

ACE

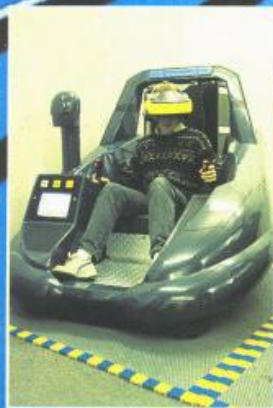
■ ST ■ AMIGA ■ C64 ■
CPC ■ SPECTRUM ■ PC
■ NINTENDO ■ SEGA ■

**THE
ULTIMATE
GAMES
MAGAZINE**

ADVANCED COMPUTER ENTERTAINMENT

FAR OUT!

The world's first virtual reality
arcade machine playtested



FREE INSIDE!

Exclusive ACE 1991
wallchart featuring
superlative Psygnosis
artwork



£1.60

Xmas Buyers Guide

Over 50 Pink Pages
packed with essential
Christmas buylines

EXCLUSIVE GUNSHIP 2000

Fly FIVE death machines
in Microprose's blockbuster

EAT SOOT SANTA!

MASSIVE games section
packed with first time reviews

Speedball 2

Line of Fire

Gauntlet 3

Hard Drivin' 2

"DOUBLE....."

THIS TIME THEY'VE GONE TOO DAMNED FAR!

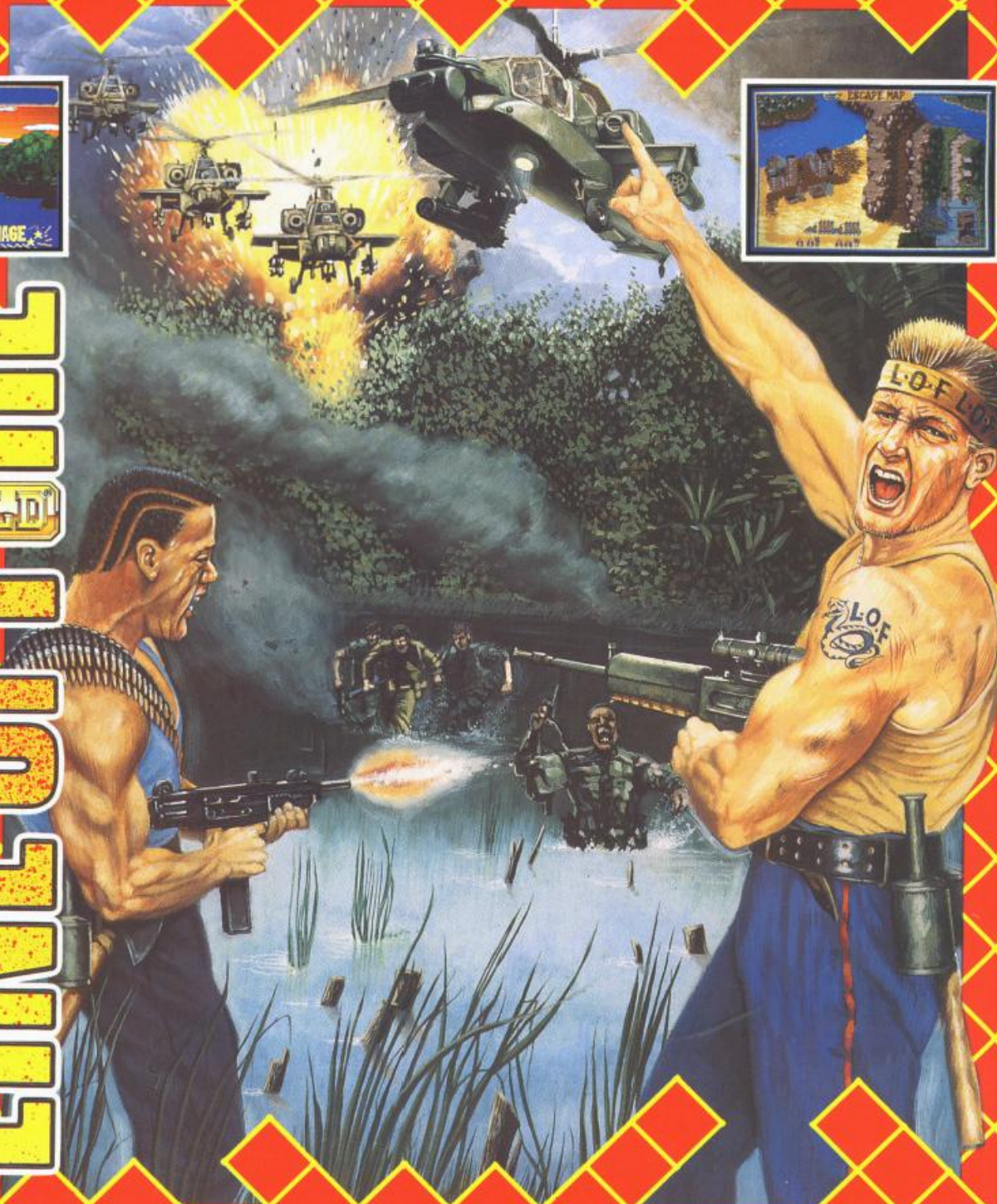


Amiga version



Amiga version

FREE U.S. GOLD FOR EVER



CBM 64/128 version

Atari ST version

Available on
CBM 64/128 & Amstrad cassette & disk,
Spectrum cassette, Amiga & Atari ST.

© 1990 Sega™.
All rights reserved.
Sega™ is a trademark
of Sega Enterprises Ltd.

SEGA™

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford,

..TROUBLE!"

**DARE TO WEAR THE ESWAT™
BADGE**



Amiga version

CBM 64/128 version

Atari ST version

ESWAT™

**POLICE
DEPARTMENT**

**ESWAT
CITY
OF
LIBERTY**



Available on
CBM 64/128 & Amstrad cassette & disk,
Spectrum cassette, Amiga & Atari ST.

Birmingham B6 7AX. Tel: 021 625 3366.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

"Is this a dagger which I see before me?"

...Come, let me clutch thee: I have thee not, and yet I see thee still...or art thou but a dagger of the mind?"

Spoken during an early Virtual Reality session and later incorporated into a play by Shakespeare

IMPORTANT NOTICE

ACE has always been published on the first Thursday of every month. However, this has resulted in restricted availability for certain issues and we have therefore decided that in future the magazine will be published on the 8th of every month. Think 8, think ACE, and you won't miss out!

EMAP IMAGES
Priory Court
Farringdon Lane
London EC1R 3AU
Tel: 071-251 6222
Fax: 071-490 1094

EDITOR Steve Cooke

ASSISTANT EDITOR Jim Douglas

STAFF WRITER David Upchurch

DESIGN EDITOR Jim Willis

TRAINEE DESIGN ASSISTANT Jenny Abrook

CONTRIBUTORS John Cook

Christina Erskine, Rick Haynes Pat Winstanley, Gareth Harper, Garth Sumpter, Claran Brennan, Chris Jenkins, Russel Patient, Mark Smiddy, John Minson

ADDITIONAL DESIGN James Barnett, Steve Allcock

ILLUSTRATION Geoff Fowler

PHOTOGRAPHY Edward Park

ADVERTISING MANAGER Jo Cooke

DEPUTY ADVERTISING MANAGER Jerry Hall

ADVERTISING PRODUCTION Melanie Costin

PUBLISHER Garry Williams

SUBSCRIPTIONS

EMAP Frontline, Subscriptions Department
1 Lincoln Court, Lincoln Road,
Peterborough, PE1 2RP
0733 555161

COLOUR ORIGINATION

Balmoral Graphics, Canonbury Yd, N1
Preprint Repro, Barking Road, E13

TYPESETTING CXT, 1 Tanner Street, SE1

DISTRIBUTION EMAP Frontline, Park House,
117 Park Road, Peterborough, PE1 2TR

PRINTING Severn Valley Press, Caerphilly

reviews

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

ON COMPUTER pages 38-96

- 76 4D SPORTS BOXING Mindscape
- 88 4D SPORTS DRIVING Mindscape
- 46 ALPHA WAVES Infogrames
- 51 ATF 2 Digital Integration
- 80 B.A.T. Ubisoft
- 70 BATTLE CHESS 2 Electronic Arts/Interplay
- 59 BETRAYAL Microprose
- 87 CARV-UP Core
- 45 CHIP'S CHALLENGE US Gold
- 95 DEATH TRAP Anco
- 91 DRAGON BREED Activision
- 54 GAUNTLET 3 US Gold
- 38 GUNSHIP 2000 Microprose
- 43 HARD DRIVEN 2 Domark
- 69 JAMES POND Millennium
- 72 LEMMINGS Psygnosis
- 55 LINE OF FIRE US Gold
- 67 NITRO Psygnosis
- 73 OBITUARY Psygnosis
- 65 OPERATION COMBAT E ZoolMerit
- 83 PRINCE OF PERSIA Domark/Broderbund
- 96 ROGUE TROOPER Empire
- 40 SORCERORS GET ALL THE GIRLS Legend
- 44 SPEEDBALL 2 ImageWorks
- 52 SPINDIZZY WORLDS Activision
- 48 SWIV The Sales Curve
- 63 TEAM SUZUKI Gremlin
- 62 THE ULTIMATE RIDE Mindscape
- 45 WINGS OF DEATH Thalion



This, ladies and gentlemen is Cornucopia. CD technology used to it's full potential? See p. 111



Dragonbreed from Activision. A complicated coin-op conversion if ever there was one. See page 91



The world's very first Virtual Reality arcade machine - in all its glory on page 18

ON CONSOLE pages 101-107

- 107 BOULDERDASH Gameboy
- 104 CYBERLIP Neo Geo
- 101 HELLFIRE Megadrive
- 107 PIPEDREAM Gameboy
- 101 RABID RABBIT Hudsonsoft/PC Engine
- 103 STRIDER Megadrive

ON CD page 111

Exclusive preview of the latest DVI Workstation

ROARING 40S

Life begins at 40, so they say, and ACE is entering a vital new phase of its development as we begin a journey into the real future of gaming.

And it's a journey that we'll be sharing with you every inch of the way as we set out over the next few months to chart the progress of Virtual Reality - the most significant entertainment concept of the 20th Century.

Think we're exaggerating? No sir. We've held back on VR coverage until we were 100% convinced of its relevance to our readers. In the last six months we've sent correspondents to Los Angeles, New York, Leicester, Tokyo, and Italy to check out the VR stories. And we're convinced. Along with CD technology, this is going to be the BIG one.

We'll be spilling the beans about VR in every issue from now on. Join us each month and discover the new worlds of 21st century gaming.



Stand by to enter a whole new world of gaming: VR technology is developing faster than anyone could have imagined - catch up with it on page 18n



New Age relaxation gaming from Infogrames: Alpha Wars promises to relax, awaken and soothe gamers with its cosmic colour arrangements and sensitively-pitched gameplay. Nervous wrecks seek solace on p. 45.

PHEW! CHRISTMAS! It's been a hectic four weeks here at ACE. No mince-pie scenario for us. This time of year is the busiest and best for the Entertainment "Biz", and as a result, we've been frantically preparing a festive treat of an issue for you. *Speedball 2* delivers frenetic action. *4D Driving* and *Boxing* offer polygon sports simulation. And *Prince of Persia* will enchant you with its stunning animation. We've also got a report from the *Entertainment Show* in the States, and the scorching *Computer Graphics Show* here in the UK. And as the world of CD applications grows, we take a sneaky look at the *DVI Workstation*, a truly incredible piece of kit. Oh yes, and for your stocking, a £25000 Virtual Reality machine. Sign that cheque!



A glimpse of tomorrow. This is a view from inside the Virtual Reality machine from W Industries. Read all about it on page 19.



Gail Wellington gets ready for the presentation of the incredible CDTV in New York.

THAT'S ENTERTAINMENT!

ACE braved the New York streets last month to bring you a full two-part report on one of the year's most important conferences on interactive entertainment. Those attending included Chris Crawford, arguably the world's most influential games designer; Myron Krueger, the man who coined the phrase 'virtual reality'; Nolan Bushnell, the man who launched Atari and is now in charge of CDTV development; Rich 'Powerglove' Gold, and Brian 'Loom' Moriarty. Meet them all in this issue and the next, when we'll be concluding the two part series with a look at hyperfiction and cyberspace.

contents

MASSIVE XMAS GAMEPLAY SECTION

- 38 **GUNSHIP 2000 SNEAK PREVIEW**
Rotors, rockets and FIVE death machines
- 36 **SCREEN TEST**
Sequels are go! Four Pt 2s and even a Pt 3!
- 58 **SUPERBIKE FACEOFF**
Two scorching bike games compete.
- 115 **ACE UPDATES**
Tested - the latest format conversions.
- 121 **TRICKS AND TACTICS**
Beast 2, *Xiphos*, *Xenomorph* and more!

SPECIALS

- 18 **FAR OUT!**
The world's first VR ARCADE GAME!
- 28 **THAT'S ENTERTAINMENT**
Stateside games gurus strut their stuff
- 11 **JOURNEYS IN VIRTUAL REALITY**
Rick Haynes reports from the Show of Shows.
- 111 **DVI WORKSTATION**
Is this the micro we'll all be using in 2000AD?
- 20 **GOLD DIGGING**
The Birmingham Giant welcomes ACE readers
- 33 **PHONE POWER**
Learn our new number and CONNECT!

REGULARS

- 7 **ACE NEWS**
Gameboy Pacman! The "Gigadrive" Captive 2!
- 13 **LETTERS**
Logic, wit, charm - ACE readers have it all
- 125 **IN THE PINK**
Massive 50pp+ section for the Yuletide season, boasting hardware and software buyers' guides, prize competition, machine-specific columns, charts, diary, readers ads, public domain update, Xmas present suggestions, and stacks of mail-order and dealer advertising to save you money and serve you right.



WHEN YOU'RE THE BEST,
EVERYBODY WANTS TO
STICK ONE ON YOU.



ACE...ACE RATED 973, CU AMIGA...SUPER STAR 95%,
C&VG...C&VG HIT 95%, THE ONE...95%, ZERO HERO 93%,
GENERATION4...97%, TILT...95%

NEWS

Mickey Mouse Sega Software



Castle of Illusion is a new game for the Sega Megadrive featuring the famous Mouse from the wonderful world of Disney. You control Mickey on a three-stage romp through enchanted forests, crazy houses and rocky waterfalls. Castle of Illusion costs 4800 yen (around £19) in Japan. Special thanks to ASCII Corporation.



USA Today runs a 24-hour on-line sports news and information service in the States. "The USA Today Sports Centre turns your computer into a local online sports network," says USA Today. You can also compete in national fantasy baseball, football and baseball leagues and tournaments.

French launch 'Stealth Phone'

The French feel for aesthetic style even extends to making phone-calls with a telephone that would sit well in an American B2 Stealth Bomber! FCR's Axel matt-black system is used for multi-conferencing and must be the number one choice for cybercallers. Axel was displayed at a recent Applica '90 exhibition in France. Unfortunately, it's not BT improved... yet.

Now you can dial your baby's number in secret



What's the difference between a Panther and a Gigadrive ?

Rumours suggest both Sega and Atari are currently developing the next generation of console machines which will incorporate the most advanced graphics and sound processors found in any home-based system.

Bob Gleadow, the UK boss of Atari, told ACE earlier this year about the Panther project - a console based around jacked-up ST hardware but not necessarily compatible with existing ST software. Atari will apparently be putting the Panther up against Sega's Megadrive with a predicted price of under £150. Panther prototypes are due to be shown at the Consumer Electronics Show in Las Vegas next month. Atari isn't saying anything more about the machine till then.

Meanwhile, Sega is working on the Gigadrive - a new console design based around the 32-bit technology used in Sega's impressive arcade machines. These coin-ops feature some of the best sprite engines in the world - a tool useful in producing stunning shoot'em-ups and racing games. Sega, one of Japan's leading games companies, believes there is room in the market for a deluxe console costing as much as £500 with a more diverse range of titles than the steady supply of sports-sims and arcade games released on its 16-bit Megadrive console. No launch date has yet been set but early 1992 seems the most likely time to release the Gigadrive to the power-thirsty Japanese public.

Nintendo currently dominates the console market with its Famicom system which has sold over 40 million units worldwide. If you can't wait for either the Panther or Gigadrive, you might like to try Nintendo's newest console. Launched in Japan last month, the Super Famicom fuses 8-bit processing power with 16-bit graphics and sound technology for the very low price of 25000 yen (approximately £100). Nintendo's console has already attracted a wide range of software support including conversions of Populous, Dungeon Master, Super Mario World, Sim City, Super R-Type and Gradius III. No official UK release date or price is available at present, but insiders tell us it will be over here before Christmas '91.



Sensible Software is writing a follow-up to the classic C64 shoot'em-up Wizball - due sometime next year courtesy of Ocean.

years he's had a sting of hits - and a few turkeys - including Loco, Bagger and Trap.

His first 16-bit game, Captive, has been one of Mindscape's most successful products during 1990. This ACE-Rated sci-fi role-playing game surpasses even the mighty Dungeon Master in terms of both depth and playability.

One of Crowther's first projects for Mindscape will be an Extra Missions Disk for Captive. This will be followed late next year by Captive 2, a completely revamped game with even more levels - after all, the original has only 65000 stages to complete!

Phil Harrison, Software Development Manager at Mindscape, told ACE: "Obviously we're delighted to have Tony on-board, if you think Captive is good you'll flip over Captive 2".

Mindscape signs Crowther for Captive 2

In an unsurprising move, Mindscape International - the UK subsidiary of a giant American software company - has signed up veteran British games programmer Tony Crowther.

Crowther shot to fame in the early eighties as the guy who could write successful computer games in just two weeks. Through the



The best (or worst) of both worlds – a PC able to play Megadrive games carts.

NINTENDO IN TABLOID SHOCKER

Intel is working on a set of chips that allow micros to mix television pictures, still photos, computer animation and stereo sound. The i750 video processor is one of the first multi-media chipsets and effectively shrinks Intel's DVI boards into two silicon chips.

The well respected Sunday newspaper, *The News of the World*, recently ran a story on Nintendo's alleged 'bad-effect' on children. The paper said American kids are skipping school to play on their Nintendo Famicom console and forming gangs to fight over which game is best. Write into ACE if you've formed a Super Mario Bros. gang!



Pipe Dream, the ACE-Rated arcade puzzle games, is now available on coin-op format thanks to Video System in Japan



Publicity artwork for Caves of Chaos – let's hope the real thing looks...er...equally unreal

Sega and IBM Develops Megadrive-Compatable PC

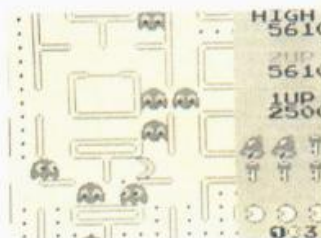
IBM and Sega in Japan are jointly developing a 16-bit micro which will be compatible with both PC software and Megadrive games cartridges.

The forthcoming system, rumoured to be called the Terra PC, has 286 and 68000 CPUs on the same board which means that programmers may be able to develop Megadrive games on it. The machine features VGA graphics which can be displayed on a TV or monitor.

There will be three models. The most expensive will have a hard disk, 3.5" floppy drive and 2.5Mb of memory. The price is expected to be about 200000 yen (approx. £800). An optional CD-ROM drive will also be available when the machine is launched in Japan during April next year.

Michael Katz, President of Sega America, was close-mouthed about the project at a recent New York conference. European and/or US release dates are still uncertain.

The inclusion of a CD in the package at a later date sounds particularly interesting, since IBM are strongly rumoured to have plans for the low-cost CD market. Could the IBM/Sega partnership bring us the first DVI games machine?



Pacman is back on the Nintendo Gameboy. Look out for a review of this Namco cart as soon as we get our hands on it.

CAVES OF CHAOS

US company Laser Games International has developed a live role-playing system for amusement parks. Called LaserQuest, the system takes the old 'paint gun' combat arena concept and updates it using lasers, computers, and animatronics.

The first major scenarios, Caves of Chaos and LaserQuest, pit players against a succession of 'hazards' as they make their way through a computer scanned environment. In LaserQuest starship, where you fend off giant bug eyed monsters before attempting to repair the crippled craft.

Caves of Chaos is a more typical D&D scenario, where you and three companions must use magic and muscle to save the kingdom from the forces of destruction.

The monsters come courtesy of animatronic technology, used so effectively in Disney's theme parks. Monsters have sensitive 'Achilles heels' that react to laser light and trigger dying movements – provided the player can shoot them in time. The playing areas are all sensitised and can track the progress and performance of individual players. The giant spiders, we were amused to note, appear in both scenarios – economics rather than ecology, we suspect.

LaserQuest looks pretty primitive as far as state of the art technology goes – you're not going to see holographic figures leaping out and threatening to make mincemeat of you, and the scenario of Caves of Chaos is hardly original. But you could say much the same about Disneyworld – and everybody knows how much fun THAT is!

Anco's Kick Off soccer simulation is being converted over to the Super Famicom, Nintendo Entertainment System, Sega Master System and Megadrive consoles.

ve-



Sharp is about to launch a 19" colour television with a built-in Nintendo Super Famicom console. No price has been announced.



Konami has released one of the best looking Baseball games ever seen in silicon for the Sharp X68000.

Hi there, ASCII!
Special thanks to
ASCII Corporation and
LogIn magazine for
their assistance in
bringing you these sto-
ries. We'll be running a
feature on LogIn mag-
azine in the Spring of
1991 - don't miss it!

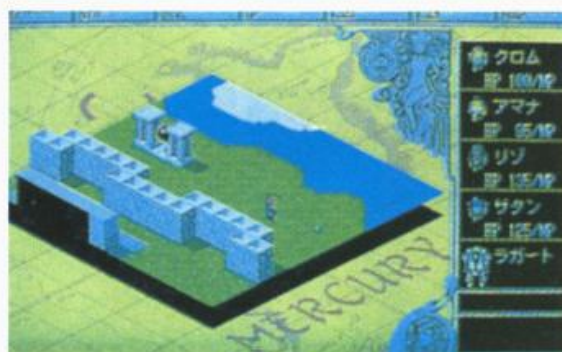


The first TV with a games control panel...



...and a games cartridge socket!

NEWS



Japanese gamers are fascinated by the games Populous and Sim City so it was inevitable that Maxima would produce a game that combines elements from both. Mercury - The Prime Master costs 8800 yen (approx. £35) for PC9801 computers.



The Eastern culture can be surprising at times, especially the Japanese lust for teenage girls wearing little more than a smile in comic books and computer games. The appropriately named Hardsoft provides games too indecent to print in a family magazine so here's the picture of a box from one of its games...



The Techno-Human Company alias Konami - the world's largest games company - is looking for game designers, programmers, musicians and graphics artists.

Technology and Entertainment Software has converted its popular 3D golf simulation onto Nintendo's Super Famicom. The game uses Polysys three-dimensional graphics routines and is licensed by Augusta National Golf Club. Technology and Entertainment Software was winner of the LogIn Global Award of 1990 at the European Computer Leisure Awards in April.

Fujitsu has developed the FM NoteBook - a portable, A4-sized, 2.5kg version of its FM Towns 32-bit computer.



Lucasfilm Games has upgraded its fantasy role-playing game Loom onto the FM Towns. Taking advantage of the Towns built-in CD-ROM drive the game incorporates CD-quality audio. Loom costs 8800 yen (around £35).

**NO LIMITS ... NO MERCY ...
NO SURRENDER!**

STRIDERTM



The warrior returns with a vengeance in his ultimate fight for freedom. A flash of steel, a blast from his devastating Gyro Lazer Gun-Strider's back in action, pulverising the enemy and striving for justice. This time there will be NO LIMITS... NO MERCY... NO SURRENDER !

CAPCOM[®]
USA

Available on:
CBM C64 & Amstrad
cassette & disk,
Spectrum cassette,
Atari ST & Amiga.

U.S. GOLD[®]

Capcom is a registered trademark of Capcom U.S.A., Inc. STRIDERTM II © 1990 Capcom U.S.A., Inc. All rights reserved.
Manufactured and distributed under license by U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

Bold Strokes

Rik Haynes takes a look round last month's Computer Graphics show...

Held at London's Alexandra Palace exhibition centre, Computer Graphics is the UK's premier showcase for the latest innovations in digital art. This year was invaded by Virtual Reality with extensive conferences, hands-on demonstrations of VPL's dataglove and the launch of the world's first virtual reality arcade game (see page 18-20 for further details). With the ever-decreasing cost of silicon technologies, the level of visual excellence found in today's top graphics systems will find its way into home entertainment systems within the next five years.

Down In The Studio

Autodesk, the cyberspace exploring company, was showing its 3D Studio interactive graphics software package for creating high-quality three-dimensional still images and animations. "Based on bezier spline technology, Autodesk 3D Studio can be used to quickly produce realistic shapes that move with natural motion," explains Autodesk. "Anything from bouncing balls to complex robotic assemblies can be modelled, animated and rendered with flat, Gouraud or Phong shading. A built-in materials editor provides texture, bump, transparency and reflection mapping - even animated texture mapping." Autodesk 3D Studio is due to ship next year for £1750+VAT

One For Digital Designers

Bournemouth Polytechnic currently runs two full-time courses teaching computer graphics and animation. The place is decked out with seven Silicon Graphics workstations and is developing a number of computer animation systems such as the Smallworld behavioral system interface and development system. Bournemouth Polytechnic is also researching a number of interesting projects including 3D textures of flames, clouds and foliage and fast free form deformations of polyhedral objects. Give them a call if you're interested in joining the gang.

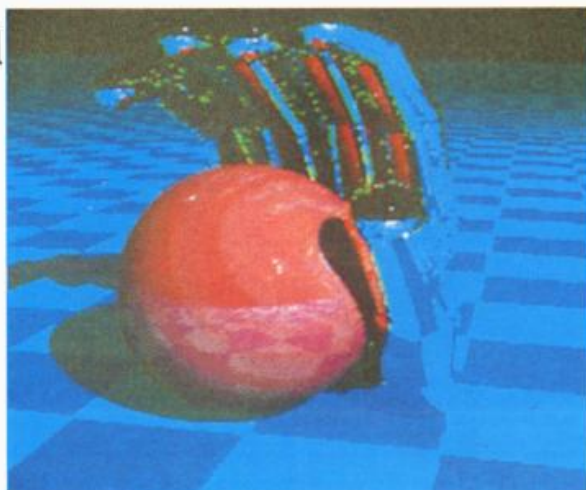


This Amiga animation was created in just 40 minutes by Juha Meskanen using Real 3D

Harlequin Tears

Amiga Centre Scotland, the Amiga graphics specialist, launched an exciting new product at CG'90 for Commodore's low-cost graphics workhorse. The Harlequin 32-bit Frame Buffer is a 16 million colour graphics card for the Amiga 2000/3000 series. Harlequin is compatible with a wide range of accessories including genlocks, film recorders and video printers. Prices start at £1395 (ex VAT). Meanwhile, Amiga Centre Scotland describes Real 3D as the "fastest 3D ray-tracing program with animation and solid modelling on the market for Amiga Users". Real 3D is a 3D graphics program with animation for designing images, animation, presentations and technical design. It's a vector-based product with a hierarchical object-orientated construction method. Real 3D's images are correctly reproduced with all the right shadows, soft tones, reflections and light refraction.

The Red Arrows celebrated their 25th anniversary this year with this image which was created with the Vision 750 system from Applied Visual Technologies. No part of this image is a photograph - note the absence of pilots in the cockpits!



Dimensional International are offering complete alternate realities for governments, museums, television and property developers. "You can walk, fly or drive through our environments at will," says DI. "As the Superscape virtual reality software calculates the 3D view up to 25 times per second, the experience is truly interactive with user inputs updated in real-time. It's just like being there!" Applications for DI's system - which is based around desktop PCs - include surrogate travel, simulation and sales presentations. Call 0734 810077 for further details

PC it's G'th

PATROL

F29
RETALIATOR

F29
RETALIATOR

BILLY

The
KID



PC • AMIGA • ATARI ST



OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANEST

the POWER

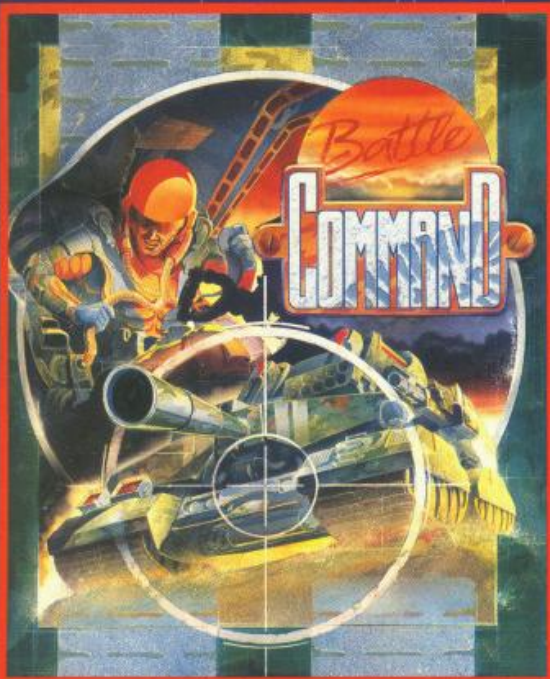


THE SKIES ARE YOUR HUNTING GROUND

The only flight simulation to provide 100, complex missions over four intense battle scenarios. The only flight simulation to provide detailed daily war update reports. The only flight simulation to present the latest in aerodynamic technology introducing ECOP cockpits, backwinder AAMS, supercruise, stealth and more! F29 Retaliator is that flight simulation. F29 Retaliator presents the fastest and most detailed graphical environment ever seen in a flight simulation. With multiple internal and external viewpoints, multi-player comms option and a wide range of difficulty levels F29 Retaliator will suit both the beginner and the expert pilot. You have the choice of two of World's most advanced aircraft - the F-22 ATF and F-29.

WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME

Our chopper tailed-out after taking a hit... the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia... that and the elusive psycho in my squad - I gotta figure out who he is before the morale factor becomes our worst enemy. Jeez, will this stupid war ever end! Sensational graphics and a game-play that will have you sweating on the edge of your seat...every move you make, every decision you take may not only be the last for yourself but also for your platoon.



STRATEGY AND ARCADE ACTION for one or two players.

Take on the role of the desperado with a heart of gold; Billy himself, or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett. As Billy you must survive by your wits. On arrival, check out the town, the men you think can help you, where the big games of poker take place, is the bank worth taking or is it going to be too hard to crack? The other side of the coin is Pat Garrett. You must track down Billy using all your cunning. The payroll train is due to arrive...do you take all your deputies or leave some to keep an eye on the bank? And when you find Billy you will meet in the final showdown...now the guns do the talking!

FIRST INTO BATTLE... LAST TO LEAVE

Control the "Mauler" Assault Tank in one of 16 scenarios in the ultra war, fought between two nations in the new World. The latest phase of the North/South war has reached a stalemate, eventually developing into a standoff between armies massed over a long, dug-in battlefield. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.



Man

Console Fury

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

GOBBLE GOBBLE

I am absolutely fed up with the way you are continually raving on about the Amiga CDTV. The way you go on about it, it's sickening. Personally I think it's a load of crap, even worse than CD-I, and makes no in-roads into true interactive games technology.

First, it doesn't have something that even CD-I can manage jerkily - Full Motion Video. Which means that all the TV quality screens are just digitised images. You won't be able to play them. At most they could only be 'hypertexted'.

Secondly, the interactive upgradability has been totally crippled by it being based on the Motorola Series 68000 processor. Although fine for ST's and Amiga's, it is totally inadequate for what is supposed to be an interactive graphics environment.

I am also afraid that your preaching of 4096 colour HAM games was for the worst. Even with all the custom chipper, there will be no way you realistically will be able to play a 4096 colour game in HAM mode.

All in all, the CDTV offers nothing new and is totally inferior to a Macintosh or PC with a CD+G CD-ROM drive without costing significantly less. The only place where it will be a success is in education, where on-line hypertext applications (like Dr Feelgood) come into their own.

If Commodore wanted to be really clever, it should have dug up the old Philips standard Laser Vision ROM and combined it with the Amiga to create the ultimate games machine.

But unfortunately Commodore has launched a turkey, and you - like an illiterate bystander - praise like hell without knowing anything.

Manu Kumar, London

Cor blimey, what a load of - forgive the expression - total gobblers. First, CD-I's approach to FMV is to incorporate it as a chipset - and they are delaying the

launch to accomplish this. CDTV still has the option of adding either a chipset as a peripheral or, which now seems more likely, following a software solution. You're a bit behind the times, Manu - software compression technology DOES now promise a solution to the FMV problem.

Second, there is always the option to upgrade the 68000 processor, as has been done in the Mac range.

As for HAM games, I tend to agree with you, but the situation isn't as negative as you paint it. Games like 'Herewith the Clues', which were programmed using early CDTV development systems, are hardly indicative of what you can do with the machine.

To compare the CDTV (which, incidentally, also has CD+G capability) with the PC and Mac is ridiculous. The PC's processor set is no more powerful unless you buy an expensive high-profile model. DVI, the only PC FMV solution, is horrendously expensive. A system equivalent to the CDTV with CD+G, CD audio, and Amiga graphics/sound processing capability in either Mac or PC formats would cost you at least £2000.

You obviously don't know anything about games design. The Philips Laservision system is, frankly, rubbish when it comes to interactivity - for the simple reason that FMV is not particularly important in games design unless it offers full digital manipulation and processing on the fly, which Laservision doesn't and neither will any of the systems we're discussing here (for some time). It is also incompatible with CD audio, which is an important factor in future games design.

Finally, we never said that CDTV was new technology - what's new is the potential of the sum of its parts.

RANX AD PROTEST

I must come down heavily in favour of John Glover and agree entirely with him

OVER TO CONSOLE...

I've been playing computer games for almost five years now, having owned a C64, an ST, and now an Amiga, but sometimes I'm thinking of switching to a console. The reason is that I'm so often disappointed in the quality of current software.

In the old days of the C64 we took technical excellence for granted. Most, if not all games scrolled perfectly and had flicker-free animation. Not surprising, since every C64 game was tailor made for the machine.

Now five years later, that situation no longer applies. Since the Amiga and the ST share the same processor and the Amiga is perfectly able to display ST screen resolutions, modern programmers often code and design games that can be run on both machines without too much trouble. Rather than rewriting and finetuning routines for each machine, programmers go for the easy way out and the results often are technically mediocre and sometimes even terrible, written by people who are familiar with both machines but master of neither.

Now, with the enormous popularity of PC compatibles in the US the situation could deteriorate even further. What often happens is that the American PC games get converted for the UK machines using the EGA graphics. This is already the case with all Sierra and Lucasfilm games. Obviously these conversions hardly stretch the capabilities of your machine. The difference is especially telling when you compare these straight PC conversions with programs that were totally

that far too much space is given to consoles and hand-helds etc. If I had wanted a console, I would have bought one instead of this expensive computer.

Whilst I'm on my high horse, I would like to protest about the Ranx advertisement in issue 39, page 61. Does no-one vet these ads or am I to assume that this is Okay by you?

I trust that you do not take offense at my objection as the same high moral standards (or higher) must apply here as they do to FAST and piracy.

Dave Newton, Bolton

Four pages of superb console reviews this month, and 29 pages of computer reviews, and you think we're giving consoles too much space!!? Let's get this straight - ACE's policy on consoles is to

...AND BACK TO COMPUTER



rewritten, like the Amiga version of Pirates and the 68000 versions of F19 Stealth Fighter.

Console games ought to be written from scratch for each machine just like the 8-bit games of yore. Such games won't be a compromise between 3 highly different computers but will use the machine to the fullest. However, I am afraid that British software houses will try to change that situation for a new machine that is getting a lot of attention these days, the Sega Megadrive. One of the reasons they are so enthusiastic is that the Megadrive has the same processor as the ST/Amiga and is perfectly able to display Atari graphics. It doesn't take a genius to guess what will happen.

Meanwhile I find it highly annoying that after five years (the Amiga was released in the fall of 85) many sometimes highly acclaimed programmers have still not mastered the basic functions of the machine. What about smooth scrolling, smooth animation,

About three months ago I sold my Amiga in order to buy a Sega Megadrive and I seriously advise all those thinking of doing the same to think twice. My reason for selling the Amiga was that I was constantly fed up with over-rated arcade conversions and I wanted quality software that used the machine properly. At first I really enjoyed the improved playability of the software, even if the graphic quality didn't match the Amiga (or still doesn't – compare Thunderforce 3 with Rainbow Art's forthcoming Z-Out). Then I started realising just how limited the majority of MD games really were and in gameplay terms what poor value they represented. I used to think 16-bit software was expensive, but if you're very selective, good lasting software

can be found that beats console software hands down (eg Oldies like Fairy Tale Adventure and new games like Captive and The Immortal)

ACE is correct in stressing the need for both a computer and a console because a diet of arcade games alone can become very tedious. I bought Megadrive Strider and nearly finished it after a few hours. Unless console games get more involved with RPG and strategy elements (like Taito's Cadash), the future for machines like the Megadrive looks uninteresting and expensive.

I'm now saving up again for another Amiga! I hope people learn from my mistake. Consoles are a good complement for a home computer but a very poor substitute.

Matthew Brookes, Cheshire

Hard luck, Matthew. We've certainly never seen consoles as a replacement for computers – though some console owners seem to think they are. A keyboard remains essential for complex game interaction.

concentrate on exclusive coverage of the greatest games, not to flood the magazine with console trivia. That way console owners get the goodies, and so do you. And remember, in the end console software will become more sophisticated so that the truly discriminating gamer will have both a computer and a console (see this month's Prize Letter). Finally, we're sorry if the Ubisoft ad offended you. I personally don't find it offensive – God gave us hands and anything He created is OK by me...but I respect your attitude. Although sometimes film delivery schedules mean that we don't get to see all advertisements before press, we do our best to weed out unsuitable material. Remember, also, that ACE is a magazine for the older gamer.

full European 320*256 resolution (instead of the American 320*200 resolution) and 32 colour screens instead of the 16 colour ST palette, not to mention such 'difficult to program' features like hard disk support, 1-Meg support, and multi-tasking. When we shell out almost £25 we deserve the best a programmer can do, not Amiga games with ST animation and PC graphics, ST games with PC graphics and animation, PC VGA games with ST graphics etc...

Ruud Van De Kruisweg, Amsterdam

Good point about the Megadrive, Ruud. It's always swings and roundabouts, though, isn't it? The 68000 processor means we'll get more games. We get more games, we get a greater proportion of rubbish. In the end, the answer is in your hands – it's your money they're after, and you decide how to spend it.

COMPO RESULTS

Why did only UK readers get the chance to win free software and discounts in your competition in issue 38? I dialled the 0898 number from Germany several times but it didn't work. And the next issue arrived at the end of November, so I had no chance to send off my card in time. **Peter Gaydos, Wuppertal, W. Germany**

Sorry Peter, but most overseas territories received the next issue (with the contents of the numbers printed inside) well in time to enter the competition. We'll look into why West Germany was an exception.

ADVANCE CONSOLE ENTERTAINMENT?

Why don't you change ACE's name to Advanced Console Entertainment – the way you're ranting on about 'the fabulous, brilliant, amazing Megadrive. You'd think the Amiga and the ST were dead. **Ian Goodchild, Northampton**

The only people who think we're putting consoles first (which simply isn't true) are those with a secret fear that the consoles may be better than their computer. Which they're not. Relax, and continue to enjoy our coverage of ST, Amiga, PC, C64, Spectrum....and others.



AMIGA



ATARI ST



AMIGA

YC SUN ONE
92% CRASH SMASH
92% GEN D'OR
91% ZERO HERO
91% MEGASTAR JOYSTICKS



ST D R A G O N

AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM.

An evil force of monster machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyborg Monsters. No race has the strength to stand against the power of the Cyborgs. One lone rebel rises from within the ranks of the mechanised monsters. Part dragon, part machine, the Cyborg Warrior fights back against the tyrant masters. The Galaxy has a Hero. Hope returns to the hearts of the people at the rise of the armoured champion they call "ST DRAGON".

"I haven't seen a decent shoot-em-up for ages (in fact Silkorm was probably the last). Now this looks set to end with a product from the very same Silkorm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)

THE SALES CURVE
50 LOMBARD ROAD
LONDON. SW11 3SU

FREE
POSTER
AND
BADGE



SPEC

From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.



SILK
WORM

S

W

I

V



UNIQUE
DYNAMIC
LOADER
SYSTEM

Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.

PRIMARY OBJECTIVE: Destroy enemy control centres.

SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.

SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90
"Superlative Shoot 'Em Up Stunna." Zero November '90

Screenshots shown are from the Amiga version.

AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM

FREE
MASTER
D

Far out!

ACE is now committed to covering virtual reality technology in depth, in every issue. This month: a stunning British VR arcade machine and an interview with Jaron Lanier, VR guru from VPL, world leaders in cyberspace equipment design...

When the silicon seers sagely nodded their heads and said that, "one day all games will be written for virtual reality", we didn't expect that day to be Wednesday week and the place, Leicester rather than California.

Perhaps that's because, when it comes to VR, never have so many produced so much bullshit – in fact, at the New York Entertainment conference (see pages 29-31), wellies were issued as standard kit at the door (well almost) as Visionaries on Expenses waxed lyrical about the marvellous and the metaphysical.

"...Would VR reflect a circular consensus, hermeneutic orientation in future development and use, or follow a dialogical model, characterised by a critical interest in emancipation and liberation with emphasis on self-reflection?"

And all the time, in the heart of Leicester city centre, a small group of people were just getting on and doing it. VR, for real, for comparative peanuts.

It's not that W Industries, the company in question, can't roll out the concepts on cue – according to front man MD, Dr Jon Walden, the company is trying to, "open the bandwidth of dialogue," – but when that is said, the dewy eyed, soft focus, Utopia 2000 look is absent and he happens to be sitting next to a real VR product, "available from stock" that on a price/performance basis makes everything else in the field look 18th century.

STAND UP FOR WI

Called the Virtuality 1000 and produced in sit-down and stand-up versions (SD and SU), THE WI Industries' modular system has been engineered from sound basic principles to be both state-of-the-art and tough enough to stand up to the wear and tear of everyday use. As Jon says, "To do Virtual Reality is easy. To do a product to stand up in the Public Domain is difficult."

Virtual Reality easy? There speaks the understated confidence of someone who has been in the field almost before it existed. After a first degree in Design Engineering, Jon's interest in VR was initially triggered by, "how appalling CAD-CAM systems were," and the frustration that, "ever since the Egyptians were drawing lines in sand to describe

VIRTUAL JOB

Want to be a part of team that's producing the new generation of games. W Industries is looking for people that, "eat, sleep and drink bits and bytes," to join its software team of, "high performance professionals."

Practical experience is preferred over and above paper qualifications, but you'll have to be highly proficient in C or Assembler to be considered.

Send in CV's, etc to W Industries at 26-28 Chancery Street, Leicester, LE1 5WD. And say ACE sent you (unless you're a twerp, in which case mention some other magazine, eh?).



Oops! The overhead lighting defeated our photographer here, but this shot shows a screen running on the SD version. The environment running is a demonstration sequence taken from a 3D CAD package



Close up of the harness you need when using the SD version...

the Pyramids, we've been using 2D constructs to describe 3D systems."

That was back in 1980. Influenced by a paper on real-time 3D graphics by James Clark – who went on to found high-end workstation producers Silicon Graphics – a doctorate on Virtual Reality followed.

Initial experiments were so successful that Racal lent him £500,000 worth of computer to produce a wire frame interactive VR 'room' that was presented as a breakthrough on Tomorrows World in 1985. Despite the obvious applications for such a system, amazingly the government research councils rejected further funding for the project.

Undeterred by the establishment thumbs down, Jon went underground with the concept, holding down a job during the days but teaming together with 3 other key indi-



Toys for the boys. Jon Walden disappears into silicon unreality



VTOL - you've lost the opposition (or they've lost you) during a frantic overfly of Virtual City



Watch out! It's unwise to practise low level flying over the hills. Stick to the open skies

viduals, Dr Al Humrich, Richard Holmes and Terry Rowley (now Directors of Software Engineering, Design and Production, and Simulation, respectively, at W Industries) in their spare time, working in a garage to produce a real VR product. The first consisted of 5 Amigas, running in parallel!

Forming W Industries in 1987 and funding themselves, two working systems were eventually produced - and won the British Technology Group's New Business award in '88. This, in turn, led to offers of external funding (WI is now part owned by a major listed plc) and accelerated things to where they are today - the Virtuality 1000.

VIRTUALITY BUILT FOR ONE

Jon describes the Virtuality 1000 as, "a concatenation of known technologies," but there again, so was the invention of the motor car.

The unit, in both forms, is made up of three parts - Animette, the software that controls the show, Exality, the hardware it runs on, and Visette, the visor that delivers quad sound and stereo visuals to the user.

Exality is a custom designed multi-processor multimedia system that includes amongst others: the latest Texas Instruments floating point maths chip set that copes with 30,000 shaded and clipped polygons per second, the guts of an Amiga 3000 to cope with sound and some of the I/O, plus a CD Rom for both mass storage and CD sound.

Driving this impressive hardware is the in-house authored operating system Animette that generates the visual, aural (and in the future, motion) cues from the virtual world, also allowing for up to 16 units to be connected together in the same 'world'.

Finally, Visette - the crash helmet-like wrap around visor that uses two Thin Film Transistor monitors (60mm by 46mm with a resolution of 276x372) to produce a stunningly realistic stereo image, which thanks to the built-in magnetic tracking device, reacts to the movement of your head. Well, wouldn't you look around if it sounded like an enemy jet was 5 inches away from the back of your head? That particular effect is delivered by the quadrophonic sound system.

The price? Well, you could walk into the WI offices and take one away for under £20,000 today - but if you think that's a lot of money, bear in mind that a similar system from another company might cost you something over £125,000.

The £20,000 price tag brings in well into the price range from many commercial applications that CAD has revolutionised in the past decade. Design and Architecture, for instance. Design a building using a commercial CAD package - then load the file into Visette. Now you can 'walk' around and inside your structure to check it out for

THE GAMES

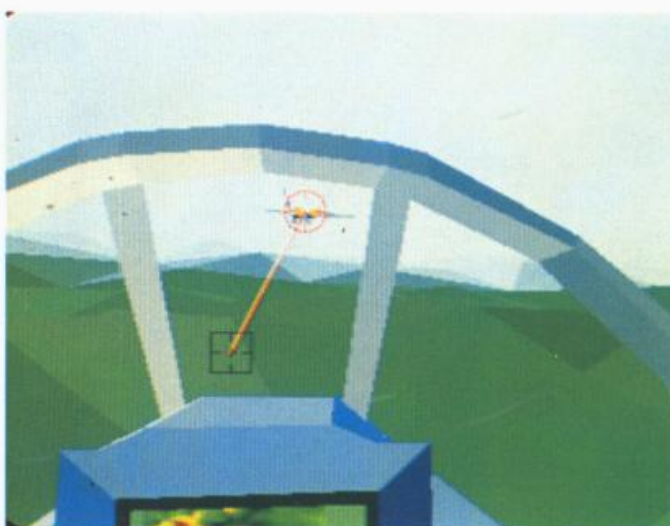


VTOL is the first game to be written for the Virtuality 1000 SD unit, and has you piloting a Harrier-like aircraft - along with up to 15 other playmates! You can check out the screenshots we took during our session elsewhere on these pages.

Controls are two joysticks, left and right, the left hand controlling the vertical thrust and the throttle control, the right the movement of the plane and the fire-power - cannon and Sidewinder missile.

In this game, kills qualify you to refuel - via mid-air tanker to begin with - and therefore stay up in the air. Later on in the game, you'll have to land on a Carrier to re-arm - not easy. Winner stays on, if you're playing in a group.

The stereoscopic vision looks astonishing as you zoom over the complex fractal generated landscape with afterburner full on. But it's the feeling of being totally immersed within the game that makes it quite unlike anything else you've ever played!



Lock on target! Stereo sound enhances the excitement of the chase

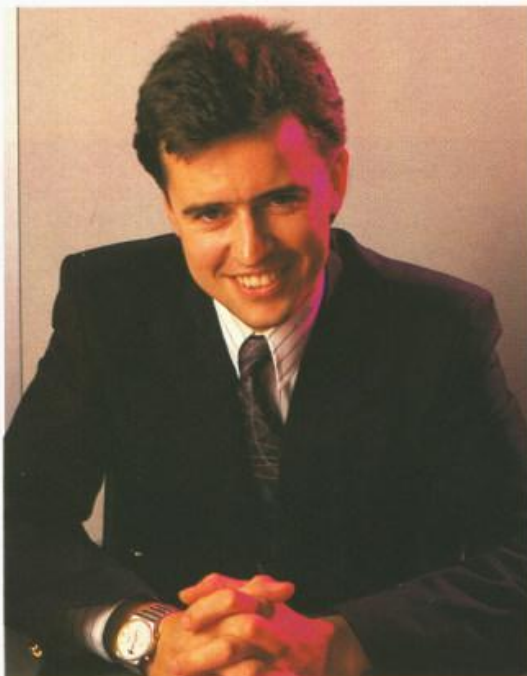


A quick fly past the aerodrome. Make sure you can find your way back!



Heading out to sea. Just as well it's only virtual water down there

Dr Jon Walden, MD of WI Industries.
'This system is available from stock...!'



The arcade unit in all its glory – the screen on the front enables spectators to share in the action

glitches, before the first brick has been laid!

But it sounds like Jon's favourite use for Virtuality is one you're probably familiar with – Entertainment! He describes games programming as "the most demanding application," and aims to build WI into "the Paramount Studios of Computer Entertainment." There is already a suite of 4 games, or "experiences" written, one of which will be on Beta test in an arcade, "somewhere in England", by the time you read this and will be in full distribution by next year.

