely want to wear a pair of rubber gloves and a face mask when you go to work?

Even if you can't answer Yes to any of these questions you should still to win yourself one of the five copies of *Life and Death* that we're giving away in conjunction with *Mindscape*: it's a gory good fun that could teach you a thing or two about hospital life.....

Remember the old TV program *Four Life in their Hands*? The one where you could get a close up view of some stomach-churning surgery every week? Well now, thanks to the wonder of the personal computer, you can simulate the very experience from the comfort of your armchair. Software *Techniker's Life and Death* allows you to play the role of surgeon in a number of different operations. The detail is so fine that if you don't administer the right anaesthetic,

then the patient will experience - well, let's just say a certain amount of pain. Yes, pretty soon every computer owner is going to be a walking encyclopedia of medical knowledge thanks to the revolutionary program.

To get you in the mood to operate, see if you can give us the correct medical terms for the following operations. The first five correct entries to reach ACE will receive a free copy of the game. All entries should be on a

postcard with your own name, address, telephone number and computer needed. They should be sent to **ACE Mail Surgeon Camps**, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Entries should arrive no later than August 15th.

### THE MAD SURGEON QUESTIONS

#### 1. Removal of part of the

brain. (Clue - ACE's Advertisement Manager has had this done).

2. Cutting a hole in the windpipe.

3. Putting a fibre optic tube inside you for investigatory reasons.

4. Removal of part of the skull - replacing it with a metal plate.

5. Removal of the appendix.

# WINNERS

## GOOD 'OL US GOLD COMPO

Believe it or not we and MAG both want to give away as much stuff as possible to the thirty lucky readers who put down the answers A, B and C - the answer to all of them was, of course, US Gold. Mark to our

shock and terror someone did actually get the answers wrong. (though we won't print their names). Still, the first thirty to get the right answers are: Andrew Tappin, Crawley; Simon Hester, Surrey; David Coulwell, (Sheffield); Steven Hargrave, Wiltshire; C D Long, Bedford; Raymond Durston, Suffolk; D G Robson, (Rushley); Neil Standfield, City; Andrew Finlayson, (Blackpool); Mr Kirk

Redburn, (Runcorn); A C Duck, Preston; Richard, Mid Glamorgan; Mr John Archer, Ashborne; Mr J Payne, (Stapleford); M Rowlings, Milton Keynes; Rachel Bush, (Leatholme); Joe Keith, (Dorset); Richard B Bantley, (Dorset); Richard Demson, Barry; Anne Megan Macdonald, W Glamorgan; Dick Cook, (Enfield); Neil Wicks, (Southbridge); Sean Murphy, (Luton); Mark Shaw, (Carmarthen); Luke Bryant, (Wolverley);

David Kendall, (Preston); Sophie Sharp, (Preston); Timothy Leonard, (N York); Mike Jones, (Hickley); Sajid Shafiq, (Lancs); Chris McDonald, (Chesham).

These fortunate folk will be receiving the US Gold goodies (the Editor's decision is final as to precisely what you get) very soon now, if indeed they haven't had them already.

## SEGA SYSTEM COMPO

Mastertron's generous donation of a Sega system complete with add-ons made for one heck of a lot of entries. But there could only be one first prize winner, and that's Peter Babby from Manchester. Peter - your system will be in the post pronto. The second

prize was a trendy Virgin trackout and bag along with a goody pack. That goes to the tenacious optician dressed if he isn't already! Mr R Carter from Coventry.

Five runners-up prizes of Virgin goodies bags now go to: Steven Steiner, (Cardis); B Hoding, (Bourton); Jason Fisher, (Haywood); M P Blake, (Farnborough); John Edgar, (Durham).











Light Gun, plus four games, Super Mario Bros., Contra (Back Hand, Castles), Worms £230, sell for £175. Phone 0283-218796, after 8.30pm weekdays.

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**SGM 20 Mega (CPC640) 68**, AM620, disk box 68, 2 x C2 disk drive, 64 megabyte-M2, issues 18-20 and 21. A.C.I. issues March, April, May, June at £1. (based on M2 disk magazine £1, records Malton - The First Album, and Mike's Year 04, 04A, Hunting High and Low and Scrambled Eggs, The Justice Tree, actually Faith, Turn Back the Clock, Go West, The Final and bits of The 50's). Everything well condition. To order! Make ahead-PP payable to Mrs S. Cannon, 2 Wood in 73 Astor Road, New Throter, Gwent, S. Wales. N62 692. 3 include - name, address and telephone number.