The four comprise a VTOL fighter combat game, a race on hover-bikes through a future forest of trees, a bob sleigh game and space game, using Shuttle-style Orbital Vehicular units.

Played sitting in the SD unit, and networked (so you can get a whole bunch of you flying a squadron of Harriers if you so wish!), the controls are a pair of military spec proportional joysticks, one for either hand, with two fire buttons on each.

HANDS ON, HEAD IN

Of course, the trouble with a VR experience is that the true feeling of it has to be acquired, 'hands-on'. But one thing is for sure – once you've played VR games, you won't want to go back to a flat screen.

Once the visor is on and the engine noise fills your ears, you are completely immersed in a real world that reacts to your every movement. Add this to the interactivity of having several friends along – either in competition or co-operation – and you have a unique computer gaming experience. A genuine feeling of 'being there.'

There's a certain amount of future shock involved too. I mean, when all the guys in New York were sagely nodding their heads and saying that, "one day all games will be written for virtual reality", I didn't expect that day to be Wednesday week and the place, Leicester rather than La Jolla.

The future? The Virtuality system has been designed to slot in new components as the chips become more powerful which in turn will allow even

greater realism in the model, such as surface texture mapping. And WI has enough goodies in development to keep the surprises coming – how about a VR toolkit, including a chisel, for VR sculpture?

"We're at the Wright Brothers stage now," says Dr Walden, "but it won't take 100 years to get to Concorde, more like 10".

But Jon feels that it's future applications – probably now unknown – that will prove to be the full blossoming of VR. WI have provided the platform – now it's up to the innovators, maybe you, to make best use of it.



Ye Gods! It's true – they really ARE available from stock! And they work! Is this a first for British technology??



The goggles use twin displays of remarkable clarity to generate stereoscopic views – and you get stereo sound as well n"

MIGHTY BOMB JACK™



TECMO™

© 1990 TECMO, LTD.

elite

FLIGHT OF THE

INTRUDERTM



Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known – the skies above North Vietnam.

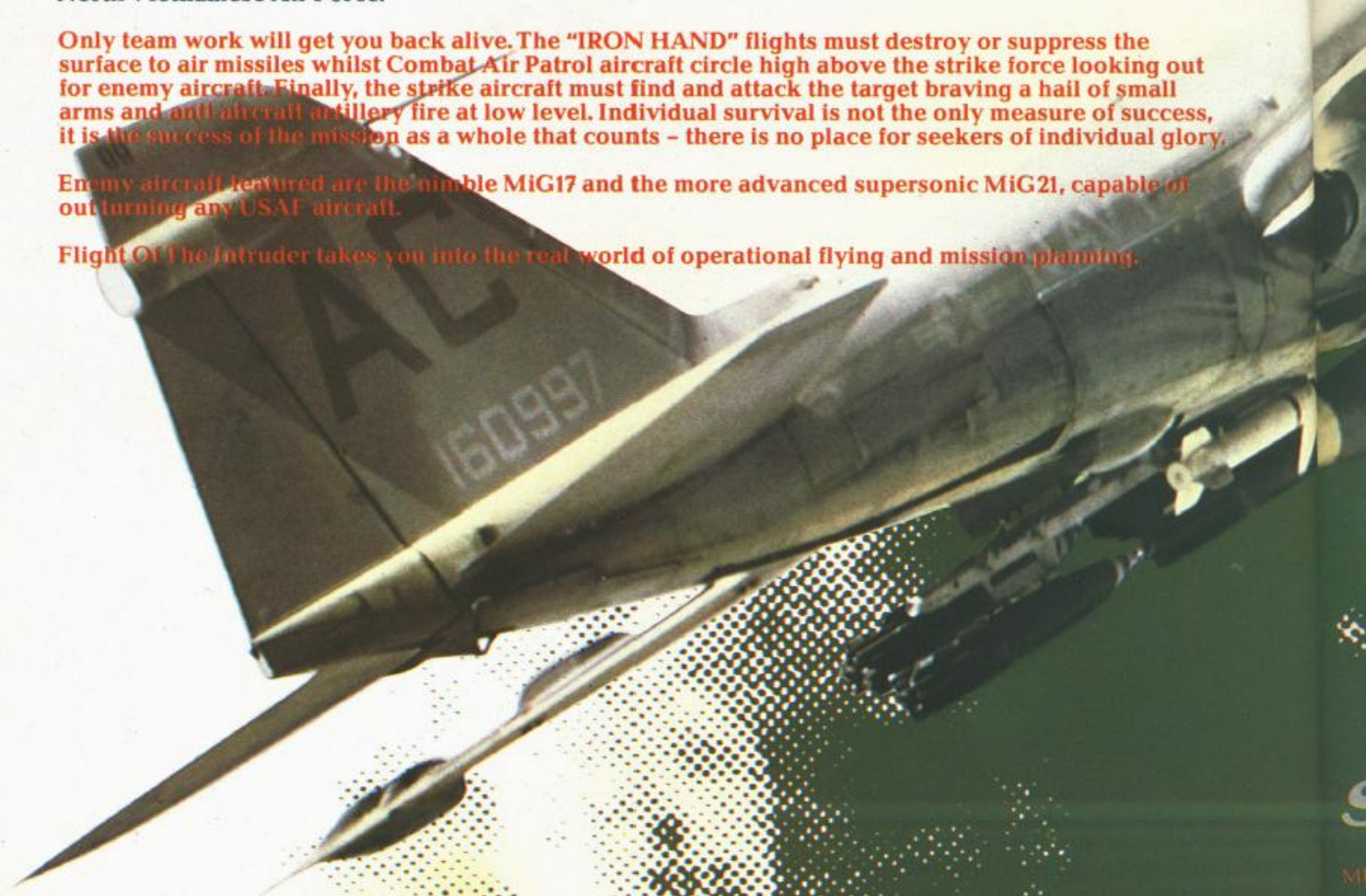
In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifeline to its front line troops.

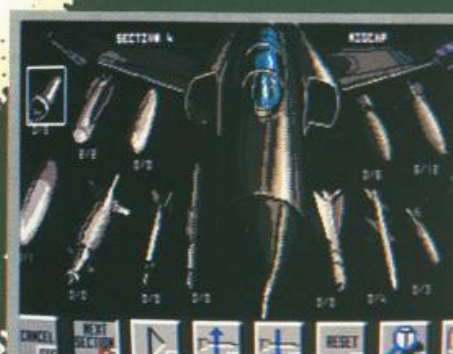
From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MiG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles whilst Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. Finally, the strike aircraft must find and attack the target braving a hail of small arms and anti aircraft artillery fire at low level. Individual survival is not the only measure of success, it is the success of the mission as a whole that counts – there is no place for seekers of individual glory.

Enemy aircraft featured are the nimble MiG17 and the more advanced supersonic MiG21, capable of out turning any USAF aircraft.

Flight Of The Intruder takes you into the real world of operational flying and mission planning.





M



Spectrum HoloByte™

FEATURES

Choose between two of the best aircraft that ever flew. The F-4 Phantom is fast, powerful and equipped with highly advanced avionics. It is so flexible that it can perform any type of mission. The A-6 Intruder has the first all weather computer operated weapons guidance system (DIANE) and an outstanding weapons load, both have stood the test of time and are still in service.

- ⊕ Up to 8 friendly and 4 enemy aircraft on screen simultaneously.
- ⊕ 2 different aircraft accurately simulated. 3 different roles: MIGCAP, IRON HAND, or STRIKE.
- ⊕ Realistic mission environment with enemy artificial intelligence.
- ⊕ Switch between friendly aircraft in flight.
- ⊕ Carrier take-off and landing with "MEATBALL" landing aid.
- ⊕ In-flight radio messages with radio message queueing system.
- ⊕ View from all aspects and 14 in cockpit views.
- ⊕ Large numbers of mobile targets including trucks, trains and barges.
- ⊕ Realistic terrain taken from contemporary operations maps including Hanoi, Haiphong and Than Hoa.
- ⊕ Instant "Quickstart" option.



The Code Monkeys, sweating it out in costume: (l/r) Mark Kirkby, Colin Hogg, and Eliot Gay

ACE readers visited US Gold for the latest ACE Conference and a whole heap of monkey business...

Th boy! We expected the fur to fly at the US Gold Conference, but we didn't expect it to be frisking around the office telling us how to program *Mean Streets*!

It was, of course, those pesky Code Monkeys who were responsible. They gambolled into the office like identical triplets whose Dad had escaped from the Jungle Book and done something unmentionable in the Hamley's Soft Toy Department. Then off came the heads to reveal the sweaty,

Gold Digging

tousled, and sheepish grins of Mark Kirkby, Colin Hogg, and Eliot Gay, who together had just finished coding the UK versions of *Mean Streets* (rated 837 in ACE 38).

'You can make a decent living out of games,' said Colin encouragingly as ACE reader Salim Fadhley admitted to a secret desire to turn programmer. In fact, the lads had it slightly easier than usual with *Mean Streets* because '....Access (the US originators) supplied all the source code - and it was very well commented.' Talking of taking it easy, the Monkeys were also enthusiastic about console programming: '...they're designed for games. Tons of sprites, hardware assisted scrolling. The Amiga comes the closest, but the 16-bit consoles are really tremendous games machines.'

Looking further ahead, the Code Monkeys were not quite so enthusiastic about CD development. 'It took us six months to write *Mean Streets*,' pointed out Eliot. 'Now think of all the data space on a CD. How long do you think it's going to take to do that medium justice? And it's going to cost a lot of money...'

To cope with a tight schedule, the Monkeys then had to be lured out of the office with a bunch of bananas and in came John Dale and Andy Beveridge of The Assembly Line. This team, previously responsible for the excellent *Vaxine*

amongst other titles, are currently working on *Cybercom III*, due out from USG next year.

'This program started out as a big game...but unfortunately it got even bigger! We're up against memory problems already - there's an options selection wheel on-screen, for example, that uses 30K just for the sprites used in rotating it.'

Cybercom III pits you against a vast computer of the same name which has run amok and, instead of defending the Earth in Star Wars fashion, has decided to give it a good drubbing instead. Years later only a handful of humans remain alive and in a last ditch bid for survival you must penetrate the computer complex and put it out of action. Some early sequences from the program were demonstrated at the Conference and looked very impressive indeed, boasting a combination of arcade and exploration skills within some superb 3D environments.

Cybercom III got the thumbs up from almost everyone at the Conference - let's hope it hits the streets soon. And in the meantime, very many thanks to everyone at USG for putting up with us, feeding us, festooning us with freebies, and giving us some of the best games around. Check out the Screentest section (in particular pages 54/55) for more Golden goodies.



Michael Hussey - a previous Conference attendee who managed to fill one of the cancellations



Dale Wilks - thought the chap in *Mean Streets* had a wooden leg. Ahem, Dale, that's state of the art animation for you!



Simon Parfremment - impressed by the speed of *Vaxine*



Salim Fadhley - had designs on becoming a programmer



Julian Ware - kept a low profile during the conference but managed to escape with goodies for his Amiga 500



Ferdina Devi - just managed to make it to the Conference before leaving the UK forever!



James Verdier - liked the game design of *Mean Streets* and was impressed by the fast scrolling on *Vaxine*



The Assembly Line reps: John Dale (right) and Andy Beveridge. One subject the duo were pretty forthright about was CDTV: 'We can foresee problems with that one. People think there will be lots of old Amiga titles being converted for it, but most Amiga games throw the operating system right out. However, on CDTV, if you want to use the built-in CD, you'll almost certainly need the OS. So for many games, people will have to go back and completely rewrite them.'

Ferdina Devi had the honour of being the first girl to attend an ACE Conference. Let's hope she starts a trend. Meanwhile, here are the other ACE Readers who took train, plane, and automobile to share a few Golden moments in Birmingham...



Adrian Clinton-Watkins - not so keen on 3D games - preferred shoot-em-ups, but liked the variety of gameplay in *Mean Streets*



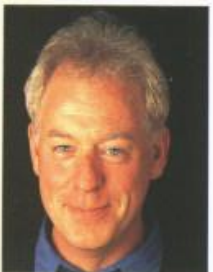
David Ng - attended the Mirrosoft conference, but managed to slip in again to fill a gap due to a cancellation



Anil Khedun - planning to be an ACE author



Martin Sommerville - wanted to become a graphic artist - and fancied both *Cybercon* and *Vaxine*



Dicon Peeke - had a few suggestions for saving memory in *Mean Streets*



J Singh - sorry, JS, we missed out on your first name. But we know you fancied *UN Squadron*...



Andrew Williams - 'a few more animation frames on the digitised faceshots in *Mean Streets* would have made a difference...'



Jody Kirk - particularly impressed by *Cybercon III*



Grant Sellers - a loyal *Ghouls and Ghosts* fan

SOLID GOLD!

Each month, we'll let you know about forthcoming conferences around the country. If you think you might be interested in attending one, all you have to do is send us a postcard with your name and address clearly written, together with a daytime telephone number if at all possible. You also need to tell us:

- Which conference you would like to attend. If you're applying for more than one, put them in order of preference. If no conference is listed for the software house you'd like to visit, put the software house's name down and we'll put you on the list for that conference when (and if) it is organised in the future.
- The machine you own, so that we can make sure you get some juicy free gifts for your micro!
- Your age, so that we can ensure a good spread of age groups at each conference.
- If you are a subscriber, send your application in an envelope together with the address panel from the last issue of ACE that you were sent.

Obviously we have to limit the number of people attending each conference to a maximum of 15. In addition, we have to make a nominal charge of £5.00 to help cover costs. All places are allocated on a first-come, first-served basis. Subscribers, however, get priority allocations for the first five places in each conference, and they may also attend free of charge. Phone 0858 410510 for subscription details.

A couple of weeks before each conference, we'll select the lucky readers from those who have applied and inform them of the relevant details. If anyone can't attend, they'll be shortlisted for a future conference and another selection will be made for someone who can take their place. Please note: all conference attendees are responsible for making their own way to the conference venue. Obviously we'll help wherever possible with lifts and taxis etc, but we can't make any promises. Bear the location of each conference in mind when you apply. If you're planning to use public transport, bear in mind that sessions start at 12.30pm.

FORTHCOMING CONFERENCES

Ocean: in February 1991, location: **Manchester.**

Gremlin: in March 1991, location: **Sheffield.**

Exact dates for these will be announced together with further details in the **next issue**, but **don't delay** - get your applications in **NOW!**



US GOLD

Britain's biggest games powerhouse started life in 1984. By 1987 they were producing more than one in three of all games sold in the UK. Check out their latest hits on pages 34/35.

I say, I say, girls, steady on! The hostess with the mostest (that's Danielle 'Woody' Woodyatt on the left) and Nicola Whitehead (nominated Miss Software UK by the ACE Editor) put the pressure on Development Manager Steve Fitton to continue producing ACE-rated products. If the reward for failure is being manhandled by these two, then carry on missing deadlines, Steve...

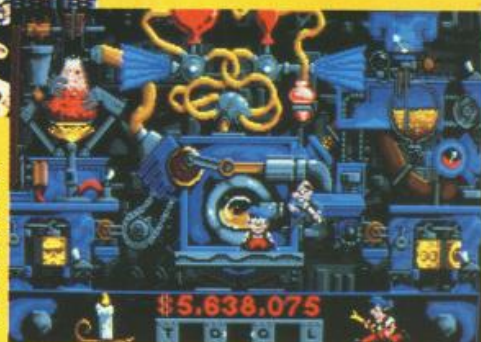
STRIDER II

Just one of the products coming up from USG, *Strider II* is set to follow on from the ACE-rated original in a clash of steel and a flash of laser fury. Watch out for it in the next week or two on C64, Spectrum, Amstrad, ST, and Amiga



Strider II

Nightshift from Lucasfilm marks a departure for the company from their usual graphic adventure style (*Loom*, *Monkey Island* etc). Coming soon for PC owners, it's a classic action puzzler as you attempt to fulfill production quotas during the nightshift, tending a vast machine that recycles rubbish and churns out mini-toys based on Lucasfilm characters



Special Reserve NRG CYBERZINE

SPECIAL RESERVE CLUB BENEFITS INCLUDE:

- **NRG** (Energy magazine) News, Reviews and Graphics. Screen shots, pack shots, charts, latest Giga-Savers. 40 colour reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk **NRG** street gang - It's Cyber-fantastic!
- **NRG** - bi-monthly to all Special Reserve members.
- **Release Schedules**, sent bi-monthly with updated catalogue information.
- **Sales hotline**, to 8pm weekdays, 5-30pm Saturdays and 5pm Sundays. 0279 600204
- **Fast despatch** of stock items **individually wrapped by first class post.**
- **Written confirmations** (receipts) sent when we receive each order.
- **Catalogue, Membership Card & Folder** for **NRG**.
- **Refunds** or change of order on request if delayed.
- **No Obligation** to buy. We do not require a signed contract, nor is there any age requirement. With Special Reserve there are no hidden costs.

ANNUAL UK MEMBERSHIP £6.00
EEC £8.00 WORLD £10.00

Commodore Amiga

In stock at time of publication.

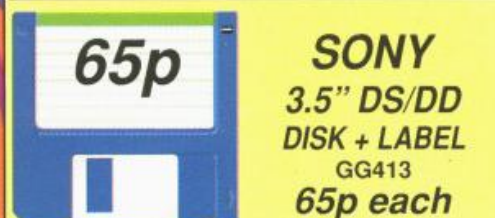


Amiga 500 Screen Gems Pack
COMPUTER WITH MOUSE, TV MODULATOR, BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE PAINT 2 & NIGHTBREED.

Amiga Peripherals

PHILIPS 8833 COLOUR STEREO MONITOR	249.99
PHILIPS TELEVISION TUNER FOR 8833 MONITOR	49.99
(CONVERTS THE MONITOR INTO A TELEVISION)	
AMIGA A590 20 MEG HARD DRIVE	354.99
CUMANA EXTERNAL 3.5" 880K DISK DRIVE	79.99
AMIGA A501 RAM UPGRADE TO 1 MEG (GENUINE COMMODORE ITEM WITH CLOCK)	99.99
ZYDEC RAM UPGRADE TO 1 MEG WITH CLOCK	49.99
ZYDEC RAM UPGRADE TO 1 MEG	44.99
MONITOR STAND, WIRE FRAME, ACCESS TO DRIVE	19.99
NAKSHA MOUSE, BRACKET AND MAT (AMIGA OR ST)	32.99
MIDI MASTER AMIGA MIDI INTERFACE	32.99
COVER FOR AMIGA	5.49
COVER FOR MONITOR	5.99
KIND WORDS 2 (WORD PROCESSOR)	31.99

Disks 'n bits



PLASIC STORAGE BOX, HOLDS TEN 3.5" DISKS	1.30
3.5" SONY HIGH DENSITY DISK (1.4 MB)	1.39
10 PACK TDK 48 TPI 5.25" DS/DD DISKS (360K)	6.49
10 PACK TDK 40 5.25" DS/DD DISKS (1.4 MB)	9.99
10 PACK TDK 96 TPI 5.25" DS/DD DISKS (720K)	8.99
3" MAXELL CF2 DISK + LABEL FOR PCW	1.99
3.5" FLIGHT HEAD CLEANER	2.99
DISK BOX 3.5" (100 CAP) DIVIDERS, LOCKABLE	10.99
DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE	7.49
DISK BOX 3.5" (80 CAP) DIVIDERS, LOCKABLE	8.49
DISK BOX, STACKABLE, 3.5" (90 CAP) DRAWER	13.99

BIGGEST CLUBS GREATEST DEALS

Over 2,000 products in our catalogue

SHOCKWARE

Over 30,000's in

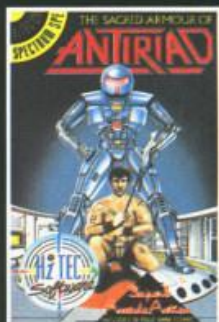


AMIGA and ATARI ST Shockware

16 BIT	AMIGA	ST	16 BIT	AMIGA	ST	16 BIT	AMIGA
3D POOL	8.49	8.49	GLOBULOUS	15.99		PUBLISHERS CHOICE DTP (1 MEG)	59.99
888 ATTACK SUB	16.99		GO PLAYER PROFESSIONAL	19.49	19.49	PURPLE SATURDAY	5.99
101 TANK KILL	21.99		GOLD RUSH (SIERRA)	16.49	16.49	PURPLE SATURDAY	16.99
ADIDAS CHAMPIONSHIP FOOTBALL	16.49	16.49	GOLDEN AXE	16.49	16.49	QUEST FOR GLORY (1 MEG)	24.99
ADVANCED TACTICAL FIGHTER 2	17.49	17.49	GRAND PRIX CIRCUIT	6.99	6.99	QUEST FOR GLORY 2 (1 MEG) (SIERRA)	24.99
ALPHA WAVES	15.99	15.99	GRAVITY	5.99	5.99	QUEST 2 (SSI)	19.49
AMNIO	13.99		GREG NORMAN'S GOLF	17.99	17.99	R-TYPE	16.49
AMOS (GAMES CREATOR)	29.99		GUILD OF THIEVES (M-SCROLLS)	6.99	6.99	RAINBOW ISLAND	16.49
AMOS SPRITES 1000	10.99		HARD DRIVEN 2	15.99	15.99	RAMROD	17.49
APPRENTICE	12.99	12.99	HARPOON	19.49	19.49	REACH FOR THE SKIES (PSS)	19.49
ARCHAEOLOGOS	6.99	6.99	HILL STREET BLUES	16.49	16.49	RED LIGHTNING (SSI)	16.49
ARMOUR GEDDON	16.49	16.49	HIT DISKS VOLUME 2	7.99	7.99	RED STORM RISING	16.99
ATOMIC HOBKOB	16.49	16.49	HITCH HIKERS GUIDE (BUDGET)	8.99	8.99	RICK DANGEROUS 2	16.49
AVIATORS (BATTLE SQUADRON 2)	21.99	21.99	HOLLYWOOD COLLECTION	18.99	18.99	ROCKERS OF RICHAN	15.99
AWESOME	17.49	17.49	HOLLYWOOD HUNK (INFOCOM)	17.49	17.49	ROCKET RANGER	9.99
B.S.S. JANE SEYMOUR	5.49	5.49	HOME ACCOUNTS (DIGITA)	22.99	22.99	ROGUE TROOPER	16.99
BAAL	16.49	16.49	HORROR ZOMBIES	8.99	8.99	ROCKEY'S DRIFT	15.99
BACK TO THE FUTURE 2	16.49	16.49	HOUND OF SHADOW	16.49	16.49	ROTATOR	12.99
BACKGAMMON ROYALE	16.49	16.99	HUNT FOR RED OCTOBER	16.49	16.49	S.T.U.N. RUNNER	16.49
BAD LANDS	6.99	6.99	IMMORTAL (1 MEG)	16.49	16.49	SECRET AGENT SLY SPY	16.49
BALANCE OF POWER	7.99	7.99	IMPERIUM	16.49	16.49	SECRET OF MONKEY ISLAND	16.99
BALISTIX	4.99	4.99	INDIANAPOLIS 500	16.49	16.49	SECRET OF THE BEAST	9.99
BALLYHOO (INFOCOM)	19.49	19.49	INFESTATION	14.49	14.49	SHADOW WARRIORS	16.49
BARBARIAN 2 (PALACE)	11.99	11.99	INFIDEL (INFOCOM)	7.99	13.99	SHADOWWATE	16.49
BARDS TALE 2	16.49	16.49	INTERMEDIATE SOCCER CHALLENGE	5.99	5.99	SHOCKWAVE	16.49
BAT (UBI SOFT)	19.49	19.49	INTERPHASE	5.99	5.99	SHOOT 'EM UP CONSTR KIT	16.49
BATMAN THE MOVIE	11.99	11.99	ISNID	19.99	19.99	SILENT SERVICE (SUB SIM)	11.49
BATTLE COMMAND	16.49	16.49	IT CAME FROM THE DESERT	10.99	10.99	SIM CITY	8.99
BATTLE OF BRITAIN	19.49	19.49	IT CAME FROM THE DESERT (1 MEG)	10.99	10.99	SIM CITY TERRAIN EDITOR	16.49
BATTLE OF BRITAIN (D'S DRIVE)	19.49	19.49	I.C.F.T. DESERT DATA DISK (1 MEG)	10.99	10.99	SIMULACRA	16.49
BATTLE SQUADRON	8.49	15.99	IVAN STEWARTS OFF ROAD RACER	16.49	16.49	SKYCHASE	4.99
BATTLEMASTER	17.99	15.49	J. NICKLAUS GOLF	16.49	16.99	SKYFOX	16.49
BATTLESYSTEM	21.99	21.99	J. NICKLAUS VOL2 COURSES	8.99	8.99	SCATTERER (INFOCOM)	16.49
BEAST 2	21.99	21.99	J. NICKLAUS VOL2 INT COURSES	8.99	8.99	SPACE ACE	27.99
BETRAYAL	19.49	19.49	JAMES POND	16.49	16.49	SPACE HARRIER 2	6.99
BEYOND ZORK (INFOCOM)	29.99	29.99	JEWEL OF DARKNESS (LEVEL 9)	16.49	16.49	SPACE QUEST 1 (SIERRA)	22.49
BILLY THE KID	16.99	16.99	JINXTER (M-SCROLLS)	5.99	6.99	SPACE QUEST 2 (SIERRA)	22.49
BLACK CAULDRON	5.99	6.99	JUDGE DREDD	13.99	13.99	SPACE QUEST 3 (SIERRA)	24.99
BLACK LAMP	6.49	6.49	K-SPREAD 2.0 (SPREADSHEET)	42.99	85.99	SPEEDBALL	15.99
BLADE WARRIOR	16.49	16.49	K-SPREAD 4.0 (SPREADSHEET)	15.99	15.99	SPINZOO	13.99
BLITZKRIEG - MAY 1940	15.99	15.99	KHALAN	15.99	15.99	SPINZOO 2	13.99
BLOOD MONEY	7.49	7.49	KICK OFF	5.99	6.99	SPELLBREAKER (INFOCOM)	13.49
BLOODWITCH	8.99	8.99	KICK OFF 2	12.99	12.99	SPINZOO LOVED ME	16.49
BLOOMCHICK - DATA DISK	15.99	15.99	KICK OFF 2 - FINAL WHISTLE	10.49	10.49	STAR ADVENTURE CREATOR	16.49
BREACH 2	15.99	15.99	KICK OFF 2 - RETURN TO EUROPE	6.49	6.49	STAR RAY	16.49
BREACH 2 (1 MEG)	15.99	15.99	KICK OFF 2 - WINNING TACTICS	6.49	6.49	STARSHOOT (INFOCOM)	13.99
BUCK ROGERS (SSI)	19.99	19.99	KILLING GAME SHOW	16.99	16.99	STARSHIP 2	16.49
CAVALIER	16.49	16.49	KIND WORDS 2.0 (WORD PROCESSOR)	24.99	24.99	STARGLIDER 2	16.49
CAPTIVE	15.49	15.49	KINGS QUEST 1 (1 MEG) (SIERRA)	24.99	24.99	STATIONFALL (INFOCOM)	16.49
CARRIER COMMAND	10.49	8.99	KINGS QUEST 2 & 3 (SIERRA)	24.99	24.99	STEVE DAVIS SHOOTER	12.99
CARTHAGE	16.49	16.49	KINGS QUEST 4 (1 MEG) (SIERRA)	24.99	24.99	STORM CROSS EUROPE (SSI)	16.49
CHAMPIONS OF THE RAJ	16.49	16.49	KLAX	13.49	13.49	STOS (GAMES CREATOR)	16.49
CHAMPIONS OF KRYNN (1 MEG)	19.99	19.99	KNIGHTS OF LEGEND	10.49	10.49	STOS COMPILER	16.49
CHAMPIONS OF KRYNN (SSI)	19.99	19.99	KRISTAL	10.49	10.49	SUPER GRIDRUNNER	16.49
CHAOS STRIKES BACK	15.99	10.99	KULT	5.99	5.99	SUPER HANG ON	10.49
CHAOS STRIKES BACK EDITOR	10.99	10.99	LANCELOT (LEVEL 9)	7.99	7.99	SUPER WONDERBOY	69.99
CHASE H.Q. 2	16.49	16.49	LAZER SQUAD	16.99	17.99	SUPER WONDERBOY (PERSONAL DATABASE)	69.99
CHASE H.Q. 2	16.49	16.49	LEADER GODDESSES (BUDGET)	8.99	8.99	SUPERPLAN (1 MEG)	69.99
CHRONOQUEST 2	8.49	8.49	LEADER GODDESSES (INFOCOM)	16.99	16.99	(POWERFUL SPREADSHEET)	69.99
CHUCK YEAGER'S AFT 2.0	16.99	16.99	LEGEND OF THE ALPHIL	17.99	17.99	SUPERSPACEMAN	19.49
CLOUD KINGDOMS	5.99	6.99	LEGEND OF THE SWORD	4.99	4.99	SWIN	9.99
CODENAME ICEMAN (1 MEG) (SIERRA)	24.99	24.99	LEISURE SUIT LARRY 1 (SIERRA)	19.49	22.49	SWORD OF SODAN	9.99
COLONEL S. BEQUEST (1 MEG) (SIERRA)	24.99	24.99	LEISURE SUIT LARRY 2 (SIERRA)	19.49	24.49	SWORD OF SODAN 2	20.49
COLORADO	16.49	16.49	LEISURE SUIT LARRY 3 (SIERRA)	19.49	24.99	SWARDS OF TWILIGHT	8.99
COLLOSSUS X CHESS	15.99	12.49	LEMMINGS	16.99	16.99	T.N.T.	19.49
CONQUEST OF CAMELOT (1 MEG)	24.99	24.99	LIGHT CORRIDOR	15.99	15.99	TEAM YANKEE	19.49
CORPORATION	14.99	14.99	LORD OF FURY	16.49	16.49	TEKNO MUTANT HERO TURTLES	15.99
CORRUPTION (M-SCROLLS)	6.99	6.99	LORDS OF THE RISING SUN	9.99	9.99	TEKNO STRIP POKER	15.99
CRACKDOWN	7.49	7.49	LOTUS ESPRIT TURBO CHALLENGE	17.49	17.49	TFX (MUSIC UTILITY)	29.99
CRIMEWAVE	16.49	16.49	LURKING HORROR (INFOCOM)	15.49	15.49	THE KEEP	16.99
CURSE OF THE AZURE BOND (SSI)	19.99	19.99	M1 TANK PLATOON	19.49	19.49	THE LOST PATROL	16.49
CUTTHROATS (INFOCOM)	15.49	15.49	MENACE	5.49	5.49	THE PIRATE MYSTERY	6.99
DAMOCLES	8.49	8.49	MICKY MOUSE	16.49	16.49	THREE STOOGES (CINEMAWARE)	4.99
DAMOCLES MISSION DISK 1	15.49	15.49	MIDNIGHT RESISTANCE	16.49	16.49	THUNDERBOLTS	6.99
DEATH TRAP	5.99	5.99	MIDWINTER	19.99	19.99	TIME GUARDIAN	15.99
DEJA VU 2	7.99	7.99	MILLENIUM 2	6.99	6.99	TIMES OF LORE	6.99
DELUXE MUSIC CONSTRUCTION SET	45.99	34.99	MONTY PYTHON'S FLYING CIRCUS	13.99	13.99	TIMEWORKS DESK TOP PUBLISHER	6.49
DELUXE PAINT	49.99	34.99	MOONMIST (INFOCOM)	16.49	16.49	TOPI	16.49
DELUXE VIDEO 3	62.99	34.99	MURDER IN SPACE	15.99	15.99	TORVAK THE WARRIOR	16.49
DICK TRACY	15.99	15.99	MUSIC X JUNIOR	85.99	10.49	TOTAL RECALL	16.49
DISNEY ANIMATION STUDIO	15.99	15.99	MUSIC X VERSION 1.1	85.99	10.49	TRACKER	15.99
DISNEY FORMULA 1	16.49	16.49	MYSTICAL	16.49	16.49	TRAPDOOR TRAP	15.99
DRAGON BREED	16.49	16.49	N.A.R.C.	16.49	16.49	TRIAD VOL2 (MENACE, BAAL, TETRIS)	7.99
DRAGON WARS	28.99	28.99	NAVY S.E.A.L.S.	16.49	16.49	TURBO CUP	4.99
DRAGON'S LAIR	28.99	28.99	NEBULUS 2	16.49	16.49	TURBO CUP (WITH CAR)	4.99
DRAGON'S LAIR 2	27.99	27.99	NECROMANCER	16.49	16.49	TURBO SILVER (GRAPHICS + ANIMATION)	106.49
DRAGONFLIGHT	18.49	18.49	NEVER MIND	6.49	6.49	TURN IT (SHANGHAI VARIANT)	13.49
DRAGONS BREATH	8.99	8.99	NIGHTBREED (INTER ACTIVE MOVIE)	16.49	16.49	TURNIRCAN	13.99
DRAGONSTRIKE (SSI)	19.99	19.99	NIGHTSHIFT	16.49	16.49	TV SPORTS (U.S.) FOOTBALL	11.99
DRAKHEN	11.99	11.99	NIGHTWING	16.49	16.49	TV SPORTS BASKETBALL	11.99
DUNGEON MASTER	10.99	10.99	NIGHTWING (ACTION)	16.49	16.49	ULTIMATE RIDE	16.49
DUNGEON MASTER EDITOR	8.99	8.99	NIGHTWING (INTER ACTIVE MOVIE)	16.49	16.49	UMS - UNIVERSAL MIL. SIMULATOR	7.99
DYNASTY WARS	7.49	7.49	NIGHTSHIFT	16.49	16.49	UMS 2 - UNIVERSAL MIL. SIMULATOR 2	19.99
E-MOTION	6.99	6.99	NIGHTSHIFT	16.49	16.49	UMS CIVIL WAR DISK	9.99
E-SWAT	16.49	16.49	NIGHTSHIFT	16.49	16.49	UMS VIETNAM	9.99
ECO PHANTOMS	15.99	15.99	NIGHTSHIFT	16.49	16.49	UN SQUADRON	16.49
ELIMINATOR	3.49	3.49	NIGHTSHIFT	16.49	16.49	UNINVITED	16.49
ELITE	9.99	9.99	NIGHTSHIFT	16.49	16.49	VAMPIRE	16.49
ELVIRA - MISTRESS OF THE DARK	18.99	18.99	NIGHTSHIFT	16.49	16.49	VENUE - THE ELY TRAP	18.99
ENCHANTER (INFOCOM)	16.99	16.99	NIGHTSHIFT	16.49	16.49	VETTE (CORVETTE)	18.99
EPIC	28.99	28.99	NIGHTSHIFT	16.49	16.49	VIRUS	6.49
ESCAPE FROM SINGE'S CASTLE	13.49	13.49	NIGHTSHIFT	16.49	16.49	VOODOO NIGHTMARE	5.99
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS	15.99	15.99	NIGHTSHIFT	16.49	16.49	VOYAGER	6.49
EXTASE	13.99	13.99	NIGHTSHIFT	16.49	16.49	WAR JEFF	16.49
EYE OF HORUS	5.49	5.49	NIGHTSHIFT	16.49	16.49	WELLTRIS	15.99
F16 FALCON	12.99	10.99	NIGHTSHIFT	16.49	16.49	WINGS OF FIRE	13.99
F16 FALCON MISSION DISK 1	13.49	8.49	NIGHTSHIFT	16.49	16.49	WINGS OF DEATH (CINEMAWARE)	18.99
F16 FALCON MISSION DISK 2	13.49	8.49	NIGHTSHIFT	16.49	16.49	WINGS OF DEATH	15.99
F19 STEALTH FIGHTER	19.99	19.99	NIGHTSHIFT	16.49	16.49	WINGS OF FURY	16.49
F29 RETALIATOR	16.49	16.49	NIGHTSHIFT	16.49	16.49	WITNESS (INFOCOM)	9.99
FIRST BREAK (BASKETBALL)	6.49	6.49	NIGHTSHIFT	16.49	16.49	WOLFPAK (1 MEG)	19.49
FISH (M-SCROLLS)	8.99	8.99	NIGHTSHIFT	16.49	16.49	WONDERLAND (1 MEG) (M-SCROLLS)	19.49
FINAL BATTLE (PSS)	16.49	16.49	NIGHTSHIFT	16.49	16.49	XENON 2 - MEGABLAST	7.99
FINAL COMMAND	16.99	13.99	NIGHTSHIFT	16.49	16.49	Z-OUT	9.99
FIRE AND FORGET 2	16.49	16.49	NIGHTSHIFT	16.49	16.49	ZORK 1 (INFOCOM)	16.49
FLIGHT SIMULATOR 2	22.99	22.99	NIGHTSHIFT	16.49	16.49	ZORK 2 (INFOCOM)	16.49
FLIGHT & MAGNOLIA	16.49	16.49	NIGHTSHIFT	16.49	16.49	ZORK TRILOGY (INFOCOM)	16.49
FLOOD	16.49	16.49	NIGHTSHIFT	16.49	16.49		
FOOTBALL MANAGER 2 + EXPANSION	10.99	10.99	NIGHTSHIFT	16.49	16.49		
FUN SCHOOL 2 (6-8) or (8-10)	7.49		NIGHTSHIFT	16.49	16.49		
FUN SCHOOL 2 (6-8, 8-10, 10-12) or (YRS)	15.99	15.99	NIGHTSHIFT	16.49	16.49		
FUTURE WARS	16.49	16.49	NIGHTSHIFT	16.49	16.49		
GAUNTLET 7	8.99	8.99	NIGHTSHIFT	16.49	16.49		
GFA BASIC V3.0 COMPILER	22.99	22.99	NIGHTSHIFT	16.49	16.49		
GFA BASIC 3.0 INTERPRETER	35.99	35.99	NIGHTSHIFT	16.49	16.49		



SPECTRUM CBM 64 AMSTRAD
AMIGA ATARI ST



SPECTRUM CBM 64 AMSTRAD



SPECTRUM CBM 64 AMSTRAD



SPECTRUM CBM 64 AMSTRAD
AMIGA ATARI ST

FOR A FULL
LIST OF OUR
TITLES SEND
A S.A.E. (AT LEAST 148x210MM)
TO:-

Hi-TEC SOFTWARE
4-5 BARMOUTH COURT
BARMOUTH ROAD
SHEFFIELD S7 2DH
ENGLAND

ENTER THE WORLD OF Hi-TEC



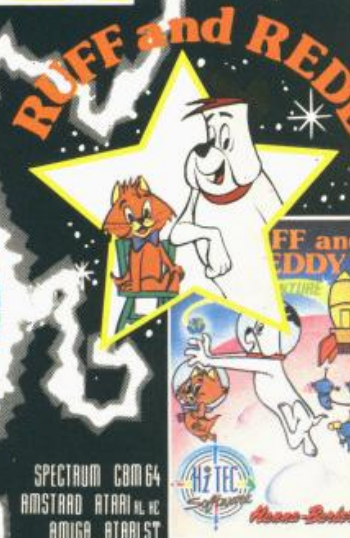
SPECTRUM
CBM 64
AMSTRAD
ATARI XL XC
AMIGA
ATARI ST



SPECTRUM CBM 64 AMSTRAD
AMIGA ATARI ST



SPECTRUM CBM 64
AMSTRAD



SPECTRUM CBM 64
AMSTRAD ATARI XL XC
AMIGA ATARI ST



SPECTRUM CBM 64
AMSTRAD ATARI XL XC
AMIGA ATARI ST



SPECTRUM CBM 64
AMSTRAD ATARI XL XC
AMIGA ATARI ST

AND PLAY WITH THE STARS

COMING SOON



SPECTRUM CBM 64 AMSTRAD

SPECTRUM CBM 64 AMSTRAD
AMIGA ATARI ST

SPECTRUM CBM 64 AMSTRAD

Hanna-Barbera

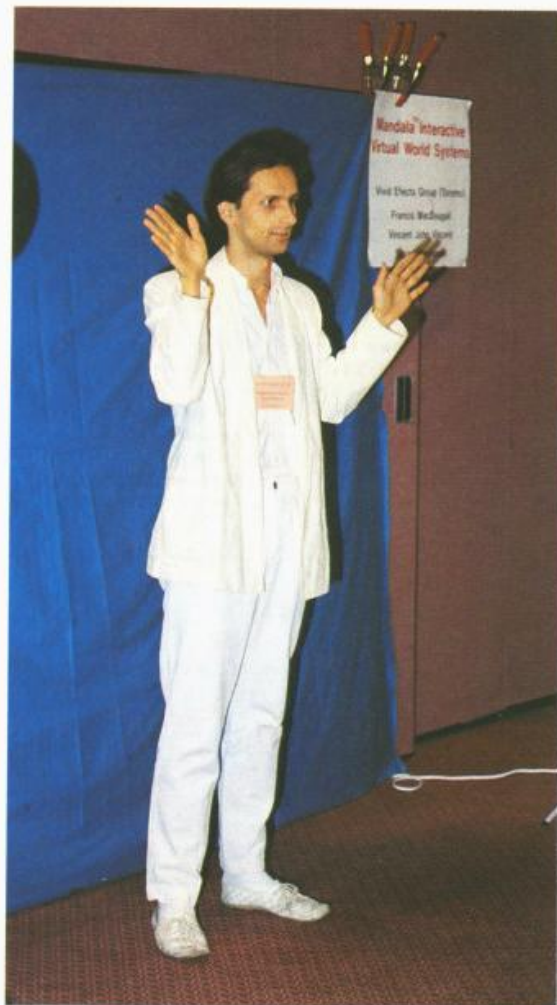
TELEPHONE: 0742-587555 FAX: 0742-580547

© 1990 HANNA-BARBERA PRODUCTIONS INC

Times Square, times change. Broadway theatres once ruled supreme, but in November 1990 the star turns were definitely off-Broadway – very far off Broadway indeed. The y were 'In There' – and that, in case you've been dozing in the Bingo hall for the last few months – means in virtual reality, a world of shifting co-ordinates, bit-block transfers, stereoscopic displays, and vector landscapes.

But Entertainment '90 was about far more than inner cyberspace. Game design gurus gathered from around the world, hard-nosed businessmen fenced with each other over multi-million dollar amusement park contracts, and university professors debated the nuances of hyperfiction. The only thing that seemed to be missing was hardware – CD technology, which everyone expected to see showing off its full-motion video, stereo sound capabilities, seemed instead to have slipped into some virtual reality all of its own. And no-one, apparently, knows exactly when it's going to come out.

On these three pages we've given you just a taste of what went on, what went off, and what went wrong. In no particular order...just the way it emerged from 'In There'...and we'll bringing you further coverage next month of the Hyperfiction and Virtual Reality sessions.



Vincent John Vincent showing off his Mandala system: 'an interactive virtual-world technology that can take anyone on a creative, interactive journey into worlds that exist only within the computer'. The performer/spectator stands behind a monitor in an area scanned by sensors. These pick up his image and movements and merge these images with the software running on the computer, creating the sensation of being 'In There' but without all the cumbersome equipment. Jaron Lanier (see page 19/20) calls this approach 'Virtual reality's sister technology'.

That's Entertainment...

VIRTUAL BALLS

'It's the world's first virtual ball!' declared Rich Gold, manager of Mattel's Powerglove project (see also elsewhere in this article). He was talking about *Super Gloveball*, a new Nintendo game programmed by Rare using the Powerglove. Imagine the old *Break Out* games – now imagine seeing your gloved hand on-screen. Now, if you can, imagine the on-screen fingers flexing and spreading as you move your own hand. And finally, imagine your hand moving to and fro across the screen as you move your limb in reality. The fun really starts, however, as you get accustomed to catching, holding, carrying, spinning, and throwing that virtual ball. Yay!

PC MEGADRIVE

Darkly hinted at in the Japanese computer press and confirmed at the Entertainment conference by Sega's US president Michael Katz, the Terra PC is now officially a reality. Only problem is, the release dates, prices, and distribution remain a mystery.

The Terra PC is a very simple idea, but a truly excellent one for anyone who wants to combine work and play. It's a PC with Sega Megadrive circuitry built into the motherboard. So you can load up Lotus 1-2-3 and, when time or absence of boss allows, flip over to your latest games cart at the touch of a switch. Let us at 'em!

CD – THE SHAME OF THE GAME

So what the h*ll is happening with CD then? After years of gab, we'd be forgiven for expecting at least one CD games system to be on the market, but the CD gurus gathered at New York were still promising us jam tomorrow...

The jam, however, does seem a little fruitier these days. First, Dick Arroyo of AIM (see ACE issue 32) made a major commitment to giving us a CD-I full-motion video system 'within 300 days'. Aha! By our calculations that means September 1st, 1991. And complete with full-motion, too, eh? And – he promised – under \$1000. Depending on exchange rates, that leaves Philips and Sony the option of undercutting the price of CDTV when they bring out their own system – and FMV would give them a major marketing advantage over the Commodore machine.

So, a quick question to Nolan Bushnell, currently in charge of CDTV development at Commodore. Would Commodore be delivering the FMV capability (either in-built or as an add-on) for CDTV that a company spokesperson had strongly hinted at when we researched our exclusive coverage of the machine in ACE 34?

'Well,' replied the man himself, 'it's amazing how far they've come with software decompression systems. I wouldn't be surprised if we had a software system that could give us FMV capability by the end of 1991.'

The extraordinary thing is that the man could be right. Software compression technology IS developing at an

Virtual reality,
advanced game design,
hyperfiction, interac-
tive cinema – if it's
interactive, it hap-
pened at Entertainment
'90 in New York. ACE
was there...and here's
the first instalment of
our two part report

PC, AMIGA AND ST POWERGLOVES?

The Powerglove – the most popular add-on in the States for the Nintendo system – shortly to be made available for the PC and possibly other machines as well.

To date, PC owners have been unable to get a Powerglove – unless they wanted to pay around \$8000 for a professional model from one of the big cyberspace companies. Mattel themselves weren't interested in doing a PC version and hence did not take up the PC option when they licensed the technology from original developers VPL. However, the success of the unit has spurred VPL to get other deals on the table and it's now certain that a PC Powerglove is on the way. No-one's entirely sure where it's coming from but Logitech is the name being whispered.

The PC version of the Powerglove opens the ballgame up again to other hardware developers, so we can be fairly certain of seeing Dataglove technology implemented on other 16-bit machines in the near future. Watch this space.

'Close your eyes. I know that's a problem here in New York, but hotel security assure me that you won't get mugged.'

Entertainment lecturer on virtual reality, referring to harsh reality

unprecedented rate. If someone comes up with a bundle of algorithms that can do for the price of a few bytes of storage what Philips and DVI are doing with expensive chip sets, then there are going to be some very sick parrots around.

No-one at the conference denied that CD was the entertainment medium of the future, but when it comes to jam tomorrow, the attendees were understandably more interested in virtual reality (which is jam next century) than in the stale news of compact disk. Sadly, CD-I was demonstrated only in prototype form and CDTV – well, the less said the better. When Nolan Bushnell mounted the stage to show the system off, it insisted on crashing continuously. On that basis it was something of a relief to hear that its launch was to be delayed until Spring '91.

At the end of the day, perhaps the most impressive CD product was Empruve's Cornucopia machine because (a) it worked and (b) it showed just how this technology could change the machines we use and what we get from them. Check it out on page 111 of this issue.

INTERPLAY GET FUR BETWEEN THE TOES

The company that brought you *The Bards Tale* and *Wasteland* have now announced a new version of *Lord of the Rings*. Brave chaps.

Brave, because attempts to squeeze this into silicon – or indeed into any medium other than ink and paper – have hitherto been disastrous. Melbourne House struck lucky with *The Hobbit*, but they sure struck out with *The Lord of the Rings* graphic adventure that came after it. And as for the full length cartoon experience, well...the less said in a cutely voice with big goo-goo eyes and appalling animation the better.

DETERON

Kellyn Beck, designer of Cinemaware's *Defender of the Crown* and *Rocket Ranger* plus EA's *Centurion*, demonstrated a new role-playing game featuring digitised live actors, called *Deteron*. Impressive location graphics accompanied character mug shots with complex encounters based on emotional attitude, prior game actions, and previous meetings – plus real human voices. Stand by for a full ACE report in the near future...



CDTV's galore – and they all worked...sort of. Commodore announced 35 titles for the system during the show: a very mixed bag that included *Sim City*, *Sword of Excalibur*, *Battle Chess*, *World Vista Atlas*, and *New Basics Electronic Cookbook*. Also mentioned were interactive versions of *Cinderella* and (as previously reported exclusively in ACE) *The Tale of Peter Rabbit* with added music and sound effects.

Interplay, however, reckon they've got a game that really does justice to the great original. Certainly, when it was demo'd by Paul Jacquays, it looked pretty enough. *Times of Lore*-style angled overhead graphics combine with an open map, emphasising that 'One of the key aspects is to be able to go anywhere with minimal restrictions.' There's a comprehensive icon control panel at the bottom of the screen and the gameplay is standard RPG with an *Ultima VI* style party display – in other words, you see all members of your party trotting about after you in your current location.

With most games based on existing literature, players who have read the book would obviously know how to solve the problems. And if you change the plot, everyone complains. We've got round this by maintaining the old plot



Danny McCall, president of Empruve, the developers of the very sexy Cornucopia DVI system. See page 111 for more details

IN PERSON CHRIS 'BALANCE OF POWER' CRAWFORD

If anyone is going to get the world to take interactive entertainment design seriously, it's this guy, who puts more energy into his work than most developing nations put into their third world assistance programs. Editor and publisher of the authoritative *Journal of Computer Game Design*, Chris leapt off the stage into the audience and began to deliver a fast, furious assault on conventional game design concepts...