**Saga System - 7** games, light photo, central stack, all brand new and under guarantee. £130. Phone: Dave 0703 352 4660 after 4pm.

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**Ami 57M + 1** mega, external drive and PowerP leads. £600 of software including wordprocessing, database. Many games eg. Centre Command, Virus, Starburst, World war £700, sell for £400. Phone Muhammad 01-6765861 after 5pm.

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## HELP!

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phone 24438.

**I would appreciate any mags or tips on Dungeon Master.** Please write to Mark Povey, 14 Grand Canal, St. John, Jersey. Channel Islands.

**Zak MacMillan:** King's Quest I, II and III; Space Quest I, II; Police Quest I, II; Wanderer Nova Risk; Emperor Sam Lurry I and II; Conquest: God of Thieves; Power; King; Great Quest: Lapis Philosophorum Junior; Black Crusades; Shakespear; Unsettled; De la Vie; Temporalis; Colonel Crow; Ten Times in 'New Year; Gateway; Phoenix I, II and III; Power; Mindchord; Stealers; Nemesis; Temple of Terror; Arach's Tower; Question 2; Also in Norwich: Chrono Quest; Legend of the Sword; Ultima IV, III and II; Gun-slinger; Troop Sanction; Dungeon Master; Rings of Hell; Island of Spring; Night & Day; DO TOPICS; Tetonian Island; Star Trek; American; Earth's Side I and II; Farnsworth 450; Wizard and the Princess; The Institute; Steamworks; Amstrad; All; Level 9; ALL; Inticon and many Spectrum/MSX adventures. Contact: John J Barnsley, 32 Warwick Road, Pong Brook, Stafford, Staffs. ST17 9EJ.

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**Lots of games and software** prices of an aim here. Prices include: Platform, Target Ranges, Robinson, Operation Wolf, 8-Type and many others. If you're interested write to the following address: Richard Hunt, 15 Bincombe Drive, Caversham, Somerset. SA1 1PL. SAC would be appreciated. Amstrad?

**Please** can anyone help me find the disk in Leisure Golf Lany II or how to get light in Zak McKracken for Amstrad ST? Mark Higgins, 190 Towens Road, Metherall, Mids, Andria.

**Help to be given** on all of Zak Mac's notices. The early stages of High Wars between command, lady fish etc.) help wanted on later stages of Galdring's Domain, Mind of Dungeon Master, Ingrid's Bark, The Knight, Police Quest and Spell Breaker. Also, any tips or notices in 'MORON (Amigal) will be GREATLY appreciated. This anybody wanted out a routine to play GOLF SOUNDTRACKER's superb white to 'Rik, 1 Woodlands Grove, New Heath, Stoke-on-Trent, Staffs, ST3 7NR. SAC

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**All aspects of BASIC** especially adventures, debugging, conversions and protection; MacLain Code written by RSP's and poking. Have got a CPC464, 8764, Multiface II and 80 Topics special firm. Please can help me state their level of understanding. I can also offer extensive help on MSXDOS files (including) hatched. General Amstrad enquiries also welcome but solutions not guaranteed. Please enclose stamped SAC, to: Sean Matthews, 230 Chantry Way, Stevingage, Here. WR2 9JG.

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**Hi! It's me, Paul Hardy - AGAIN**, and I have now completed the following adventures, + more: Wonder Castle, Pirate Adventure, Survivor of Claymanger Castle, Incredible Hulk, 133, Visitors List, Service of Assist (part 1), Nemesis, Snakebite Data, Spacekick, etc. Please contact me ASAP. 23, Fir Tree Drive, Rales, Sheffield, S4 8LL.

**MY BROWN BURTS!** Help me! The Sage Phantasy 3rd Game, how do I locate Gattaca Cove and find the answer? I have tried every game, I need exact information please! Gattaca/Philly, 277 Oak Stompton Road, Lenton S62 9PH.

**HAVING PROBLEMS WITH A PRODUCT FROM THIS LIST?** I may be able to help. Send me your disk, docs, FDs, (disgusting) brought to: Paul Lutz, 31 Maple Drive, Linden Park, PA 17177 USA. No Amiga only, please!