'There's a minimum acceptable level of realism in games,' Chris began, '...and it varies from subject to subject. For example, in a flight sim you can say that part of the equation is a frame rate of 8 frames a second. Above that, and the quality is acceptable. Below that, and it's irritating, it's difficult to relate to, it doesn't work. But there's also a maximum acceptable level of realism. Take sleeping in RPG's. It's realistic alright, but it's dead boring! So you have a 'window' of acceptable realism with upper and lower limits and the position of this window varies according to the subject your simulating. For example, *Wing Commander* has a fairly low window – the level of realism achieved by the graphics and sound is acceptable for the subject being simulated. But use those same standards to do a simulation of *Twin Peaks* and you'd get laughed out of court!'

Chris then went on to talk about 'operational' and 'perceptual' realism. The latter refers to the quality of sensual replication of the world, the former to the quality of mechanical replication. 'For example, Lucasfilm's *Battle of Britain* has great perceptual realism. You're in the cockpit shooting down the bastards! But the operational realism is not so good – in a dog-fight your opponent sometimes, for no reason at all, simply flies straight down into the ground. I consider this to be major blunder!'

By the time Chris had finished speaking, he'd taken quite a few game designers down by a peg or two. Because, as he pointed out, when it comes to perceptual realism, we 'may have machines with 256 colours, great 3D graphics, and wonderful stereo sound', but when it comes to operational realism, 'we



Gail Wellington, the driving force behind Commodore's CDTV software development, does a spot of programming on an Amiga 3000 prior to the CDTV demonstration....

but adding in new characters who could have been there and building up separate stories around them. Existing characters who played minor roles can also be built up.'

You start off by recruiting Sam and Pippin and having a spot of argy-bargy with your self-seeking relative Lobelia. And no-one, absolutely no-one 'sits down and sings about gold'.

PERSONAL INTERACTIVITY ENHANCEMENT

There's a revolution in personal entertainment coming, all springing from the development of portable telephone technology. The beepers you love to hate are now going digital – and truly personal. Conference sponsors Nynex announced a new range of personal phones that use a new bandwidth manipulation system, effectively allowing everyone to have one – with the old systems, the airwaves got so clogged up that numbers had to be severely restricted. 'When the new system launches,' promised (threatened?) a spokesman, 'a telephone number will no longer denote a place – it's a person. And if that number goes out of service, you've gone!' In other words, you won't get number unobtainable, you'll get person unobtainable. And we can all guess what that means.

However, this same technology will be used for interactive personal entertainment devices, including an 'addressable Walkman' that can 'download' your choice of the latest hits. More efficient use of the airwaves will also give us 'video on demand' – TV-style units that can play your own selection of movies. Even more interesting, Nynex and other companies are researching compression techniques that will enable them to shovel even more information down your antenna, leading to the development of interactive TV with several parallel channels broadcasting simultaneously, allowing the user to 'branch' between them.



CDI, DVI – and now...TVI! Videotron's interactive television system allows the viewer to modify the course of a TV program or select a camera shot using the TVI keys on a special remote keypad. Interactive television offers multiple choices within a live or taped TV program such as a musical, a quiz, a drama, or a variety show. Stand by for a detailed ACE feature in Spring 1991

IN PERSON RICH 'POWERGLOVE' GOLD



The Powerglove responds to 14 different motions and can occasionally rise up against its master – or, in this case, one of its creators, Rich Gold

You're looking at the man largely responsible for bringing you Mattel's Powerglove. 'Would you believe', he asked, 'that the technology side of the system was a doddle? It wasn't the electronics that caused the problems, it was the tailoring of the glove. People's hands really vary in size and shape and we had great difficulty getting a fit that would suit everyone.' The answer, believe it or not, lay in Barbie Doll technology. The girls who put together the Barbie

dresses worked flat out to find an answer, but even Ken agreed that the final design wasn't perfect. 'Virtual reality is obviously the next step in the Powerglove story,' agreed Rich, 'but if we had more time to work on it, it isn't the technology we'd devel-

'Never go onto the stage with children, animals, or multimedia...'

Nolan Bushnell, when the demonstration CDTV system crashed....again



The Marriott Marquis hotel on Times Square, scene of the Entertainment '90 conference

IN PERSON BRIAN 'BEYOND ZORK' MORIARTY

Brian has already appeared in ACE (issue 31) and he sent good wishes to all readers. When he addressed the



Entertainment audience, one of his main arguments was the way in which game designers, particularly those producing fantasy scenarios, are constrained by old habits.

'In the early days', recalled Brian, 'memory was so short that an adventure game designer could only include objects in the locations that were vital to the story. It therefore became a habit for players, on finding an object, to do everything they

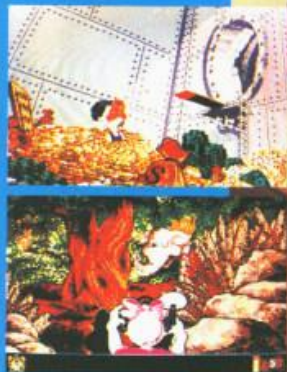
could possibly think of to it. That's limiting for me as a modern designer – for example, I can't just put a glass in a room to help set the scene because every player will pick it up, examine it, bash it, throw it...'

He also reiterated what is obviously a major personal concern – since he told ACE readers about it the last time he appeared in the magazine – and that's the question of stereotypes in games. On the one hand, 'stereotypes are useful for games designers. Shove in a dwarf and everyone will know that he's short, hardy, good with an axe, and skilled at picking locks.' However, to invent new character types in games requires extensive memory and gameplay additions to introduce them. Brian then demonstrated Loom, in which he tried to get around this problem by packaging a complete background scenario on audio cassette. It worked, but at a cost.

Sadly, Brian is moving into educational software development, so we may not be hearing so much from him on the games front in future. Let's hope the man who brought us *Wishbringer*, *Beyond Zork* and the infamous Coconut of Quendor doesn't stay away for long.

Disney's DUCKTALES

THE QUEST FOR GOLD



BIG BUCKS!

EXCITEMENT!

DANGER!

ADVENTURE!

The ultimate challenge has been issued... now, you must race across the globe in search of fortune and glory to become the richest duck in the world!! The adventure will require all your skills and courage

ARE YOU DUCK ENOUGH?



Adapted by:

TITUS
THE BEST VIDEO GAMES

Disney
SOFTWARE

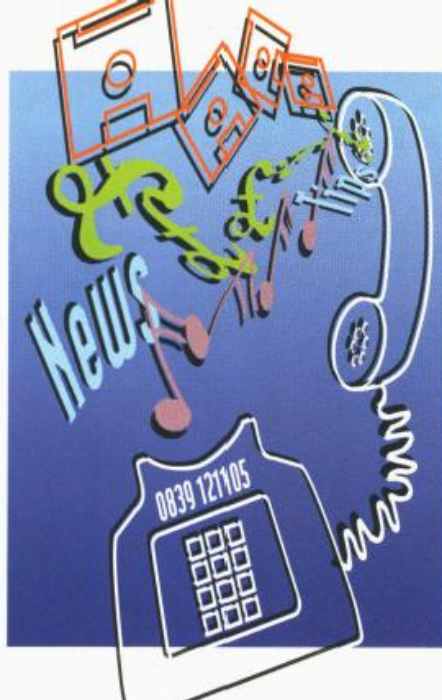
Available for Amiga® - PC / PS - Atari® ST - Commodore 64 - Amstrad® CPC / CPC+ / GX 4000 - Spectrum®

Amiga, Commodore, Amstrad and Spectrum are registered trademarks.

For more information please call 0268 541 212

© The Walt Disney Company

GET INTO INTERACTION



At 12.00 p.m., Wednesday December 12, ACE launch the Ultimate Interactive Experience - the most fun you can have with your index finger!

The ACE Interactive Newsline is changing, becoming more than a mere newsline, more than a simple competition, metamorphosing into the **ULTIMATE Interactive Experience!** News, competitions, tips, interviews - it's got the lot! But this is going to mean remembering loads of 'phone numbers, right? Wrong! Just one number leads you into an incredible world where, simply by **TALKING** into your 'phone, you can access every service on offer. Remember, only ACE can do this, because ACE is the future!

We're kicking off the new improved service with a fantastic competition based around **B.A.T.**, ACE-rated on page 80 of this very issue, **PLUS** the opportunity to listen to **B.A.T.**'s programmers talking directly to **YOU** about their excellent game, **PLUS** the familiar ACE Newsline, the only way to find out the very latest and greatest on the computer games scene.

So get ready! Remember, the fun starts at **12.00 p.m., Wednesday December 12.**



John McDaid, hyperauthor - check out his wares next issue

FUTURE 'PHONE FUN

By calling the **ACE Interactive Number** you'll get instant access to **EVERY 'phoneline** service. In addition to the long-established Newsline, over the coming weeks you'll be able to enter major competitions with **EXCLUSIVE** prizes, listen to programmers talking about their latest games (this month's **B.A.T.** bonanza is just the beginning), get purchasing power by listening to definitive **ACE** mini-reviews of games just received, hear the hottest tips for the hottest games, and loads of other stuff so secret that it can't be revealed just yet. Stay tuned - the best is yet to come!

In ACE issue 41 next month:

INSIDE INTERACTION

- What is an interactive 'phoneline? How can the 'phoneline recognise my voice? Just what does happen when I make that call? Next month ACE reveals all when we take you behind the scenes of Broad Systems (the brainy bods who operate the ACE 'phoneline).
- ACE has been skipping Stateside again and brings you exclusive news on **HYPERFICTION**, the future of interactive fiction.
- Could Marconi, manufacturers of combat simulators for the Armed Forces, be making a move into computer games? ACE reveals all - next month!
- An exclusive look at the forthcoming **Martian World** from Origin.

YOU DON'T WANT TO MISS OUT, SO HAND THIS FORM TO YOUR NEWSAGENT NOW!

DEAR NEWSAGENT,

I like the magazine so much, I want to buy the company. Unfortunately, because I am not as rich as that bloke from the shaver and nose-and-ear hair trimmer ads, I guess I'll have to settle for a copy of the very reasonably priced February issue of **ACE Magazine** (Advanced Computer Entertainment), due out on Tuesday January 8. I will be forever in your debt.

My name:

.....

My address:

.....

.....

.....

ACE INTERACTIVE NUMBER:

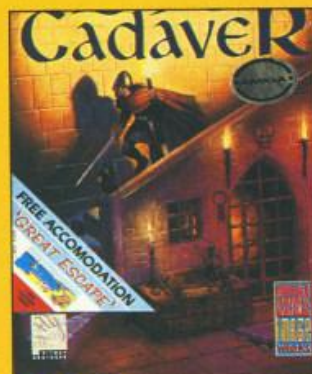
0839 121105

CALLS COST 38p PER MINUTE (PEAK) AND 25p PER MINUTE (OFF-PEAK)

BUY ONE OF THESE



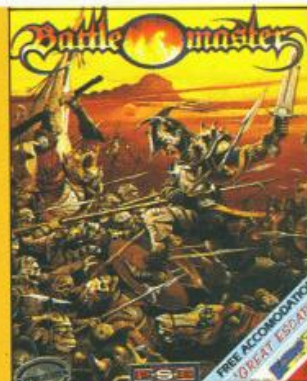
OMNICON CONSPIRACY



CADAVER



BTT F2



BATTLEMASTER



WOLF PACK
REQUIRES 1 MEG



DUNGEON MASTER
REQUIRES 1 MEG



CHAMPION OF THE NAJ



FALCON



XENON 2

ONLY FROM ONE OF THESE

Available from NASCR members

Adams World
265 Station Road
Harrow
Middx
HA1 2TB

Adams World
779 High Road
North Finchley
London
N21 8JY

Adams World
41 Church Street
Enfield
Middx EN2 6AJ

Barkman computer Services
1st Floor Cardinals of Kingston
6/9 Market Place
Kingston Upon Thames
Surrey KT1 1JY

Bits N Bytes
8-12 Dial Lane
Ipswich



Suffolk
Bits & Bytes
Unit 18 Central Station
Ranelagh Street
Liverpool
Merseyside
L1 1JT

Bits & Bytes
112 Bridge Street
Warrington

Chips Computers
Clarks Yard
Darlington
County Durham D13 7QH

Chips Computers
151-153 Linthorpe Road
Middlesborough
Cleveland TS1 4AQ

Computer Shop
121 Market Way
Arndale Centre
Greater Manchester
M4 2EA

Computer Shop

7 High Friars
Eldon Square
Newcastle Upon Tyne
Tyne & Wear
NE1 7XG

Computer Store
40 Trinity St Arcade
Bond St Centre
Leeds LS1 1HS

Computer Store
10 The Square
The Woolshops
Halifax HX1 1RU

Game
Pavillions Shopping Centre
Birmingham
West Midlands B1

Games Etc
8-10 Lower Bridge Street
Chester
Cheshire

Games Etc
8-10 Lower Bridge Street

Chester
Cheshire
Judy's Computers
7/9 Exeter Road
Exmouth
Devon EX8 1PN

Microbyte
109 Upper Broadwalk
The Broadmarsh Centre
Nottingham
Notts NG1 7LL

Microbyte
20 Cleveland Street
Doncaster
South Yorkshire DN1 3EF

Micro Centre
15 London Road
North End
Portsmouth
Hants PO2 0BQ

Micro Shop
271 Dunbarton Road
Patrick

ACE SPECIAL OFFER ACE SPECIAL OFFER ACE SPECIAL OFFER ACE SPECIAL OFFER

AND GET ONE OF THESE

FREE!

**ACE
SPECIAL
OFFER**

**CINEMAWARE-
BASEBALL CAP**



**IMAGE WORKS
T-SHIRT**



**CINEMAWARE-
CLAPPERBOARD
CALCULATOR**



SPEEDBALL 2 T-SHIRT



TURTLES T-SHIRT



**FLIGHT INTRUDER
T-SHIRT**



WITH ONE OF THESE

Glasgow
Scotland G11 6AB
Shekana Computers
2 Gladstone House
Gladstone Avenue
High Road
Wood Green
London N22

Soft Spot
5/6 Broad Street
Banbury
Oxon OX16 8BN

Soft Spot
4 Lincoln House
Turl Street
Oxford

Software Circus
The Plaza On Oxford Street
120 Oxford Street
London W1N 9DP

Software Circus
282 High Holborn
London WC1

Software City
1 Goodall Street
Walsall
West Midlands WS1 1QQ

Software City
59 Foregate Street
Stafford
Staffs ST16 2PR

Software Plus
122 Eastgate Street
Gloucester
Glos

Software Plus
Inshops
Regent Street
Weston Super Mare
Avon

Software Plus
Liberty Shopping Hall
East Square
Basilidon
Essex SS13

Software Plus
Unit 44-45 Inshops
Paul Street
Taunton
Somerset

Star UK Computers
383 Union Street
Aberdeen
Scotland

Think Plan
3 Riverside Walk
Bishops Stortford
Herts CM23 3AJ

Virgin
157-161
Western Road
Brighton
East Sussex

Virgin
18 Merchant Street
Bristol
Avon
Virgin

NO PHOTOCOPIES ACCEPTED

ACE
voucher

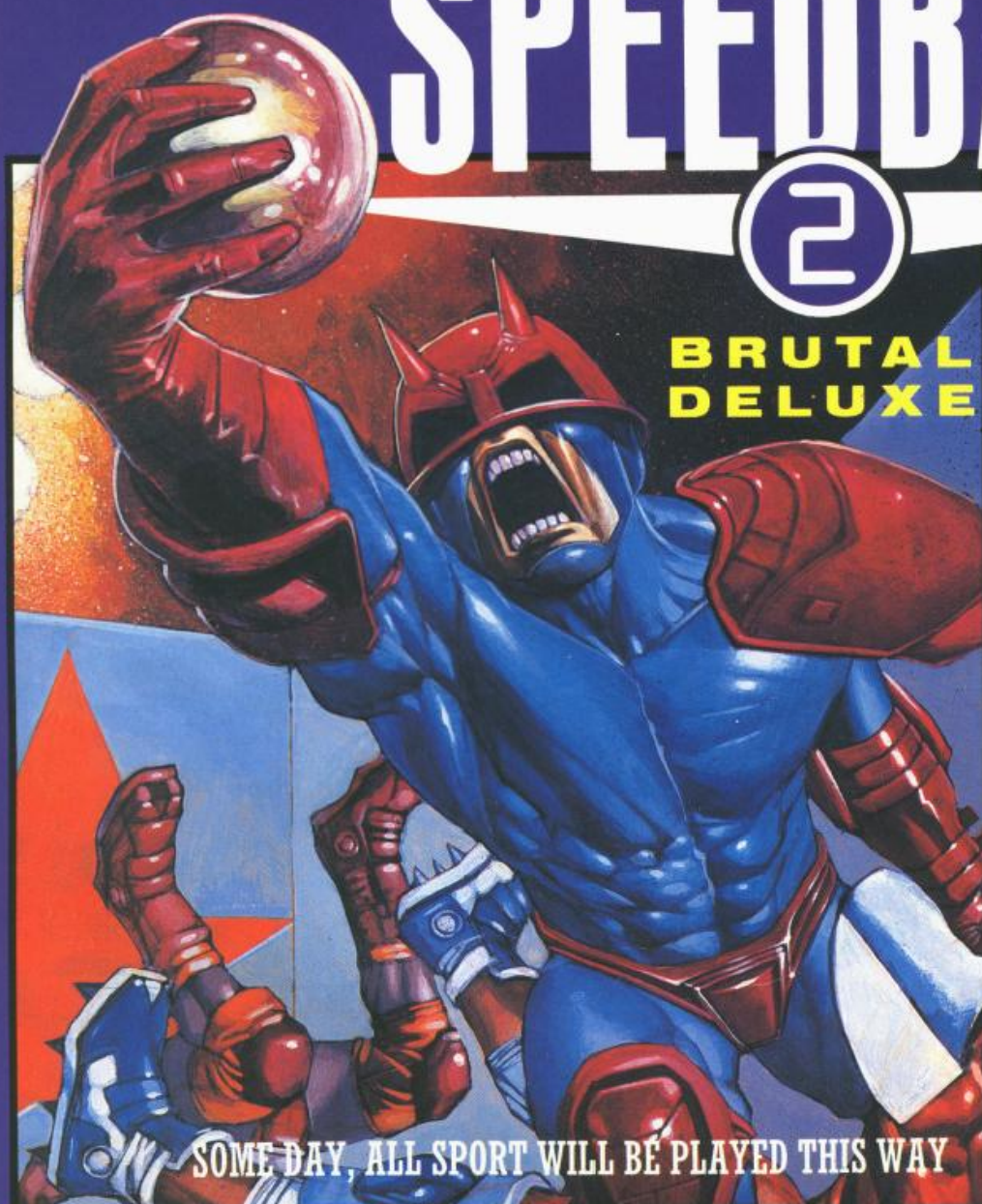
Please accept this ACE
special voucher for a free
gift redeemable against
purchase

ACE SPECIAL OFFER ACE SPECIAL OFFER ACE SPECIAL OFFER ACE SPECIAL OFFER

SPEEDBALL

2

BRUTAL DELUXE



It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

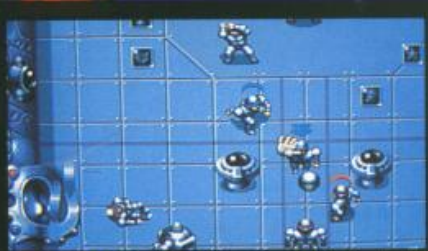
The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



Transform weaklings into killers in the gym.



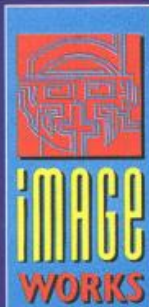
A squad full of wimps? Shell out for a Star Player!



Two divisions and 15 teams stand between you and the championship. Take no prisoners.



1990 THE BITMAP BROTHERS
1990 MIRRORSOFT LTD
IMAGE WORKS, IRWIN HOUSE
118 SOUTHWARK STREET
LONDON SE1 0SW
TEL: 071-928 1484
FAX: 071-983 3404



It's a goal!



Celebrate that moment of glory in style.

SCREEN TEST



Prince of Persia: this may not look that hot in a screenshot, but just wait till you play it. Superb - check it out on page 83



Gauntlet 3: will the archetypal multi-player fantasy be able to hack it in 3D? Check out the ACE preplay on page 54

ACE RATED!

Question: Is this game really going to grab me? And for how long?
Answer: the PIC curve - the heart of the **ACE Rating System**.

The PIC - Predicted Interest Curve
- is the most sophisticated reviewing tool around.

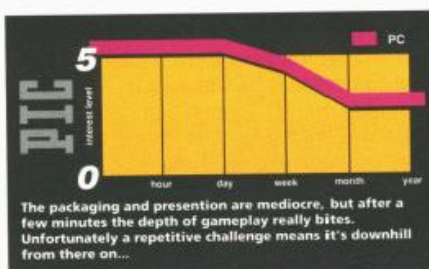
We on ACE know you don't just play a game - you experience it. The Predicted Interest Curve is the only review system that takes this all-important factor into account.

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

For example, a high one minute rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbours - who probably aren't going to pay attention for much more than a minute anyway.

The minute, hour, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

Finally, you've got the month and year ratings. The better a game holds up here the more deserving it is of your hard earned cash.



- The very fast multi-level parallax scrolling
- Excellent sound effects in the dentist's waiting room
- Gameplay in the 3D maze Barbican section



- Limited use of objects
- Over-frequent disk access
- Colour combinations in the bedroom scene

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

ACE AWARDS

ACE always awards seals of approval for outstanding software performance. If a game really breaks the boundaries in sound, graphics, or originality you'll see the appropriate ACE Award flash on the review. Unless it's truly dire - in which case it'll get the ACE Turkey award. Software houses: you have been warned!



ACE only awards this one to games of outstanding quality. A 900+ game is a classic title, recommended without hesitation.



Originality counts for a lot these days, and any games that have it deserve a special mention. This ACE award is reserved specifically for these rare games.



One of the first things to grab you in a game is its graphics. Games that redefine the state-of-the-art get this seal of approval from ACE.



Sound is the 'forgotten' aspect of games - but can make or break them. ACE only awards this one to brilliant use of audio in a game.

THE LINE UP

ON COMPUTER pages 40-96

- 40 GUNSHIP 2000 Microprose
- 40 SORCERORS GET ALL THE GIRLS Legend
- 43 HARD DRIVEN 2 Domark
- 44 SPEEDBALL 2 Imageworks
- 45 CHIP'S CHALLENGE US Gold
- 45 WINGS OF DEATH Thalio
- 46 ALPHA WAVES Infogrames
- 48 SWIV The Sales Curve
- 51 ATF 2 Digital Integration
- 52 SPINDIZZY WORLDS Activision
- 54 GAUNTLET 3 US Gold
- 55 LINE OF FIRE US Gold
- 59 BETRAYAL Microprose
- 62 THE ULTIMATE RIDE Mindscape
- 63 TEAM SUZUKI Gremlin
- 65 OPERATION COM-BAT E Zool/Merit
- 67 NITRO Psygnosis
- 69 JAMES POND Millenium
- 70 BATTLE CHESS 2 Electronic Arts/Interplay
- 72 LEMMINGS Psygnosis
- 73 OBITUS Psygnosis
- 76 4D SPORTS BOXING Mindscape
- 80 B.A.T. Ubisoft
- 83 PRINCE OF PERSIA Domark/Broderbund
- 87 CARV-UP Core
- 88 4D SPORTS DRIVING Mindscape
- 91 DRAGON BREED Activision
- 95 DEATH TRAP Anco
- 96 ROGUE TROOPER Empire

ON CONSOLE pages 101-107

Megadrive **Strider**, Gameboy **Boulderdash** and more....enjoy!

ON CD page 111

Exclusive preview of the latest DVI Workstation



MICROPROSE are preparing to unleash a multi-chopper assault on the simulation market. ACE went to the USA to catch an exclusive peek of the game in development...

GUNSHIP 2000

Gunship has to be the most popular helicopter combat game ever – Microprose claim it still lifts off the shelves in respectable numbers, despite having been released over three years ago. Attention to detail, extensive missions and lots of incidental interest as you climbed up through the ranks made *Gunship* a winner.

Times have moved on, however, and *Gunship*'s role as Top Gun of the chopper squad has arguably been surrendered to newcomer *LHX Attack Chopper* from Electronic Arts. Military sim

technology has improved in other ways, too. First you've got the obvious advances in 3D graphic routines and this has been accompanied by an increasing concentration on strategic diversity. Microprose's own *M1 Tank Platoon* pointed the way ahead on this last count, giving the player greater strategic opportunity by adding in more vehicles. Now, in the same vein, the company are out to regain air supremacy with *Gunship 2000*.

'This game is more revolutionary than evolutionary,' declares game designer Jim Day. 'First, you've got multiple helicopters in flight at the same time. As the commander of a five chopper platoon, you can tailor your outfit from a whole range of state-of-the-art gunships including Blackhawks, Apaches, Cobras, Kiowas, and more.'

Quantity doesn't mean degraded quality, however, and Microprose have wisely ensured that the player still has access to total single chopper capability and gameplay whenever he wants. However, the ability to man, equip, and command an entire platoon adds enormously to the challenge.

What's more, you get a far greater number of armament options in *Gunship 2000*. The game designers spent hours poring over army manuals

MEET THE TEAM

Work on *Gunship 2000* started in Spring 1990 and, by the time it's finished, will represent nearly ten man-years of work. A significant proportion of this was devoted to the development of the new 3D system.

Lead programmer Darrell Dennies is actually a true-blue Britisher and it may come as no surprise to discover that he served his programming apprenticeship with Digital Integration. Additional programming is being done by Detmar Peterke, artworks by Michael Reis, and marketing inspiration by Moshe Milich. Game design is by Jim Day.



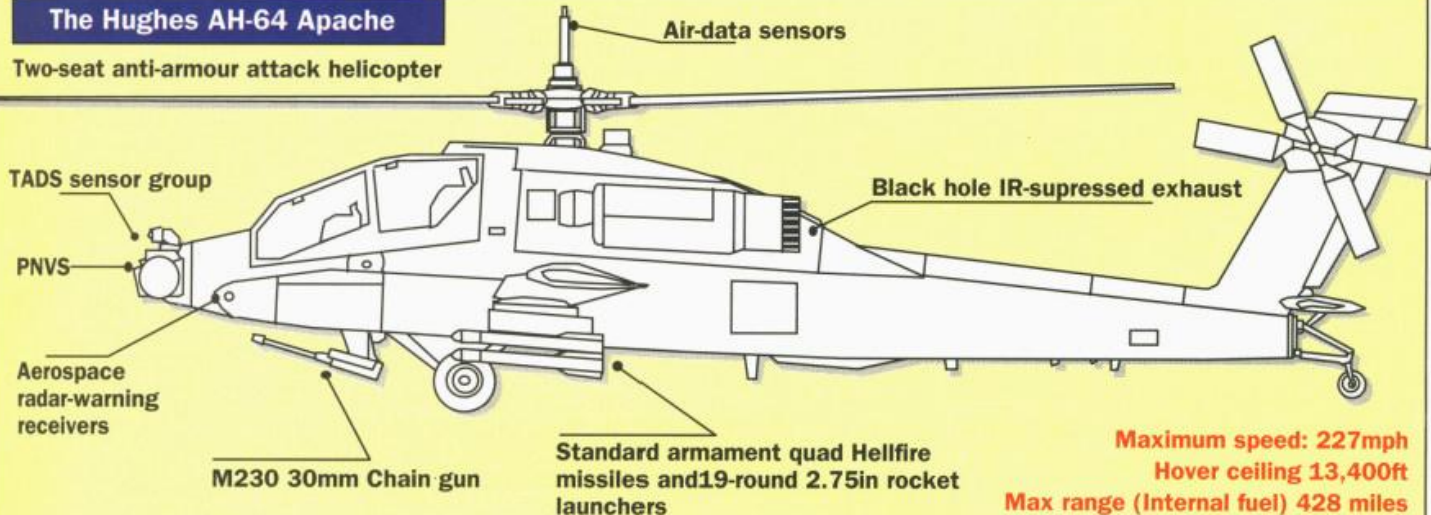
Games designer Jim Day (on the left) and Darrell Dennies relax in Darrell's dug-out at 'Prose's US headquarters'



Now here's a neat idea, though it's not 100% certain it will be included in the final version. You can remove the cockpit display (except for vital gauges) and give yourself a better view of your surroundings. Here you're near the runway...

The Hughes AH-64 Apache

Two-seat anti-armour attack helicopter



FLASH TOPOGRAPHY

To do justice to the enhanced gameplay features of *Gunship 2000*, Microprose have developed a powerful new 3D system. Called 'Topographical 3D', the system has two main advantages over its rivals. First, it's faster (although 'Prose point out that this game is designed for more powerful 68000 micros and PC 286+ machines). Second, it allows the programmers to include more terrain details without bogging down the system. Result, more detail, faster action, and larger maps. It could take you at least quarter of an hour to fly in a straight line across one of the worlds, giving you a vast playing area.

and the result is that every type of chopper can be kitted out with practically any variety of real-life compatible ordnance.

WEST END THEATRE

There are two Western theatres of war for *Gunship 2000* missions: the Persian Gulf (ironic, eh?) and Europe. The Gulf scenarios, although still in an early stage of development, already have the ring of familiarity about them, but the European scenarios look to be something quite spectacular. There's something rather eerie about piloting a few tons of war machine over cornfields, windmills, and the green, green grass of home.

Long-term interest is something that Microprose sims have never been short of, but



Now for the first time you can fly gunships over home territory as Microprose include a European scenario. Stoke Poges, your time has come!



Varied viewpoints are now de rigueur in all flight sims and *Gunship 2000* gives you plenty of options. There's rather more to see, however, because first you have up to five choppers and second you make them do much more interesting things – true to modern helicopter design, some of them can even do rolls and loops!

this time the company are really making sure that *Gunship 2000* sticks around till its namesake anniversary by building in full scenario disk capability. Wherever there's trouble and dissension, wherever the forces of good are required to dump vast amounts of high-ex into the back gardens of the forces of evil, the data disks will be able to send you there.

Gunship 2000 is shaping up to be another

superlative long-term interest challenge in the true Microprose tradition. It also points the way forward for air combat sims by increasing the strategic elements and adding multiple command units. We'll be following the game's development over the next few months in ACE and the game should be ready for final review in Spring 1991. We can't wait...

ACE PREPLAY



Multiple chopper capability
Enhanced strategic opportunity
Greater terrain details
Data disk compatibility



Will only run on 16-bit machines and more powerful PC's
...Otherwise, nothing yet!

Release Details

On all 16 bit formats in Spring/Summer '91,
prices and release dates to be announced



A shot from the Gulf scenario, approaching an oasis in the middle of the desert. The Topographical 3D system litters the map with terrain detail – there's never a dull moment while you're in the air, even if there's nothing to obliterate

Small Craft Warning.

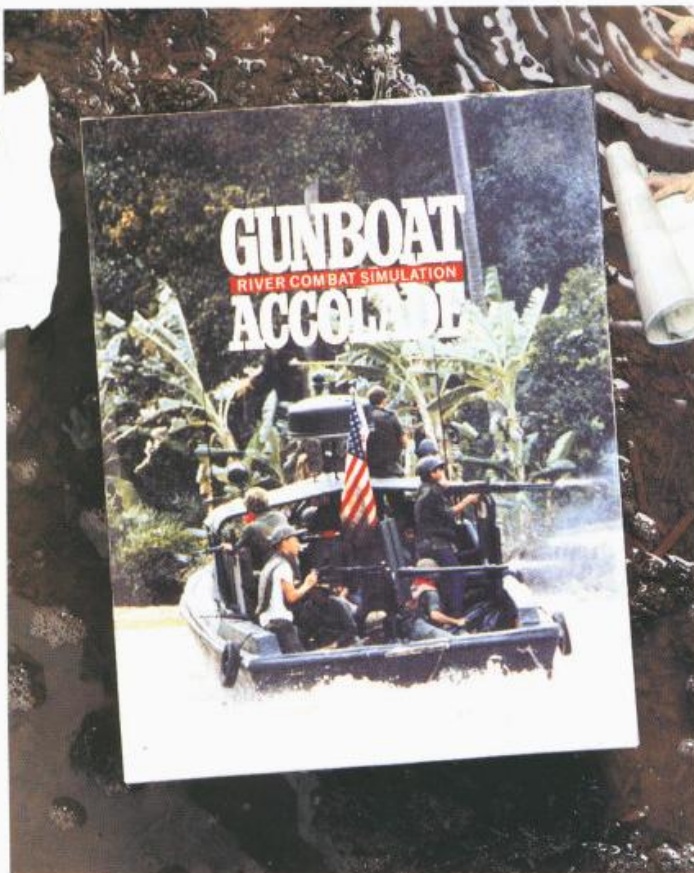
Prepare for a storm. Of bullets. Gunboat™ Eight tons of U.S. Navy firepower crammed into a 31 ft. hull.



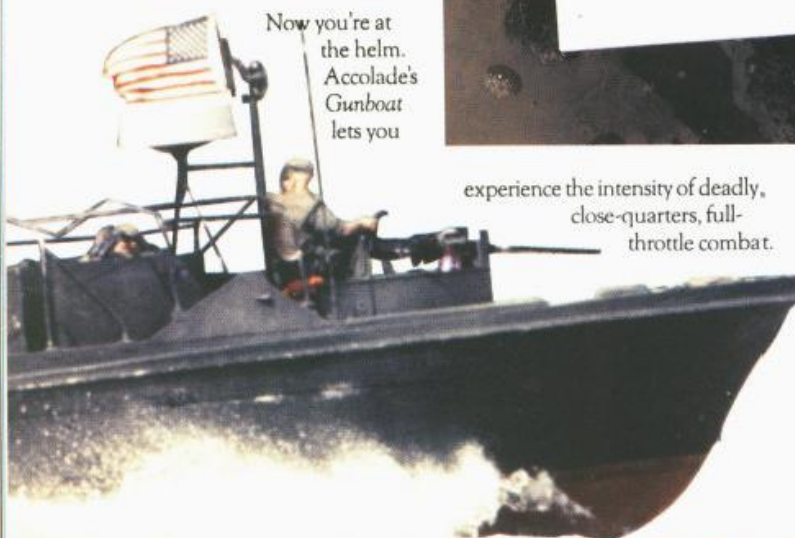
The fastest, most agile arsenal ever to turn 29 knots up a jungle river.



Now you're at the helm. Accolade's Gunboat lets you



experience the intensity of deadly, close-quarters, full-throttle combat.



River combat, where an enemy ambush lurks around any bend, up any canyon or by any bridge.



Climb aboard an authentically detailed river patrol boat (PBR) and get a 1st-person perspective from 4 battle stations.



Uncoil twin M60 machine guns and grenade launchers on renegade Viet Cong, Panamanian rebels and the murderous Colombian drug cartel.

They're all on the river. Waiting. Polygon-fill animation and bit-map graphics immerse you in the steamy reality of 3 sweltering combat zones. Twenty missions lie ahead, in countries where the mortar fire is as thick as mosquitoes.

Gunboat. The water's about to get rough.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

PC/AMIGA £29.99,
AMSTRAD/SPECTRUM/
CASSETTE £9.99,
AMSTRAD/SPECTRUM/
DISK £16.99

ACCOLADE™

The best in entertainment software.™

Accolade Europe Ltd
The Lombard Business Centre
50 Lombard Road
London SW11 3SL
Telephone 071 738 139

SORCERORS GET...

Ex-Infocom personnel create a new LEGEND for Microprose

Say what you like about adventure games, there are times when the industry comes up with a cracker that any gamer with half a brain ought to shell out for. *Hitchhikers Guide to the Galaxy*, *Lurking Horror*, and *Wonderland*, to name but three – and two of those came from the now-defunct Infocom.

Adventure scenarios, like books, tend to draw the bulk of their inspiration from a single author, unlike other games that are usually team efforts. Lucasfilm have managed to grab Brian Moriarty, who's recently given them *Loom*, and now another Infocom genius, Steve 'Leather Goddesses/Planetfall' Meretsky, has teamed up with some Infocompanions to form the Legend label, distributed by Microprose. *Sorcerers Get All The Girls* is his first Legendary product.

And it's excellent, no doubt about it. Although it suffers from an extremely annoying parsing defect, this is a graphic adventure par excellence. It may not have quite the technical sophistication of *Wonderland*, but it makes up for that by generating a great deal of text, some nifty pictures (with a tad of animation), and a complex story structure.

As Ernie Eaglebeak you start the game playing punchball for your wicked stepfather. You take refuge at Sorcerer University where you get stuck into student life until someone from a marauding band of philistines clobbers you on the back of the head. When you awake, the university is deserted and you have a vague inkling

that you must locate your erstwhile Professor Tickingclock and reassemble the infamous Sorcerers Appliance using five scattered components.

A LA CARTE

SGATG, like *Wonderland*, combines point-and-click menu input with traditional typing. You don't HAVE to do any typing at all, but the menu system isn't as comprehensive as *Mag Scrolls* and you may well prefer to do so. There are verb, noun, and preposition menus that enable you to construct any sentence and the parser is (with one major exception) excellent.

The display includes a compass rose that shows possible exits and some options buttons for selecting different screen configurations. The latter include a map display, showing your current location and offering a 'click on it and you'll go there' facility (which only really works for adjacent locations). You can also have a text-only display, location graphics and play around with the various report elements to create a screen layout that suits you best. When location graphics are displayed, clicking on an object describes it and double clicking does the 'obvious' thing with it (usually getting it).

All this is a vast improvement on earlier adventure titles but is still not up to the *Wonderland* standard. The effect is spoiled by one major parsing shortcoming which used to be standard but nowadays, frankly, has to be regarded as a right pain in the a*s. This is the old, unintelligent 'I need to be told to do everything approach' that rears its head when you try to open a door. It goes something like this:

ENTER SHED

The shed door is closed

OPEN DOOR

The shed door is locked.

UNLOCK DOOR

Unlock the shed door with what?

UNLOCK DOOR WITH KEY

Which key? The little brown key or the big metal key?

UNLOCK DOOR WITH THE LITTLE BROWN KEY

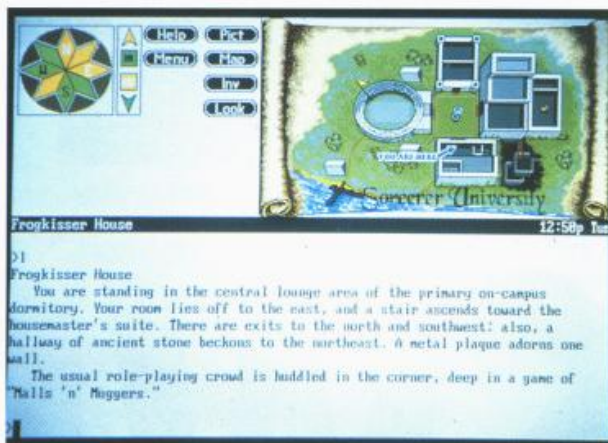
OK

ENTER SHED

The shed door is closed

OPEN DOOR

OK...



We've got rid of the menus and called up the map option, enabling us to get more narrative on screen at once and move from location to location by clicking on them...

Nowadays, if I want to enter a locked shed and I have the right key, I expect the program to do it for me without all this needless fuss and bother.

On the good side, however, SGATG is a big game with an involved and engaging story. You may not like the humour much – some of it is truly dreadful – but you will like the narrative variety and the numerous little sub-scenarios you can eavesdrop on or get involved with. And of course there's also the small matter of casting spells (especially the ENLARGE BUST one, ahem...) and the girls – who actually play a rather less titillating role in the story than you might expect.

If you fancy a romp through a fictional world, casting spells, chatting up the girls, and getting into some very tight corners, this is the adventure for you. Definitely up to Infocom standards and a promising debut for Legend.

● Steve Cooke



The default screen layout gives you the option of either mouse control using the menus on the left or typing using the text window on the lower right



The documentation arouses interest and a couple of subdued laughs but it doesn't get the adrenalin pumping out of your nostrils. Neither does the first glimpse of the game and the rather unwieldy menu system. However, you soon begin to appreciate the narrative detail and the numerous diversions and after a day's playing you hooked – until you crack it.

AGE RATING

895

6 9 10 A 18

IBM PC

Great graphics and – if you've got a sound board – superb musical interludes. Unexpanded machines get some impressive samples via the beep module, but they're so quiet that you can hardly hear them – not a great success. Not recommended if you don't have a hard disk: the game comes on nine 5.25" floppies and requires over 3 megabytes of disk space.

RELEASE DETAILS

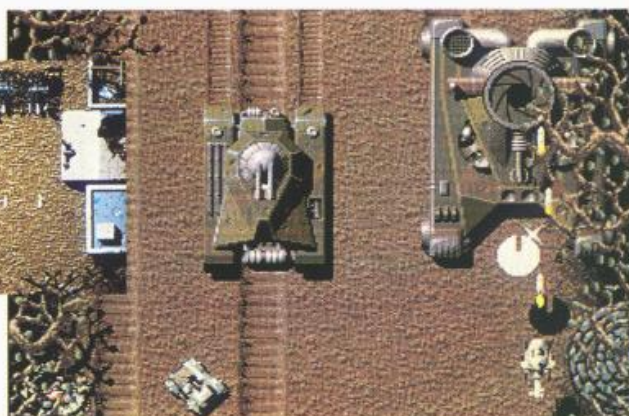
Currently on release only in the States, but Microprose UK will be making a UK distribution decision in the near future. Watch this space – but if you can't wait 'phone US 'Prose on 0101 301 771 6700 for mail order details.

... ALL THE GIRLS



Ghost Town. Nice and gentle to start with. Only a side gun and a gentle trickle of choppers to worry about. Lovely.

The action swiftly heats up. Note the craters in the floor left by exploding tanks.



...And the big tank said to the little tank, "You're too young to smoke" (or something).

SWIV

THE SALES CURVE launch you into an orgy of destruction from the programmers of *Silkworm*

Remember *Silkworm*? Two players (one in a helicopter, the other in a jeep) turning hundreds upon hundreds of tonnes of enemy hardware into junk with homing missiles, ground-to-air rockets and machine guns?

Well now the 'magic' is back with *SWIV*, possibly the most gratuitous death-fest ever served up on computer disk.

This sequel in all but name has been coded by the *Silkworm* team, Random Access. The most obvious difference between *SWIV* and its predecessor is the top-down view. There are no shocks in store, but a couple of pleasant surprises for fans of the original.

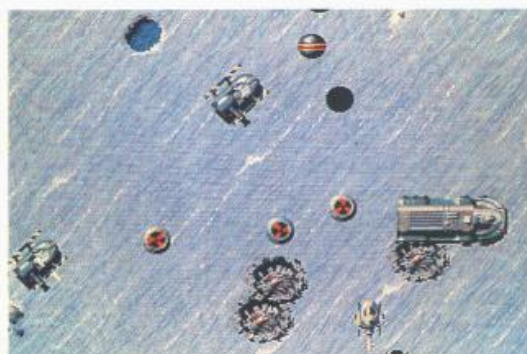
Rather than being broken down into stages, the action takes place through one level which is split into various landscapes. Disk access is continual, but completely unobtrusive, thanks to

some thoughtful forward planning. Little chunks are pulled off the disk the whole time, rather than big blocks having to be ported across breaking up the rhythm of the violence.

While the distinction between stages inside a level and level changing may seem a bit academic, it makes your mission seem a bit more realistic; working your way across a huge landscape rather than numerically defined levels. Bit of a marginal point, but a nice touch none-the-less.



At the end of the airbase stage, the Jeep (if you're in two player mode) turns into a speedboat for the up-coming sea level.



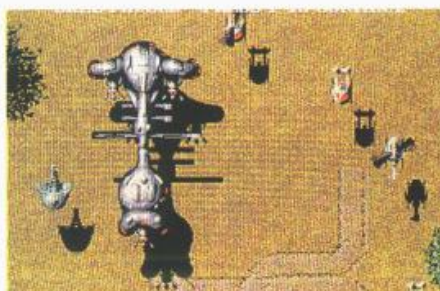
The apocalyptic ice-rink. The frozen wastes are filled with mine-laying ships and ski-sleds. Tricky territory for the jeep.

The usual dangers are faced by the two players, and the guys at the Sales Curve claim that the game will throw up an appropriate level of resistance to block your progress depending on your performance. Novice blasters will have an easier time (in the initial stages) than experts who shoot everything on the screen.

While Player One remains in his – albeit powered up – helicopter for the duration of the game, Player Two can have an absolute scream, 'cause whenever his jeep reaches the water – boing! – it turns into a speedboat.

Among the background graphics we are promised are a ghost town, a desert level, an futureworld, a spaceships' graveyard and plenty more. There's even grassland section where the jeep can trundle around leaving patterns in the corn. The mid-level baddie for this stage rises up from the field leaving mystic-looking circles in the corn. Oo-ee-ohh!

● Jim Douglas



"Circles in the corn, round and round", etc. Note the tracks left by the jeep in the grass.

ACE PREPLAY



High level of violence
Lovely backgrounds
Non-irritating disk access



High level of violence
Shoot-outs aren't as exciting as they were, especially when not supported by license razzamatazz

Release Details

AMIGA	£24.99	Jan '91
ATARI ST	£24.99	Jan '91
SPECTRUM	£10.99cs • £14.99dk	Jan '91
C64/128	£10.99cs • £14.99dk	Jan '91

HARD DRIVIN' 2

Domark, keen to maximise the new interest in the year-old *Hard Drivin'* stirred up by the *Wheels of Fire* compilation, invites you to put – if you will – pedal to the metal once again

Hard Drivin' II isn't converted from an Atari coin-op. Rather it's Domark's own sequel to its biggest hit of last year. With the promise of faster, more attractive graphics, three new courses and a track editing facility, *HD II - Drive Harder* (ho ho) appears to be one of the more comprehensively improved sequels of late. Original author Juergen Friedrich has returned to lend his programming razzle-dazzle, and he's not been messing about either. Thanks to Jeurgens techno-wizardry, you can now connect your ST, Amiga or PC to another machine for some head-to-head two-player action!

The track editing 'suite' is heavily detailed, and it looks a bit unfriendly at the start. A crosshair sight and a powerful zoom facility enable absolutely spot-on editing. Far more flexible than many track editors around, *HD2* allows you to put houses in the middle of the road, bridges leading into rivers and deadly bends, well, anywhere you want.

It's obviously worth remembering, though, that you have to drive on the course yourself, and however amusing it may be to make the cars perform nigh-on impossible feats at every turn, that the computer driver will probably fare a lot better in tricky situations than you on your first drive, even on a course of your own.

Hard Drivin' II, unlike the original, is for 16-bit owners only. Perhaps a wise decision in the light of the 64 version.

● Jim Douglas

ACE PREPLAY



● Faster, better graphics
● New courses
● Track editor



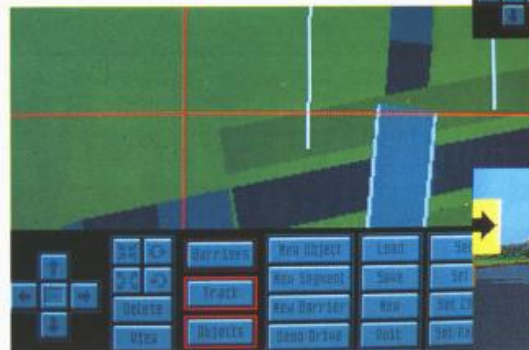
● Will the tricky car control from Part One be sorted out?

Release Details

AMIGA
£24.99
Imminent



Bridge approach. The frame rate has been much improved. Instead of the jerks of its predecessor, the new game moves even large objects with a good turn of speed.



The track editor in full swing. The rather unfriendly looking set of switches is misleading. It's as easy as pie to put together a track of your own. There'll be houses in the middle of the road before you know it.



Track overview in the Editor. From this distance you can see if your obstacles are too close together, and gauge if you have created a fast/slow or impossible circuit.



Taking the outside route with the Photon Phantom. Win the race and the Phantom takes on your abilities and style. Spooky.



The Hanger Lane gyrotory system will be a breeze after this. Best not to tangle with this vehicle, concentrate instead on getting your car up to a speed to perform the famous loop.

Something is seriously warped when hooligans invade the pitch and start playing the game! You can think of this futuristic sports-sim as a cross between American Football and Rollerball. Let's play Speedball.

The ball launches into play and the crowd roars with anticipation. Up against the computer or another human player, Speedball winners score the most points – not necessary the most goals. Points are gained by scoring goals, injuring your opponents players and throwing the ball at strategic locations around the stadium. Your team is split into attack, midfield, defence, a goalkeeper and substitutes. The game is played over a eight-way scrolling pitch. Every match is divided into two halves, each lasting 90 seconds. Players can collect pick-ups which appear round the pitch. Tokens affect the entire team and last for a limited amount of time. These collectibles



The guys are back in the running.

Chalk one up to the Dallas Destroyers.

SPEEDBALL 2

More frantic ferocious fun from IMAGEWORKS

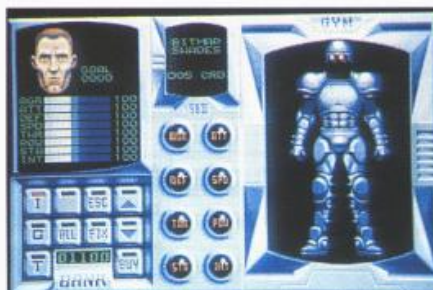


Not so much Robocop as Robomedics as another player bites the dust.

can freeze your opponents team, reverse their joystick movements, give you possession of the ball, make your team immune to tackles, and so on. In addition, pieces of armour and weaponry provide the likes of stronger attacking, greater throwing and increased defensive abilities when picked-up. Every player has individual attributes which affect their performance during the match. In-between games you can purchase better play-ability (ouch).

So how does Speedball 2 improve on the original? Larger pitch, smoother control and a player-manager element to name but three. Speedball 2 is a brilliant competitive two-player game which ranks alongside the likes of Kick Off and Tetris. As a single-player game, I'm a little less sure. Although the Bitmap Brothers spent about 40% of the development time working on the Artificial Intelligence for computer controlled players, the game still has to be played as a two-player game to get the most out of it.

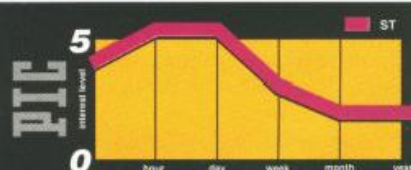
• Rik Haynes



Buy yourself a better body in the gym but be careful... too aggressive players will rather fight their opponents than score goals while a smart squad has quicker reactions and makes more off-the-ball attacks on the opposition. The only way to be sure is mix to the max.

BETTER THAN ALL THE REST

If you think Speedball 2 looks good on ST wait till you play the Amiga version. The Bitmap Brothers are using the advanced audio-visual features of Commodore's baby to produce a superior game. For instance, Speedball 2 on the Amiga will incorporate digitised sound effects – handled by Richard Joseph – for grunts, slides, crowd noises, announcer comments, etc. Instead of boring panels, the pitch will have proper markings. This, coupled with a 32-colour palette and even smoother scrolling, will make Amiga Speedball 2 a title for those gamers who demand that little bit extra from their games.



The original was extremely playable, but this sequel has playability refined to breaking point. Even the violence is cute in a brutish sort of way. It's very easy to get into with enough adrenaline-activating action to keep you interested for several hours of intensive ball brawling. Speedball 2 will join your collection as one of those games you can go back to every so-often for a quick burst of total aggression. Satisfying gameplay and sexy presentation – what more could you ask for?

ACE RATING
889



ST

Well brutal graphics and splash screens, but I was a little disappointed with the lack of any digitised screams when you pummel the opposition into the ground. Rhythm King's Nation 12 (John Fox with some ex-Fall and Bomb the Bass characters) produced the mellow mix on the title screen – the muffled quality of the sampled instruments actually improves the overall effect of this dance track. The game slows down slightly when players move horizontally. The version reviewed came as a pre-production disk and photocopied manual, the Bitmap Brothers told us it was 98% finished. The only things left to do were "minor tweaks" to the game.

RELEASE DETAILS

ATARI ST	£24.99dk	OUT NOW
AMIGA	£24.99dk	OUT NOW
IBM PC	£TBAdk	IMMINENT

No other versions planned

SPEEDBALL 2 - THE MOVIE ?

So if the Bitmap Brothers were to convert their latest effort onto the big screen who would they get to direct and star in the movie? Eric Matthews, the designer of Speedball 2, leaked the line-up to ACE. Dennis Hopper (Manager), David Lynch (Centre Forward), Glenda Jackson (Left Wing), Debra Winger (Right Wing), Marlon Brando (Left Midfield), Rutger Hauer (Centre Midfield), Jack Nicholson (Right Midfield), Charlie Sheen (Left Defence), Norman Tebbit (Right Defence), Robbie Coltrane (Goal). In keeping with the cyberpunk feel of the game, Ridley Scott – the director of Blade Runner and Alien – would direct. More surprising is the Bitmap Brothers choice for scriptwriter... Alan Bennett(?) Nation 12 would provide the soundtrack and the whole thing would be filmed in the (reconstructed) Albert Hall and on-location in Bromley. Remember you read it first in ACE!

From portable console to the home computer. US GOLD wonder if you can spot the Lynx?

CHIP'S CHALLENGE



AMIGA - There's an old piano and they play it hot behind the green door. But where is it, Shaky?

Chip McCallahan is the All-American computer nerd. Desperate for acceptance into the Bit-Busters computer club (and a chance to get in the luscious Melinda's good books) he accepts their entrance challenge of umpteen levels of puzzle action.

SECRETS OF THE LYNX!

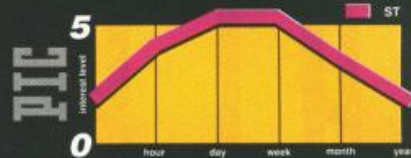
Owners of Chip's Challenge on the Lynx, Atari's portable colour console, should try the password 'MAND'. The screen will go blank, then start generating that fractal phenomenon, the Mandelbrot Set. It takes a while to fully form (although significantly faster than the ST or Amiga, thanks to the console's custom maths chips). You can fiddle about with it using the joypad and the buttons - explore and enjoy!



ATARI ST - Vive la difference! (In fact, there's none at all between Amiga and ST versions.)

The aim of each level is to find the hidden computer chips and use them to allow access to the transporter to the next level. But there's much more to the game than just running around a maze: there are deadly rivers, fire pits and bombs to avoid; switches that operate traps; bizarre (and Chip-hungry) monsters to escape; slidy icy paths; doors that need unlocking; and other perils too numerous to mention.

Each level has its own password so you can skip ones you've completed. You don't have lives - you can plug away at the level as long as



Your jaw won't exactly hit the floor when you load it up - like most puzzlers it's the game that matters, not the graphics. The first few levels are clever tutorials that prepare you for the challenge ahead - and what a challenge! Each of the 144 levels is very different in flavour and solution, and they should keep even the smartest player going for a long, long time.

ACE RATING
835



ACE RATING
835



AMIGA

The graphics and sound are, frankly, dull, but they serve their purpose. The different levels exhibit a huge amount of fiendish imagination in their layout, and the amount of variety in the challenges is remarkable. Recommended for all puzzle fans.

ATARI ST

Nothing more to say - identical to the Amiga in just about every respect.

RELEASE DETAILS

AMIGA	TBA	Jan 1991
ATARI ST	TBA	Jan 1991

No other versions planned

you like, but when you die you have to start again from the beginning. Die on one level too many times and you'll be asked whether you want to try the next level, so there's no fear of getting stuck.

● David Upchurch

WINGS OF DEATH

Thalion get in a flap, but will you?

Wings of Death is yet another triumph of programming skill over imagination - in other words, the designers have spent so much time making the scrolling smooth, the graphics colourful and the sound effects impressive that they haven't spent a second thinking about the actual gameplay.

For what it's worth, *Wings of Death* slightly resembles the coin-op *Dragon Spirit*; it's a vertically-scrolling shoot-'em-up in which you, transformed into the shape of a series of magical flying creatures, take on the forces of evil in search of the witch whose spell can return you to your human shape.

Starting life as an insect, the tokens left by blasted monsters transform you into a bat, eagle, dragon or gryphon, each with its own special weapon. Other icons increase your speed, energy and score, explode all the enemies on the screen, activate auto-fire or launch useful Destroyer Drones or self-guiding Hunter Drones.

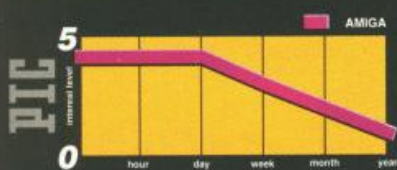


This beetle's latest hit could prove to be your last! It definitely doesn't love you, yeah, yeah, yeah!

Watch out for the Skull icon, which saps your energy and weapon status.

The biggest problem with *Wings of Death* is that there isn't one jot of originality; the dragons, gryphons and fireballs could just as well be spaceships, aliens and lasers, or fighters, bombers and bullets from any one of a hundred shoot-'em-ups. The action's fast and furious, but I doubt whether you'll be absorbed for long.

● Chris Jenkins



Attractive intro screens and enjoyable music get *Wings* off to a good start, but despite nice design and animation nothing can cover up the basic lack of originality. Multiple weapons, end-of-level guardians, and even changing shapes have been done to death!

ACE RATING
598



Good use of the Amiga's hardware scrolling to provide a smooth flight, but on the graphics side the ST origins come across too clearly. Sound, though, is excellent, with music, speech and sound effects well integrated.

RELEASE DETAILS

AMIGA	£19.99	OUT NOW
ATARI ST	£19.99	IMMINENT

No other versions planned

ALPHA WAVES

They claim it'll calm your soul, awaken your creativity and soothe your fevered psyche. INFOGRAMES' medicine show hits the road



Adrift in a New Age polygon world. Guide your craft across the floor to the bounce tiles. Bounce from tile to platform toward the exit.

Your passport to a new world: virtual reality. What nonsense the French talk. *Alpha Waves* is about as akin to a virtual reality experience as catching a bus.

And as if this wasn't enough, you've got an 'Emotion Mode' in the game that is supposed to bring about certain states of mind. Just a couple of games of *Alpha Waves* and you'll find yourself, so Infogrames claim, "developing creativity", in "ecstasy", receiving "spiritual opening" and "revitalising".

All this from a game involving a bouncy set of polygons and some coloured platforms.

On a more positive note – and a lot more down to earth – *Alpha Waves*, when played in 'Arcade mode' is an ingenious and pleasing puzzle game, with a responsive central character and forgiving gameplay. It's a thoroughly programmed and entertaining 3D graphic toy.

The aim of the game is to explore a maze of 250 rooms. Crossing each room is a puzzle. The exits are usually suspended above the ground, and can only be reached by bouncing off an air-

borne platform. The longer you stay on a platform, the higher you will bounce. Left and right will rotate the direction your character is facing, while up and down offers an alternate camera view. Pressing space causes your character to move forward.

If it all sounds a little dull, don't be fooled. It's good fun. The 3D coding and the semi-intelligent camera angles make *Alpha Waves* really quite an entertaining game. There's a time limit, preventing too much dithering around, each level offers at least a variation on the theme. Some of the later stages (like Platforms – yes, they're all named) change completely, forcing a different approach.

Aside from the unforgivable nonsense about virtual reality and psyche-warping "properties", *Alpha Waves* is an amusing romp. But so much energy and space has been expended – including the daft Mind-o-tron – it will probably only serve as a bit of light relief from "proper" games.

● Jim Douglas

Interest level

hour day week month year

PC

Pretty average on first impressions. Interest builds after a while to an all-time high of 4 once you've got into the character control. Your attention will begin to lapse, though and *Alpha* will have difficulty keeping your interest after the second week.

ACE RATING

600

IBM PC

Needless to say, the faster the machine, the better the game. Users without a decent graphics card will find little to excite them, once the whole premise resolves around, well, lots of bright colours etc. There's some slightly uninspiring but reassuringly hypnotic sound if you've got an Ad Lib card – but it becomes annoyingly frantic as the time limit runs out.

RELEASE DETAILS

IBM PC £24.99 OUT NOW

No other versions planned

UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.



Underneath the respectable exterior of the new Amstrad Plus range of computers, lurks a monster.

And a few robots. And stacks of superheroes. In fact, a whole arcade full of games just waiting to be played.*

Because even though the 6128 Plus and 464 Plus are both serious computers (with free 'BASIC' programming language) they're both ready for fun whenever you are.

Whether you choose the advanced, disk driven 6128 Plus or the cassette drive 464 Plus, you'll love the superb graphics palette, the stereo sound and your own paddle for total playing control.

Both computers also take instant loading ROM cartridges, so you get instant access to top rated games from the best software houses in Europe.

And they're both compatible with hundreds of CPC titles on disk and cassette.

You'll also get straight into the great high speed car game 'Burnin' Rubber' because it comes free with your computer. Both models come complete with a choice of stereo monochrome or stereo colour monitor and a full sized keyboard.

So if your Amstrad starts acting like an arcade, don't worry. Just play along.

THE NEW AMSTRAD 6128 PLUS
- FROM £329.

THE NEW AMSTRAD 464 PLUS
- FROM £229.



FOR FURTHER DETAILS RING
0277 262326

OR FILL IN THE
COUPON BELOW

Please send me details about the Amstrad 464 Plus and the Amstrad 6128 Plus. A 6/11/90

Name _____

Address _____

* Postcode _____

Send to: Amstrad plc, PO Box 462, Brentwood, Essex CM14 4EF. Tel: (0277) 262326.

*The PLUS range comes with the game 'Burnin' Rubber' free on cartridge. Software subject to licence. Product subject to availability. RRP may change without notice. Amstrad, Amstrad 464 Plus and Amstrad 6128 Plus are trade marks of Amstrad plc. © Sept 1990 Amstrad plc. All rights reserved. Available from selected branches of Adams World, Allders, Clydesdale, Comet, Currys, Dixons and other leading stores.

ESCAPE FROM Colditz®



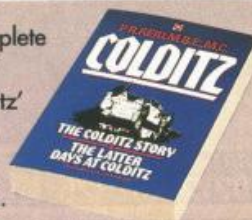
Based on the popular board game by

GIBSON'S
GAMES

ESCAPING FROM PRISON CAMPS IS NO LONGER A SPORT!



Comes complete
with **FREE**
book 'Colditz'
by Major
Pat Reid,
M.B.E., MC.



During World War II there were no other P.O.W. camps like Colditz Castle. It was designated the 'Sonderlager' or Special Camp, for Allied officers who had attempted escapes from other camps. Now comes your chance to join in their search for freedom. By using your four men to pick locks, dig tunnels, time the patrols and divert their attention you can experience the impossible. By ingenuity, cunning and luck try the many escape routes available, even marching out disguised as a German.

FEATURES:

- Accurately reproduced map of Colditz Castle containing over six hundred rooms to explore and discover.
- Control four different characters simultaneously.
- 50 frames a second.
- Independently moving intelligent patrols and guards.
- Full screen scrolling.
- Numerous objects to collect and use.
- A massive, interactive, original concept in gaming.

AVAILABILITY: AMIGA, ATARI ST and COMMODORE 64.

• **TO ORDER NOW** •
051 423 5943



Digital Magic Software

5 MIDWOOD HOUSE • MIDWOOD STREET • WIDNES • CHESHIRE WA8 6BH • TEL: (051) 423 5943

Pease and goodwill to all men (and women) as you lob a few high-ex armour piercing shells in the direction of that reindeer-drawn sleigh. Yup, *Operation Com•bat* is very much a seasonal release – if you're as much a homicidal maniac as I am.

It's also the thinking man's shoot-'em-up. You control a number of tanks and artillery, each of which occupies one square on a 32 x 20 battlefield grid. Your aim is to destroy the enemy's headquarters while defending your own.

The screen is split into roughly two halves. The top is a graphic map of about one-sixth of the whole battlefield, while the bottom is a control panel, which shows a tactical map of the whole battlefield and your positions on it, plus icons to control all game functions. All control is by mouse.

The game is played in time-limited turns. Each turn you can move none, some or all of your vehicles and/or make them fire. Take too long and play passes automatically to your opponent. Once you've finished your turn, you have to (annoyingly) sit and wait while your opponent makes his moves.

Each vehicle is differentiated by various ratings, such as movement and firing range (how far you can travel and lob a shell), gun power (how much damage it can inflict on others), armour rating (how much damage it can take) and fuel level (which decreases as you move and has to be topped up by supply trucks).

Moving a vehicle is easy; click on it on the graphics screen or the tactical map (whereupon the view on the graphics screen will flick to that vehicle), then click elsewhere on the graphics screen and, provided that position is in range, the vehicle trundles there. Firing is likewise a case of clicking on the control panel to point the gun in the right direction and then clicking on fire.

There's also an option to call in air support, which uses up a whole turn. The 'plane flies across the screen, strafing all enemy vehicles in its path and sends back recce information on enemy positions – very valuable just before that big push!

Before a game you can change various parameters from pull down menus, such as whether shots will hit just the enemy or the first thing blocking their path (including your troops), the number of times a vehicle can fire in one turn, and how long a turn lasts. In addition there are four scenarios, which alter the number of different vehicles types under your control, and six battlefield types, adding further complications.

Operation Com•bat looks very dated, especially compared to recent strategy games such as

OPERATION COM•BAT

Tanks for the memory from ELECTRONIC ZOO/
MERIT SOFTWARE



Your window on the war - graphics view on top, control panel below

Powermonger. The best thing about the game (especially from the 'phone companies point of view) is the option to play against someone else over the 'phone lines via modems.

● David Upchurch



The aesthetics are functional rather than impressive. The four scenarios and six terrains provide a pretty broad challenge, but only for the committed wargames fan.

ACE RATING		AMIGA	
685			
5	4	5	4
6	3	6	3
7	2	7	2
8	1	8	1
9	0	9	0

RELEASE DETAILS

AMIGA	£24.99	JAN '91
APPLE MAC	£29.99	JAN '91

No other versions planned

LET'S GO TO THE ZOO!

OK, so *Operation Com•Bat* isn't going to top the Christmas charts this year, but Zoo have got some nifty products up their sleeves for 1991. Don't miss next issue, when we visit their US base in Baltimore, Maryland and meet Dick Todd and Debbie Music (pictured above). Together with UK boss Stewart Bell, they'll be identifying some of the beasts that will be let out of the cage in the next few months.



The Archipelago Battlefield is tough

AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM



DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

RETRACE
THE STEPS
OF DICK TRACY,
THE WORLD
FAMOUS
COMIC STRIP
DETECTIVE,
IN THIS SUPERB
COMPUTER
CONVERSION
OF THE BLOCK
BUSTER MOVIE.

- 60 LEVELS OF RED HOT ACTION.
- STUNNING MOVIE STYLE SPECIAL EFFECTS.
- SUPERSMOOTH ANIMATION.
- SUPERB MUSIC INSPIRED BY THE FILM.
- REALISTIC FILM AND COMIC STRIP COLOURING.

Developed by:



TITUS
SOFTWARE

THE COMPUTER GAME

It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.



For more information please call 0268 541212

ATF II

Programs finding themselves under the "strategy action" banner generally sit rather uneasily in gamesworld. Most, in their efforts to please both shoot-em-up fans and strategy enthusiasts tend to fall between the two stools, failing to cater adequately for either camp.

ATF II certainly doesn't overcome the problem completely, but comes closer to finding a happy medium than most. Your aim (refreshingly simple for a change) is to carry out hit and run missions on enemy installations before returning back to the allied base.

Before and after each mission a briefing session breaks down the strength and nature of the enemy forces as well as your most recent performance. The success of your missions determining how well the rest of the allies fare. A thoroughly useless effort on your part will leave lots of enemy forces free to defend against allied tank attacks.

Your mission begins in the aircraft hangar. Here the necessary rockets (air to air and air to ground) are available along with gun ammo and, of course, fuel.

Through the take off stage - push the throttle open with the mouse and pull back on the joystick - and you're airborne. A bank of indicators



Hangar-ing out. Equip your Advanced Tactical Fighter with rockets, bullets and gas before taking to the skies.



The World at War. An overview of the current situation, colour coded to indicate allied and enemy strongholds.

contain all the necessary information for your mission. A communications link back to the lads in the bunker keeps you fed with information. The most important figures to keep an eye on is the position and distance of the next enemy target. Once a target has been located, you can simply follow the Heads Up Display. You'll be lead right to it.

In similar style to the original ATF landscape, the ground is patterned checker-board style with sprites depicting oncoming planes. While the speed of the 3D scroll is reasonable, the animations of the sprites leaves a little to be desired, consisting only of a basic sprite and it's banked left/right equivalent.

The nature of the game is such that most of your flying time will be spent simply travelling towards your target and then back to base. The dogfights which occur along the route simply serve to hinder you and distract you from your intended course.

The machine gun will despatch most of the enemy fighters, but using air-to-air missiles is occasionally a wise choice, as they lock on and pursue their targets, allowing you to wheel round and attack something else.

Further hindrance is offered by anti-aircraft installations firing surface-to-air missiles at you. Warning of these deadly attacks comes via a warbling siren and flashing message. Clicking the mouse-controlled hand icon on the message activates the missile jamming system. Should your jamming system become damaged in combat, it is possible to outmanoeuvre the missile.

Your location and approximate direction is represented by a little black plane icon on the blocky "large scale" map. Incoming jets and land-bases features such as tanks are also shown on the map. The closer you are to your chosen target, the more ferocious the defence becomes. Having completed a particular stage of the larger mission, it's time to return to base for aircraft



Bogies at half-past twelve! Loose a few rounds once the cross-hairs highlight the enemy jet and he'll pose no problem.

In the 21st Century, wars will be fought with Advanced Tactical Fighters. And the ground will look like a chessboard. Difficult to believe? Not after you've played ATF II.



The Balance of Power. The green bars indicate allied forces, and the others signify the Red Menace.

repairs, refuelling and rearming.

The problem with ATF II is that it's difficult to know who it will appeal to. Hard-nosed strategists probably won't find enough figure analysis and plotting to keep them occupied for long, while zappers will probably be frustrated by the lengthy (some may say slogging) flying sequences in between the action stages.

● Jim Douglas



ATF's semi-strategy orientation means that there's a bit of fiddling around to be done before the game can start in earnest. The most fun will be had after a day or so, when you're beginning to make successful missions and you can see your victories effecting the war effort. After this point, though, the appeal is likely to wane.

ACE RATING

680

5 4 4 5

G H A F

ATARI ST

ATF works pretty well as an ST game. The 3D scroll is perfectly fine, and all of the features found on the other versions are included. The music and sound effects however aren't very good; the dreadful white-noise whine of the engines is frankly annoying and the sound made by your ATF craft when it takes a hit from a rocket is little more than a muffled beep.

ACE RATING

690

5 5 5 4

G H A F

AMIGA

The sound on the Amiga version is more rounded than on the ST. The rocket sound effects sound more like they originated on a battle ground than the ST's tin can factory. The detail and colouring on the sprites is slightly better too, but apart from these, there isn't really anything between the two versions.

RELEASE DETAILS

ATARI ST	£24.99	OUT NOW
AMIGA	£24.99	OUT NOW
IBM PC	£24.99	OUT NOW

No other versions planned

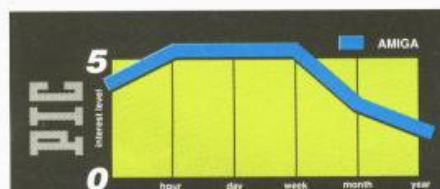
Around 1986 an Atari game called *Marble Madness* hit the arcades. It featured a rolling marble (surprise!) that you had to guide around several levels of isometric-3D mazes. The animation and sound were an absolute treat for the eyes and ears, and it wasn't long before programmers were trying to emulate it on the home computers.

Arguably the best variant was *Spindizzy*, written by Paul Shirley, which decided to go for a more puzzle-based game than the race-against-the-clock nature of its inspiration. The action took place on a huge map of interconnecting flick screens. Highly addictive, it started off difficult, then became impossible!

Sadly, *Spinny* (as it was known to its many admirers) never saw the light of day on the 16-biters. But now here comes new, improved *Spindizzy Worlds*! You control the spinningtop-like GERALD (Geographic Environmental Reconnaissance And Land-Mapping Device – not at all contrived, eh?) in a quest to explore two planetary systems, called (strangely) Easy and Hard.

Easy System contains just six minor planets and one major planet, while Hard contains twenty-four minor and one major. All the minor planets must be fully investigated before you can have a crack at the major one. The minor planets can be investigated in any order.

Each planet contains several levels of isometric-3D scrolling terrain. The basic aim is to find the warp square that will take GERALD to the next level. Typically, this is behind a door that will only raise when you've found every crystal on a level, and they usually reside in the most inaccessible of places. Having completed all the levels, GERALD races against the clock on a Bonus level before moving on to the next planet.



Very attractive front end (especially the rotating world selector screen) leads into a beautifully presented and absorbing game. The difficulty is graded well, and the later worlds are tough to beat by anyone's standard. However, the game never becomes frustrating, thanks to the opportunity to skip around the worlds. And even when you've seen 'em all there are still secret bonus levels to find.

ACE RATING
890

9	9
6	6
6	6
G	I
O	A
F	F

AMIGA
Graphics are bright, colourful and well-designed. The play-area scrolls smoothly in all directions, and the isometric-3D effect is very clever. The variety of challenges (sometimes puzzle-solving, sometimes racing against the clock, always teetering on the edge of a platform) make for a long-lasting game that is both fun and satisfying to play. Highly recommended.

ACE RATING
880

8	9
6	6
6	6
G	I
O	A
F	F

'ATARI ST
Pretty much identical to the Amiga in every respect save the scrolling, which is smooth vertically but 'flicks' horizontally. This can be a little disorientating but not enough to spoil the high-rise jinks. If you want to exercise your brain and your reactions, then this is the one for you.

RELEASE DETAILS

ATARI ST	£24.99	OUT NOW
AMIGA	£24.99	OUT NOW

No other versions planned

SPINDIZZY WORLDS

What did you say, ACTIVISION?
"Izzy, wizzy, go buy *Spindizzy*!"

To reach some of the more dizzying heights (ho,ho!) you may have to trip switches, the effects of which you only find out by trial and error. Amongst other things they can remove blocks, activate lifts or form ramps from thin air. Some switches turn off the effects of other, so you may to activate them in a certain order to get you where you want to go. Fortunately the windows at the bottom of the screen give you graphic clues to puzzle solutions.

GERALD is pretty fragile; falling too far or bumping into the marauding natives of some worlds will deplete his meagre energy. If he loses all his energy, then it's Game Over, man! Fortunately the crystals and fuel pills help keep Gerald going.

Control takes a while to get used to; GER-

ALD tends to slide around quite wildly at first. Practice makes perfect, though, and you'll be glad you made the effort. The blend of puzzle-solving and arcade-thrills is perfect. Definitely deserving of success.

● David Upchurch



ATARI ST - Hmm, this looks very familiar. Find those crystals and get out - fast!



AMIGA - Inside a pyramid on Pyramidea World. How the heck do I get out of here..?



...Ah-ha! Touching the red button forms a handy ramp to the next cell. Up the slippery slope and...



...Whoops! That red square makes the ramp disappear! Luckily the red button gets it back - but what does the green one do..?



...I see, it forms a new ramp in the cell I started from, leading to a fuel-restoring crystal and more puzzle headaches!



Captive[©]

The quest for freedom!

When you can't remember who you are, where you are and even what year it is, then you know trouble cannot be too far away...

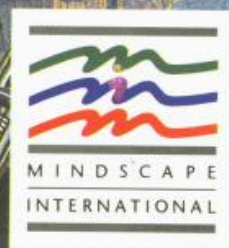
Held *Captive* for two hundred years in an orbiting space prison for a crime you didn't commit, you are desperate to escape from your electronic gaol.

Armed only with a briefcase computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

Eventually you find a motley crew of four droids ready to help bring about your escape..

...so begins your quest for freedom!

Available for Commodore Amiga, Atari ST, IBM PC and compatibles.
£24.99



Actual screen shots

•Ace rated 930!
•C&VG Hit: 94%



M I N D S C A P E

For further information on Mindscape products and your local dealer, contact:
The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. (044 486) 761



The 3D landscapes are really quite far removed from the spartan corridors Gauntlet players are used to

GAUNTLET III



Player 1 has already selected his character (hence the closed screen). Player two opts for Lizard Man



Once you've got the door open, new levels can be explored

GAUNTLET 3

And as the dark lord Sequellon beat thrice on the stone of Followup with his mystic staff, the world of Gauntlet and all its inhabitants took on depth and behold; a third dimension was bestowed upon the land.

If you go down to the woods today, you're sure of a big surprise. The characters you once knew only as flat sprites have been fleshed out and tooled up; their previously barren straight-walls environment has been replaced by beautiful landscapes with dry stone walls, hedges and fences. And the outrageous violence from previous games is... just the same!

It's nearly two years since Gauntlet II graced our screens. Indeed, few of us were expecting to see another version of the classic coin-op but suddenly, as if by magic, it's nearly finished. Software Creations have been working on the 3D version since the summer, and it should be on the street for easter 91.

The premise of the Gauntlet games is simple; your band of warriors (two active members selected from a potential eight in this version) must battle thousands of monsters and stay alive as long as possible, collecting treasure and amassing points. Monsters are produced from generators; horrible little cages surrounded by skulls. Brave players can take the fight to the enemy and destroy gen-

erators, stemming the flow of some monsters. Little has changed for this 3D rendition.

Gauntlet's appeal hinges largely on the sense of overwhelming odds faced by the players being chased around the mazes by hundreds of monsters. This edition will probably only feature around twenty-five monsters on screen at once,

but when you bear in mind the fact that all the graphics have been substantially enlarged, and need 3D space to move in, it's easy to see how the screen will look - quite busy enough, thank you.

● Jim Douglas



Beware the Venus Flytraps! Food is there for the taking, but at what cost?



Many rivers to cross, but still no sign of any bridges

US GOLD are about to assault us with two new games: a 3D version of Gauntlet

ACE PREPLAY



● High novelty value of 3D effect will offer new interest even to players with another Gauntlet game.

● Super graphics.

● Variety of heroes available (see panel).

● Maybe not the volume of monsters that Gauntlet 1 + 2 aficionados are used to.

● Can the speed of the previous games be captured by the 3D process?

Release Details

AMIGA	£24.99	Jan
ST	£24.99	Jan

WHO YA GONNA CALL?

Each character has a particular weapon. Which will you choose?

ELF - Bow and Arrow. High fire rate. Useless in a punch-up situation.

WARRIOR - Axe. Mr Tough. Not very good at firing quickly, but great at punching.

VALKYRIE - Sword. Not very good at hand to hand, reasonable fire rate.

ROCK MAN - Club. Good for bashing people, not for long distance rucks, though.

WIZARD - Not particularly spritely, but a fiend with a lightning bolt.

NEPTUNE - Trident.



On the rocky road. Shoot the falling bombs to avoid taking serious hits



Life on the ocean waves. Hit the choppers before the bombs – they're fiendish!



By rights, players should look after their own area of the screen. Player 2 would be in serious trouble here

HORIZON

and a rotating arena of death. We checked out the pre-production versions....

LINE OF FIRE

ICE PREPLAY



- Visually exciting scrolling system.
- Grandiose violence.
- Two player team-up option.



- Speed hampered by lots of objects on screen at once.
- Highly detailed graphics, when magnified look blocky and it's tricky to distinguish boats/tanks from background foliage.

Release Details

AMIGA	£24.99	Jan
ST	£24.99	Jan

Just when you thought you'd taken your last silicon blood bath, USG come up with another butcher's assault course that will really put you in a spin...

Watching *Line of Fire*, you'd be forgiven for making an appeal to Divine Providence to spare us further versions of these

infernal death-dealing shoot-outs. Some hope. Since most games of this festive season are related to machines in the arcades of Japan, it's no surprise to discover that one of US Gold's newbies has more flying cartridge cases than, um, a flying cartridge case factory.

Imagine *Operation Thunderbolt*'s airplane section, with the bad guys scrolling towards you. Right. *Line of Fire* opens in almost exactly

the same way, except the enemy soldiers are slightly more horrible. As the rotten-toothed, drug-crazed guerrillas endeavour to blast you to kingdom come, you (and your partner) can return fire by simply guiding a cross-hair sight around the screen and tapping the mouse button. Should the crosshair stray across a bad guy, he's dead.

The essential difference between *Line of Fire* and *Thunderbolt* is the scrolling system. Produced by Creative Materials, inventors of the revolutionary Rotoscope system, the scroll here is remarkable. As you travel (by foot, in a jeep or even in a boat) your view gradually rotates as you follow the tunnels/waterways/landscape. Rather than being a straight screen-flip, the action still continues while this scroll is in action, producing an exceptionally realistic effect.

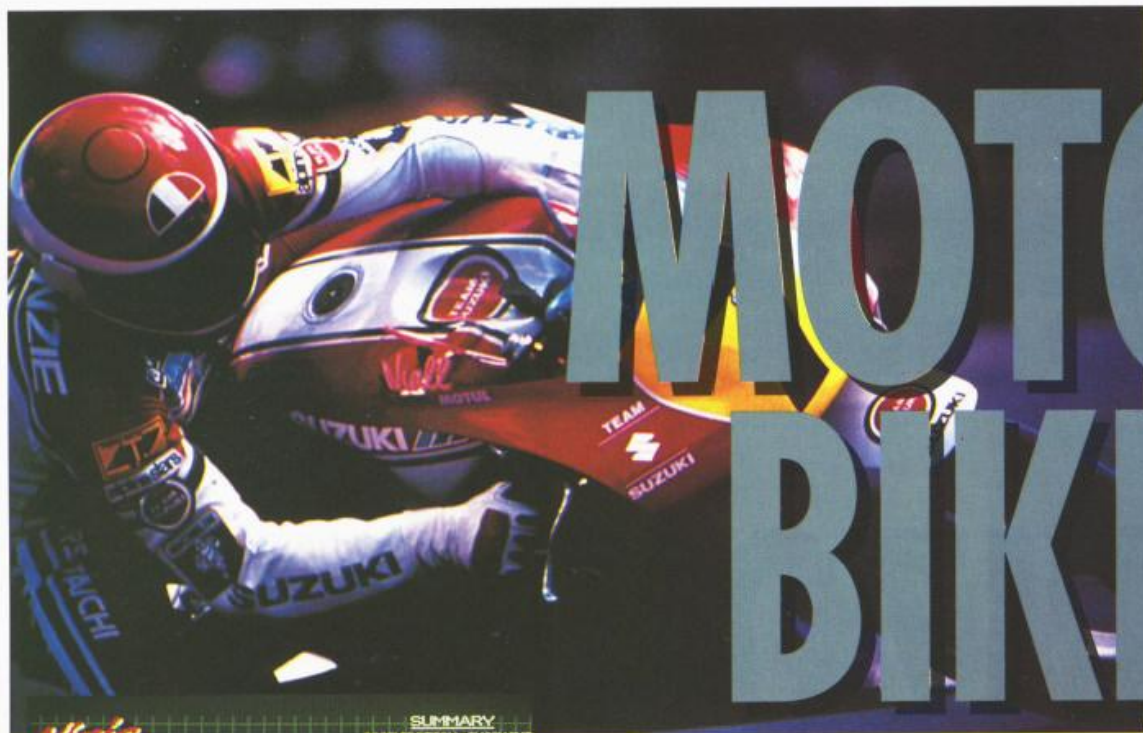
● Jim Douglas



Parachuting friends of the drug lords start getting tough. Get ready for that amazing scroll routine...



The barren oilfield scene. Prioritise between numerous foot soldiers and single, heavy artillery choppers



The Kawasaki Ninja. Top speed 170 mph, and a stonking 1000cc of power to get it there. Personally we prefer the racing green version, but you can't have everything.



On the grid in two-player mode. Racing on two from six possible bikes (notice the rev counters, farings, etc) offers lots of variety.



The glorious wing mirrors in action! To speed up the screen updates, there's an option for "intelligent" mirrors which only operate when there's a rider behind you.

MOTOR BIKIN'

ACE PREPLAY



Release Details

A £24.99 Dec

ULTIMATE RIDE SPEC

Bikes

Vmax, GSX R1100, RC30, Ninja ZX10, FZR 400, CBR 600

Graphics System

3D Polygon course with 180° tilting and sprites for track-side objects and obstacles.

Players

One or two players. Two player mode features split-screen.

Courses

12 Tracks: Six race tracks and six road sections from around the world. By altering the percentage of hills, hazards, rain probability, etc, it's possible to construct your own courses. Not quite a track editor; more a track preference section.

Hazards

Other bikes during the races. Police cars, trees, moose, kangaroos, sheep.

THE ULTIMATE RIDE - MINDSCAPE

Mindscape's Ultimate Ride offers six bikes and twelve courses to ride. Half the courses are real race tracks from around the world: Japan, Brazil, Australia, England and America. The other half are individually tailored road sections, with weather conditions and obstacles appropriate to the current country.

In England, for example, it rains a lot of the time and there are sheep all over the road. California is populated entirely by vicious traffic cops and skateboarding numskulls.

The road sections provide some novelty slalom action for the rider who's got to grips with the bike but doesn't want to plough his way through the qualifying and race stages all the time.

The view of the outside world is shown through the helmet of the rider, so his hands and all the instruments sit neatly in the lower portion of the screen.

Each bike performs (and looks) like its real-world counterpart, with warning lights, rev counters and speedo accurately positioned and styled.

Fancy yourself as Kevin Schwantz? A pre-slide Barry Sheene? Dream of owning a muscle-bound road-eating rocket instead of your Perfect Pizza delivery bike? Softcos are currently queuing up to offer you a leather-clad knee-down adventure. We take a look at two of the hottest titles.

TEAM SUZUKI - GREMLIN

Unlike "Ride", Team Suzuki only offers the player the chance to ride one make of motorcycle. However, 186 mph from a 500cc machine is pretty serious stuff, and with the chance to ride a technically accurate computerised version of Kevin Schwantz's very own bike, what race fan could resist?

Team Suzuki, the latest of Gremlin's autosport licence tie-ins aims to offer the player a genuinely realistic simulation of the international 500cc race season.

The primary control method (still in tweaking stages) is via the mouse. Left and right obviously bank the bike left or right, while combinations of forward, back, left and right buttons are used to accelerate, brake and change through the gears.

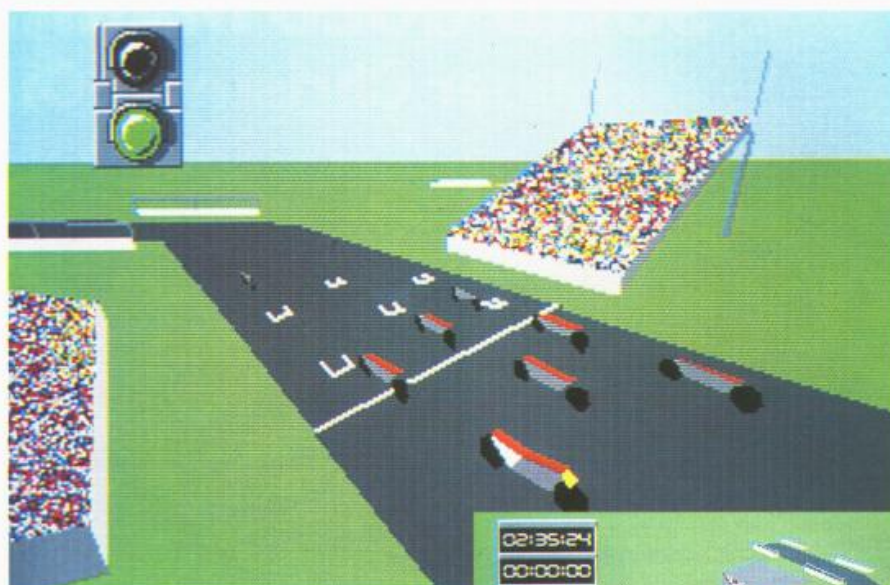
Once the player has become accomplished with the mouse, swift progress through the game is possible, but until then - and it appears that a lot of practise is necessary - it's frustrating to be denied access to the finer points of the game's appeal because of the unfriendly control method.

It should be made clear that Gremlin are including a joystick option and are revising the mouse control.

125cc and 250cc machines are also available for racing, and these lower powered machines are slightly easier to control than their muscle-bound big brother. The 125cc machine has automatic gearing for beginners.

A stat panel (top left) indicates the lap times and number of laps remaining. Each time you cross the finish line, overtake or get overtaken, your position in the race flashes onto the screen.

The 3D speed is truly impressive, and the play-back facility with all the riders skittering around the racing lines of impossible bends make Suzuki look superb. The only question mark hangs over the final friendliness of the control method.



On the grid, before the tyres start to squeal. Your performance in the qualifying laps determine your start position.

ACE PREPLAY

- Superb, fast polygon graphics
- Realistic races with seven world-class riders.
- Excellent TV replay.
- Joystick option.

- Over-complex mouse control.

Release Details

Platform	Price	Release Date
AMIGA	£24.99	Nov
ST	£24.99	Nov
PC	£29.99	To follow



You won't get anywhere going at 40mph, madam! Push forward on the mouse and change down a gear for Heaven's sake!



Replay mode. The camera can be elevated or lowered, and automatically follows the action. Lap indicator top left relays your progress.

TEAM SUZUKI SPEC

Bike:
Team Suzuki 125/250/500cc race bikes.

Graphics:
Polygon driven with sprites for bike dials 'n' controls.

Players:
One

Courses:
16 tracks from around the world.

Hazards:
Seven other riders race against you.



Racing in earnest with other bikes. Hitting them incurs damage, but won't put you off the track. Too many bumps and you've had it.

SOLID GOLD MARKETING

Super Christmas Offers



£399

Includes:
Neo, Geo
+ 1 game
2 by PADS + power supply



£129.95

Includes:
1 Sega Megadrive
1 Joy PAD + 1 power supply
and **FREE** game!

Order by Access, Visa or Cheque to:
SOLID GOLD MARKETING
Unit 6, Lomond Trade Centre
Lomond Industrial Estate
Dunbartonshire, Scotland G83 0TL
Telephone: Aiaranorig (0389) 55973

DAY OF DARKNESS

the fantastic new role-play adventure game

Why is there a deep axe cut in the wall at
Graybrook House?

whose voice can be heard
at the end of a dead
telephone line?



As Keith
Kirtson, private
detective you must
find out before the
dawn of the
DAY OF DARKNESS

0898 5555 22



ENTER THE WORLD OF



Dr Who and Ace confront
their old enemies, the
Daleks - you can
determine the outcome of
the conflict, when you dial
0839 12 11 15

PLUS THE DR WHO QUIZ
0839 12 11 25



The Fortress Of Doom



Castles and caverns, monsters,
myths, and master magicians.
Become **LONE WOLF**, the last
Kai Master of Sommerlund, and
determine your destiny in this
FANTASTIC AUDIO-ADVENTURE.

Lone Wolf

PHONEQUEST

Level Two
Now Open!

0898 555 525

Calls cost 33p (cheap) 44p (other times) per minute inc VAT Broadsystem Ltd., London NW1 8NP.

NITRO

In a market packed with racing games, you've either got to do something really new or at least the same but much better to make any sort of impact. Nitro's twist is that the action is viewed from overhead, with your car fixed in the centre of the screen and the road and scenery scrolling to keep up with the action.

What's that smell? PSYGNOSIS are burning rubber...



ATARI ST - Truckin' hell, look out for that lorry, Missus!

The aim of the game is simple - to be first past the post in over 32 races and win enough points to become the Champion of Champions! The races take place in four varied terrain types: city, woodland, desert and most dangerous of all apocalypse. Before each race you are given the chance to select one of three car types to drive, Formula 1, sports car and turbo buggy, each with various pluses and minuses.

Assuming you've picked up cash during the race you are also allowed to buy upgrades, such as better traction or increased top speed. It's vital that you keep your fuel topped up - run out and you have to restart the Championship! Once you've made all your selections then it's onto the race.

There are four cars in the race. Three humans can compete, two on joysticks and whoever draws the short straw on keyboard. The computer takes the reigns of any spare drivers. The controls couldn't be simpler - right and left rotates the car, pressing fire accelerates it and pushing forward kicks in the turbo boost, provided you've bought one.

Once the green light flashes you're off, screeching round the hairpin bends and jostling with the others for the lead. Colliding with the other cars, traffic cones and debris littering the

course slows you down, and oil slicks make you skid, though fortunately they don't leave skid marks (snigger!). Bonuses, such as cash and turbo boosts, are liberally scattered about and driving over them picks them up.

Occasionally the track just ends, so you have to make a desperate drive across country to find where the road continues! An added feature is that every fourth race takes place at night. The scenery is pitch black except for a circle of light thrown by the headlights of the four cars and the luminous cats' eyes in the road.

At the end of the race you are given points depending on your finishing position. If you end up with the highest score when all the races have been run then you've won the Championship - congratulations! But be warned - it won't be easy. In the single player game the computer controlled cars are very aggressive, although strangely they go to pot in multiplayer games, presumably so that it becomes more of



AMIGA - Ooh, me axes! This cross-country lark does no good to the bottom (of your car, I mean).



Very polished presentation leads into a great game. Lots of fun for a while but it shouldn't take too long to see all the tracks. However the opposition are pretty tough, so you won't be winning the Championship too quickly. It's a pity that the multiplayer option isn't that brilliant, because this limits the long term appeal. You will pick it up for the odd go now and then, though.

ACE RATING

820



AMIGA

Very tasty. An excellent intro sequence whets your appetite and this is more than satisfied by the game itself. The screen scrolls smoothly in all directions and the background and sprites are well designed. The meaty music and effects fit the game perfectly (although some variety in the tunes would've been appreciated - the one on offer grates after a while). The delay between games is a little frustrating but doesn't spoil what is a polished and entertaining racing romp.

ACE RATING

815



ATARI ST

Unfortunately vertically scrolling only, which makes the courses a little easier to negotiate, but this is more than compensated for by the appearance of pedestrians and other non-competing vehicles on the road. Some levels award points for running down those stupid enough to wander onto the road - very Death Race 2000! Just as much fun as the Amiga version, but for slightly different reasons. Mad Max would love it.

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW

No other versions planned

a race between you and your friends rather than the computer.

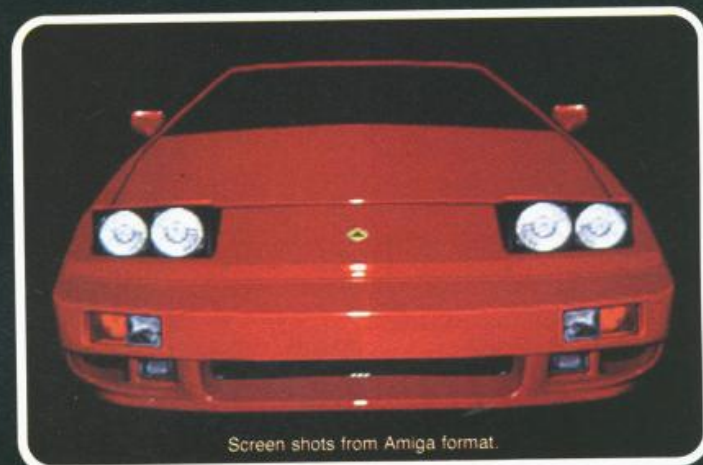
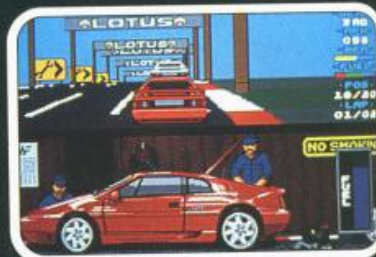
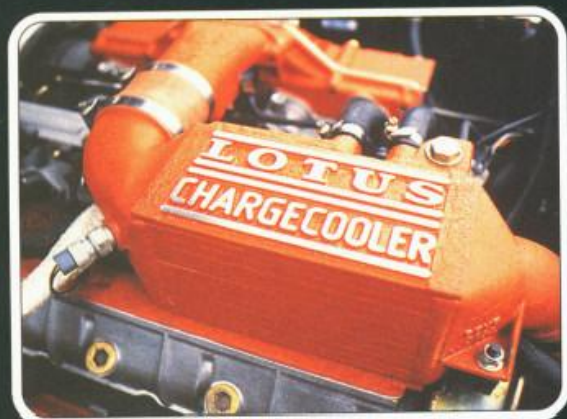
Unfortunately the multiplayer option isn't as much fun as driving alone - those found slacking and getting left behind by the scrolling are pulled up to join the pack and penalised by the loss of fuel, which is too jarring, and those in the lead have to drive near the edge of the screen, which means they can't see upcoming bends and obstacles.

Psygnosis have got a little cracker on their hands here. The game is easy to get into and incredibly playable. The opposition are no slouches and there are plenty of slick touches that make the game a joy to play. There are some significant differences between the Amiga and ST versions (see the Version boxes), but the fundamental gameplay is the same and both are equally enjoyable. Put the pedal to the metal - now!

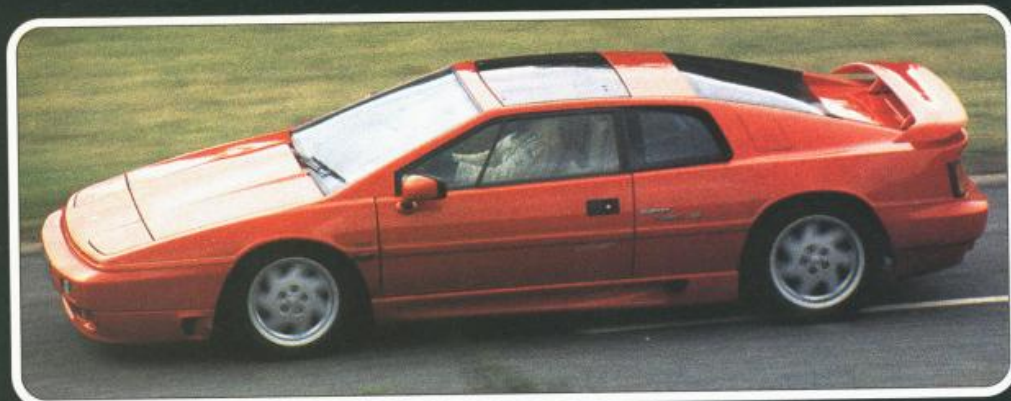
● David Upchurch



LOTUS ESPRIT TURBO CHALLENGE



Screen shots from Amiga format.



Approved and licensed product
of Group Lotus Plc.

ONLY GREMLIN CAN DO THIS

AVAILABLE ON
ATARI ST/STE & AMIGA
CBM 64/128, SPECTRUM &
AMSTRAD CASSETTE & DISK



Gremlin Graphics Software Ltd.,

- 32 different courses.
- 20 competing cars.
- 1/2 player head to head.
- Multi-hazard Turbo performance.

Even for a human it's not easy to do a Sean Connery impression underwater - Cod knows I've tried several times - so for our fishy friends it must be even more tricky. One minnow you're seducing a sexy skate and the next you're facing the evil Blowfish, head of S.H.A.R.K., who's holding the World to ransom to the tuna of one million s-mackerels. Make a mistake and you've haddock, and you end up feeling like a right pilchard!

So you've got to ask yourself this question: Am I fish enough to help James Pond through twelve daring missions of gill-chilling action? Do pay attention, 007, I said... Oh, you heard. Well, sit up and listen then...

BRIEFING: You are James Pond. Guide James around the attractive multiway smooth scrolling aquatic scenery with simple tugs on the joystick. James is no amphibian, but that doesn't stop him jumping out of water and leaping around the above-water platforms when the need arises. He's got to be quick though - every second above water depletes his energy.



ATARI ST - Hmmm, lobsters in trouble. This looks like a job for... James Pond!