**Quest, Borrowed Time, The Lord's Side, Colonial Adventure, Orcaus, Dungeon Masters, The Hobbit, Gamblers, The Incredible Hulk, The Gemini File, Two Times in Swatzen, Jester, Corruption, Bureaucracy, Synthesis, The Great, Kurios, Nemesis, Quest for the Holy Grail, Inauguration, Jack the Ripper, Madame Delta, Never Ending Story, Commander, Robin of Sharnwood, Very Big Cave Adventure, Terror of Tarrant, Play It Again Sam, Inspector Flakid, Nite for Wonderbolt, Miniature, White for 30-Mogel Lane, Robinsons, Peter Williams, BGD 029, or call 0594-08129, between 9pm and 11pm, Monday-Saturday.**

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**!!!** I have collected every coin and I need to know machine code on my Amiga. Can you help me? If so please ring on the following number: 05623 697022.

**Write for HELP** on any part of Leisure Golf Lany II and J and Corruption. Send an SAC to: Collette Spencer, 14 Lewis House, Neasden Avenue, Neasden, Middlesex. W4 1QU.

**Help required** for Police Quest, Space Quest, Gold Fish and Sierra Games in general. Please get in touch, I'm desperate! Please write to: Jason Morrison, 124 Princess Row, Portobello, Colnough, N. Le-

land, 0793 551, or phone 0743 308226. Thank you.

**Beasties!** *Michelin's Guide, Larkyn Horror, Leather Goddess, Scars of Darkness, Juddah, Kaiser, Scarside Delta Waterside, Heroes of Yam, Message from Andreanella, Faint at the World's End, Stuart Whyte, The Gables, 53 Ridgeway Road, Templeby, Cheshire, M425 7PL.*

**Help given for Microsoft, Kings Quest II and III, Mind Shadow Knight CD, Return to Eden, Colonial Adventure, Dungeon Adventure, South Falmer, 184 Beaumont Road, Reddish, Warrs, M20 4SL.**

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**Do you need help with your games for the Spectrum?** Then send a letter to us and we will help. Colin Pearson, 7 Green Avenue, Northfield, Nottingham, NG4 2LZ.

**For info etc:** Corruption, PG1, and a, Game Ranger, Knight Back, Lancelot, Gaid of Titans, The Pines, 80% of the way to Police Quest 2. Write to: Tracy Tarkenton, 68 Aker Road, Portsmouth, Hants. PO1 5NH.

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## CONTACTS

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Jim on: 054-259-0536. Merseyside only!

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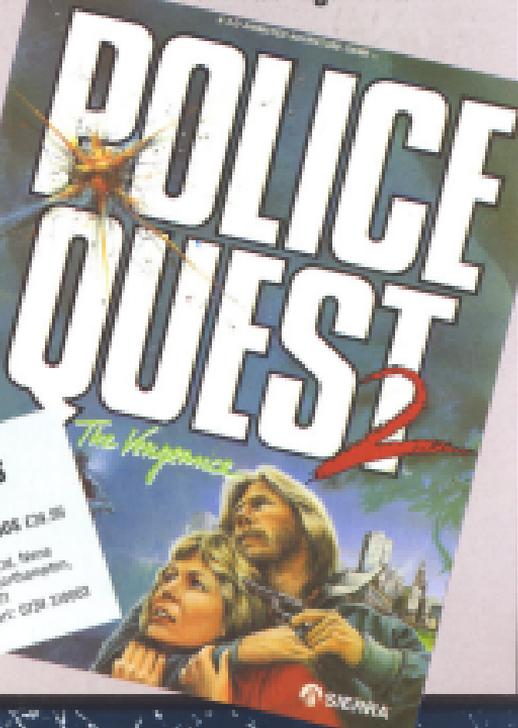
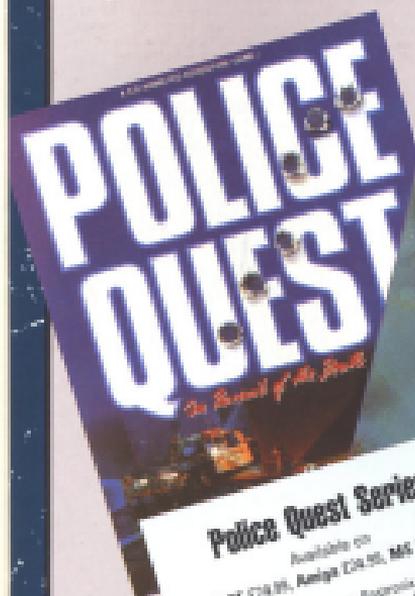
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