AMIGA - No nukes is good nukes. Find the fish and guide them to safety.



Something fishy's going on! Will you take MILLENNIUM's bait?

JAMES POND

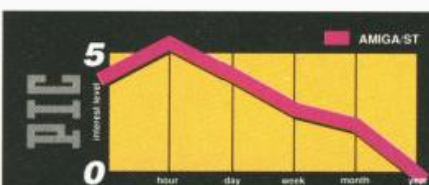
UNDERWATER AGENT



Warning! James is not alone. The water is teeming with an imaginative range of nasties, ranging from energy-draining fish to ink-squirting octopi (which briefly turn the screen black if James hits them). Note that James is only budgeted for three hospitalisations should his energy run out. James can defend himself by blowing bubbles and trapping the enemy. Bursting the bubbles turns the snared nasty into a point-packed bonus item to be picked up.

These bonuses, and others already littering the sea bed, usually award points but others enhance James' abilities or deplete his energy. Small tunnels in the rock walls lead to bonus rooms containing oodles of bonus points and items. Some rooms contain letters - make the words 'JAMES POND' for a huge bonus!

However, James is required to do more than



The difficulty of the early missions is pitched just right, and you'll soon be swimming like Duncan Goodhew. As the levels get larger and the number of opponents increases you'll find you have a pretty tough game on your fins. The only problem is that, in the long run, the levels are too similar in style, and you may find your interest fading long before you near that final mission.

ACE RATING

780

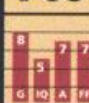


AMIGA

Millennium have really pulled out all the stops on the aesthetics - the parallax scrolling and amazingly cute sprites are complemented by some excellent music (particularly Level One's Ska-style Pond theme), although there's some serious sprite flicker and jerky scrolling on the later, very crowded, levels. Unfortunately the gameplay (collect objects and take them somewhere else) is too samey to be truly satisfying. Fun while it lasts, though.

ACE RATING

765



ATARI ST

Unfortunately this version, although as good as you could hope for from the ST, suffers in comparison to the Amiga: the action is slightly slower, the scrolling is one level and not as smooth and the music a little grating. The gameplay is identical, and shares the Amiga's long term problems.

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	OUT NOW

No other versions planned

just float around, bubbling baddies and bagging bonuses. He will be told before each level about the mission that must be completed before access to the next level is permitted. If James has time he may go over quota on mission minimum requirements and earn bonus points. Haste is vital - if the time limit expires and the mission has not been completed then James will be 'retired' by a energy-draining raincoat-clad assassin.

The Green-tinged missions seem varied (e.g. find keys to free caged lobsters, recover treasure from Atlantis, find dynamite to lay at the base of a leaking oil-rig) but boil down to the same thing: take a number of items from one place to another. Since James can only carry one item at a time, there's a lot of (sometimes tedious) tooting and froing.

PROS: Presentation is classy. Sounds and graphics are top-notch. Excellent playability. Send commendations to the lab boys, Q.

CONS: Each level looks and plays pretty much like the last, therefore there's little urge to see what features and graphics appear later on.

FINAL ANALYSIS: Initially lots of fun, but the repetitive nature of the game is ultimately its downfall.

David Upchurch



AMIGA - The game's rigged! Help James find the dynamite to blow these dirty drillers to polluter's hell!

BATTLECHESS II

Certainly the most enjoyable chess simulation on a home computer, Battle Chess brought two much-needed elements to the classic board game - a sense of humour and great graphics. While the combat sequences between the 3-D animated playing pieces tended to get monotonous with familiarity, in the short term at least they pepped up what was in any case a flexible and powerful chess sim.

So why bring out a sequel which is, on the face of it, the same game with different graphics? Battle Chess II - Chinese Chess may look like a thin excuse for a sequel, but with a little study you will soon realise that this is a whole new sort of challenge.

Chinese chess differs from the conventional European version in several ways. Firstly, the layout of the board is different, with a "river" across the middle which marks a change of rules as the pieces move across it. Secondly,



A point-blank situation for a pawn. Fortunately, the cannon-wranglers can only fire over the top of their adjacent enemies.

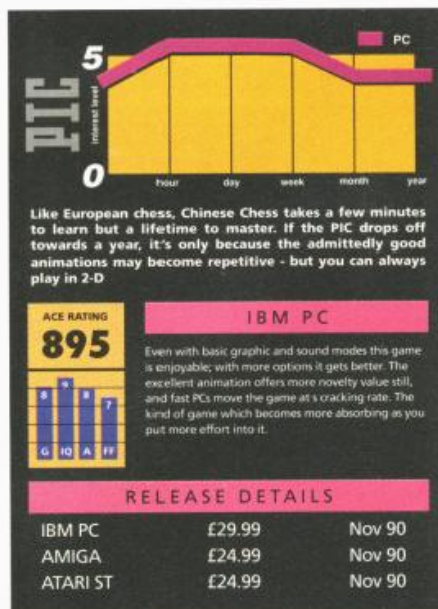
the pieces are different, moving according to different rules along connecting lines between squares. Thirdly, there's a "home" section known as the Imperial Palace which features diagonal lines, and which limits the movement of the King.

Initially, though, it all looks fairly conventional. There's a lovely opening screen, followed by the default board display featuring colourful perspective graphics of the beautifully-drawn playing pieces facing each other.

Clicking on the right mouse button brings up a series of menus for Disk Operations (load game, save game, new game, set-up, quit), Playing Levels, from Novice to Level 8, and Settings, including player colours, computer/human player, play-by-modem options and sound settings.

The last menu, Move, allows you to exert more control over the game; you can Force Move, interrupting the computer's deliberations; Take Back an unwise move, Replay a retracted move, make the computer Suggest

Electronic Arts broke the mould of board game simulations with Battle Chess - now it's back to wok with Chinese Chess



Move, Show Layout which superimposes a clear top-down representation of the board, and choose Help Move.

In Help Move mode, when you select a piece to move (placing the flashing cursor beneath it), all the legal squares it can move to will also flash. There are also keyboard alternatives for these options.

A good deal of effort has gone into designing new animations for the combat routines; cannon fire in great puffs of smoke, rooks turn into enormous fire-breathing dragons, roasted pieces collapse in puffs of ash, armour falls to the ground in a crash. It's very entertaining - the first time at least - and not too slow in CGA mode, but in VGA if you're running from floppy disk, constant disk changing for every bit of animation becomes irritating.

Given a hard disk, you'll soon realise that Chinese chess is in fact a much faster and more lethal version of the game. It's very common to win or lose in the first few moves, mainly because the movement of the King is very restricted, while

pieces like the Cannon and Rook can move very freely.

The objective of the game is very much the same as the European version - to checkmate the King, or force your opponent into a stalemate where he has no legal moves.

Most other features are completely different; the Pawns are initially weak, able to move only a single point forward, until they cross the river, when they can also move sideways. They take forwards rather than diagonally. The Cannon can move any number of points vertically or horizontally, but can only take by jumping over a "bridge" piece between it and the target. The Knight can't jump over other pieces, the Minister cannot cross the river, and so on.

Draws through perpetual check are not allowed, and there are other rules which transform the basic approach to the game.

Although the graphics are fine, and the sound effects and music excellent (especially with a Roland sound board) if you already have Battle Chess I wouldn't suggest that you buy Chinese Chess just for the pretty pictures. I would recommend it, though, if you want to challenge yourself to master a novel version of the endlessly fascinating game of chess.

Chris Jenkins



A plan view offering a breakdown of who's where. The red team don't look in an especially strong position.

PUZZNIC

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the

blocks and make them disappear.
Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!



Ocean Software Limited, 6 Central Street, Manchester, M2 5LS
Telephone: 061 232 6549 Telex: 63997 OCEANS G Fax: 061 232 0501



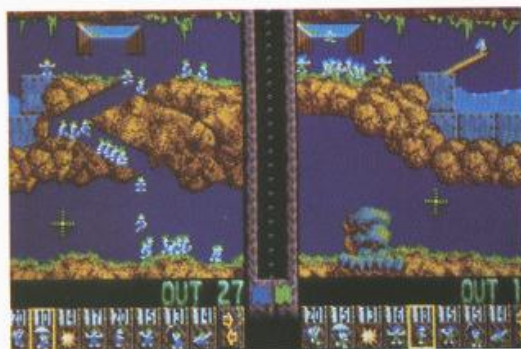
Unless some serious blocking comes into action soon, your percentage loss of lemmings will be too great. Probably best to Nuke'em and restart.

LEMMINGS

There's no doubt that *Lemmings* is a significant departure from Psygnosis' usual style. There is no parallax scrolling. There's no deep storyline. *Lemmings* is 100% gameplay driven, with a style of user interaction akin to arcade puzzlers like the classic *Boulderdash*.

Rather than controlling a central character, *Lemmings* offers the player the chance to control any of a hundred different controllable rodents, each capable of influencing the

Will the onslaught of Psygnosis products ever let up? Evidently not. Jim Douglas takes a look at their two latest.



Lemmings in two-player mode. Diagonal digging can save lots of long-drop problems. Blockers at the top of the screen prevent drowning.

ACE PREPLAY

● Excellent gameplay.

● High addictiveness.

● Cute graphics.

● Access codes allowing player to skip through levels once they've been finished.

● Once each screen has been solved, there's not much to left to explore.

● Tricky to highlight the correct lemming. Sometimes it's tough to identify which is currently highlighted.

Release Details

AMIGA	£24.99	Nov
ST	£24.99	Nov
PC	£29.99	To follow

The Moves of the Lemmings

Each screen limits the number of "actions" available. You can instruct any lemming to perform any action, apart from Blockers which must be blown up after use.



Climbing lemmings will scale virtually anything. They will automatically walk across and off the edge of the item they've just climbed. As a result you must remember to turn them into...

Parascending lemmings which will survive even the longest drop, thanks to their trusty umbrellas.

Blocking lemmings will halt oncomers and cause them to about-face. Handy for preventing others from falling into fires, off cliffs etc.

Bridge Building lemmings do just that. Each has a nap-sack containing twelve blocks. These guys can build virtually anywhere, but they may end up tumbling off the end of their own bridge if you're not careful.

Digging lemmings will dig either vertically down or diagonally left or right. They'll dig until they emerge the other side of the obstacle or they hit something through which they cannot dig.



OBITUS



The fiendish one-way only tower! Send a climber over the top and instruct him to dig back, making a path for the others.

behaviour of the rest of the group.

The Lemmings find themselves in increasingly more treacherous situations, in ever more hostile landscapes. It's your objective to guide as many as possible from the entrance to the exit of each level.

Simple? Non. Once the trapdoor at the top of each level has opened, the lemmings pour through at a controllable, but unstoppable rate. Once they hit the ground they'll keep running in a direction until something makes them stop.

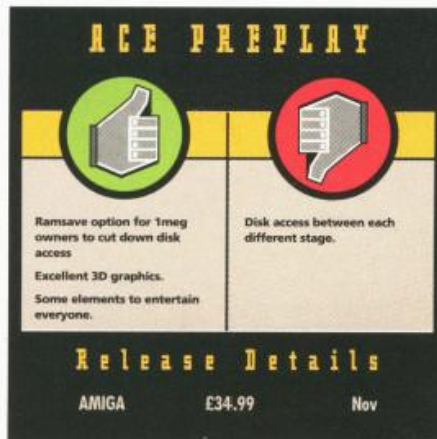
On the first few levels, the obstacles are generally harmless; walls simply make the lemmings turn around. Later, however, there are fatal consequences for not controlling the lemming flow at an early stage.

Being easily influenced creatures, the lemmings can be instructed to perform five basic tasks. These – condition permitting – will be carried out immediately. (See separate panel.)

By clicking the Action icon, your cursor will be charged with that ability and the next lemming you highlight will perform the appropriate action.

A scanner at the bottom of the screen gives an overview of the level and charts each lemming's progress, together with an indication of how many lemmings have been saved/killed.

● Jim Douglas



Obitus is a story of magic and mystery and adventures in a world not your own. At least, that's what we're told. In fact, it looks like a three-stage arcade adventure to us.

Your journey through this weird and wonderful kingdom is broken down into distinct play styles. There's a first person perspective maze section; as you work through the forests, dungeons and moors of the game, the screen scrolls towards you in not one, not two but three glorious dimensions. These graphics really have to be seen to be believed. The out-of-the-screen scroll is the smoothest I've seen.

Some woodland sections appear to be straightforward sideways scrollers. Indeed, you run along a path, shooting arrows and throwing daggers at the evil beasts lurking in the bushes



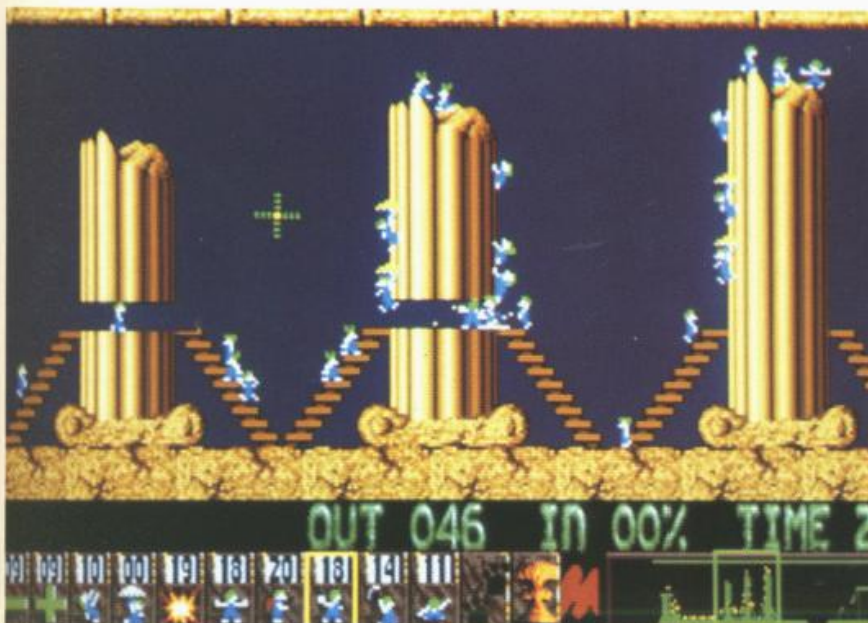
Always think carefully before indulging in a woodland scrap. The tree-folk may look a bit weedy (ho ho) but in my experience they're that hard.

and trees. Although there are objects to collect and use, these levels to pick up the pace of the game and offer a break from the mazes.

There are four castles in the game, each in a shire of its own. The castles represent the third game style. Here your character can move in three dimensions within a static screen. These castles are beset by traps and offer a good mixture of puzzle solving and action.

While the visual presentation of the game changes frequently, the control method remains constant. A status and command panel in the lower third of the screen offers a compass, an inventory, command breakdown and strengthometer. A disembodied hand floats around this area and operates the command section.

Here you can use, drop, eat and collect



Greece. Since you're completely out of parascending Lemmings, some digging is in order.



In the castle. Old wise men hand out generous spoonfuls of hokum while you collect potions and tokens.

objects or command your character to sleep (thus replenishing sapped energy supplies). You can talk to the woodland denizens too. Some offer worthwhile advice, and others offer the chance of a good dust up.

Inevitably, such a sizeable game involves a lot of disk access. Access points fall at the edge of each stage, and you are given an option to continue or remain in the same area. This should save a lot of frustration and forgives the odd direction error.

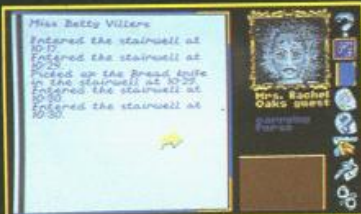
● Jim Douglas

GOLD INT

The city's alive, an electronic jungle, a million windows dance with... the projected patterns of multi-coloured imagery, the corridors of a so... power echo with the sound of digitalised technology as countless...ell



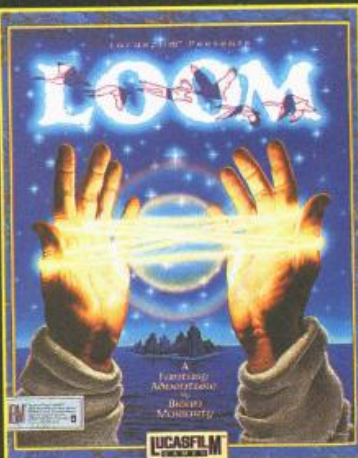
MURDER!



MURDER

CBM 64/128 Disk, Atari ST, Amiga, PC & Compatibles.

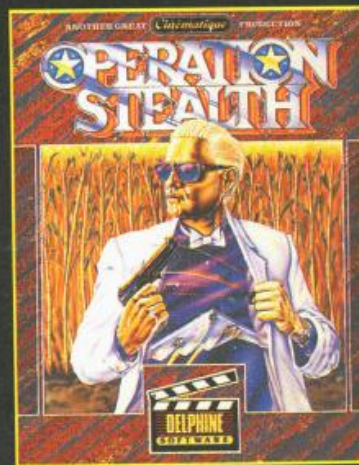
- 3 million murders provide the ultimate challenge, variety and replayability.
- A classic race against the clock - you have 2 hours to solve the murder.
- Point 'n' click control - providing a totally interactive environment.



LOOM™

Atari ST, Amiga, PC & Compatibles

- Stunning high resolution, 3D landscapes.
- Sophisticated score & musical effects.
- Point 'n' click control of characters, objects & magic spells.



OPERATION STEALTH

Atari ST, Amiga, PC & Compatibles

- Fully mouse - driven Cinématique™ operating system.
- PC version features 256 colours (VGA).
- Superb music enhanced by Ad Lib and Roland compatibility (PC version).

Contact Danielle Woodyatt at US Gold for further information on our extensive range of high quality PC software titles

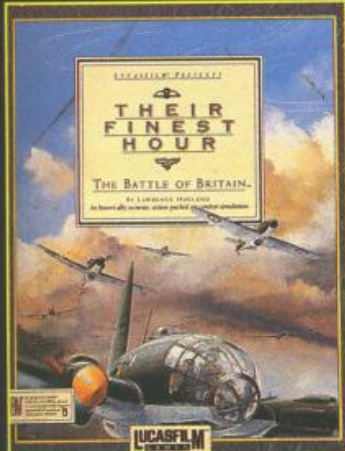
THE CITY

with ...machines open doors into new worlds of computer entertainment.
 of A solitary figure walks the streets, head bent, dejected. Take pity,
 ess... tell him about the **GOLD IN THE CITY.**



ALTH
 itibles
 matique™
 colours
 by Ad Lib

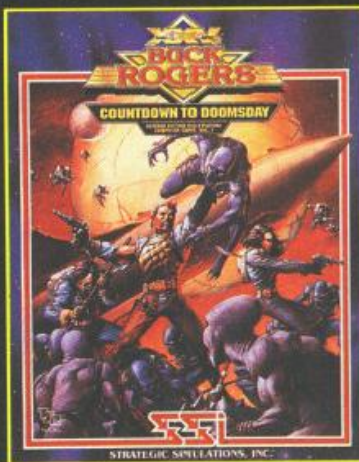
es.



THEIR FINEST HOUR™ THE BATTLE OF BRITAIN

Atari ST, Amiga, PC & Compatibles

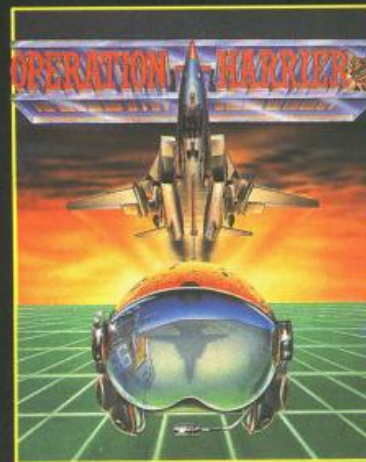
- Create your own mission with authentic combat action.
- Comprehensive 200 pages historical catalogue.
- Unique reply camera plus a host of special features.



BUCK ROGERS™ COUNTDOWN TO DOOMSDAY

Amiga, PC & Compatibles, C64 disk

- Detailed computer role playing game.
- Battle a myriad of strange beings, including lightening reflexed terrain desert runners, galactic pirates and assault robots.



OPERATION HARRIER

Atari ST, Amiga & PC & Compatibles

- Features unique ROTOSCAPE rotating-landscape technique.
- 5 complex missions to tackle and complete.
- Ad Lib and Roland sonic support (PC version).

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

4D SPORTS BOXING

Boxing isn't everyone's cup of tea. Big guys with forearms like hams bludgeoning each other senseless is one thing, but all that antiseptic mouthwash and skipping? No thanks.

Indeed, fight fans have had little evidence with which to convert non-pugilists to the cause. While there's no shortage of decent martial arts games on the market, the transition of the noble art to the small screen has been a little (ahem) rocky.

4D Sports Boxing, however, is a scream. There's the option to get into the action immedi-

Mindscape's contender for the best sports game ever.

ately, or take a more sedate approach and construct your own boxer, lead him through the training process and pick and choose your fights, behaving more like a trainer/promoter for much of the game.

Distinct from other ringside affairs, it's entirely polygon run and the mobile cameras provide a clear view of every blow. A video playback option allows your most exciting bouts to be viewed over and over, at literally any speed you want.

Having been introduced by the Master of Ceremonies, both fighters limber up and make



for their corners. At the sound of the bell, they bounce/stroll/lumber (depending on weight) toward the centre of the ring and the combat begins.

The available moves are truly comprehensive; upper cuts, jabs, hooks, crosses, rabbit punches. You can work inside, push your opponent onto the ropes, even jump on him while he's sprawling on the floor.

You can fight as many exhibition bouts as you want, and you can pit your fighter against anyone, even the World Champ if you're brave enough. Championship bouts are another matter. You can only fight a boxer within three positions higher or lower than yourself. There are up to three months training time before each bout. In order to succeed against a strong fighter, some work on the heavy bag is necessary. If the opponent is quick on his feet, some serious skipping is in order.

Whether you are a fan of the fights or not, 4D Sports Boxing offers a great deal.

● Jim Douglas



The boxer on the right of the screen is having difficulties. Now is the time to make the most of the upper cut.

5 **AMIGA ST**

0 hour day week month year

A riot from start to finish. Easy to get into, with lots of lasting appeal. The training section offers depth too. And there's some genuine strategy involved in picking the right fights. Even the complexity of the available moves is handled efficiently.

ACE RATING
900

7 8 9
6 10 A FF

IBM PC

Even on less than supersonic PCs, the polygon routines shift the boxers swiftly. The only problems sometimes occur when the boxers are close together, filling the screen and some of the logic falls down, resulting in objects appearing in the wrong order on the screen.

RELEASE DETAILS

IBM PC	£24.99	OUT NOW
ATARI ST	£24.99	JAN '91
AMIGA	£24.99	JAN '91

No other versions planned

Hard Drivin' II

DRIVE HARDER

A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, streaks onto your screen.

Hold on tight as you roar round four thrilling new circuits, or build your own using the unique Track Editor. Once designed, a computer generated view of the new circuit will appear so that you can memorise your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!

And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head to head race to the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection – guaranteed to leave the opposition standing.

Hard Drivin' II is faster, meaner and even better looking than the award winning original.

Hard Drivin' II – Drive Harder!

TENGEN
The Name in Coin-Op Conversions

Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25"
Programmed by: Jürgen Friedrich
© 1990 TENGEN INC. All rights reserved.
™ Atari Games Corporation
© 1990 Artwork & Packaging
Domark Software Ltd.
Published by Domark Software Ltd, Ferry House,
51-57 Lacy Road, London SW15 1PR
Tel: 081-780 2224 Amiga & Atari ST Screenshots

DOMARK

The fantastic sequel to **HARD DRIVIN'**

This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new **Amiga 1500**. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software . . . Battle Chess, Populous, Sim City and Their Finest Hour, the incredibly realistic Battle of Britain simulation.

Then, in an instant, it can switch to a serious business machine with Platinum Works, everything you need to work from home. Or to

your own design/animation studio with Deluxe Paint III. The Amiga 1500 comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the **Amiga 500**, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world



The Commodore Amiga 1500 - £1149.99

"Now, let's see if I can ..."

of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 90's - First Steps' pack with 512Kb of RAM Expansion and a whole range of educational software; Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of



The Commodore Amiga 500.
Screen Gems -
£399.99*
First Steps -
£599.99*

"Yes, I'm learning fast ..."

the 90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie; Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64.
Mindbenders and
Night Moves – £159.99*



"I'll give it my best shot..."

the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose – having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Flimbo's Quest and

Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 873 9800 for details or send the freepost coupon below.



The Commodore
64 Games
System – £99.99*

"I knew I could do it."

All prices are inclusive of VAT.*Monitor not included.

How much Commodore is there in you?

To find out, please complete your details and send them to Commodore, Freepost 38, London W1E 6PA.

Name _____

Address _____

Postcode _____

Telephone _____

Commodore

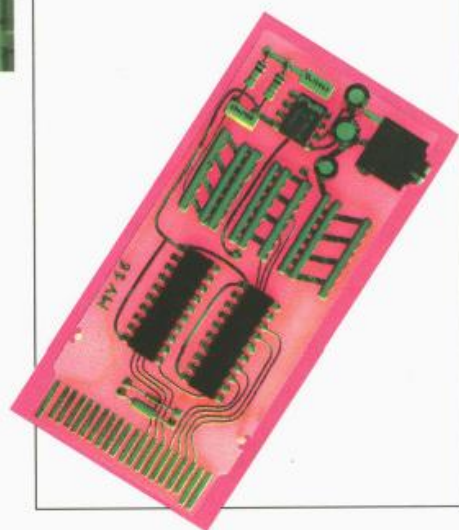
X/ACE/a



You can't get any privacy anywhere - there's only a bloody special agent in the toilet cubicle!

SOUND BONUS

Yup, you get a nifty little sound card included with the ST version of the game. The production model of this digital-to-analogue converter will be packaged in a sturdy card casing, and allows the ST to output four-voice sampled sound effects and music, giving it in effect the sound capabilities of the Amiga. The card plugs into the cartridge port and has a stereo minijack socket which is ideal for use with personal hi-fi headphones - you can connect it to your hi-fi with the appropriate connectors, but the output level is a little low. Sampling resolution is presumably 8-bit, and though there's some background hiss the music enhances the game enormously. On the Amiga version, you get similar sound without the need for a board.



B.A.T.

We've gone batty over BAT - Ubisoft's intergalactic thriller

When you open the packaging for BAT and a small card-cased PCB falls out, don't panic; it hasn't shaken loose from your ST. It's a freebie which adds even more to the value of this excellent game, but BAT would have been a real winner even without this sound card, which considerably enhances the game's soundtrack.

BAT is a massive, superbly designed and absorbing sci-fi graphic adventure which sets new standards in practically all areas. Ubisoft's track record includes as many hits as misses, but in BAT the best aspects of graphics, sound and design have come together, heavily influenced I suspect by the French comics geniuses such as Moebius and Drulilet.

Set in the 22nd Century, BAT is a tale of the Bureau of Astral Troubleshooters, a secret security force whose task is to keep the peace and ensure the prosperity of Earth. Part of the problem is that relations with the planet Selenia, which is dominated by big business, are notoriously tricky. When a criminal genius, Vrangor,



Let's have a chat to these fine fellows and see what happens...



Oh no, they think that you split their pints. Quick, chose a weapon and get them before they get you!

blackmails Selenia's businesses with the threat of chemical weapons, you are assigned to track him down and take him out...

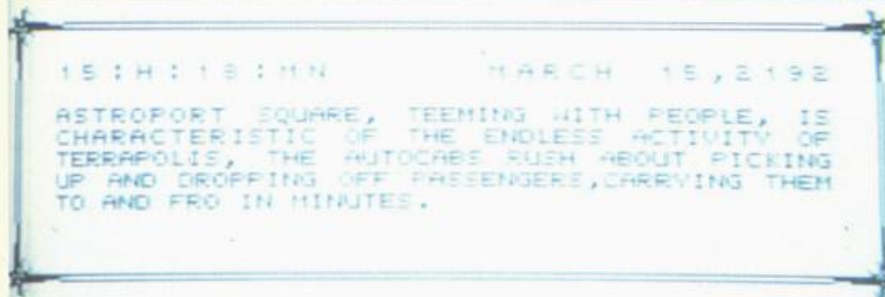
Your only clue is that the brainwave of one of Vrangor's accomplices has been detected; tracking him down is obviously your first task.

PLEASURE ZONE

BAT is a graphic adventure with animated features; it comes on three disks and is completely open in the sense that you can move freely from one location to another in your search for clues.

The backgrounds are gorgeously detailed; locations include space ports, sleazy alleys, pleasure zones, forests, tunnels and even underwater sections. As you move from one location to another, windows open on the main display, and as you move back they close again. There are supposedly over 1000 locations, and each features little animated touches like ambling aliens, flying spyrobes, opening doors and passing shuttlecraft.

The game itself is pointer-controlled; as you move the cursor around the screen, it changes shape according to the functions available. For instance, the "speech" cursor indicates that you can talk to an alien, the "arrow" cursor that you have found an exit, and there are others or combat and so on. Other functions such as Inventory,



Not far from the astroport lies this teeming square. Where to now?

Health and so on are accessed from a pull-down menu on the top left of the screen.

To give you an idea of the gameplay without giving away too much of the plot, in the opening routine you have to meet your special agent contact (in the gents' lavatory – typiquement Français, n'est-ce pas?). Moving into the restroom, you pull down the Search option to discover any useful objects, then move into a cubicle where you meet your contact. He gives you a briefing and several useful objects such as a credit card, guns, money and a hologram of your target, Vrangor.

Move out again and try interacting with the seven types of passing aliens. You can ask the time – useful since you're working on a time limit – just say hello and see what happens, or pull up a dialogue window to engage in more complex transactions like bribery. Slip a cop a few galactic credits and he might come up with some useful info – or he might just pocket the cash and tell you to keep your nose clean. Other denizens of Selenia such as the Skunks will sell you ammunition or narcotics.

As the game progresses you can interact in more unusual ways – especially in the alien red light district, which has a lot of exotic experiences on offer. Beware, though, of killer robots who seem to pop up to hurry you along – usually onto a combat screen where your health and ammunition status fall rapidly as you shoot it out.

Around the city you will find video communicators – slot in your credit card, punch the number you want to call, and you can interrogate characters from afar, which saves time. First, though, you have to find their numbers...

BAT MAN GOES BOBBING

Another unusual feature of the game is your personal computer, BOB, which is attached to your wrist. Click on the right button to access BOB, then select a control key to choose one of the Bidirectional Organic Bioputer's functions. One of BOB's most useful functions is translating Robot and Alien speech for you, but he will also monitor your health and alert you when danger threatens.

In fact BOB is programmable – a computer within a computer – so mastering his functions is an essential of playing the game, adding another element of variety. And, oh yes, there's even a limited 3D flight sim sequence hidden somewhere in the game!

The sound effects (see SOUND BONUS panel) of alien speech, gunfire and passing vehicles are excellent, as is the continuous game music which is very atmospheric – but eventually you'll probably want to exercise the option to switch it off. While the sound card has obviously added to the price of the package, you will be able to buy future compatible Ubisoft (and other software houses'?) products without the card, so it's a long-term investment.

Overall BAT is extraordinarily good, and if it were possible to award it ten out of ten in every category I would be sorely tempted. As it is, you just have to take my word that if you miss BAT, you're missing an absolute classic.

● Chris Jenkins



Terrapolis Central – key to the city!



Every aspect of BAT draws you in deeper; the excellent graphics, absorbing gameplay, novel sound system and complex plot. With what seems to be an enormous challenge ahead of you, BAT may turn out to be not so much a game, more a way of life.

ACE RATING

908



ATARI ST

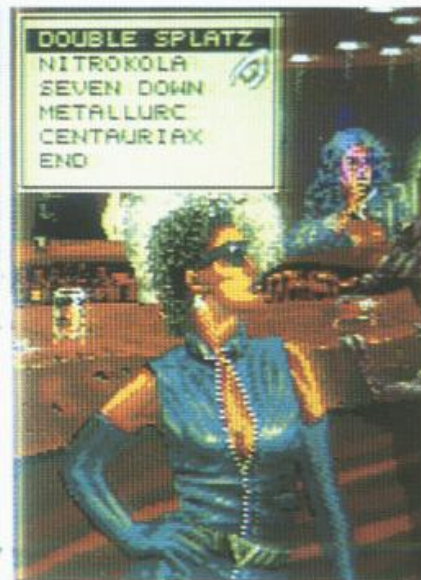
Although BAT takes the ST's graphics capabilities to their limit, the concept of providing extra hardware to enhance the sound output takes it to a new level of achievement. Fast in operation, with a minimum of disk-swapping, it's hard to imagine anything more sophisticated.

RELEASE DETAILS

ATARI ST	£34.99	OUT NOW
AMIGA	£34.99	IMMINENT
IBM PC	ETBA	TBA
C64 disk/cart	ETBA	TBA

No other versions planned

Sigh! The loneliness of space. You enter a bar searching for solace in the arms of a beautiful woman...



BETRAYAL

*Your Father's been murdered,
Your Peasants are in revolt
and your wife's run off with your best
friend - the Kings' brother.*

*Quite possibly the best news you've had
for some time!*

Betrayal.

From Rainbird.

*A web of intricate possibilities - but fair
play isn't one of them.*



MASTERS OF STRATEGY



Screens mix different levels and traps - they're not as easy as they look

Okay, so there's a well animated guy in a white suit. Big deal. The software bins of ACE are full of games with cute lead characters. What makes *Prince of Persia* so special? Well for a start, the excellent animation is integral to the game. The precision movement of the character allows truly realistic acrobatics to be performed. He can run, jump, climb, fight and duck. He can even creep along, treading carefully through deadly spikes.

The environment the Prince finds himself in is unrepentantly hostile. His mission is simple; to rescue a beautiful princess from the dastardly clutches of The Grand Vizier. While the premise is simple, the adventure ahead is simply breathtaking.

Level One: The Prince finds himself in the dungeons of The Vizier's palace. This stage is very much a training ground. Most of the elements seen later in the game can be found here, in slightly tamer form. Platforms can be reached by standing directly underneath them and tapping "up". Conversely, you can climb down by standing on a ledge and tugging back on the stick. Rather useless dungeon guards swan about, largely for you to practise your swordplay. The colour of these guys' outfits indicates their fighting ability.

Having got to grips with the controls, life instantly becomes tougher. On level two the jumps are longer, the foes are meaner and there's some serious puzzle solving to be done. This stage is your last chance to master the immense control you wield over the movements of the Prince. From here on, there's little room for error.

Come stage three, and it hardly feels like the same game. The Prince has to perform superhu-

man feats with exhausting regularity. If he's not stepping through ferocious razor-edged slicers or battling re-animated skeletons, he'll be performing one of the set-piece tasks. These basically run along the lines of finding a switch, activating it and then returning to the location of the initial obstacle before the switching effect has worn off.

Level 3's particular set-piece runs as follows: In order to reach the door-opening switch, a massive chasm must be crossed. On the other side of the chasm is a closed drawbridge. Below the drawbridge is a long drop and a pit of spikes. The switch to operate the draw bridge is three screens away on the right; on a pillar in the middle of nowhere. The prince must run hell for leather and make one, two, three jumps and hit the switch. The draw-bridge (three screens away) will open. Now comes the tricky part. Once you step off the switch, the bridge will start to close. The Prince must run back across the deadly jumps, sprint across a clear screen building up speed and then perform an incredible leap towards the drawbridge ledge. By the time he makes his jump, the drawbridge is three-quarters closed. If you time it right, the Prince will just crawl through in time. Of course, simply working out what you have to do is a challenge in itself,

Broderbund's *Prince of Persia* is both a masterpiece of animation and a gamers' delight. For UK licensee Domark, Christmas has come early.

let alone performing the string of feats necessary to get through.

Throughout the game, helpful sound effects give clues. Touching a secret switch may produce the sound of a far-off drawbridge opening or closing, or even stop the infernal gnashing of those razor cutters. Sensible players will pay close attention to these details.

When static, *Prince of Persia* looks a bit on the dull side. Don't be deceived. When it's moving, it's a dream. You've certainly heard games described as "like a movie" and "cartoon-like animation", but for once it's as true as it's ever likely to be with the current level of technology. And the playability, difficulty and puzzle solving elements are balanced to perfection. A gem.

● Jim Douglas

PIC Screen level

hour day week month year

AMIGA

The Prince, without doubt offers a pretty high instant "wow" factor. And from there the graphic definition and puzzles deliver excellent maintained interest long into the curve. Even once all levels have been completed, the difficulty and visual appeal of some of the stunts will keep you coming back for more. Skillsville!

ACE RATING **915**

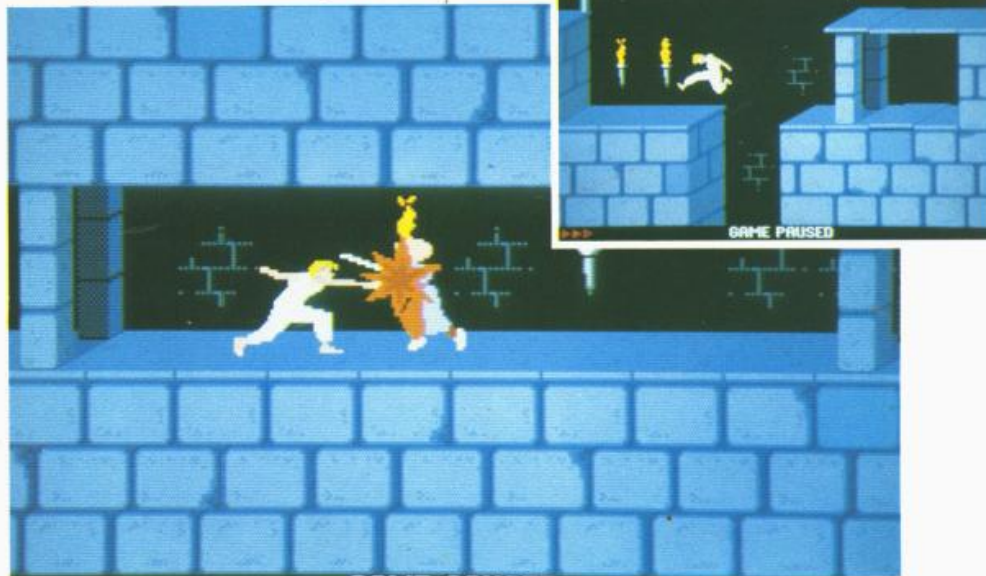
AMIGA

The background graphics of the locations are functional but a little dull. However, with so many secret switches and panels to look out for, it would be a nightmare were they any more complex. The animation of the Prince and his foes is astounding. Arabian-style music at the front end and in between stages adds atmosphere. Excellent and identifiable sound effects add to the game too.

RELEASE DETAILS

AMIGA £24.99 IMMINENT

No other versions planned



Whether you're leaping around or fighting with the opposition, the animation of the central figure remains superb. The only drawback - as you can see from the shots on this page - is that the backgrounds don't vary much. But with animation like this, you never feel cheated



Amiga



Atari ST



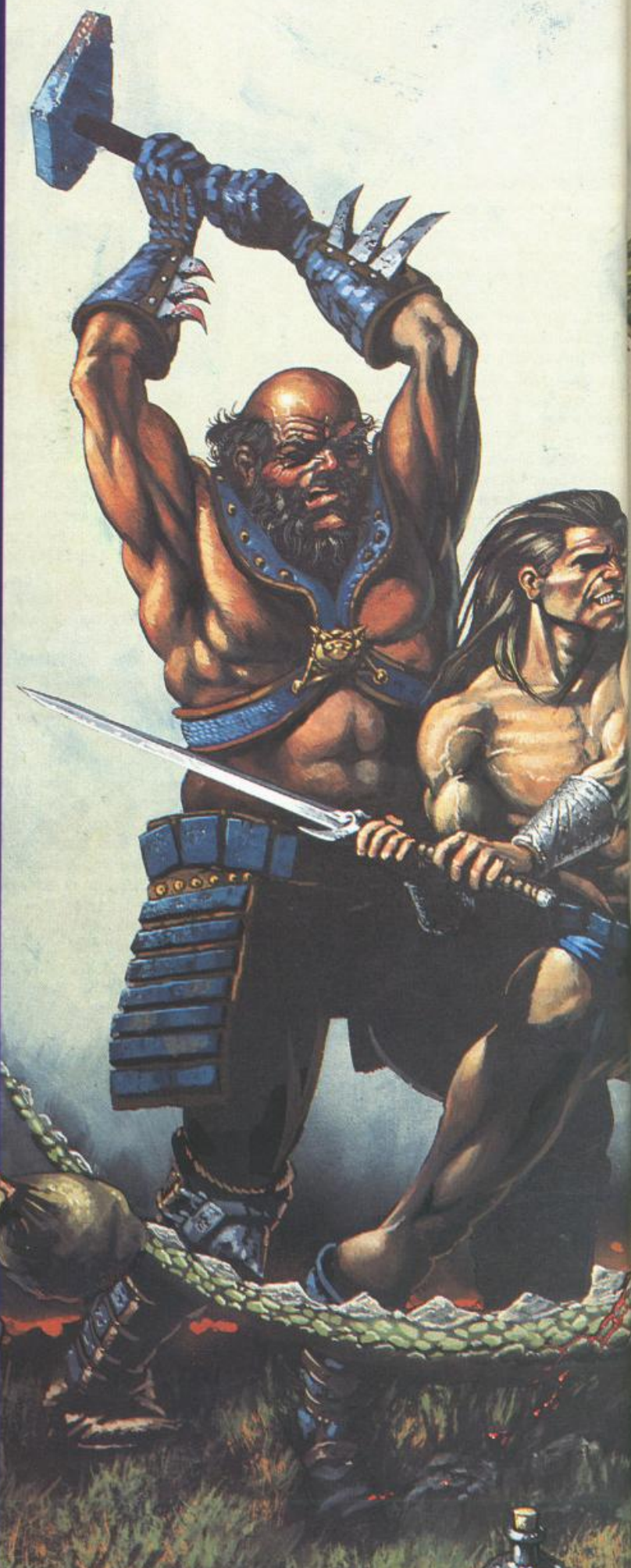
Commodore 64



Amstrad CPC



Spectrum



GOLDEN AXE



Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free. But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon – or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Fierce combat action awaits you...

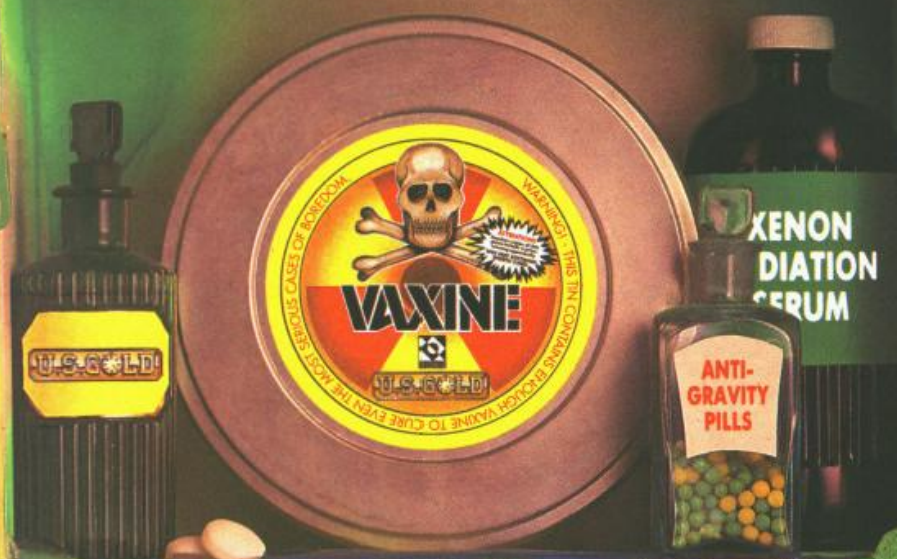
D.POWER '90



Virgin Multimedia Ltd. 1990
© Sega Enterprises Ltd. 1989, 1990
16 Portland Road, London W11 4JA

DARE YOU TAKE YOURS?

**VIRUS ... ATTACK ... HUMAN ... ALIEN ... INVASION ... POISON ... MUTANT.
CLONE ... REPRODUCE ... SURVIVAL? ... ANTIBODIES ... DEFENCE ...
ELIMINATE ... REPEL ... CURE ... YOU NEED...**



WARNING!
£500 WORTH*
OF SOFTWARE
TO BE WON!
* AT RETAIL VALUE



- 100% ray-traced graphics
- Ad lib and Roland sonic support (PC)
- 256 colours (PC VGA version) • Specially enhanced Atari STE mode
- Limited edition special canister packaging
- Random copies feature extra prize winning opportunity!



U.S. GOLD LTD., Units 2/3, Holford Way, Holford,
Birmingham B6 7AX, England. Tel: 021 625 3366.
Copyright © & © 1990. The Assembly Line and U.S. Gold. All
rights reserved. Manufactured and published by U.S. Gold Ltd.



STAR CARS

Arnie is not alone in the Famous Automobile Hall of Fame. Join us as we take take a wander through its musty chambers and meet...

BENNY, a yellow taxi cab with a heavy Brooklyn accent and a heavier attitude, helped rescue gumshoe Eddy Valiant and his framed Toon client Roger Rabbit from the nefarious clutches of Judge Doom, and in the process saved Toon Town from being 'dip'-ped, in the classic *Who Framed Roger Rabbit?* Parallels with Arnie and his plight are purely coincidental (?).

CHITTY-CHITTY BANG-BANG, a car that could fly with the aid of thick matte lines, appeared in the film of the same name. So-called because of the racket he made, Chitty (to his friends) appeared along with the odious Dick Van Dyke (who has never been forgiven for his appalling 'Cockney' accent in *Mary Poppins*) and two saccharine-sweet child actors. The film was so desperate that it had to name the female lead 'Truly Scrumptious' just so that they had an excuse for a song of that title. Second Opinion Department: Actually, this film is probably one of the greatest achievements on celluloid, second only to *Inn of the Sixth Happiness*. (ACE Editor).

HERBIE, an 'intelligent' car, appeared in a whole series of Disney movies, such as *Herbie Goes Bananas* and *Herbie Goes To Monte Carlo* but, unfortunately, not the one most movie-goers wanted to see, *Herbie Go Away*.

JOHNNY CAB provided a get-away vehicle for Doug Quaid, A.K.A. Arnold Schwarzenegger, in *Total Recall*. Schwarzenegger thanked him by ripping his head off, and not leaving a tip.



It'll be 'plane sailing once you've got rid of Mr Naa-Naa.

CARVUP

What a jolly place Cartoon World is! Everyone is always smiling and laughing and having a very... er... nice time. That is, everyone except Captain Grim, a miserable sod of the first order. His aims are simple - he wants to cause no end of mischief and become an end-of-level baddy. So he invites his nasty chums, the Loony Toons, over to help him. And that's when the trouble really starts...

Pity poor little Arnie, the friendly car. His headlamps moist with tears, he watched in despair as everything turned bad in Cartoon World. Then his friends began to go missing, kidnapped by Grim and his cohorts and placed at the end of eight game stages. This was too much! Girding his gears, he set out to rescue his chums, save the world from badness and deal some justice to Captain Grim, auto-style!

Each graphically-unique stage consists of six levels of horizontally-scrolling platform pandemonium. You control Arnie as he trundles around. So intent is he on his quest that he never stops moving; you can only change his direction, left or right, or make him jump. Arnie's sense of self-preservation will cause him to turn around automatically and start travelling the opposite way if he reaches the edge of a platform.



Now you've seen 'em all - 'planes, trains and automobiles. Where's Steve Martin?

CORE DESIGN hit the road - and bounce off it!

Arnie is an athletic auto, and can do three types of jump. The normal jump is accessed by simply pressing fire. However, pushing up at the same time will cause Arnie to jump higher, while pulling down causes Arnie to do a short hop, useful for descending platforms.

All the platforms have been infected with badness. Driving over them makes them good, and occasionally causes fruity bonuses to grow from the rejuvenated surface. If you're quick you can do a quick U-turn and pick them up for points before they disappear.

Other goodies drift down from the sky; some are worth points, some are letters which can be collected to form the words 'BONUS' or 'EXTRA' for points or a life, but most important are the extra weapons, like ejector seats and backfire, which will help fend off the Loony Toons patrolling the platforms. Keep an eye out for unusual bonuses awarded for doing certain tasks - sorry, no clues (but Core tell us to hunt out Mr Naa-Naa!)

Turn all the platforms to good before the time limit expires and a helicopter ally will fly in and airlift you to the next level. Fail and the Turbo Demon will appear and chase you round the screen until he catches and kills you.

At the end of each stage there's a bonus level: no baddies, no platforms, just loads of yummy goodies tumbling from the sky - catch 'em quick! Before you start the next level there's a brief but amusing animation of Arnie rescuing one of his friends. Turn all 48 levels to good and Grim's evil reign is at an end!

● David Uphurch



The colourful sprites bounce nimbly around the two-level parallax scrolling landscapes. The gameplay is very reminiscent of a console game: simple, enjoyable fun with lots of neat hidden features to keep your interest. The levels are not overly difficult to complete. Two minor playability niggles annoy: unavoidable new nasties appearing on screen when you're in mid-jump and the automatic turning, which takes time to get used to and still causes unnecessary life losses when the heat's on.

ACE RATING

760



AMIGA

The graphics and sound, although very pleasant and professionally done, are not mind-blowing. In fact, pleasant just about sums up the whole game. It never really excites you, nor does it really bore you. You'll glad your way through the not impossible to complete levels until you reach the end. When you do, you're unlikely to return.

RELEASE DETAILS

AMIGA	£24.99	OUT NOW
ATARI ST	£24.99	IMMINENT

No other versions planned

Squeeeeeeee! Go the tyres. Vroooooom! Goes the engine. Craaaaaash! Goes the gearbox. This is the world of *4D Sports Driving* and, apart from a couple of niggles, it's a damn fine game.

Neither an out-and-out race game like *Indy 500* or a stunt program like *Hard Driving*, *4D* (provisionally entitled *Skid Marks* hur hur) delivers – largely successfully – on both counts.

Inevitably, before you can start handbraking your way through pelican crossings, there's some auto business to take care of. The main menu branches into Car, Track, Option and Opponent sub screens. A host of cars are available (see panel), each displayed together with a breakdown of its performance, roadholding, acceleration curve etc. Pick the best to suit the features of the tortuous track ahead. Options offer standard toggles, like music on or off but also the level of graphic definition. Landscape features can be reduced or turned off enabling players with relatively slow PCs to enjoy a swift screen update.

Opponents range from useless nancy boy Sunday drivers like Bernie Rubber to superskill Smoking Joe Stallin who seems to have some other-worldly affinity with any car and never gets anything wrong, even if you saddle him with a decrepit old rustbucket. Each driver has specific problem areas (fear of heights, bends etc). and their weaknesses can be exploited during the race.

Each opponent has designed a track, and obviously they fare better on their home territory. A track editor is included, offering that Skalextric "Let's build an impossible course" facility. If you prefer to go for a fast time you can opt to race against the clock.

Tracks comprise six basic elements; straights, curves, banked sections, loop-the-loops, barrel rolls and chicanes. These can be put together in pretty much any order you want to produce a fast, slow or unfinishable race.

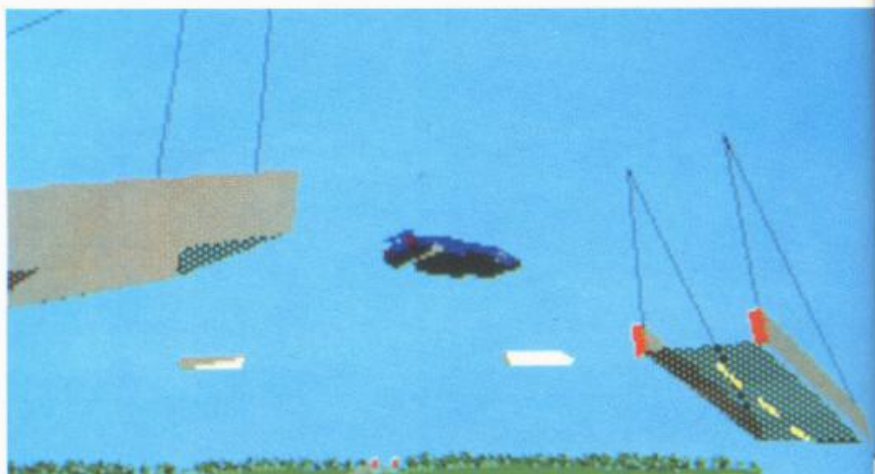
The driving action is depicted (initially) from within your car; the steering wheel and instruments appropriate to the vehicle. A helpful blue dot on the steering wheel indicates the degree of turn. Other drivers, on the whole, are fairly considerate. They won't carve you up and generally avoid the idiotic driving practices in which human players so frequently indulge.

Some cars are better than others for certain courses. And some are completely useless. Vehicles at the lower end of the power scale are unable to make long distance jumps, and frequently belly-flop and explode on the tarmac.

Spectacular wins/accidents can be viewed over and over thanks to the replay option. The viewpoint of the playback can be from either rostrum, helicopter or in-car camera. You can use these facilities to auto your view while actually driving, but my auto-success didn't noticeably improve as a result.

4D Driving performs its balancing act of being both an accurate simulation and a knock-about motor lark quite well. The variety of tracks together with the edit facility offer lasting entertainment while the easy control of the car means it's nice and easy to get into.

● Jim Douglas



Wooooaaa! Just like being Burt Reynolds in Hooper. Will your Lambo's suspension stand up to this treatment for long?



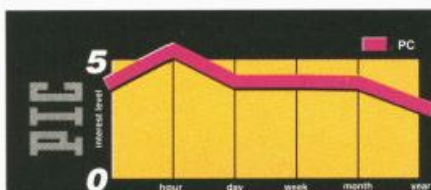
The Main Menu. Guide that mouse and select those options!

ONE CAREFUL DRIVER...

Mindscape's Special Offers with low mileage and relatively little accident damage are:

25th Anniversary Lamborghini Countach
Ferrari GTO
Jaguar HJR91MSA
Lancia Delta HF Integrale 16v
Lamborghini LM-002
Porsche 962
Porsche Carrera 4
Porsche March Indy
Corvette ZR1
Acura NSX
Audi Quattro Sport

4D SPORTS DRIVING



Not quite a top score to begin with, since there's a bit of ninnying around to be done through menu screens before the action can begin. After an hour or so you'll be hooked, increasing your control on the car, and actually winning some races. The track editor offers long term variety, but the tracks supplied should keep you busy for a good few weeks. Thoroughly enjoyable.

ACE RATING
880

IBM PC

The thoughtful inclusion of the detail switch-off means *4D Driving* can be fast and fun even on slow machines. The only problem with this feature is that it becomes a bit difficult to see which way the track is going, since only the road quite near to your car is plotted on the screen. A hard drive is really necessary, since the disk is accessed between each drive and each menu screen. Playing on floppies is a bit of a trial of patience.

RELEASE DETAILS

IBM PC	£24.99	IMMINENT
ATARI ST	£24.99	JAN '91
AMIGA	£24.99	JAN '91

No other versions planned

Mindscape, ever keen to out-do the opposition, offer gameplayers four dimensions of gameplay. And the fourth dimension is... YOU!



And let's take a look at that in slow motion with our helicopter camera.... Stunning!

Suite C Tradewinds House 69/71A Ashbourne Road Derby DE3 3FS Telephone: (0332) 297797 Facsimile: (0332) 381511

TEENAGE MUTANT HERO TURTLES™



**THE HEROES IN A HALF SHELL™
ARE COMING TO YOUR COMPUTER SCREEN!**

**THE COMPUTER GAME, AVAILABLE MID-NOVEMBER ON PC, AMIGA,
ATARI ST, C64, SPECTRUM & AMSTRAD 464.**



Teenage Mutant Hero Turtles,™ and Heroes in a Half Shell are registered trademarks of Mirage Studios, USA. ALL RIGHTS RESERVED.
Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1989 Mirage Studios, USA.

Published by Mirrosoft Ltd under license from Konami™ and under sub-license from Mirage Studios, USA.

Konami™ is a registered trademark of Konami Industry Co. Ltd. Image Works is a brand name of Mirrosoft Ltd. © 1989 Konami. © 1990 Mirrosoft Ltd.

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 Fax: 071-583 3494



Dragon Breed, but for one element, would be shockingly similar to *R-Type*; Horrific odds are stacked against you. Collectible power-ups offer increasingly deadly battle equipment. And there's a woppa-monsta at the end of each level.

So it's clear that a new exciting element is pretty flaming vital. In *Dragon Breed*'s case the added ingredient is the deadly tail of the dragon you fly.

The standard power-up gameplay goes out of the window to a certain degree and there are new skills to be learned. The tail of your dragon snakes around and is impervious to enemy attack. It kills most aliens on contact, and inflicts heavy hits on even the most resilient bad guys.

Players making the mistake of trying to play in straightforward shoot-out style won't last long. The volume of aliens and incoming shots on the screen simply can't be dodged; there just isn't

You have to fly underneath this big beastie. Sending a big dragon-spit toward the orange stars should clear the way a little.



The end of Level 2. Shoot out the eyes in order to get through. Innocent looking but deadly stars rain down onto your dragon.

DRAGON BREED

enough room. Instead, you must continually flick your tail up and down, sweeping away the bad guys and their bullets like some apocalyptic spring-clean. Even the head of your dragon will kill the enemy on contact.

All this destructive power makes you feel thoroughly invincible for at least ten seconds, until you realise quite how vulnerable your dragon rider is. Take a single shot, or so much as touch an alien, and he's history. It's this balance between vulnerability and killing power which make controlling your dragon both a joy and a trial.

Your basic dragon, no spoilers or fluffy dice, comes with a single-shot fire capacity and not much else. Toasting one of the occasional blue harpies which fly by will produce a power-up; these change your dragon's abilities (see 'Breath Test' box). Needless to say each is more or less helpful in each stage.

**No dragon your feet!
Activision are hot to trot
with their latest
scorcher. Flame on!**



Definitely a bit of an oddity, *Dragon Breed* is visually appealing and the novelty value of the tail swishing will really grab your attention. After playing for about half an hour though, the frustration of the dragon movement considerably saps the interest. The Funometer peaks after a day or so as you get to grips with the controls, but ultimately *Dragon Breed* has little long term appeal, and it'll be lucky to get much of an airing after the second week.

ACE RATING

720

B 3 6 6
G 10 A FF

ATARI ST

The scrolling is pretty good, but some of the sprite movement leaves a bit to be desired. Later levels feature heavily patterned backgrounds and it becomes tricky to spot the smaller incoming enemies. The nature of the game makes you want to get straight back into battle, but there's a rather irritating pause (albeit short) between each life and this slows down the action.

RELEASE DETAILS

ATARI ST

£24.99

OUT NOW

AMIGA

£24.99

December

No other versions planned



Flying a basic dragon on Level 3. Chances of survival here are slim, as the roof-mounted installations fire like there's no tomorrow!

Holding down fire builds a great ball of dragon spit in the mouth of your beast. Release fire and it'll shoot out and demolish virtually everything in its wake.

Lose a life, and all your power-ups go with it. Now this is where the game becomes a little tiresome. Without at least one power-up, some stages are nigh-on impossible. You're completely surrounded by bad guys and the incoming shot rate is nearly insurmountable.

Provided you're willing to be sent back to the start of the stage again and again and you're patient enough to get to grips with the tail control it could prove satisfying, but I suspect that most players will become too frustrated and come back less frequently.

● Jim Douglas

BREATH TEST

Power-ups throughout the game increase the toughness of your dragon. Witness:

RED: Your dragon will now shoot flames. Rapid depression of the fire button builds a long flame shooting out of your dragon's mouth. Not bad, but it does require some hefty fire-button action. Only offers help on a horizontal level.

BLUE: You can link the front and end of your dragon, forming a loop, but your rider will be on the outside of the loop, somewhat exposed. Each time you fire, deadly blue liquid fall out of the... er... end of your dragon. Not bad, but leaves the rider prone to attack.

SILVER: Each time you fire, little dragons fly out and home in on any enemies on the screen.

GOLD: Again, you can link your dragon up, but your rider is on the inside. Very secure.

Collecting gemstones will increase the power of the particular power-up, offering eight-way fire, rapid shots, etc.

KICK OFF 2



A NEW DIMENSION IN SOCCER

Amiga Screen Shots



- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

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

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

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.

AMIGA USER INT - The best computer game ever 97%

THE ONE - Ultimate soccer simulation. 96%

THE ACE - Brilliant. Buy, Buy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%

ST FORMAT - What a game! Gem to play. Magic. 90%

C & VG - Championship winning material. 95%

GAMES MACHINE - Probably the best sports game ever. 92%

COMMODORE USER - No other footie game can touch it. 90%

AMIGA ACTION - Surpasses all other football games. 93%

POPULAR COMPUTING WEEKLY - Nothing short of brilliant.

NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99



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

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

- * Unique facility to design and implement your own tactics.
- * Over 1000 individual players, each with a unique combination of attributes and skills.
- * A lively transfer market. Haggle for the best deal.
- * 4 division league and a cup tournament with sudden death penalty shoot out.

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

ST. ACTION - A stroke of pure genius.

THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.

THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. 920

NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.

COMMODORE USER - At last a management game that requires true management skills - a winner. 94%

ST FORMAT - Brilliant. 93%

AMIGA FORMAT - Enthralling and addictive. 93%

ZZAP - Best football management game ever written. 92%

AMIGA - ST £19.99

AI

DIENSION IN R SIMULATIONS

THE FINAL WHISTLE Amiga - ST £12.99 (Rel. Nov.)

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

Two extra kits.

Look at any player stats. (attributes and skill) before selecting squad.

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

Enhanced throw ins and penalty shots.

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

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

Linesmen and referee on the pitch.

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

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

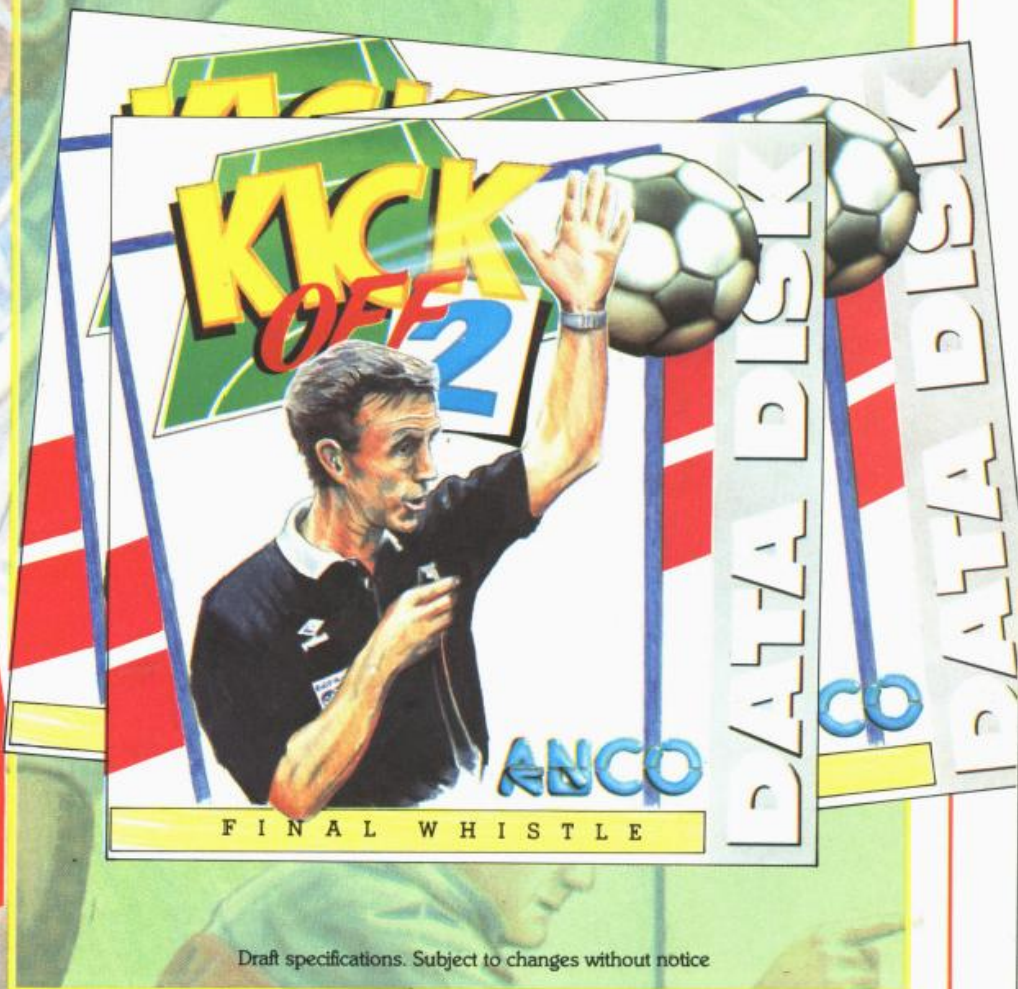
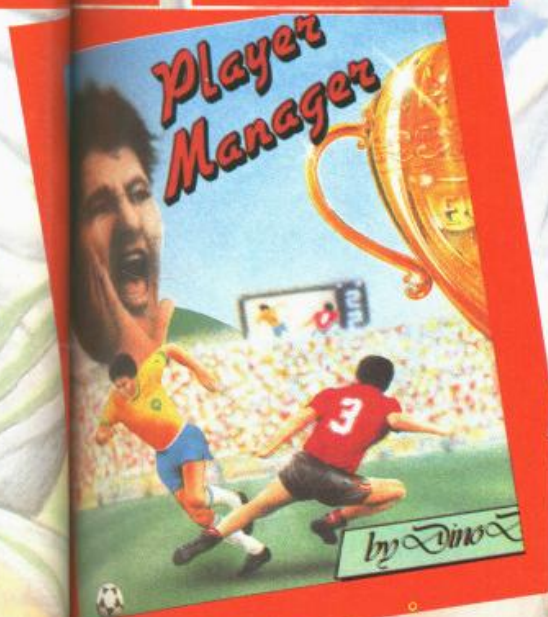
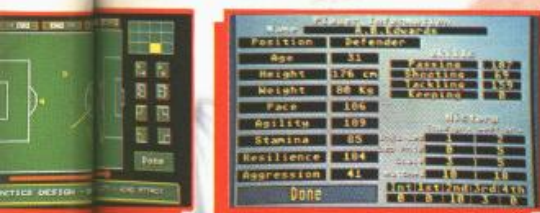
And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.

ine. 94%



Draft specifications. Subject to changes without notice

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/18 FAX No: 0322 93422

ANCO

PRO *TENNIS* *TOUR*



Serve yourself a real Ace
Take advantage of
ProTennis Tour 2

UBI SOFT U.K.
Saddlers House
100 Reading Road
YATELEY, CAMBERLEY
GU17 7RX SURREY
Tel. (252) 860 299

UBI SOFT
Entertainment Software

Features:

- **CREATE** your own **MALE** or **FEMALE** player
- Play **SINGLES** or **DOUBLES**
- **MORE** tournaments (Davis Cup...)
- **ANY** stroke is possible
- **IMPROVED** graphics and musical ambience



Deathtrap

Don't bother with Deathtrap if you're looking for an original storyline. How many times have you heard this one before? - "Valiant young prince enters magical labyrinth of evil sorcerer, armed only with a dagger, takes on horrific demons and terrifying deathtraps, collects treasure and magic potions, defeats hideous guardians and finally recovers the source of the wizard's powers."

Pretty familiar stuff, but Deathtrap is one of the better efforts along these lines, as you can tell from the excellent opening sequence featuring multi-level parallax scrolling backgrounds, excellently-animated characters, fine music, beautiful backdrops and convincing lighting effects. Once the Prince Abi, has entered the castle, you start off with a few simple enemies to dispatch to get you into the mood. The backgrounds of the five levels, including castle, catacombs, ice waste, Hell and Rot, are excellently drawn, and the multi-way scrolling very smooth (except, for some reason, when Abi crouches down to crawl through a tunnel). The action soon picks up and things begin to get on top of you (literally as well as metaphorically) as the monsters attack from all sides, and deadfalls drop from the ceiling and crush you.

The monsters include ghosts, giant frogs, fireball-throwing phantoms, leeches, grabbing hands, stomping demons, volants (rock-dropping birds) and parasitic aliens. Each demands a different weapon or technique to polish it off, and some leave behind bottles of potions which you must collect; red for weapons, green for spells, blue for curative powers. You can also find potions and weapons in chests, though some contain nasty surprises.



Snot funny! Bleurg! It's dark'n'dank in the dungeons and there's 'orrible beasties all around.

Swords and sorcery, platforms and ladders, frogs and phantoms – is arcade adventure Deathtrap more than a load of warlocks?

Below the main display are panels showing the potions collected; the level of the labyrinth; the weapon in use and its strength; remaining lives; and the state of your health in the form of an orb, the colour of which changes from green to orange to red. If you die, you die messily, reduced to a heap of offal in the most nauseating way.

Press the space bar and you move to the menu screen where you can trade amounts of potion for new weapons, spells and cures. Weapons include fireballs, bouncing daggers, boomerangs, lightning, mind power which acts



The PIC of an arcade adventure depends largely on how long it takes you to finish it! Deathtrap has everything going for it except originality, and while it should enthrall you first time through, it's unlikely to keep you coming back for more once you've seen all its secrets

ACE RATING
840

8
6
4
2
0
1
2
3
4
5
6
7
8
9
A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

AMIGA

Excellent graphics and sound make Deathtrap initially captivating, but with more inventive gameplay it might have become an arcade-adventure classic. A worthwhile purchase for Amiga owners looking for some well-presented and easy-to-get-into arcade puzzle fun.

RELEASE DETAILS

AMIGA

£24.99

OUT NOW

ATARI ST

£24.99

Early 91

No other versions planned

like a smart bomb killing all enemies on screen, and a magical Friend who will follow you around engaging smaller enemies while you deal with the big ones. A second player can control the friend, otherwise he's computer-controlled. Your friend comes armed with a short-range gun, but you can buy him extra weapons including exploding shots and mortar shots.

Spells can be useful too; a Wizard's curse can disorientate your friend and making him difficult to control, but blue potion will restore him. A green potion is useful to restore him to full power, while other potions can cure paralysis, de-curse weapons and increase shield strength. You can also become invisible, though this doesn't protect you from shots or hits.

Control is by joystick only, with the height of jumps controlled by the time for which the joystick is held in the up position. Leaping from level to level demands some skill and timing, but there's not much in the way of mapping demanded; the main challenge of the game is in fighting off the attacks of the monsters.

Though there isn't a single element of Deathtrap which hasn't been seen in dozens of other games, this one scores highly in all departments and can be recommended for fans of graphically sophisticated arcade adventures with the emphasis on action.

● Chris Jenkins



At the start of your mission in the castle section. This is your first and last moment's peace.



Beset by flying beasties. It may not be original but it looks mighty fine!

ROGUE TROOPER

KRISALIS presents a vision in blue genes

Nu-Earth was once a beautiful blue and green gem at the edge of the galaxy. Then war broke out between the Norts and the Southerners. As the two opposing factions clashed for the planet's domination, Nu-Earth was turned into a barren wasteland. The atmosphere, polluted by bacteria and chemicals, became a lethally poisonous fog.

The Souther scientists developed the Genetic Infantry – blue-skinned warriors capable of surviving on the planet's ravaged surface without protection suits. Each had a Bio-Chip implant-



Rogue's health is indicated by the amount of blood splattering his face (shown top right of the control panel). You've stolen a rifle so now you can shoot back and live longer

ed in his brain. Should a G.I become fatally wounded then the Chip could be removed and implanted in a new body, thus preserving valuable training and experience.

Tragically, a Souther general-turned-traitor informed the Norts of an impending G.I. strike and nearly all were massacred. Only Rogue escaped death, and salvaged the Bio-Chips of his three buddies, Gunnar, Bagman and Helm. Rogue is captured by the Norts and his equipment taken from him. As the game begins, Rogue has just escaped from his cell...

HEADHUNTING

The game is split into four levels. In Level One the screen scrolls as you guide a side-view Rogue around the Nort prison, searching for his equipment (a gun, a backpack and a helmet,



The shop screen – Bland and Brass have unscrupulous tendencies so be wary.

homes to Gunnar, Bagman and Helm, respectively), evidence as to the traitor's identity and, ultimately, a ship to get him back to Souther lines. Until you find a weapon you've got to kick and punch your way through the enemy 'droids and troops.

Tasks have to be performed before access to certain areas of the base is permitted. A particularly gruesome example of this is the retina scan – you can't get past it unless you find a severed head in the infirmary and use it to con the detector!

Computer terminals have to be searched for pass cards and other useful items, and switches toggled to turn off electric floors and such-like. The Bio-Chips, when found, will flash on the control panel at the bottom of the screen if they can help you. For example, one part of the base is pitch black. Helm will flash. Select him with the function keys and he will switch on infra-red goggles to help you see in the dark.

In Level Two the view switches to Space Harrier-style 3D. You pilot a stolen Nort ship in pursuit of the prison commandant. Your ship is under a constant barrage of fire from Nort ships and ground bases. Give as good as you get. Rogue's Bio-Chipped chums shout out warnings

on incoming craft from time to time. Survive long enough and you'll eventually catch up with the commandant's ship – pump him full of plasma until he explodes. From the wreckage you can retrieve a device which allows you to fly into Souther territory.



Catching the Commandant. If wanted, your ship can be turned into a transparent outline so that the enemy flak is easier to spot. This Space Harrier-style section is the weakest part of the game

You then meet Bland and Brass, purveyors of ship's add-ons to the outcast. Using points earned shooting the Norts you can buy special equipment for the ship! Level Three is similar to Two, except the action takes place over Souther territory infected by 'Dreamweaver' hallucinatory gas – beware pink elephants!

Level Four and you've finally reached the Souther command base. Similar in style to Level One, you've got to get your evidence to high command – and you've arrived just as the Norts are making a major offensive on the base...

● David Upchurch

ROGUE REWARDS



In celebration of the release of *Rogue Trooper*, ACE and Krisalis Software are offering one lucky reader the chance to win some ORIGINAL *Rogue Trooper* artwork. Personally signed by the noted comic artist Dave Gibbons, famous for his work on such classics as *Watchmen* and *Give Me Liberty*, this is real collectors item stuff! In addition, the winner and ten runners-up will each receive a copy of *Rogue Trooper* for their ST or Amiga. All you have to do to win is answer this simple question: Who scripted the last series of *Rogue Trooper* to appear in 'the Galaxy's greatest comic' 2000AD?

Send your answer, along with your name, address and computer format (Amiga or ST) to: ACE on the *Rogue*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first out of the hat on the closing date of 8th January 1990 will win the artwork and a copy of the game, while the next ten will just receive the game.

ACE RATING
795

AMIGA

Graphics, though a little flat looking, are nicely animated. The scrolling is very smooth, and the 3D sprites grow and shrink convincingly, although they're a little small. The tunes are competently done but pretty standard issue. The tasks on Levels 1 and 4 are varied and interesting, with some neat graphical touches. Levels 2 and 3 are a little easy and overlong, but act as a suitably frenetic antidote to the exploring. (Rogue fans note that the manual includes reprinted stories)

RELEASE DETAILS

ATARI ST	£24.99	OUT NOW
AMIGA	£24.99	OUT NOW

No other versions planned

THE ULTIMATE

Ride

Open up the throttle for 'The Ultimate Ride'

Tame your dream machine in the Ultimate bike racing challenge-The Ultimate Ride brings two wheeled action hurtling into your living room at its raw, nerve tingling best.

Take six of the best superbikes and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking the you can take it "country style" on six fiendishly designed road courses set in different locations.

The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two player option or create custom disks of your favourite track and bike.

The Ultimate Ride combines ultra fast road racing graphics with unequalled presentation and animation- This is a real interactive racing movie.

Can you take the power?



MINDSCAPE

Actual screen shots



M I N D S C A P E

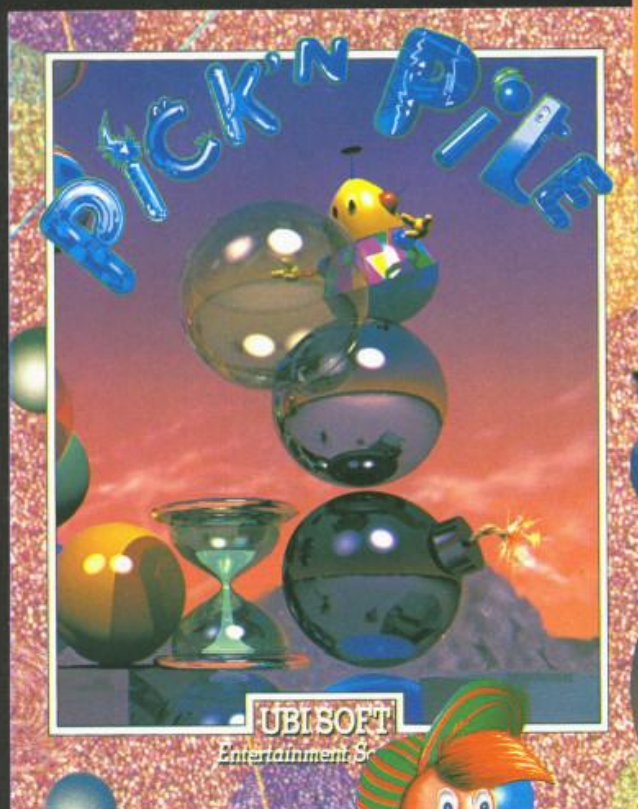
For your local dealer, contact: Mindscape International Limited, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. 044 486 761

For further information on Mindscape products and new releases please call: 0898 234214

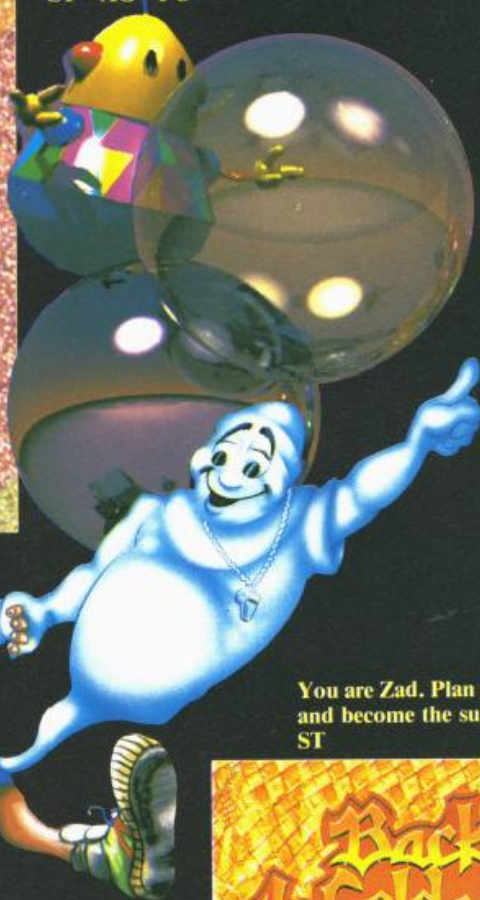
BETTER T

WIL

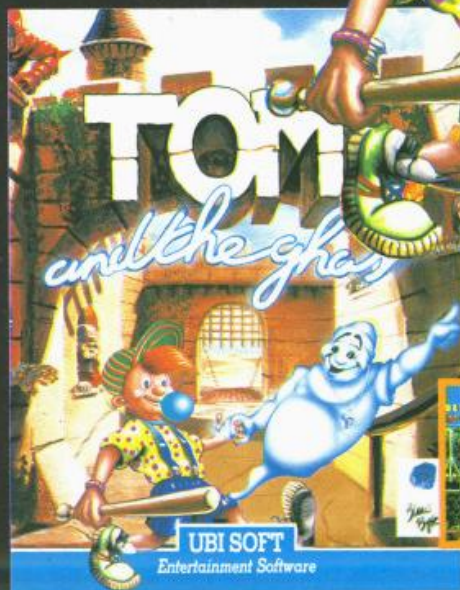
DREA



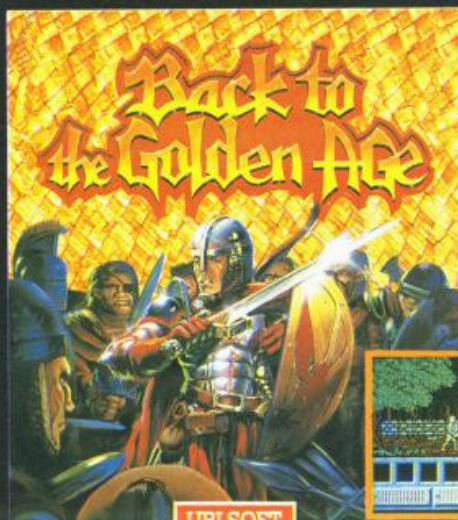
The crazy reflex game that will drive you loony !
GOODNESS, GRACIOUS,
GREAT BALLS OF FIRE !
ST - AG - PC



You are Zad. Plan your strategy, combat evil,
and become the supreme ruler of Euroland !
ST



Haunted Castle, Scotland :
Help little Tommy rescue his mother in this thrilling, chilling arcade/adventure game ! Only if you dare.
ST - AG - PC



TIAN YOUR

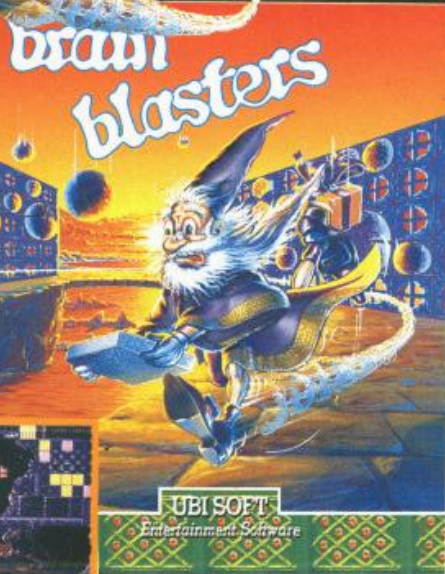
LIEST

RAMS



Rev your engines ! The crowd is in delirium, intoxicated by speed, anticipating Days of Thrills at the dawn of the fifth millennium...
ST - AG

Jupiter's
MASTERDRIVE

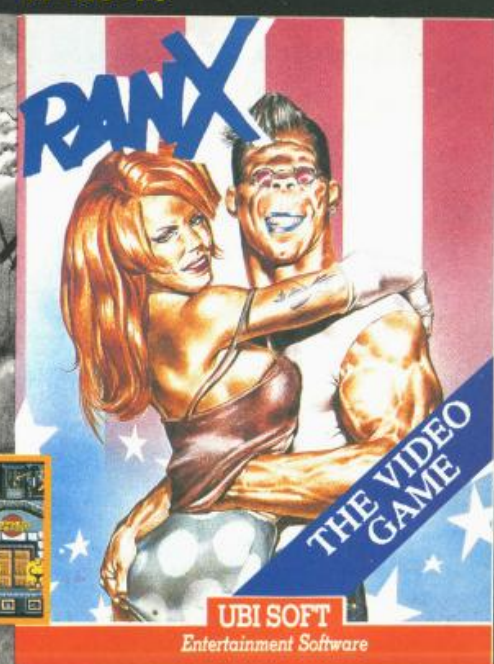


Leave the world of mortals far behind, and enter a world where logic, a good memory, and white and black magic are your tools to attain the coveted position of BRAIN BLASTER.
ST - AG - PC



RANX

This explosive arcade/adventure is based on the cartoon of the same name. Definitely not for the prudish !
ST - AG - PC



UBI

ertain Software

g Road - Camberley - SURREY GU17 7RX - Tél. : 0252/860 299

© ALBIN MICHEL. RANX by LIBERATORE & TAMBURINI.

HORROR ZOMBIES

FROM THE CRYPT

SEE! the blood

FEEL! the terror

HEAR! the screams

Evil that
knows no
bounds!

SO TERRIFYING YOU'LL WISH
YOU WERE SOMEWHERE ELSE!

WITH NEW
TRUE-LIFE
COLOUR



AN ASTRALVISION PRODUCTION
FROM **MILLENNIUM**

STARRING

ROCK E. HEADSTONE

DIRECTED BY

TERRY FIED

INTRODUCING

CARLTON CRINGE

HORROR
ZOMBIES



HORROR
ZOMBIES



HORROR
ZOMBIES



Atari ST & STE
AMIGA
IBM PC and compatibles

Millennium, Chancery House 107 St Pauls Road, London N1 2NA



MILLENNIUM

RABIO LEPUS

Cute PC Engine bunnies and it's not even Easter!

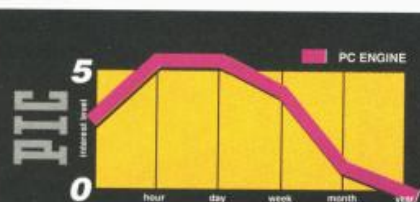
Get this for an off-beat game scenario. Rabio Lepus is a conversion of an obscure Japanese coin-op in which you control a rocket-powered missile-firing bunny rabbit equipped with a pair of boxing gloves.

Some nasty aliens with pointed ears and tridents have kidnapped two beautiful bunny girls and your rabbit king. It's enough to send anyone hopping mad. So you immediately launch a rescue mission in a spacecraft shaped like a cute bunny rabbit with floppy red ears and large buck teeth.

Rabio Lepus is a multi-stage horizontal parallax-scrolling shoot'em-up with quite a bite. Standard alien space soldiers set the stage for



EEK! The dreaded Tongue Monster of Thring! Rabid Rabbit must face a number of similarly odd monsters on his mission.



The original Rabio Lepus coin-op is so unknown I've only ever seen it in one arcade: it's still a good game though. The same goes for the PC Engine version, the game presents you with quite a few difficult sequences to blast your way through. Those just-one-more-go and wonder-what's-next syndromes will keep you hooked till you've finished the game.

ACE RATING

849



PC ENGINE

Only superficial differences separate the PC Engine and coin-op versions of Rabio Lepus. Great graphics, the colourful explosions are particularly impressive. Only two things annoyed me: the horrible soundtracks which cannot be switched off and the game continue option throwing you right back to the start of the current stage. Things like this can make you seriously depressed.

RELEASE DETAILS

PC ENGINE

£34.99

OUT NOW

No other versions planned

some imaginative and unusual guardian sprites such as a four-legged beast and a white ghost who looks just like Casper from the spooky cartoon series.

Your tough armoured bunny (it can take three hits) is armed with endless cannon fire and a limited supply of missiles. Carrot canisters are located at strategic points throughout the scrollscape, shoot them and a power-up pops out. These collectibles include missile ammunition packs, bonus money bags and life-saving carrots. If you get too close to an object, your bunny automatically gives it a left hook.

If you really dig your bunny sprite you can even buy a cuddly real-life replica from the Japanese software developer. I've already ordered mine.

• Rik Haynes



Woo! This end of level fellow may not look especially tough, and indeed he isn't. A couple of hits will ground him.



Blasting one of the guardians with full directionals.

Psychotic aliens are blasting you in all directions," tell me something I didn't know. This four megabit cartridge packs a six level horizontally-scrolling shoot'em-up with some of the most amateurish graphics I've seen in a Megadrive release.

The only novel feature of the game is your ability to blast sprites in multiple directions. Your spacecraft can fire forwards, backwards, up and down, and at four angles at the flick of button C on your joypad. In addition to these weapons, you can fire a megablast beam and collect extra firepower.

With very little in the way of variety or fun gameplay, Hellfire is strictly for dedicated joypad jockeys with cash to burn.

• Rik Haynes

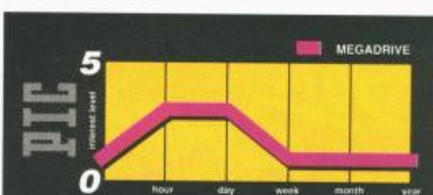


The colour of your ship denotes your current direction of fire.



HELLFIRE

Is this NCS/TOAPLAN Megadrive shoot a scorcher?



The makers of this cart must have been stumped for some graphics designers when they produced Hellfire. This is the first time I've ever had to fly a chunky slice of sprite and shoot fish-heads, and I hope it will be my last. On the upside, the visuals are bright and colourful. Audio is split between thumpy sound FX and bouncy soundtracks.

ACE RATING

600



SEGA MEGADRIVE

When that nice chap Mr Upchurch told me this was a coin-op conversion, I was shocked. I'd never seen Hellfire in any arcade and couldn't believe it would take that many 10p's. Hellfire isn't that bad, but it's not much better than average. The only original feature of the game is the selectable firing directions of your ship: it's hardly worth buying a shoot'em-up simply for this facility. Thunderforce II still ranks No. 1 in the Megadrive horiz shooter stakes.

RELEASE DETAILS

MEGADRIVE

£34.99

OUT NOW

No other versions planned



FOR

games

Captive



Mindscape presents CAPTIVE... prepare yourself for the game set to take action role playing games into a new dimension. Held captive in suspended animation by high-tech guardians for a crime you didn't commit, a freak computer failure brings you back to life, back to reality. Armed only with a briefcase computer found in the corner of your cell, you eventually make contact with your droids sympathetic to your cause. So begins your quest for escape.

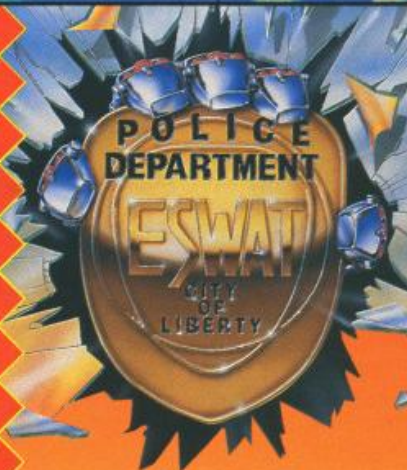
MINDSCAPE
INTERNATIONAL

***FREE
ENAMEL
CAPTIVE BADGE
WITH EVERY PURCHASE
FROM VIRGIN.**

*While Stocks Last.



ESWAT

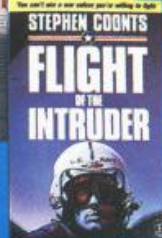
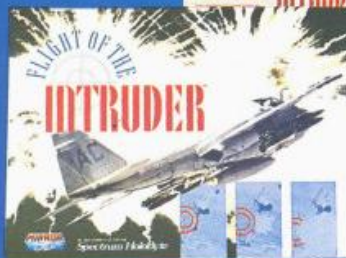
DARE TO WEAR THE ESWAT™
BADGE

Criminals are running amok in Cyber City. Law and order no longer exists. Only ESWAT, the elite division of the Police are capable of restoring peace. Earn your stripes, impress your supervisors as a regular SWAT Cop, and you just might enter the ESWAT squad. It's your only chance to even the score!

Available on **CBM 64/128** and **Amstrad** cassette & disk, **Spectrum** cassette, **Amiga** and **Atari ST**.

The scene, North Vietnam 1972. U.S. Forces are ready to engage in the real last push of the war: The Linebacker Campaign. Whether you're in the thick of the action, piloting bomber planes and fighter planes, or observing as mission controller based on the carrier at Yankee Station, you'll be amazed at the stunning

graphics and playability in **Flight of the Intruder**.



ROBOCOP 2



Robocop 2 has justice in mind – a kind of justice only he can deliver! Some of the most action-packed scenes ever devised for maximum entertainment value.

Available on:
Spectrum cassette & disk,
Amstrad cartridge,
Commodore cartridge,
Atari ST and **Amiga**.



TM & © 1990 Orion Pictures Corp. – All rights reserved.

THE VIRGIN GAMES CENTRES ARE AS FOLLOWS:
100 Oxford Street, London. 18 Merchant Street, Bristol. 64-66 Clarence Street, Kingston - Upon - Thames. Unit 6, West Gate Centre, Oxford.

AND IN THE VIRGIN MEGASTORES AT:
527 Oxford Street, London (Marble Arch). 98 Corporation Street, Birmingham. 157-161 Western Road, Brighton. 94-96 The Briggate, Leeds. 6-8 Wheelergate, Nottingham. 131 Princess Street, Edinburgh. Unit 4, Lewis's Building, Argyle Street, Glasgow. 14-18 Aston Quay, Dublin. Unit 1C, Castlecourt, Royal Avenue, Belfast. Unit 7-9, The Capitol, Queens Street, Cardiff.

SPECIALIST SOFTWARE DEPARTMENTS IN:

The Virgin Megastore, 14-18 Oxford Street, London. The Virgin Megastore 28-32 Union Street, Glasgow.



Hanging on for dear life as the gorilla prepares to punch your lights out.

The Eastern Block Communists may have fallen from power last Christmas, but this hasn't stopped Capcom from converting its coin-bashing coin-op onto Sega's 16-bit baby. But is Megadrive *Strider* as good a conversion as US Gold's effort on the Amiga? You bet it is!

Set in the middle of the next century, *Strider* is a way above average scrolling platform arcade game. You control the nimble Strider spy on a mission to steal Soviet secrets from deep inside the Russian countryside. Unfortunately, the Russkies have other ideas and throw a myriad of obstacles, KGB agents and mechanical monsters to halt your every step. You have the choice of three, four or five lives per game and each life can take three hits.

Your silicon persona is very agile and can crouch, run, leap, crawl and tumble. You can still look after yourself despite being armed with a mere sword. This weapon produces a super-fast beam of light which destroys almost everything in its path. Along the way, you can improve the range of this sword by powering-up on a pick-up. Other desirable things to collect include extra energy hit points, automatic weapons pods, electronic eagles and temporary invincibility. The walking weapons pods are useful little chaps who wander the entire screen (and just beyond the on-screen boundaries) taking out any enemies they meet. If you already have two pods on the go and pick up a third, you get a much stronger robotic panther. Though you must remember this robo-beast is a little daft and will stand still while being blasted to bits.

Strider is split into five individual stages – each has different obstacles, monsters and backdrop



The Politburo has adopted a new political style... the armoured centipede party.

STRIDER

CAPCOM's classic coin-op finally strides over to the Megadrive



This meaty gun will soon make mincemeat of our hero. Hint: try to get as close to the baddie as possible when you jump down to this level because he can't take that many hits.



They say the neon lights are bright in the Kremlin.

5 **MEGADRIVE**

100 **100** **100** **100** **100**

0 hour day week month year

ACE RATING

919

MEGADRIVE

The individual audio-visual style of *Strider* leads you into its simple but highly addictive gameplay. Each of the five stages requires a different tactic to complete, so the game should last the first month-out in terms of constant play. This adaptation of *Strider* even surpasses the high standards set by the Megadrive conversion of *Golden Axe*. If you want to play arcade-perfect conversions of the best coin-ops around, the Megadrive seems to be the machine of the moment. Roll-on G-LoC...

RELEASE DETAILS

MEGADRIVE £40.00ct OUT NOW

example of their art. The noticeable amount of sprite glitch is the only graphics minus point. *Strider* has 32 exotic musictracks with titles such as Siberian Tunnel, Mass of Cloud, Gravity Unusual, Uroboros – The Iron Ruler and Mosque the Cold-Hearted. Every tune has that distinctive Japanese feel for FM synthesised sound. Sound effects comprise of 38 individual FX and eight sound samples of Japanese screams, speeches and sniggers.

This latest Capcom coin-op conversion is one of those 'must-have' games cartridges. Buy it, plug it in and shock your friends with the quality of not only this adaption but also your Megadrive. *Strider* is the best use of eight megabits this side of a Technotronic sound sample.

● Rik Haynes

Thanks to PC Engine Supplies (0782 712759) for supplying the cart.

BURNING FORCE

Has Namcot found tapped a new vein of excitement in the tried and tested 3D formula?

No they haven't. Burning Force despite some visually pleasing touches is really rather dull and doesn't even surpass Space Harrier 2, one of the first ever Megadrive titles.



Swooping to collect a laser weapon (bit of a bad choice actually - the lasers are useless).

Screaming across the carpet-patterned plains aboard your jet-bike, you must (for the umpteenth time this month) do battle with the awesome forces of the alien scum-lord.

Originality? Nil point. Still, a "re-working" of a game we've all seen before isn't necessarily a bad thing. And Burning Force does offer some nice touches.

For a start, there are some really terrific weapons to be had. By flying over large coloured balls, you'll collect the appropriate power-up. The missiles are the best. You start the game with rather spidery homing missiles but they can be beefed up into whopper spinning green spheres which cycle around, inflicting massive hit points on anything in its wake.

The bad guys basically consist of three types. There are formations of flying horrors which swoop on from the sides. There are bigger aliens which drift out of the screen towards you and there are stationary towers which fire missiles at you.

At the end of each stage, surprise surprise, a massive beastie swirls around and using the top secret information passed on by some Space Corps general, you must zonk it.



The difficulty level can be set to easy or hard (nice to see lots of gradation here) and the number of lives can be incremented to a maximum of five. Reasonable information. Shame we've seen it all before.

● Jim Douglas

This game was kindly supplied for review by PC Engine Supplies



Head to Head with the first end-of-level bad guy. A few rockets up the exhaust-ports will do the job.

CYBER-LIP

The NEO-GEO goes 'droid hunting

Mankind is under threat from alien forces, and so scientists have designed a series of powerful combat 'droids, controlled by a huge central computer, and sited them on an outlying colony world. As usual, the techies can get nothing right, and before you can say "What on Earth does 'Cyber-lip' mean?" the computer has gone berserk and the droids are running amok.



This bouncin' 'bot causes no end of headaches - especially when he shoots you in the bonce!

The game is basically a forced scroll shoot-'em-up, with you controlling a well-armed beefy hunk who can run left, right, jump, crouch, cling to the ceiling and, of course, shoot. The rampaging robots attack from all directions, and you must waste them as best you can. Some 'droids leave behind bonus weaponry when killed, such as grenades, flame throwers and missiles, which can be toggled between to select the one best suited to offing your current opponent.

Along the way there are buildings and rooms to enter where you can replenish your limited ammunition supplies. At the end of each level is a now de rigueur huge guardian, which must be pumped full of lead until it gives up the ghost, and allows you access to the lift shaft and the lower levels of the complex, taking you nearer to your final encounter with the haywire computer.

The parallaxed backgrounds scroll smoothly in every direction, and the screen is constantly swarming with enemy sprites. Digitised speech messages and warnings are shouted at you throughout the game. Technically it can't be faulted. The



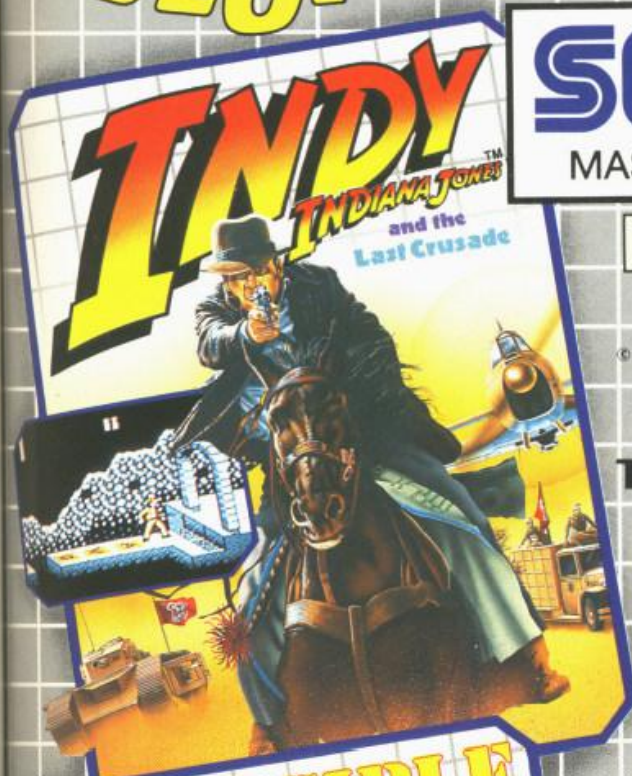
gameplay? Well, it may be totally unoriginal but it's still mindlessly enjoyable.

● David Upchurch



An end-of-level baddy lunges at you, or should that be lurches on you?

DO YOURSELF A FAVOUR SLOT THESE INTO YOUR



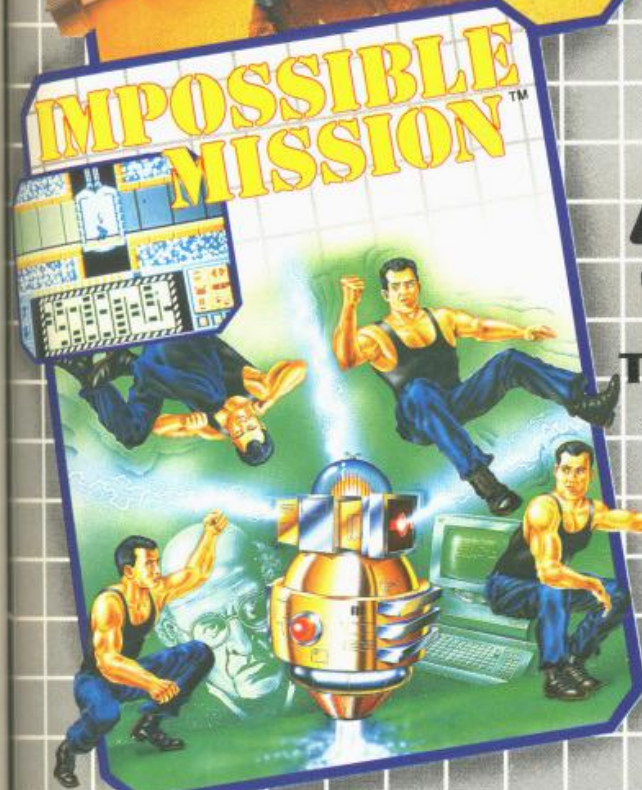
SEGA™
MASTER SYSTEM™

LUCASFILM™
GAMES

INDIANA JONES™ &
THE LAST CRUSADE
THE ACTION GAME.
© 1990 LUCASFILM® INC.
All rights reserved.
Indiana Jones and/or
Indy are trademarks
of Lucasfilm Ltd.

TENGEN

GAUNTLET™
© 1990 TENGEN INC.
All rights reserved.
™ATARI GAMES
CORPORATION

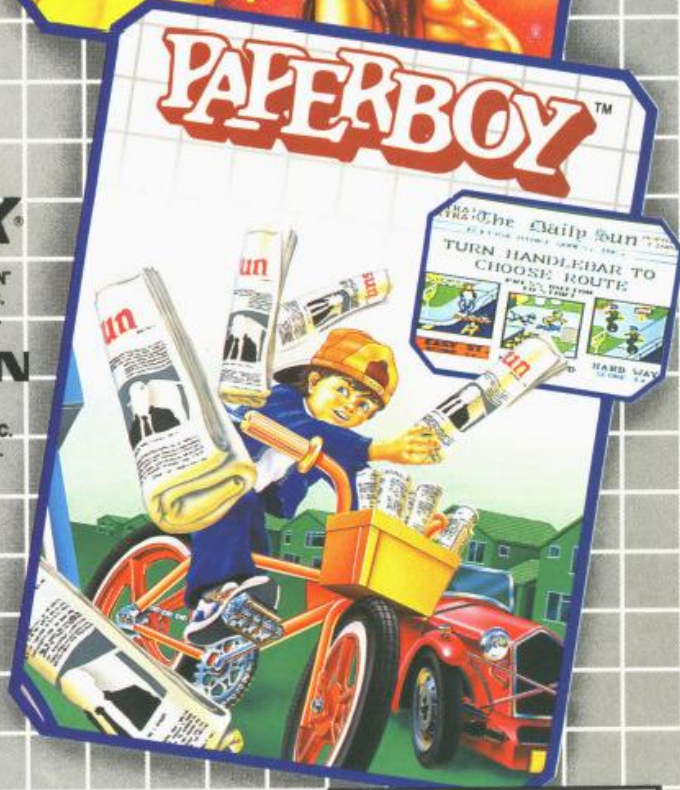


EPYX™

IMPOSSIBLE MISSION™
© 1990 Epyx® INC.
All rights reserved.

TENGEN

PAPERBOY™
© 1990 TENGEN INC.
All rights reserved.
™ATARI GAMES
CORPORATION



LICENSED BY SEGA ENTERPRISES LTD. FOR
"PLAY ON THE SEGA" MASTER SYSTEM™.
U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY,
HOLFORD, BIRMINGHAM B6 7AX.
TEL: 021 625 3366. SEGA™ is a trademark
of SEGA ENTERPRISES LTD.

U.S. GOLD®

SEGA™
MASTER SYSTEM™

from *Virgin*
DISTRIBUTED BY
VIRGIN
MASTERTRONIC LTD.
16 PORTLAND RD.
LONDON W11 4EA

ATF II

ADVANCED TACTICAL FIGHTER II



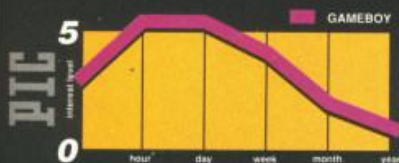
ADVANCED TACTICAL FIGHTER II — Strategic Frontline Action —

A unique blend of arcade action and mind-bending strategy.
Beyond today's technology — fly into the future with ATF II....

Atari ST/STE, Amiga & all IBM formats. r.r.p £24.99

Digital Integration Ltd., Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey, GU15 3AJ Tel: 0276 684959 Fax: 0276 21541


Digital Integration



Pipe Dream has immediately become one of my favourite Gameboy titles. It has that addictive un-put-downable quality, and it's got it bad. The game will appeal to anybody who can produce logical plumbing works under pressure. Do you think you could pull a stroke of creative pipe genius just as the flooz is about to escape? There's only one way to find out.

ACE RATING
910

GAMEBOY

Essentially the same as the other versions, Gameboy *Pipe Dream* includes a few minor modifications, most noticeably the absence of the bonus games (which have been replaced by rather tedious interlude animations which you can't skip), you can't see the piece under your 'cursor' and, most irritatingly, you have to reenter the password every-time you play the game. However, you can link-two Gameboy's for simultaneous plumbing with a friend.

RELEASE DETAILS

GAMEBOY

\$29.99

OUT NOW

A slimy green liquid called 'flood' is about to invade your Gameboy unless you can reroute its journey through some fancy pipe construction in yet another simple, but infuriatingly addictive, arcade puzzle game just waiting to soak up every second of your leisure time.

The construction site is divided into a 10x7 square arena. Each square can hold a single section of pipe and it's your job to construct a pipeline for the flooz to flow through. The available selection of pipe pieces automati-



PIPE DREAM

Go with the flow on your Gameboy

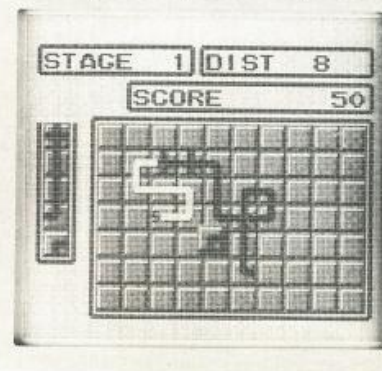
cally scrolls into view on the left of the screen. These pipes are basically divided into corner, across, down and crossover sections.

You simply place the current pipe piece onto the grid to create some pipeworks. If you can produce looping pipelines you get bonus points. Mistakes can be rectified - at the cost of points and crucial time. A distance counter acts as a time limit, if the flooz is still flowing by the time it reaches zero you can move onto the next stage. *Pipe Dream* is divided into 36 stages.

On later stages in the game you start getting obstacles which cannot be destroyed, reservoirs which slow the flooz down and pipe pieces with directional arrows (the flooz can't flow against the direction shown).

Pipe Dream is the sort of game that can ruin personal relationships. Excuse me while I just have one more go.

● Rik Haynes

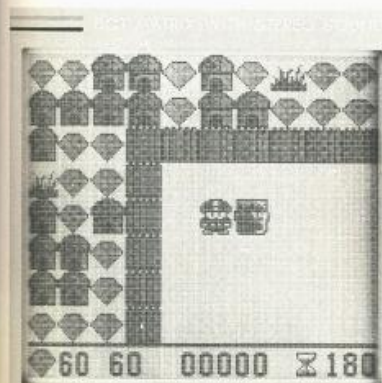


Lay that pipe quickly or you'll be down the tubes yourself!!

FLOOZ FACTS

Pipe Dream, called *Pipe Mania* in Europe, was written on the Gameboy by Bullet-Proof Software - the same guys who brought us the Gameboy conversion of *Tetris*. The Assembly Line provided the original game design, with Entertainment International and Lucasfilm Games adding their own gameplay and presentation ideas. Many thanks to E's Ian Higgins for lending me his personal copy of Gameboy *Pipe Dream*... just don't expect it back, Ian!

BOULDERDASH



The graphics may lack the size and colour of their home computer cousins, but that all-important gameplay transfers without a glitch.

Rockford, the cute character from First Star Software's classic C64 game *Boulderdash*, has resurfaced on the Gameboy thanks to a leading Japanese console company. But does he look good in monochrome?

You control Rockford as he mines diamonds from a four-way scrolling maze of caves, arctic wastelands, jungles and underwater before a time limit expires. While digging a path through the ground, certain obstructions, such as walls, stop you in your tracks. Digging round a boulder will make it fall down. If you happen to be in the

way of any tumbling boulders or diamonds you lose a life. As you progress through the game you encounter nasty butterflies (?) who follow you around trying to kill you with their lethal touch and amoebas who can be both a help and a hindrance.



You won't be able to put the game down after 15 minutes of play. Like *Tetris* and *Pipe Dream*, *Boulderdash* is a must-have for fans of the arcade puzzle game. Nobody has managed to surpass the *Boulderdash* way of things in the game's six years of existence. People looking for addictive gameplay and a lasting challenge should go for *Boulderdash* in a big way. Games like this put the class in classic.

ACE RATING
908

GAMEBOY

You won't buy *Boulderdash* for its looks or sounds: the gameplay counts for everything in *Boulderdash*. Beam Software, the veteran Australian games software developer, has only fiddled with a few features from the original. The new wide-view option of the surrounding area is useful. I miss the weird title tune from the C64 and Atari versions - you win some, you lose some!

RELEASE DETAILS

GAMEBOY

3400 Yen

OUT NOW

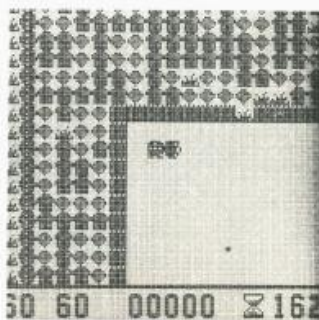
VICTOR MUSICAL INDUSTRIES produces a goldmine of a Gameboy release

This version has been split into four separate areas: the original caverns, arctic, jungle and underwater.

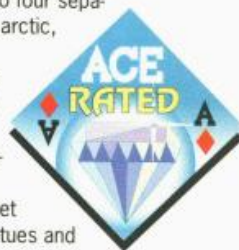
This change has been for a pure aesthetic reason because every object and character performs the same function no matter what their shape or form. Instead of boring boulders you get penguins, huts, Easter Island statues and snapping jaws.

Gameboy Rockford is slightly faster than his C64 cousin which is handy for getting you out of tight spots. The game is packed with features including five difficulty levels and a two-player link-up option

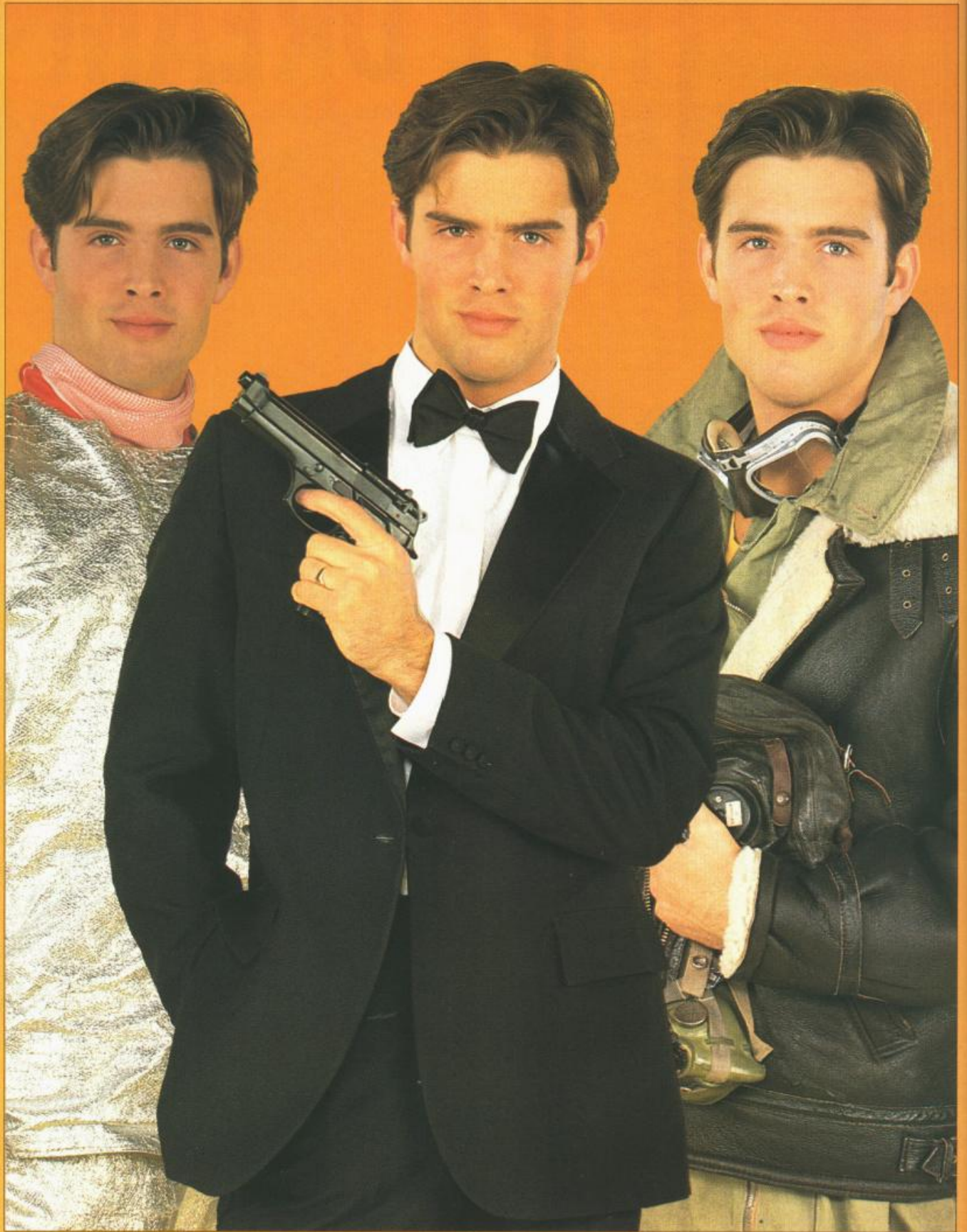
● Rik Haynes



Dodge the boulders and find the diamonds - so simple, it's beautiful!



The problem with life is



s that you only live it once.

One lifetime of experiences, one lifetime of fun.

And that seems a little harsh.

As the leading force in simulation software, we try to expand horizons at MicroProse. So, this Christmas, we're giving you three different lives to live. Three stunning experiences. Three lots of fun.

THE PAST

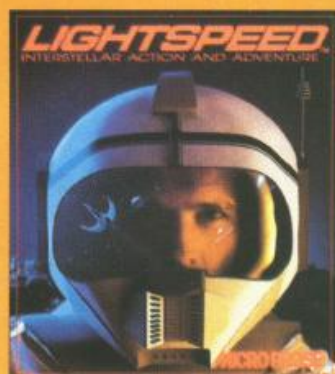
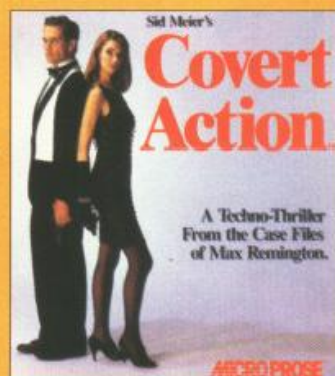
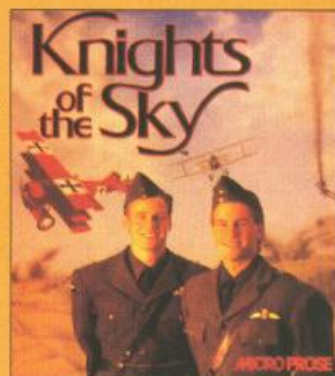
The date is 1914, and you are a British, American or French flying ace of World War I, attempting to take out Axis pilots in hair-raising dogfights and shoot down Zeppelins before they can cross the channel. "Knights of the Sky" is historically accurate, allowing you to use more sophisticated and powerful aircraft as you move towards 1918, navigating by map and compass, just like the real aerial combat pioneers of seventy five years ago. You can even end up challenging the best hot-shot pilots that Germany could put into the air, such as Oswald Boelcke, Max Immelman, or even the great Baron von Richtofen, the Red Baron himself. "Knights of the Sky" features MicroProse's acclaimed 3D graphics system, further enhanced and improved, taking the flight sim genre into a whole new era. Available initially on IBM PC compatible machines, Atari ST and Commodore Amiga versions will follow shortly.

THE PRESENT

The 1990's are the age of international crime, terrorism and espionage - and you are the clandestine superspy charged with travelling the globe to combat these forces in MicroProse's new techno-thriller, "Covert Action". Using the latest electronic bugging techniques, high tech intelligence sources and good old fashioned clue hunting, it's up to you to identify the ringleaders and bring them to justice. Become expert in wiretapping, decipher acquired information with the aid of sophisticated code-breaking programs, and use surveillance to complete the picture. And if your technological know-how, cunning and luck ever let you down, you've always got the latest combat weapons such as CS gas, stun grenades and compact sub-machine guns to help you out. Across Europe, the Middle East and Central America, with 16 cities to cover in each area, you'll have your work cut out to make sense of the allegiances between numerous terrorist groups, known political activists and foreign spies, all undertaking "Covert Action". Available for IBM PC compatible computers.

THE FUTURE

The end of the 21st century. The Earth is an ecological wasteland. Nuclear meltdowns, climate alteration, species extinction; all have taken their toll. Humanity must evacuate its mother world, to give the Earth time to recover from the devastation wrought by past civilisations. The human species has left Earth in immense transport ships. You are the pilot of a Trailblazer series dreadnought, sent ahead of the main ships to prepare an alien star cluster for human colonization. You must find a planet suitable for humanity and obtain the resources the fledgling colony needs to survive, by mining them from unclaimed worlds or through interplanetary commerce with friendly aliens. You must make the cluster as safe as possible for human families by making friends and eliminating enemies. Flying at incredible speeds through deep space, the many lifeforms you encounter will see you, quite correctly, as the alien. "Lightspeed" is MicroProse's first space simulation and it is one which will set new standards by which others will be judged. Original music scores and the latest in 3D light sourced graphics provide the stunning technical backdrop for your journey as you fight, trade, and talk your way towards your goal of finding a new planet for your people. "Lightspeed" will initially be available for IBM PC compatible computers.



MicroProse bring worlds to life.

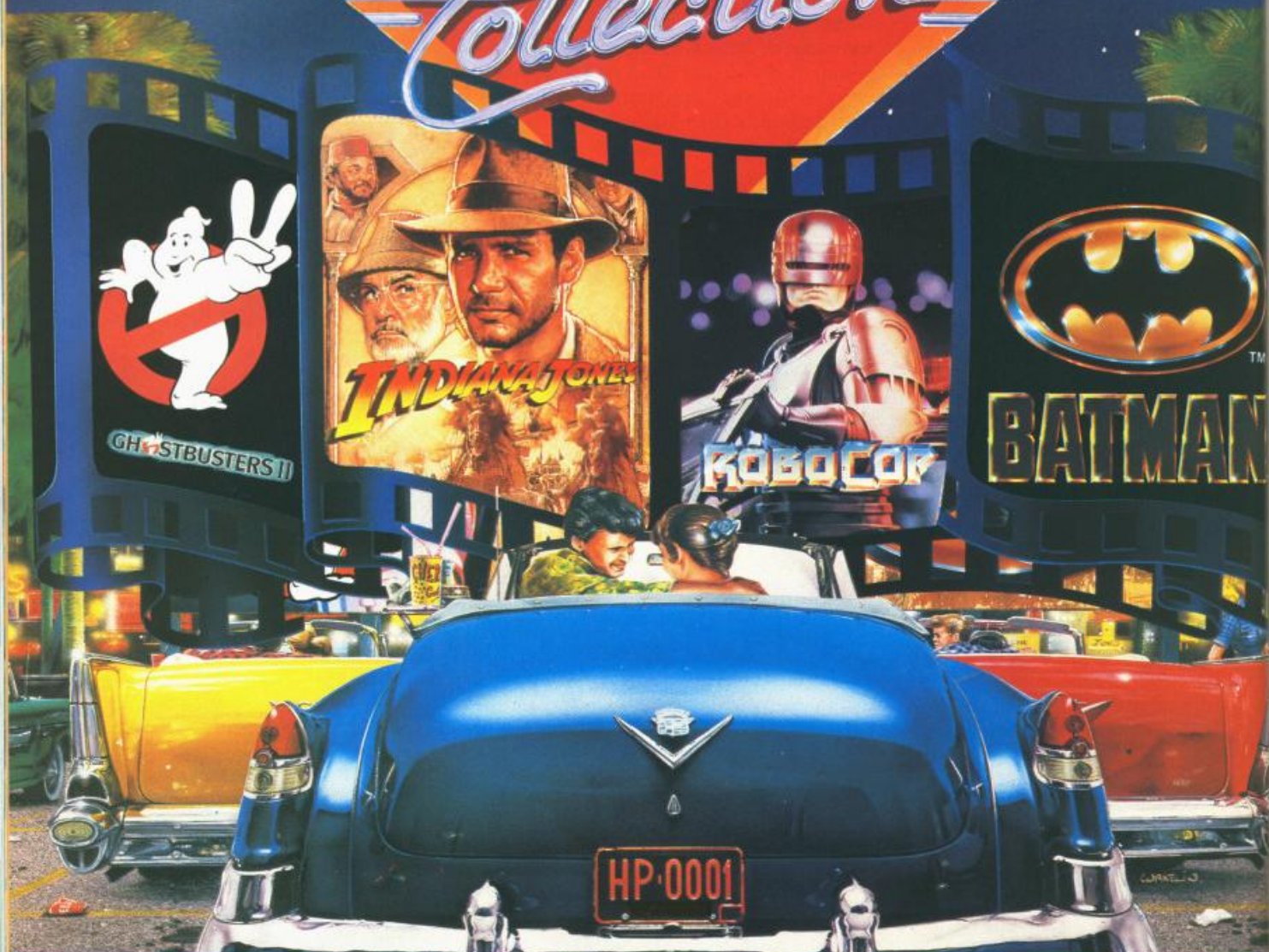
MICRO PROSE™
SIMULATION • SOFTWARE

Three stunning experiences. Three lots of fun.

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD

Collection



ROBOCOP



ROBOCOP TM & © 1989 PICTURES CORP. ALL RIGHTS RESERVED.

GHOSTBUSTERS II



© 1989 Columbia Pictures Industries Inc. All Rights Reserved.

INDIANA JONES



TM & COPYRIGHT © 1989 by Lucasfilm Ltd. (LFL) All rights Reserved.

BATMAN



TM & © 1984 DC Comics Inc.

AMIGA ATARI ST

ocean

**AMSTRAD
SPECTRUM
COMMODORE**

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

Everyone's agreed that CD technology is going to make a massive impact on games technology and home computing, but actual CD units are pretty thin on the ground. Commodore's CDTV has now been put off till the Spring (at least in the UK) and the other main contender, Philips/Sony's CD-I, isn't going to be available until autumn 1991 at the earliest.

One of the problems – as most ACE readers will know – is that, for better or for worse, many CD experts feel that FMV (full frame, full motion video) is an essential specification for the system's that will dominate the home for the next ten years. You can find out more about this our Entertainment feature on pages 29-31 of this issue. However, there has been for some time a working FMV system available to manufacturers – Intel's DVI chip set, designed to give FMV in conjunction with a CD equipped PC.

Until now, DVI has been an expensive curiosity but it's now emerged in a revolutionary new package that really shows how CD technology could revolutionise home computing.

TADPOLE POSITION

Empruve's Cornucopia is a compact workstation for home and business that has several highly original design features. Dominating the package is an A4 aspect ratio monochrome display accompanied by a 4" colour LCD.

This means you get the advantages of colour and a very high resolution display (together with fast screen handling)

TECHNO BRIEF

MONO DISPLAY	10" black on white backlit FST LCD 640*480 resolution VGA standard
COLOUR DISPLAY	4" backlit TFT LCD 480*240
AUDIO	2*4" hi-fidelity 'near field' stereo speakers
PROCESSOR	386
RAM	1 Mbyte
STORAGE	Built in 20/40 hard disk, CD ROM, and optional 4 Mbyte floppy drive



The Cornucopia in action – but at £2000 it's going to be a bit pricey for the bedroom

CD Future

An American company have launched a compact CD full motion video system that points the way to the future of home computing.

Here's the exclusive ACE story...

simultaneously. The 4" screen can either display an independent image or can show colour highlights from the mono display.

The innovation doesn't stop there, however. You also get a special joystick type controller (the 'Tadpole') that features three buttons and an analogue stick. The monitor is mounted on a swivel enabling you to use the system either in upright (small footprint) desktop mode, in 'book' orientation, or horizontally to give you a landscape format display. There's also a sampling feature that allows you to add 'voice' notes during use.

Another neat feature is the control panel. Most multimedia systems clutter up the screen with icons, but Empruve have made these a hardware feature ranged alongside the monitor. Program developers get fifteen icon panels that are completely reconfigurable in software. Each icon has been carefully chosen and together the options are pretty comprehensive.

The first five icons have obviously been included with hypermedia applications in mind. Called Key, Door, Room, Shelf, and Content they present a control metaphor for exploring databases or interactive hypermedia packages. Using DVI, these packages can combine video, audio, illustrations, and program routines. There's even a hardware 'bookmark' icon that enables you to leave up to 50 tags in a database for instant retrieval.

CD's obviously have good audio capabilities, so the Cornucopia boasts sophisticated stereo audio circuitry with twin loudspeakers mounted on either side of the monitor together with a headphone socket. Add an optional keyboard and you can use the machine as a conventional PC with VGA graphics and CD ROM capability. Add a tuner and you've got a TV.

Software for the Empruve should start appearing in early 1991 – at the moment the system is being considered by encyclopaedia publishers as a possible 'electronic book' version of their products. When the system is made publicly available, it should cost between £2000 and £2500.

It's only a matter of time, however, for the Cornucopia concept to reach down into the more affordable home market. Meanwhile, the design of this machine should serve as an inspiration for other hardware manufacturers – the future of multimedia must not be confined to hardwiring different media platforms together into complex spaghetti junctions. What's needed are more units like this, where audio, video, and interactivity are properly integrated into one system. Well done, Empruve.



The unit in 'monitor' orientation and...



...in 'book' configuration

Quickjoy

Joysticks

EUROPE'S TOP SELLING RANGE

SV.120-JUNIOR STICK
Twin Fire Buttons.
Hand Held
£ 5-95



SV. 401-SG Fighter
For Sega
6 Microswitches
Autofire
L.E.D. Function
Indicators.
£ 14-95



SV.125-SUPERBOARD
10 Microswitches
Digital Stopwatch
Autofire.
£ 17-95



SV.126-JETFIGHTER
6 Microswitches.
New Pilot Grip.
Autofire.
£ 13-95



SV.127-TOP STAR
Steel Shaft
Microswitches
Autofire.
£ 23-95



SV.124-TURBO
6 Microswitches.
Autofire.
£ 8-95



SV.128-MEGABOARD
8 Microswitches
Stopwatch &
Countdown Timer
Autofire.
£ 24-95



SV.119-JUNIOR
Twin Fire Buttons.
£ 4-95



II PILOT



£ 6-95

SV.122

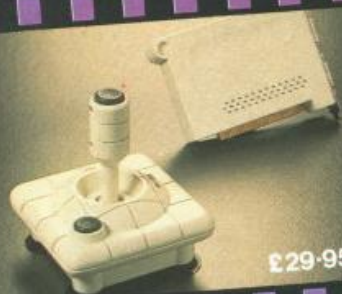
SUPERCHARGER



£ 9-95

SV.123

M6 IBM PACK



£ 29-95

SV.202/3

M5 FOR IBM PC.



£ 17-95

SV.201

QUICKJOY JOYSTICKS. Leading in design, technology and choice.
Check out the range and features. Buy with confidence.

SOFTWARE



*Now available from Selected Branches of....

• WH SMITH •

• John Menzies •

• BOOTS •

• Virgin •

• Selfridges •

• Hamleys •

Software

PLUS

.... and all good computer dealers

SPECTRAVIDEO

Unit 27 Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex HA0 1NU England.

Telephone: 081-900 0024

Facimile: 081-903 6625

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES



ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS **FREE!**

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated	68000 Processor	General Computing
--------------	-----------------	-------------------

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



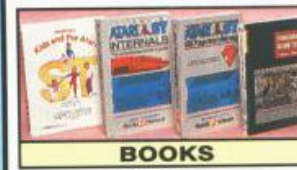
ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE
FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

SILICA SHOP

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608
LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-322 4737
LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234 x3914
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-495 8321
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 2017

To Silica Shop: Dept ACE-01/91-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: Initials: Surname:

Address:

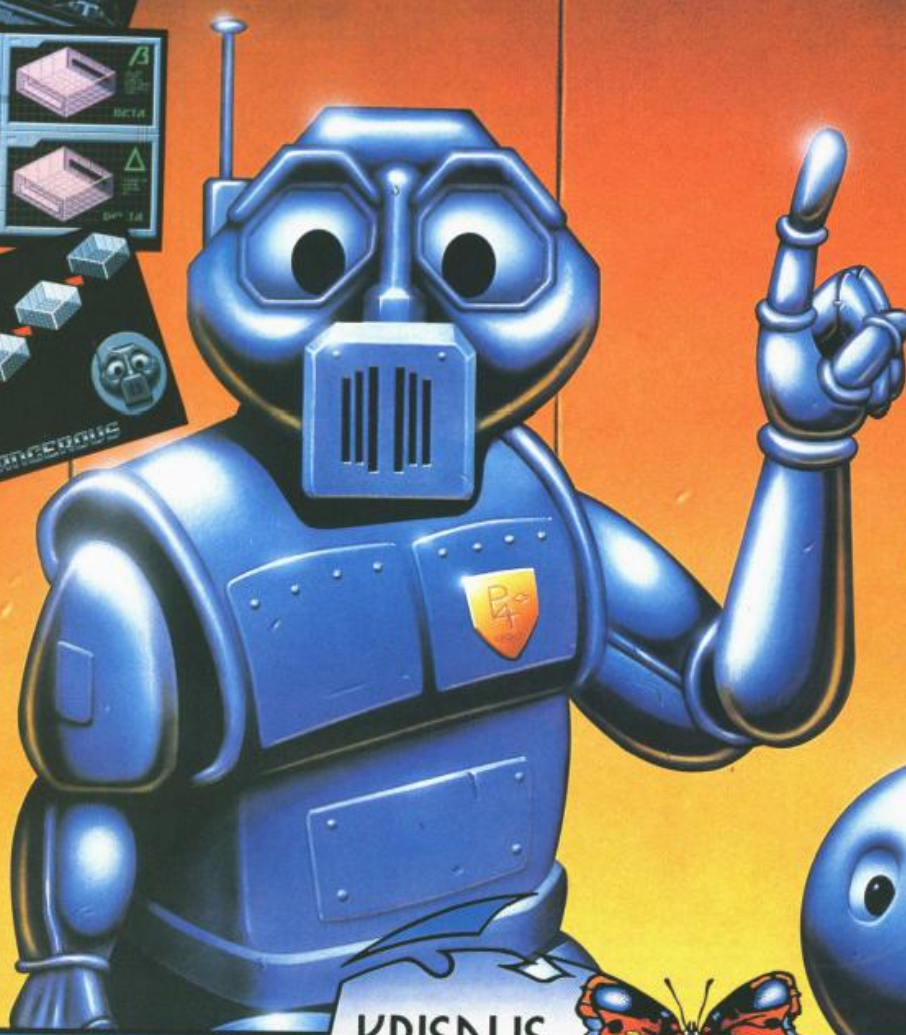
Postcode: Tel:

Which computer(s), do you own?

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

BOTICS

Available
Now
19.99
Amiga, Atari ST



KRISALIS
SOFTWARE LTD.



In the year 2085 the Satellite TV Companies rule supreme, each home has 952 channel options. The demand for Sports coverage has proved to be insatiable, the speed and aggression of future Sports have proved too much for mere mortals. The manufacturers of advanced Robotics have exhausted all avenue's of human replacement within the work place. Prodex 4 have invested 200 Million Euro Dollars in perfecting a new sports entertainment show where all players are Robots, including the ball and referee. BOTICS has now replaced soccer as the main event. BOTICS challenges your skills accross 80 isometric levels of varying difficulties. Four distinctive gameplay arenas of futuristic computer sport opponents. Survive the tactical Time Outs and different ball types and defeat the BOTICS.....Good Luck!



Midwinter on the PC

UPDATES

Latest conversions this month for PC, Spectrum, CBM 64

PC

MIDWINTER

Rainbird £29.99; Atari ST version reviewed Issue 32; ACE rating 948

In the post-apocalyptic winter which has engulfed the world after a meteor strike, civilisation is protected by a small party which has colonised what were the Azores. With the aid of available technology and transport, and a security force, the FVPF, they must protect themselves from the attacks of hostile forces and environmental threats.

Midwinter is a big game concept, and the accompanying background booklet is thick and detailed. You control up to 32 interacting characters, using a wealth of option screens to select parameters and functions. Midwinter features excellent solid-3D animations, either from your viewpoint as you ski around the island, or from the cockpit of various land and air vehicles.

The training options have been expanded on the PC to include practice on different vehicles. Gameplay is complex and absorbing, and the combination of action and strategy ideal for the dedicated gamer rather than for the fan of a quick blast.

The colourful VGA graphics are on a par with those of the Atari ST, the EGA graphics almost are, and animation is smooth and swift. There's very little disk-swapping even if you're running from floppies. Sound too is well implemented, with AdLib and MT-32 supported. A top-class conversion of an excellent title.

PC RATING: 950

SPECTRUM

RICK DANGEROUS 2

Microstyle £9.95; Atari ST version reviewed Issue 38; ACE Rating 870

The difficulty with platform games on the Spectrum is that if you use too much colour, attribute clashes make it difficult to judge your position. Rick Dangerous 2 manages to make good use of colour in the backgrounds, but keeps the main character monochrome to minimise these problems.

The screens on the Spectrum version are flip-scrolling, but the action is very much the same as other versions, with all the platforms, ladders, lightning bolts, roving aliens, deathtraps, obstacles and



Rick Dangerous 2 on the Spectrum

RICK DANGEROUS 2

Microstyle £9.95; Atari ST version reviewed Issue 38; ACE Rating 870

It's been argued that the Commodore 64 is better suited to this sort of platforms-and-ladders action than some 16-bit machines, and true enough Rick Dangerous 2 look really good on the 64. The sprites are colourful and well-defined, the scrolling multidirectional, the animation smooth and fast, and the control extremely precise and accurate.

Gameplay is almost identical to that of other versions; the way in which Rick jumps towards you out of the screen, bawling his little head off as he falls to his doom is particularly amusing. Music and sound effects are top class, but the tape loading system is



Rick Dangerous on the CBM 64

very long-winded and a disk version is recommended if practical.

C64 RATING: 889

CPC 64

BUCK ROGERS: COUNTDOWN TO DOOMSDAY

S.S.I. £24.99; Amiga version reviewed issue 39; ACE rating 885

Sci-fi hero Buck Rogers has survived through comic strips, 30's film serials, comics, and even a dreadful TV series; in his latest incarnation he's a TSR role-playing game character, and SSI's

game is closely based on the scenario and gameplay of the RPG.

Frozen in the 21st century and thawed in the post-apocalyptic 25th, Rogers finds himself caught up in the battle between the evil conglomerate RAM and the Earth forces of Neo.

The game comes complete with a paperback, First Power Play, an instruction manual and a Log Book giving RPG-style character attribute tables, weapons modifiers, species information and floorplans.

The C64 version is supplied on three disks, which can be freely backed up. The game itself has an enormous amount of variety; after defining and modifying your characters, which you will need to save to a blank disk, you go through an introductory routine explaining the plot and objectives, then you're plunged into an attack scenario.

The gameplay alternates between movement sections (with small 3-D pictures of the surrounding area), information displays, and combat routines with portraits of your enemies and animated fighting. Control is by keyboard or joystick, using menu options at the bottom of the screen.

As with many RPG's, though there are some excellent pictures, graphics and sound take second place to atmosphere and background, of which there are plenty. The C64 version is understandably slower than 16-bit version, but retains the complexity and engaging detail.

C64 RATING: 875A

BLACK MOON COMPUTERS

BLACK MOON

Amiga

AMIGA 500
399.95
SCREEN GEMS

+ **BLACK MOON PACK**
512K RAM, 1 MEGABYTE DISK
DRIVE, TV MODULATOR, MOUSE,
MANUALS & TUTORIAL DISK,
KICKSTART 1.3, WORKBENCH 1.3,
BACK TO THE FUTURE II, DAYS OF
THUNDER, SHADOW OF THE
BEAST II, NIGHT BREED, DELUXE
PAINT II, DISK BOX, MOUSE MAT,
DUST COVER, 10 BLANK DISKS
AND TWO SUPERB JOYSTICKS.

349.95

AMIGA 500, KICKSTART 1.3, WORKBENCH 1.3, MANUALS
& TUTORIAL, MOUSE, MODULATOR.

AMIGA 500
SCREEN GEMS
(Standard pack)
369.95

AMIGA 500
399.95
FLIGHT OF FANTASY

+ **BLACK MOON PACK**
512K RAM, 1 MEGABYTE DISK
DRIVE, TV MODULATOR, MOUSE,
MANUALS & TUTORIAL DISK,
KICKSTART 1.3, WORKBENCH 1.3,
F29 RETALIATOR, RAINBOW
ISLANDS, E.F.T.P.O.T.R.M. DELUXE
PAINT II, DISK BOX, MOUSE MAT,
DUST COVER, 10 BLANK DISKS
AND TWO SUPERB JOYSTICKS.

CM 8833 COLOUR, STEREO
MONITOR 249.95
1 MEGABYTE d.s.
EXTERNAL DRIVE 69.95
512k MEMORY EXPANSION
+ CLOCK 49.95
COMMODORE GS GAMES
CONSOLE 99.95
SEGA MEGADRIVE 189.95

AMIGA 500
FLIGHT OF FANTASY
(Standard pack)
369.95

All our
hardware comes with
1 years **GUARANTEE**
and **FREE**
delivery

599.95

+ **BLACK MOON PACK**
AMIGA 500, MOUSE MODULATOR,
MANUALS, A501 MEMORY
EXPANSION, PRO WRITE 2.5,
D PAINT II, D PRINT II, INFO FILE,
LOGO, MUSIC MOUSE, TALKING
TURTLE, BBC EMULATOR, BOX OF
10 DISKS, MOUSE MAT, RESOURCE
FILE, INTRO VIDEO, LET'S SPELL AT
HOME, DUST COVER AND TWO
SUPERB JOYSTICKS.

AMIGA 500
BATMAN PACK
(Standard pack)
369.95

3.5 40 holder with 10 3.5 d.s.d.d	11.99
3.5 40 holder with 20 3.5 d.s.d.d	15.99
3.5 40 holder with 40 3.5 d.s.d.d	27.99
3.5 80 holder with 10 3.5 d.s.d.d	13.99
3.5 80 holder with 40 3.5 d.s.d.d	29.99
3.5 80 holder with 80 3.5 d.s.d.d	49.99
Cheetha 125	7.99
Cheetha starprobe	14.99
Pro 5000 extra	14.99
Konix navigator	14.99
Replacement mouse	29.95

AMIGA A590
299.95
HARD DRIVE

+ **BLACK MOON PACK**
20 MEGABYTE HARD DRIVE WITH 2 MEGABYTE
UNPOPULATED BOARD, DISK BOX, MOUSE MAT
AND DUST COVER FOR AMIGA 500.

**ATARI LYNX
HANDHELD
CONSOLE**

Colour handheld Console

• High definition graphics

• Multi-player Capability

• CommS link cable

• 4 Channel Sound

• Power Adaptor

• California Games

• Palette of 4096 Colours

• Cartridges to 8 megabyte

179.95**ATARI 520 STFM
DISCOVERY
PACK**512K 16 bit Computer
Palette of 512 colours
16 on screen
2 Joystick ports
Midi ports
Printer ports
GEM operating system
complete with:-**BLACK MOON PACK**STOS
Neochrome
First basic
St tour
Carrier Command
Outrun
Space harrier
Bomb jack
Disk box
Mouse mat
Dust cover
10 blank disks
2 superb joysticks**299.95****ATARI 520 STE
TURBO
PACK**512K 16 bit Computer
Palette of 4096 colours
16 on screen
Upgradable to 2 meg
Stereo sound
Hardware Scrolling
Genlock Capability
Blitter chip fitted
Analogue Joystick port
complete with:-**BLACK MOON PACK**STOS
Basic, Music Maker II
Hyperpaint II
Indiana Jones
Impossible Mission II
Human Killing machine
Super cycle, Outrun
Dragons breath, Anarchy
Bloodmoney, Disk box,
Mouse mat, Dust cover,
10 blank disks
2 superb joysticks**399.95****ATARI 1040 STE
EXTRA
PACK**1 Megabyte 16 bit
Computer
Palette of 4096 colours
16 on screen
Upgradable to 4 meg
Stereo sound
Hardware Scrolling
Genlock Capability
Blitter chip fitted
Analogue Joystick port
complete with:-**BLACK MOON PACK**ST Word
ST Calc
ST Base
S.T.A.C.
Hyperpaint
First Basic
Prince
Disk box, Mouse mat,
Dust cover, 10 blank disks,
2 superb joysticks**499.95****ATARI 520 STFM
DISCOVERY
PACK (Standard
pack) 279.95****ATARI 520 STE
TURBO
PACK (Standard
pack) 359.95****ATARI 1040 STE
EXTRA
PACK (Standard
pack) 459.95**CM 8833 Colour stereo
monitor 249.951 megabyte D.S.
external drive 79.95SM12L monochrome
monitor 99.95

Megafile 30 hard drive 499.99

Megafile 60 hard drive 689.99

Sega megadrive 189.95

3.5 40 holder with 10 3.5 d.s.d.d 11.99
3.5 40 holder with 20 3.5 d.s.d.d 15.99
3.5 40 holder with 40 3.5 d.s.d.d 27.99
3.5 80 holder with 10 3.5 d.s.d.d 13.99
3.5 80 holder with 40 3.5 d.s.d.d 29.99
3.5 80 holder with 80 3.5 d.s.d.d 49.99

Cheetha 125 7.99

Cheetha starprobe 14.99

Pro 5000 extra 14.99

Konix navigator 14.99

Replacement mouse 29.95

All our
hardware comes with
1 years **GUARANTEE**
and **FREE**
delivery

36A Osborne Street, Colchester, Essex. CO2 7DB

PHONE (0206) 560638

CHEQUES AND POSTAL ORDERS PAYABLE TO BLACK MOON. POST AND PACKING FREE IN UK. Overseas charged at cost.
Subject to availability and price change without notice. Some titles may not be released at time of going to press. Shop prices
may vary, but personal callers can claim advertised discounts on production of cut-off slip. All prices include VAT.



TITLE	COMP	PRICE
ACE JAN	TOTAL £	

Name

Address

Tel No.

Have you ordered from us before (yes/no)

QuickShot[®]

by Bondwell

THE NEXT GENERATION



QS-123
PC ANALOG



QS-127
UNIVERSAL INFRARED



QS-128
UNIVERSAL
ARCADE-STYLE

QuickShot offers the most complete selection of video game controllers in the market. Models are available to suit all the most popular video game machines and just about any playing style. And no matter which model you choose, you can be sure you're getting the kind of performance and value for the money that have made QuickShot the biggest name in the business.

QuickShot[®]
20,000,000
JOYSTICKS SOLD WORLDWIDE

1
YEAR GLOBAL
WARRANTY



QS-129N/F*
SPACEAGE CONTROL



QS-130N/F*
DELUXE DIGITAL



QS-131
NEW BASIC

AVAILABLE FROM ALL LEADING COMPUTER & TOY STOCKISTS

QuickShot[®]
by Bondwell

BONDWELL UNITED KINGDOM LTD

Bondwell House, Unit D1 Tariff Road, London N17 6EH Tel: 081 365 1993 Fax: 081 808 7553

* N for Nintendo Entertainment System and F for Sega, Atari, Amstrad and Commodore game systems

© 1989 Spectravideo International Ltd., QuickShot is a registered trademark and QS-123, QS-127, QS-128, QS-129N/F, QS-130N/F and QS-131 are tradenames of Spectravideo International Ltd., Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. All other product names are registered trademarks or trademarks of their respective companies.

CAPTIVE

Each of the ten bases which must be destroyed in order to escape your galactic prison has its own distinct design and layout. Each is populated by an individual selection of aliens. Before you can enter a base, you'll have to find your way "across country" from the landing site to the base entrance.

The first level is actually fairly simple once you've mastered the operational functions of the droids and the Brief Case Computer. It involves 10 small to medium sized bases and a relatively easy space station to rescue yourself from. A normal player should complete level 0 after a couple of weeks.

You have to land on the planet Butre (008W 072N). Zoom in on the planet and click on the large white dot. Click on **ORBIT** and The Swan (the droids' ship) will make its way across space and orbit Butre. While the ship is en route, it's a good idea to initialise your droids.

Click with the right button on the droid's **STATUS** icon to bring up the back pack. Click on the computer chip with the left button and deposit it on the droid's brain (left side of droid's head). This will initialise the naming system where the player can type in a name for the droid. The name acts as a personality generator that creates the droid's wisdom, dexterity and vitality stats.

Repeat the above for all four droids and you'll have the team ready for action.

By this time The Swan should have arrived. Click with the right button to bring up the main view again. Click again on the landing sight to program the drop destination and then click on the **LAND** icon to start the drop.

Once the lander has landed you will see a picture of the first level's planet. Have a wander around the world and get used to the control system before attempting to enter the base. Don't walk into the water because it's highly toxic.

To enter the first base: walk up to the door and pick up the clipboard found near by (use the left mouse button on the object in the main view to put it in the player's hand). Holding it in the hand will allow you to read it on the info screen. This will show the combination of buttons to press in order to open the door.

Once open go inside and you will now be in the base itself. Pick up the explosives and the clipboard.



Walk to the far end of the air-lock and use the **PUSH** control to move the wall and get into the first area of the base. (**PUSH** is achieved by pressing the RIGHT mouse button on the **FORWARD** icon).

There are many ways of completing the game. Here's one way of attacking the problems. You will find a style suited to your skills and it may well be different but will achieve the same results.

You'll find new areas of the base to explore once you identify which walls push and which don't. Look out for the ones with rollers at the bottom.

● Explore the level completely, examine every nook and cranny and open up every cupboard you can find.



Mmmm...nice. The Quest for Tears has been on hold for some time but it's back with a bang. Here, a lovely selection of garments from the fantasy collection, sported by your

How many phone calls? Are you lot finding *Captive* tough or what? Well, now help is at hand thanks to the super chaps at Mindscape who have kindly put together a Level 0 tipsheet for us. So let's get on with it.

● Collect all the gold you can find dropped by the dead aliens. Use this in the shops to buy, sell and repair objects. If you've damaged an item of the droid's body, repair it at the shops.

● For the first base it's a good idea to concentrate on increasing your brawling skills only. This makes you a fabulous puncher and is sufficient for the enemies that you will encounter. If you must buy a weapon, then we recommend the ball. It's reusable and fun!

● Devices are plugged into the droids and give a read out on the monitor at the top of the screen. A good device to get on this base is the route-finder. This is only available from one shop so you might have to search for it. It's classified as an "optic". There are seven types of optic device. Buy with trial and error until you find the route finder. If you buy the wrong one you can always sell it back for no loss.

● The shops in a base operate a co-operative banking system. This allows the player to leave any gold he collects at one shop, and the funds will be available at any other. However, remember to retrieve the money before you blow the base, otherwise you'll be somewhat out of pocket.



Captive

● Find the professor in the computer room for the clue to the next planet's location. Kill him for the password into

the computer. Click on the computer to activate it. Type in the password to reveal the planet probe. Collect this (it weighs a lot, so select the carrying droid carefully) and you're ready for the destruction of the base.

CAPTIVE CLUES

Collect all gold dropped by the dead aliens.

- Open every cupboard, they were put there for a reason.
- Find the computer.
- If the password is not accepted by the computer, there will be another.
- Doors will not function when generators are blown, so keep them open.
- Powerpoints run dry when generators are blown so get power first.
- Make sure you're well armed, fixed and fully powered before you leave the base. You may not find a weapon shop for some time.
- Use powerpoints as a weapon.
- Players with higher dexterity hit harder and better.
- Players with higher vitality dodge hits better.
- Players with higher wisdom gain more experience.
- Map well.
- Initiate all droid chips.
- Never leave a base without a planet probe.
- Throwing heavier objects will inflict more injury, although there will be some objects too heavy to lift.
- Remember to go up skills (very important in the early levels as skills are gained fast).
- Save your game often, and be sure to number each one differently. You may do something silly like lock yourself in.
- The green air lock will not let you out until the generators have been destroyed.
- Avoid using tindron heads.
- Don't just stand there in a battle, keep on the move. Use the keypad for faster movement.
- Make notes of what each shop sells. This is very important if you are to save money.
- A left side attack will only attack aliens on the left, whereas the back party will attack down the middle, left and right.
- Put your leader at the back. This means there is less chance of his head being knocked off (!).
- Use doors to squash aliens.
- Don't ever get caught under a raiser wall.

NICK NEVER GOT ANY CHICKS, UNTIL HE BOUGHT THOSE INFOCOM FROM MASTERTRONIC GAMES



NOW THE ONLY LIMIT IS YOUR IMAGINATION

Classic Infocom Interactive fiction is back
— at an irresistible price.



HITCHHIKERS GUIDE TO THE GALAXY -

You play the role of hapless Arthur Dent in this mind-bogglingly hilarious story by the best-selling author Douglas Adams. You'll chortle while your planet is demolished, yelp with laughter when threatened by the Ravenous Bugblatter Beast of Traal and split your sides as you search the galaxy for a decent cup of tea.



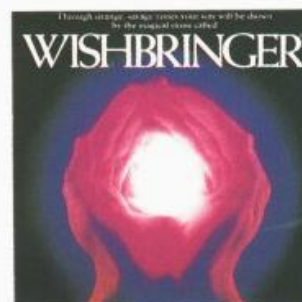
ZORK I -

This phenomenally popular story plunges you into the extraordinary environs of the Great Underground Empire in search of incomparable treasures. You'll come face to face with outlandish creatures as you make an amazing odyssey with so many twists it can offer new surprises every time you explore it.



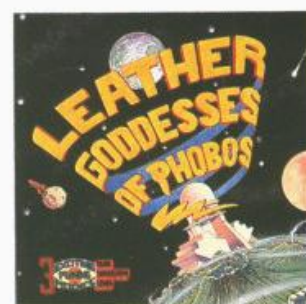
PLANETFALL -

In this sci-fi comedy, you're a stellar Patrol Ensign 7th class - as low as you can go. Then your luck takes a turn for the better. Your patrol ship explodes. True, the mysterious, deserted world to which you're jettisoned is plagued by floods, pestilence and a mutant Wild Kingdom, but you'll have Floyd, a mischievous robot, to help you find the secret to saving it.



WISHBRINGER -

You begin as an ordinary mail clerk delivering a mysterious random note and end up - magic stone in hand - embarking on a remarkable series of whimsical adventures. You'll need all the wishes that the stone will grant you, because your final destination is somewhere beyond your wildest dreams.



LEATHER GODDESSES OF PHOBOS -

You've been kidnapped by minions of the fiendish Leather Goddesses of Phobos who are plotting to turn the earth into their private pleasure palace. Succeed in escaping their clutches and you'll begin a naughty, bawdy and very amusing romp across the solar system. Your mission is to collect the materials you'll need to defeat the Leather Goddess and save humanity from their dastardly plan.

AVAILABLE on
PC, Amiga & ST
£9.99

For Further Information
please contact:
CUSTOMER SERVICES
VIRGIN MASTERTRONIC LTD
16 PORTLAND ROAD
LONDON W11 2LA
TEL: 071-727-8070

INFOCOM
FROM
MASTERTRONIC

© Virgin Mastertronic Ltd 1990
© Activision 1990

● The first level is pretty easy. It's best used as a training ground. Kill anything that moves to gain experience. Make sure you spend this experience on the skills for each droid. Use money to buy devices and ball weapons. Mines are good to use as well. Use money also to repair any damaged body parts.

● Once you have explored all of the first base, go back to the generators and blow them all up. After a short pause they will start to explode, now run like hell! Use the route finder to get back to the door. Click on the door to get into the lobby. Use the same combination as before to get out safely but don't hand around because the base is exploding around you!

● Once outside, go back to the ship and press UP to board. You can then orbit the planet and go back into space. Put the planet probe on the planet map and watch it go to the next base. Land there and continue. Good luck.

SHADOW OF THE BEAST 2

Alright! Enough is enough. Even with the help of last month's tip, you folks just don't seem to be able to make any headway with *Psygnosis'* graphic romp. So for the first and last time... THE WHOLE SOLUTION! Special thanks to Russell Lazzari and Philip Baxter for this.

Start the game and go left through the trees and towards the bridge (now loads). When at the bridge, wait at the edge until the highest fish comes from the left and jump onto the bridge and keep jumping until off the other side. Do not kill the person being held by the beam but kill the guy holding him. Ask the person who you save about "traps" and he will tell you which switch to push. Then fall into the hole to the left. Walk left and turn around and kill the bats. Do the same for each step down. Go to the bottom of the rope and jump left. Don't fall in the acid. When a person firing at you appears then duck down and keep on shooting until he falls off the edge. And do the same for the next person.

Collect the energy bottle and use it if necessary. Enter the house and go left up the stairs and collect the ale. Go out of the house and go back to where you started from. This time there are no people or bats. Continue going right until you meet the pygmies. Jump towards them over the spears they throw and kill them.

Do the same for the others until you get to a log floor where a pygmy is flying above you. When he moves to each corner jump up and hit him with your weapon, now do as before with the other pygmies. Keep going right until you find a rope. Jump onto the level above next to the rope and keep

on jumping onto each level going leftwards.

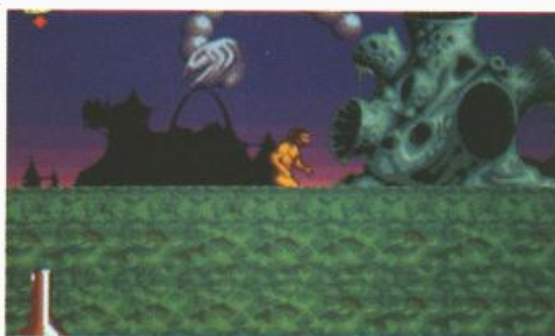
When level with an enemy go left until you are behind the chest of coins and kill the enemy. Collect the coins and the axe he leaves behind. Jump onto a short rope hanging from above. Keep on jumping up until you're next to a solid lump of slime. Shoot the slime and go right and collect the coins and the energy bottle. Go back down to the ground level and left until under a short level. Underneath there's a hole with twigs on top. Jump and fall through the hole. Go down.

Go to the edge of the floor next to the water. Jump across and fire at the same time to shoot crystals which appear from the water. Press the relevant function key for axes and walk over the bridge. A man will run away. Follow him until you get onto the steel drawbridge and jump up to kill the drawbridge winder in the top left corner (NOT the two people above you). Go back along the drawbridge and kill the last man. Shoot the stone door until it crumbles away. Go left and jump onto the light and up again until you see a sign saying "Spikes" (to the right next to the light).

Climb the light and shoot the switch next to the sign and quickly run to the left until you come to a sort of house area. Shoot left and hit the switch. Run back before the time runs out. Never stay at the

other end. As you have only 3 seconds, this may take several attempts. Run back and down one level, then go left and fall onto the chain holding up the lights for the four men sitting below. Fall off the rope between the four men and shoot each one.

Go right and collect the key. Go back and jump onto the chain again (don't shoot the guards coming towards you) and wait until the guards are below you. Jump to the left past the guards and under the cage which falls onto you. You can now do nothing until you are in jail. Phew! That should be enough to keep you going. More *Beast* next time!



OP STEALTH

Sweat trickled from his brow... it was hot... too damn hot. Tension high, nerves tingling. He could feel the hairs tap dancing across the back of his neck. Only one thing for it... he'd have to read the third installment of Delphine's Operation Stealth solution.

Struggling past the arcade sequence, you should find yourself in front of a door...

OPERATE the door and walk through into an office.

EXAMINE statue and **OPERATE** statue arm - you should now see a safe.

USE the little box on the safe.

OPERATE the on/off button on the box on the main picture. Cycle through the digits on the safe. If a number is in the combination, you should be acknowledged by a light - make a note of each number (what it is and its position in the sequence). Having established the combination, hey presto! After yet another arcade sequence, you should find yourself aboard an agency sub where you are given a cigarette

case and CD, before once more finding yourself submerged...

Having come to a halt, swim to the left, **EXAMINE** each seaweed plant until coming across an elastic band.

Swim to the right.

OPERATE the palm tree on the right.

OPERATE button.

Swim through the hole and **OPERATE** the porthole.

You will now be captured (SURPRISE!)

Time to escape for the third time...

USE the pen on the lock.

USE the watch on the left wall, then on the right wall.

Go to the right and **OPERATE** grill.

That's all for now. *Operation Stealth* will be right back after these messages...



"I don't know what it is, but it's weird and it's pissed off..."

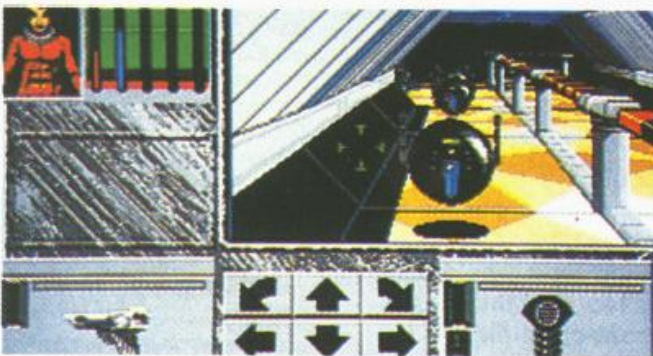
XENOMORPH

LEVEL 7

Make your way to Maintenance, destroying the robot in your path. Take all the necessary chips and kill all the droids. Pick up all the RL ammo and the grenade. Go to ladder M, recharge your weapons and go down. (The chipcards are of little use in the lower levels and backpack space is needed, so leave them here.) Save the game here...

LEVEL 8

Before collecting any objects on this level, it is a good idea to run around blasting as many aliens as possible - the larger of which require mines and grenades to dispatch. Take the card and then the charge (lower left corner of the map). Get the large laser (which you should use from here on) and the charge, and destroy all remaining alien eggs. Exit via N.



LEVEL 9

CORPSES! (Luckily all dead...) Kill both aliens at the start and take the card. Walk to ladder O and take all the cards from the nearby AGU. Drop all cards near the ladder. Visit the armoury taking batteries, charges and RL bullets. Recharge at O and descend.

LEVEL 10

Welcome to the maze... Find your way to ladder Q and SAVE before going down... Until next month, bug-hunters, you're on your own.

DRAKKHEN

On and on, the road goes on... trudging through barren lands

alone can be a wearying experience, so all thanks go to Adam Morley's handy hints on gardening... sorry, I mean... Drakkhen. This month, Stage Three jostles for space. Read on, brave adventurer, your quest awaits...

STAGE THREE

Before attempting this stage, one of your character's should have a bow (arch), bought from the swordsmith. Make your way towards Prince Haagkhen's palace and, on arriving, use your Scout or Mage to cast the unlocking spell (be sure to stand far enough from the drawbridge to prevent your untimely demise) and enter.

Operate the far right symbol to cancel the force field. Go up, unlock the door, enter the next room and turn left. At this point, your weakest character should lead, with the strongest last - it is also advisable to cast a force-field around your magic-users and take

If locked, use the Scout or Sorcerer to cast the unlocking spell - using a key works, but the room beyond will not appear! Find your way to the circular fountain and cast the "light" spell. Position your warrior in front of the fountain and select operate. Your character will now appear in a room with two waves.

Run to the top of the room, collect the armour and weapons, equip yourself and either fight, or run through the door to the left. Go through the door in the bottom wall of this room. Do likewise for the remaining characters (avoiding combat in the case of magic users) bearing in mind that light must be maintained for the portal to work.

Beyond the "wave" room is the main dungeon. You must enter here to trigger certain events. When all characters are gathered and fully recovered in the room below, re-enter the dungeon room. Give the bow to your Priest or Sorcerer and send them into the room on the left - you will come across a powerful Ghoul. Move behind the pillar on the right and fire out with the bow. Meanwhile your Warrior and Scout should be holding back the waves.

Having killed the Ghoul, move all characters around the edge of the room and enter the door at the bottom. **DO NOT** collect the armour. You may now leave the palace and enter the frozen wastes of the North... More next time, Drakkhen fans.

XIPHOS

Yay! Here's the first instalment in a player's guide to Electronic Zoo's Xiphos, straight from the lips of its programmers, SPA. Take it away, boys...

"Xiphos are argumentative little blighters and will pick a fight on any pretext. You've only got to lob a couple of friendly missiles in their direction to have them frothing at the proboscis. And when they haven't got a human to pick on they'll quite happily blast the hell out of each other.

"Even so, you'd hardly think that in a war game you'd be called upon to actually break up a scrap. Well, you'd be wrong. In Xiphos it's divide and conquer all the way. Just find a party where a few Xiphos are engaging in a full and frank exchange of views, locate

the weaker element and drop a judicious missile in its front garden. With the advantage of surprise you can do more damage with a single missile than with dozens when the enemy knows you're there.

"For example, take a typical Xiphos situation: a Pio supply ship en-route between bases got ambushed by a Qon freeloader. A Pio fighter picked up the blip and came over to investigate. By the time you get there the Qon is beginning to feel the strain. You size up the situation, creep up on the Q and foreclose his option to



breathe. Peace (and you're 85 credits better off).

"Once they've noticed you, the Xiphos are much harder to dispose of and you might be forced to reconsider your status as a living being. One of their most uncooperative habits is to pretend that they are running away, get you to chase them and stay an SLU or two out of range, dropping back now and then just long enough to unload a couple of hundredweight of fissionable material in your direction.

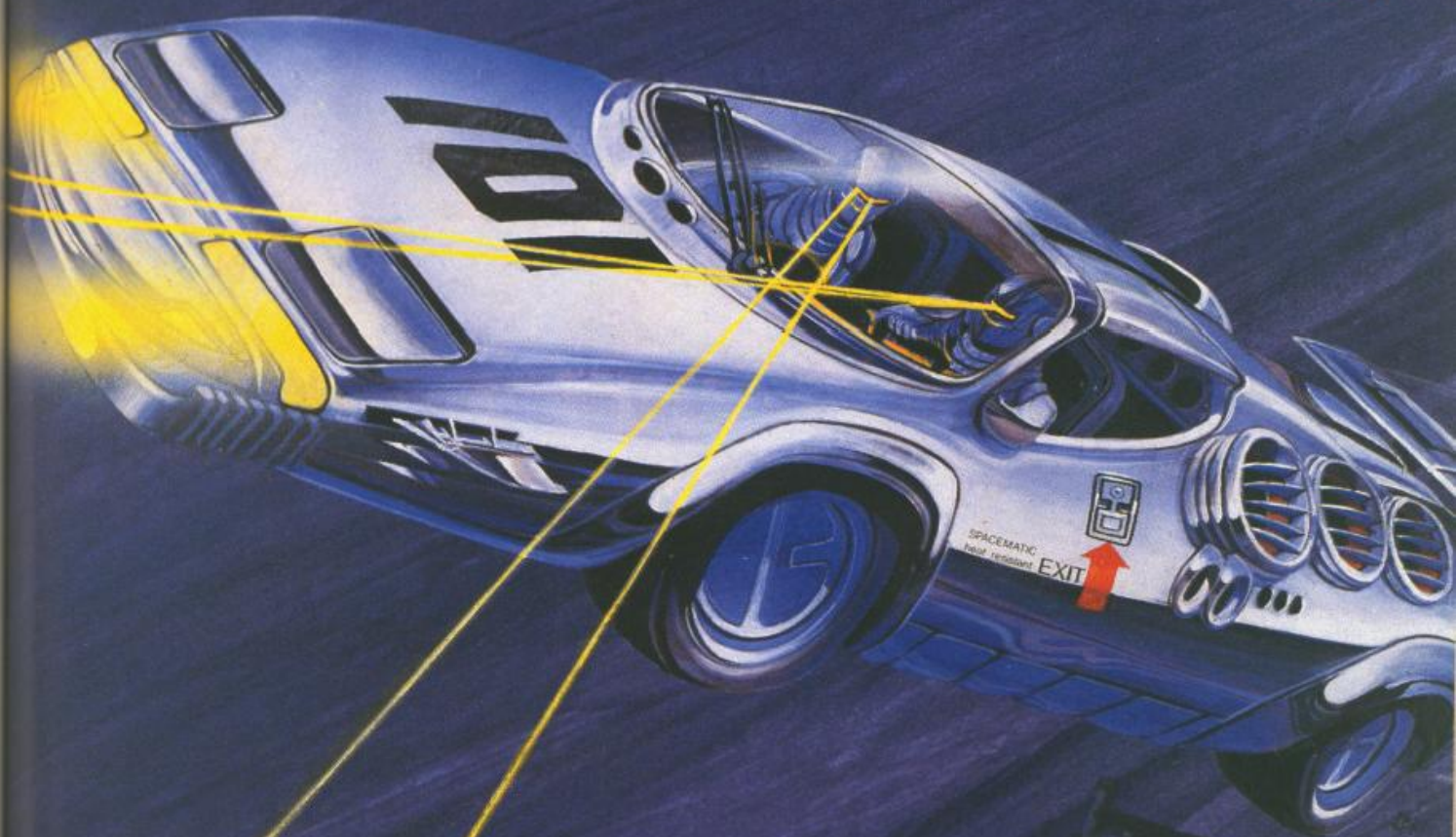
"Of course, if you have energy, then your shields can take it. But if you want to know how to stop their little game, here's the low-down: don't chase, just sit there. Xiphos can't resist a fight and they'll be back, waving their prehensile antennae behind them.

"Even better, turn the tables and have them chase you. Head off after another ship of your own side and play one off against the other. When they're weak from combat you can take out both of them. With a bit of luck you'll have a tasty Xiphon for breakfast.

"One of the best ways to get ahead in Xiphos is to hit the enemy where it hurts the most, in his own base. You might not like relaxing in four atmospheres of neat ammonia but Xiphos love it and bases are about the only places they get a chance to put their flippers up. Find out next month how to do this.

S P O R T S D R I V I N G

Do you want to drive in the Fourth Dimension?



From DSI, the creators of Test Drive™ and The Duel: Test Drive II™

Mindscape and award winning developers DSI bring a new era of games to your home computer with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real.

4D Sports Driving lets you loose on the most amazing test track ever built in the fastest and best cars the world's motor industry have ever created. This is the ultimate proving ground where you can test these super cars to destruction - literally!

Take your pick from cars like Porsche, Ferrari or Lambourghini and put them through their paces on stunts including the nerve-rackin' 360° loop the loop, jumps, the topsy-turvy tunnels and the heart stoppin' pipe! 4D Sports Driving presents you with a large selection of 'ready to race' tracks to really test your skills to the limit together with a comprehensive editor to create your own 'nightmare' track.



M I N D S C A P E

For your local dealer, contact:
Mindscape International Ltd, The Coach House,
Hocklands Estate, Scaynes Hill,
West Sussex RH17 7NG. Tel. 0444 831 761

For further information on Mindscape products
and new releases please call: 0898 234 214
Calls charged at 33p per minute off peak
and 44p per minute at peak times.

IBM PC & Compatibles, GGA, EGA, VGA/256
or Tandy graphics. Roland Soundblaster or Adlib
sound cards. Amiga and Atari ST available
January 1991.

"Test Drive" & "The Duel: Test Drive II"
are Trademarks of Accolade Inc.
Copyright 1990, Distinctive Software Inc.
All rights reserved.

LOOPZ



Audiogenic

Unit 27 · Christchurch Industrial Centre · Forward Drive · Wealdstone · Harrow · Middlesex
Telephone 081 861 1166 · Fax 081 861 1773

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500
Flight Of Fantasy

£399

INC
VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman The Movie' - Rid Gotham City of the cunning Joker, in Ocean's top selling title based on the blockbuster Batman film; 'New Zealand Story' - high quality conversion of the leading arcade game; 'Interceptor' - Dogfight with two F-16's in this leading flight simulator; 'Deluxe Paint II' - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Batman The Movie	£24.95
New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95

TOTAL RRP: £549.78

Less Pack Saving: £150.78

PACK PRICE: £399.00

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295 + VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 + VAT = £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagang carriers... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
Deluxe Paint II	£49.95
Escape/Robot Monsters	£19.99
Rainbow Islands	£24.95
F29 Retaliator	£24.95

TOTAL RRP: £544.82
Less Pack Saving: £145.82

PACK PRICE: £399.00

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP
THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13m TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR
FREE BROCHURES

SILICA SHOP

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017
BUSINESS/EDUCATION:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-308 0888
Order Lines Open: Mon-Fri 9.00am-5.00pm	Closed on Saturdays	Fax No: 081-308 0608

To Silica Shop: Dept ACE-01/91-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

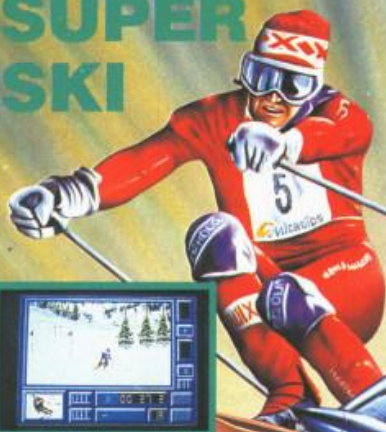
Address:

Postcode: Tel:

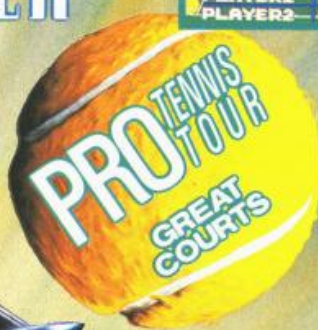
Which computer(s), if any, do you own? A2000 ☐

E&OIL - Advertised prices and specifications may change - please return the coupon for the latest information.

**SUPER
SKI**

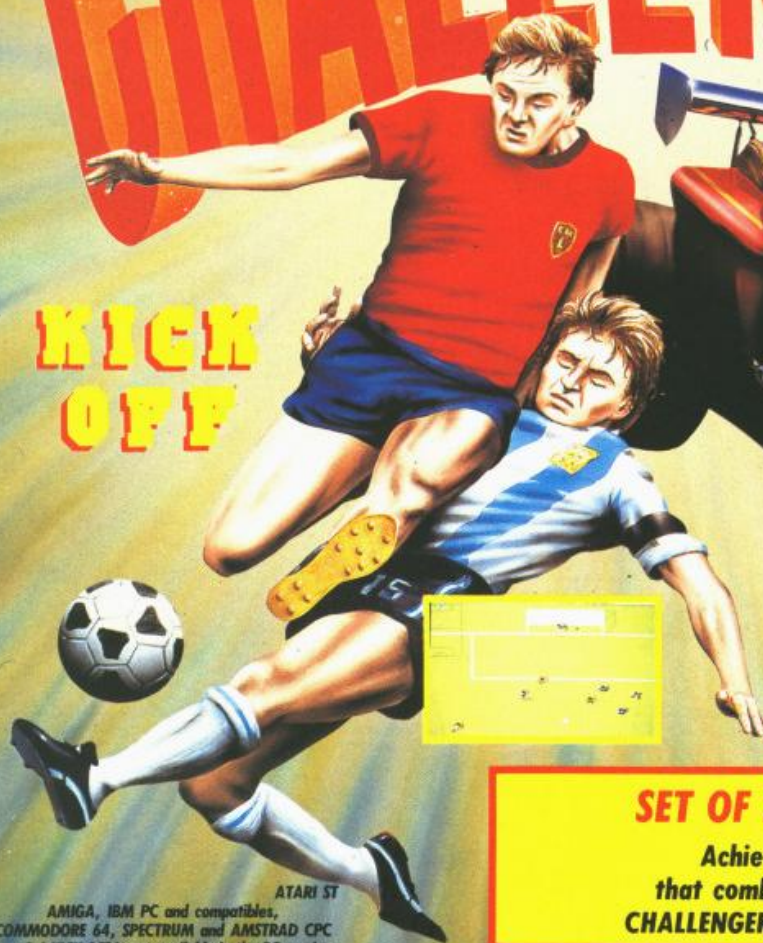


**BIG BOSS
BOMBER**



CHALLENGERS

**KICK
OFF**



**STUNT
CAR
RACER**



UBI SOFT UK
SADDLERS HOUSE
100 READING ROAD
YATELEY CAMBERLEY
SURREY GU17 7RX
Tel. 0252 860 299

ATARI ST
AMIGA, IBM PC and compatibles,
COMMODORE 64, SPECTRUM and AMSTRAD CPC.
Note 1 ! KICK OFF is not available in the PC version.
Note 2 ! In the SPECTRUM version STUNT CAR
RACER and SUPERSKI are replaced by CARRIER
COMMAND, P47 and RICK DANGEROUS.

SET OF SIMULATIONS all versions.

Achieve excellence with this superb set
that combines the greatest SIMULATION HITS !
CHALLENGERS ! Definitely RESERVED FOR THE BEST !

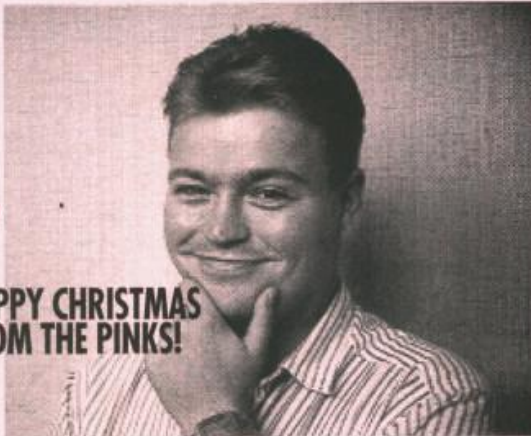
UBI SOFT

Entertainment Software

FOR ALL SYSTEMS : UbiSoft - Rue des
Folies 109 - 1300 Lausanne - Suisse
STUNT CAR RACER : Microsoft - 1000 Lowell Avenue
KICK OFF : 1989 Atari Software Inc. - 10500 NE 28th
SUPERSKI : Microsoft 1989
RICK DANGEROUS : UbiSoft - 1989 Atari Software Inc.
CARRIER COMMAND : Microsoft - Developed under the supervision of
Microsoft of British Columbia Inc. - Programmed by Microsoft
Japan Software Inc.
P47 : UbiSoft - Microsoft - Atari Software Inc. - 1989 Atari

If you've got an editorial query about the Pink Pages, phone David Upchurch on 071 251 6222 Ext 2452. Advertising queries, phone Jerry Hall on Ext. 2483.

HAPPY CHRISTMAS FROM THE PINKS!



in the

TOP 5

131 Happy Christmas!

Mark Smiddy gets festive with a brief guide to X-mas rated presents for owners of all micros.

128 ACE Charts

OK, just how smart are you? Can you predict which games are going to be 'in' next month? Try it - and check out which titles the reviewers are tipping for the top spots.

159 Hot off the Shelf

Diddums wants a littley-whittley Chrissie prezzie, eh? Diddums had better get his act together and check out this games guide, then...

135 Hardware Buyer's Guide

You've decided. Not content with just a computer, you want to wile away the Xmas hours with a console as well. Here are all the hardware facts you need on the hotboxes most likely to burn holes in your budget.

143 Direct Line

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

157 Win! Win! Win!

A Pink Page Special Christmas Compo, for those of you too mean - or too unfortunate - to go out and get a festive game of your own.

173 ACE Crossword

The infamous ACE Crossword - crack it and win a prize.

169 Adventureline

Pat Winstanley with her regular section for dedicated adventurers.

165 The ACE Diary

Our monthly guide to what's on where and what's out when

167 ACE Deals and Shopwatch

ACE rounds up some of the latest freebies you can get at your local dealer, plus Dirk Longhorn's regular monthly view from the other side of the counter...

176 Encyclopaedia Micromannica!

Over the years ACE has consistently given gamers the low down on entertainment technology. If you've missed a vital issue, check here...

175 PD Update

Mark Smiddy with another selection of cheap software

174 ACE Readers Pages

Small ads, big sales. Your chance to buy, sell and tell the world.

ACE has brought you nearly 40 issues, all packed with info on games technology. If you're missing any back issues - such as this one, covering the Philips CD-I machine - then check out page 176



ACE CHARTS

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

DID YOU WIN LAST MONTH?

Round 12 entrants failed dismally when it came to Amiga, C64, and PC titles. PC experts didn't realise that the reviewers were likely to be KO'd by 4D Boxing (and neither did we, to be honest). On the C64, perhaps more understandably, all entrants missed the attractions of CDS' Complete Games Centre, and no-one (which perhaps is surprising) thought of *Captive* for the Amiga.

Now for the good news...for some. **Luke Smith** of Birmingham spotted Ivan Ironman Stewart on the Spectrum. So did several other people, but Luke's was the entry out of the bag on the final selection. **Erik de Loas** of The Netherlands spotted two winners – *Cadaver* for the ST and top softco Magnetic Scrolls. Erik missed out on the *Cadaver* selection round but struck lucky on the Stockmarket. **Richard O'Brien** of Penn did exactly the same, but his lucky turn came with *Cadaver*. Finally, **F. Sheikh** of Redbridge was one of a very few who spotted *Iron Lord* for the CPC. Prizes for all are on their way.

What you can win...

You'll get a mystery game worth up to £25 for your machine if you can pick out NEXT MONTH's top chart entries. Get all five right in any category and you'll get £150 worth of software! Entry instructions are opposite.

THE STOCKMARKET

In addition to our games charts, we also have a bit of fun with the figures each month when we produce the ACE Stockmarket. It's a list of the top 25 softcos as determined by the ratings their games are currently receiving. You can see their fortunes rising and falling in each issue...

Having collated all the games reviewed in the latest issues of computer magazines, we calculate the average mark that each publisher received for every one of its games on each format. This is the rating that you see in the second column. So, for example, if the company is great at sourcing 16-bit games but botches up its 8-bit conversions, that will pull down the average mark, even if you can see one of its titles heading up the Amiga, ST or PC chart printed over the page. If all the games are excellent, or if the company has just one brilliant program doing the rounds at the moment, it will consequently have a high rating.

The last column shows how well a company's games have fared compared to the Software Index. This single figure represents the average review mark (expressed as a percentage) that all games, all formats, received during the last month. It's a quick guide to how good the current crop of titles is, and each company's Index score shows how well their games compare to the norm. For example, in this month's chart, US Gold's current titles are worth 4.81 percentage points above average – according to the industry's reviewers.

We print only the top 25 companies each month. In fact, we keep tabs on all of them, but you don't want to read through a list of over 100 names in every issue. Occasionally, a new company will enter the listings, in which case its name is marked with an asterisk.

Finally, we take care that the information here is genuinely useful. To that end, we don't count companies which have only received a single solitary review.

Software index: 75.65
Still going up! Looks like this Christmas could be a really hot one!

PUBLISHER	SCORE	+/-	INDEX				
Mirrorsoft	82	n/a	6.35				
Rainbird	89.33	n/a	13.68	Infogrames	81.89	n/a	6.24
Digital Magic	86.75	n/a	11.1	Palace	81.54	14.37	5.89
Micro Style	85.15	0.17	9.5	Audiogenic	81.05	18.47	5.4
Activision	83.72	2.97	8.07	Atlantis	81	n/a	5.35
Microprose	83.69	-2.64	8.04	US Gold	80.46	4.08	4.81
Gremlin	83.67	-4.21	8.02	Millennium	80.3	4.8	4.65
Origin	83.47	n/a	7.82	PSS/Mirrorsoft	80	14.25	4.35
Storm (Sales Curve)	83.25	0.81	7.6	Electronic Zoo	79.6	n/a	3.95
Spectrum Holobyte	83	n/a	7.35	Image Works	79.08	11.97	3.43
ARC	82.67	n/a	7.02	Empire	78.86	-5.72	3.21
Innerprise	82.5	n/a	6.85	Domark	78.79	0.85	3.14
Ocean	82.24	7.23	6.59	Electronic Arts	78.61	-7.49	2.96

AMIGA

Powermonger	Electronic Arts	95.08
Lotus Esprit Turbo	Gremlin	89.46
Immortal	Electronic Arts	88
Indianapolis 500	Electronic Arts	87.75
Mean Streets	US Gold	87.75

Bullfrog's follow-up to *Populous* obviously hasn't disappointed anyone: straight in at number one with a huge score.

C64

Plotting	Ocean	90
Rick Dangerous II	Micro Style	89.25
Lords of Chaos	Blade	88.5
Ace/Ace 2	Encore	88.25
Navy Seals*	Ocean	88

*cartridge only

Ocean's Taito coin-op conversion just edges out Rick Dangerous II for the top slot, while two budget charters from last time survive into this month's chart.

AMSTRAD CPC

Twin World	Ubi Soft	83.17
TNT	Domark	83.17
Pro Golf	Code Masters	74.5
Guardian Angel	Code Masters	72
Ace/Ace 2	Encore	59.25

Ubi Soft obviously knows a thing or two about CPC games. Last month it had three titles in this chart, including the number one, this time, a fourth Ubi Soft game takes over the top slot.

IBM PC

Midwinter	Rainbird	92.5
Welltris	Infogrames	87.55
Covert Action	Microprose	87.07
Secret of Monkey Island	US Gold	87
Bad Blood	Origin	60

A case of four hits and one other here. *Midwinter* has been hanging around this chart for months, thanks to delays.

WHAT THE FIGURES ABOVE MEAN...

First, of course, you've got the game. Then the software house and – in the last column – the average score (converted to a percentage with typical ACE precision to two decimal places) the game received in ALL reviews during the last month. Don't forget that the review ratings are taken from all UK magazines, not just ACE, so we don't necessarily agree with some of the judgments here, but all review ratings are, to a certain extent, subjective.

SPECTRUM AND ST CHARTS
OPPOSITE

HOW TO ENTER

STEP ONE

Find a **postcard** – or write your entry on the **back of an envelope**. Enter your name and address, a daytime telephone number if you have one, and the Round Number.

STEP TWO

Tell us your age and which machine you own. Just in case you win!

STEP THREE

Examine this month's charts. Then, using your knowledge of the games scene, try to predict which games will come top of the six machine specific charts. Finally, enter on your postcard:

- the top game for the Spectrum
- the top game for the C64
- the top game for the CPC's
- the top game for the IBM PC
- the top game for the Amiga
- the top game for the ST

YOU DON'T HAVE TO ENTER A SUGGESTION FOR EVERY MACHINE! But remember that your chances of winning may increase if you do.

STEP FOUR (OPTIONAL)

You can also try to predict which company will be at the top of next month's Stockmarket listing (see this page). Enter on the card:

The top softco will be...(name of company)

STEP FIVE (OPTIONAL)

If you want to go for the jackpot £150 prize,

then select any of the previous categories and try to predict the top FIVE entries for next month instead of just the top one. Then tell us which category you're predicting for – it can be either the Stockmarket or any of the machine categories in Step Three. **REMEMBER – YOU CAN ONLY SUBMIT ONE JACKPOT CATEGORY!**

STEP SIX

Post the card (WITH a stamp!) to us to arrive not later than the closing date for this round (31st December). The address is:

**ACE Stockmarket
30-32 Farringdon Lane
London
EC1R 3AU**

The first correct forecast for each category taken out of the hat wins the prize. If you get more than one entry correct, you'll be entered in further draws for each category, thus increasing your chances of winning a prize.

THIS IS ROUND 14

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

THE RULES

- All entries must be received by December 31st 1990.
- No employees of EMAP, or of any company involved in the production, distribution, or sale of ACE Magazine are eligible for entry.
- Only one entry per household. Proof of posting not held as proof of delivery.
- We cannot undertake to deliver specific software titles as prizes, but rest assured that we will make every effort to ensure that the games get the adrenalin pumping!

ATARI ST

Spindizzy Worlds	Activision	90.67
Immortal	Electronic Arts	87.5
Turrican	Rainbow Arts	86.25
Mean Streets	US Gold	85.26
Shadow of the Beast	Psygnosis	84.83

All change this month. Both Turrican and Shadow of the Beast are a bit late on the ST compared to other formats; has the extra programming time been well spent?

SPECTRUM

Ivan Ironman Stewart	Virgin	91
Rick Dangerous II	Micro Style	90.5
Daley Thompson Challenge	Hit Squad	89
Saint Dragon	Storm	86
Prison Riot	Players Premier	81.5

Ivan Ironman Stewart has been two months in a row at number one, but late dashes for the line from Rick D and Daley T threaten to topple him next time.



CONSOLE * QUEST

VISA

Tel : (0903) 63786 / 693623 Fax : (0903) 692744

Office hours : 10am-1pm 2-9pm Mon-Fri

EVERYONE AT CONSOLE QUEST WISHES YOU ALL A VERY MERRY CHRISTMAS

We, at Console Quest, would like to **THANK** all of our customers for the help you have given us over the last year. We hope that you will continue to support us in the future. Thank you very much from Anna, David, Ruth, Little John, Johnboy & Becky.

Now for Christmas prezzie time! Our prices are pretty cool, how about a MEGADRIVE or PC ENGINE for £155 for instance.

We supply the games and machines for the GAMEBOY, PC ENGINE, LYNX, SEGA-MEGADRIVE & NEO-GEO, GAME GEAR, POWERCADE & (hopefully) both the FAMICON and PC ENGINE HAND HELD. Our stocks include these games listed below :-

GAMEBOY
PAPERBOY
BATMAN
SKATE OR DIE
FANTASY LEGEND
TMNT'S
DUCK TALES
F1 BOY

+ Lots, Lots more for all formats

PC ENGINE
AFTERBURNER 2
DIE HARD
OPERATION WOLF
GOMALA SPEED
SPLATTERHOUSE
RABIO LEPUS
BATMAN

MEGADRIVE
STRIDER
RAINBOW ISLANDS
GRANADA X
BURNING FORCE
AXIS FZ
FATMAN
DYNAMITE DUKE

NEO GEO
BASEBALL
GOLF
MAG'IANLORD
VIETNAM -75
RIDING HERO
NINJA COMBAT
CYBERLIP
SUPER SPY

We supply machines, joypads/sticks ETC - ALL AT ACE PRICES. We provide the amazing SEGA GAME GEAR and all the games.

We provide the POWERCADE and boards. We also have a RENTAL SYSTEM for both POWERCADE & NEO GEO BOARD & GAMES. Please ring.

At Console Quest, we also have a game EXCHANGE system for PC ENGINE, MEGADRIVE AND GAMEBOY owners. Prices range from £15-20 for the PC, £15 for the GAMEBOY & £15-£25 for the MEGADRIVE.

We are here to help you obtain the maximum pleasure from your machine. At Console Quest, we play them too, you know!
PS We will be at the 16Bit Show at HAMMERSMITH on 4-6 JAN 1991. Bring your oldies to trade for newies! See you there.

**CONSOLE QUEST, 1 ASHACRE MEWS,
OFFINGTON, WORTHING,
W.SUSSEX BN13 2DE.**

SAME
DAY
DESPATCH**AT LAST!!**ALL
PRICES
INC
V.A.T

A PREMIER TRADE SUPPLIER COMES DIRECT TO YOU - THE PUBLIC!

3 1/2" DISKS

Large or small users - we have the prices for you!

SONY D/S D/D 135 tpi		
50's	42p each	£21.00
100's	41p each	£41.00
400's	39p each	£156.00
800's	36p each	£288.00
1200's	35p each	£420.00

MITSUBISHI		
50's	39p	£19.50
100's	38p	£38.00
400's	35p	£140.00
800's	32p	£256.00
1200's	30p	£360.00

All disks are PIN numbered and carry a 100% quality control/no quibble guarantee. Disk labels supplied

**3 1/2" DISKS
FROM 30p
inc VAT****ACCESSORIES**

Printer Stands (80 col)	£6.50
Printer Stand with tray	£9.95
Tilt 'n' turn monitor stands for Amiga	£9.95
Monitor Arms (fully adjustable with keyboard keeper)	£69.95
Data Switches (2-way serial or parallel)	£12.95
Copy Holders (Thingi III)	£3.95
A4 Desk Top Holder	£7.90
Mousemats (boxed 8mm) red, blue, grey	£2.95
Mousemats 5mm packaged	£1.95
Mousebrackets	£1.95
Amiga printer leads	£5.95
3 1/2" cleaning kits	£1.95
Amiga Dust Covers	£2.95
Amiga Screen Filters	£12.95
Roll of 1000 3 1/2" labels	£7.50
1000 Tractor feed labels	£9.95
Fastract II (attaches to side of monitor for easy swapping of diskettes)	£2.95
Keyboard Cleaner	£2.95

RAM EXPANSIONS

1/2 meg upgrade (without clock)	£34.95
1/2 meg upgrade (with clock)	£39.95

Features include: ON/OFF memory switch, auto-recharge battery backed clock, 4 low power fastrams.

4 MEG RAM EXPANSION (POPULATED)Gives a total memory of 4.5 Mb
1 year warranty. No cables, soldering etc.
Compatible with Fat or Fatter Agnes, fits in A501 slot.
100% compatible with all Amiga software**ONLY £299.95****POWER SUPPLY**Fully compatible replacement
Power Supply for Amiga 500**ONLY £38.95****JOYSTICKS**

Cheetah 125	£7.95
Quickshot III Turbo	£9.95
Konix Speedking	£11.95
Pro 5000	£13.95
Competition Pro (auto fire)	£14.95

XMAS CRACKERS

Star LC-10 Printer	£158.85
Star LC-10 Colour Printer	£199.95
Philips Colour Monitor	£249.95

(ref. CM8833)

11 x 91/2 S.P. plain 70 GSM Micro per paper	
Pack 100	£2.50
Pack 250	£3.95
Pack 500	£5.95
Pack 1000	£8.95
Pack 2000	£16.95

DISK DRIVES3 1/2" External disk drive for Amiga,
Slimline design colour co-ordinated
throughport connector. 1 year guarantee**ONLY £59.95****MICE**

Amiga mouse, two button fully compatible as replacement	£19.95
Atari ST mouse, two button fully compatible replacement	£19.95
Naksha	£39.00
IBM cordless	£49.95

"OMC MOUSE DEAL" Replacement mouse + mouse bracket + mousemat**ONLY £22.95****STORAGE BOXES**

3 1/2" (10 capacity box) "Sлимпak"	£0.95 each
3 1/2" (10 capacity box) see through "Vision 10"	£1.00 each
3 1/2" (40 capacity box) lockable disk storage box	£3.50 each
3 1/2" (50 capacity box) lockable disk storage box	£3.95 each
3 1/2" (80 capacity box) lockable disk storage box	£4.30 each
3 1/2" (100 capacity box) lockable disk storage box	£4.95 each
3 1/2" (120 capacity box) lockable disk storage box	£6.50 each
3 1/2" "POSSO" stackable box (holds 150)	£15.95
3 1/2" "BANX" lockable/stackable (holds 90)	£9.95

All disks boxes are anti-static, Amiga beige, contain keys, dividers and rubber feet (with the exception of 10's)

PRINTER RIBBONS

	QTY1	QTY5	QTY10
Amstrad DMF 2000/3000	£2.90	£2.60	£2.20
Amstrad DMF 4000	£3.90	£3.60	£3.20
Amstrad PCW 8256/8512	£3.50	£3.20	£3.00
Amstrad PCW 9512	£2.90	£2.60	£2.20
Brother HR15/20/25/35	£2.50	£2.30	£2.15
Brother M1009/1109	£3.90	£3.60	£3.20
Citizen 1200/LSP10	£2.90	£2.70	£2.40
Epson MX/FX80/85/800	£2.90	£2.70	£2.40
Epson FX100/105/1000	£3.60	£3.40	£3.10
Epson LX80/86	£2.90	£2.70	£2.30
Panasonic KXP 1080/81/82	£3.90	£3.70	£3.20
Star LC10	£2.90	£2.70	£2.40
Star LC10 4 colour	£5.90	£5.30	£5.00

PLEASE NOTE THAT THIS IS JUST A SMALL SELECTION OF OUR LARGE RANGE.
TELEPHONE 0530-813591 FOR PRICING ON OTHER RIBBONS NOT LISTED**AMIGA****OMC AMIGA STARTER PACK**COMPRISES:
500 Flight of Fantasy/Screenegms
1/2 meg additional RAM upgrade
3 1/2" external disk drive
10 3 1/2" D/S D/D 135 tpi diskettes
1 (40 cap) lockable storage box
1 mousemat
1 mouse
1 mouse bracket
1 joystick
1 Amiga dustcover**NO NEED TO
SHOP AROUND**

R.R.P £679

**OMC All inclusive
price of
£489.00 inc. VAT**

A saving of £190.00

PLUS the usual 4 great software titles

PHONE FOR DETAILS ON CLASS OF 90's PACK

SOUNDBLASTERTurns your Amiga into a
powerful sound emitting
system, pack includes:50 watt 3-way speakers
3" woofer
2" mid range 1" tweeter
power supply
cables
full instructions**Free
stereo
headphones****£44.99 inc VAT****TO ORDER**CHEQUES AND P.O.'S PAYABLE TO OMC LTD AND SEND
TO ADDRESS BELOW.CREDIT CARDS SIMPLY TELEPHONE YOUR
ORDER ON 0530 813591 (8 LINES)

FAX 0530 813595 FOR OUR IMMEDIATE ATTENTION

VISA

**THE ORIGINAL MEDIA COMPANY LTD
DEPT AF, MEDIA HOUSE, UNIT 14, ASHBY ROAD,
COALVILLE, LEICS LE6 2LA****TEL 0530 813591 FAX: 0530 813595**

Trade a/cs welcome. All prices include VAT. Corporate, education orders welcome. Personal callers welcome

**O.M.C
Ltd**POSTAGE: £3.50
CARRIAGE: £8.50**DEAL DIRECT**

HAPPY XMAS!

Mark Smiddy makes mental contact (VERY mental) with a gnome in Santa's grotto who reckons he has a good line on gift ideas for gamers. Whatever machine you've got, there's a gnomonic suggestion for you here...

By special arrangement with ACE, Guilder (the little lost gnome) reports direct from Santa's Grotto on what the best-dressed micros will be wearing this Christmas

STOCKING FILLERS

The essential peripheral this year for any games nut must be a subscription to ACE magazine. Yes this is the one. Imagine it no more trudging down to the shops in the pouring rain and driving snow just to discover the shop have sold out. A full 12 issues of the most informed games mag this side of the moon delivered straight to your door. Phone 0858 410510 for full details, or 0858 410888 for the credit card hotline. A UK sub costs just £17.95.

For those long winter nights spent blasting away at alien forces or just playing your favourite tunes, the **Compulink Stereo Headphone Adapter** should come in handy. This beautifully constructed little gadget has

two headphone sockets and a volume control. Suitable for Amiga and STe machines this should keep parents happy.

Or how about this for PC, ST and Amiga: "My mouse has no ball." "Oh, how does he roll." "On an optical surface that reflects the light from two LEDs. This is focused onto the surface of a light sensitive chip that decodes the movement. I got mine from Golden Image. What's yours called?"

Owners of most ST machines should find Meedmore's **Stickshift** a liberation from the drudgery of continually swapping mouse and joystick leads. This little goody plugs into the mouse port and provides two independent ports for the joystick and mouse. To switch between the two all you have to do is use the one you want and presto, this little box of tricks does the rest.

Owners of Lynx, Gameboy, Atari, PC, Amigas etc. should find an interconnection

for supremacy.

BLOOMER FILLERS

For the comms nut who has everything, a nice new **HT9600** VT42, V42bis modem from Hi-Tec Modems should come in very handy. The feature packed little beauty has all the features the budding hacker should ever need and a lot more beside. Including full error correction, data compression, speed buffering up to 38,400 baud and an extended Hayes command set.

Probably the ultimate solution for any mouse or joystick problem is the **Gravis Mousestick**. The first computer controlled joystick in the world, the Mousestick can be programmed to emulate just about anything from a mouse, to a trackball to a switched joystick.

BLOOMER BUSTERS

You're going to have to tie a knot in granny's bloomers for this one. The Megaforce I is another one of those arcade cabinets we keep hearing about. The difference this one is is empty. That's right, you get the cabinet and put your own machine and monitor inside. It will accept just about anything from a Spectrum to an FM Towns and will set you back just short of 200 quid.

Something to put in the above might as well be a **Neo Geo**. Although this machine is still in the process of being officially launched in the UK, it is still available through grey imports. Games are as good as the real thing, because they are the real thing - straight out of arcade machines. Cost around £400 for the main machine plus another £200 for cartridges.

And finally folks, the tour de force, a Kray XM-P. Probably the fastest and most expensive piece of computer hardware in the world today. Just look at those graphics. Next time you watch a move, ask yourself this: is it real or is it Kray? We've got half a gross of these to deliver, the only problem is we can't get them into the sled. Oh, dear that sounds like Santa now - and who is that with him? Two men in white coats carrying fishing rods! Time I made an exit.

EDITOR'S NOTE

We cannot accept any responsibility for the opinions of a mentally deranged gnome or the sanity of other painted garden furniture or figurines.

WHAT THE WELL-DRESSED REINDEER IS WEARING THIS CHRISTMAS...

Go for it! You too could sport the T-shirt universally acclaimed by the fashion industry as 1990's Most Tasteful Computer Magazine T-Shirt Design, produced exclusively for us by ACE Art Editor Jim Willis and available in all sizes for an unbelievable £5.99 inc VAT AND postage. Just send your cheque to: ACE EMAP Images Merchandise Offer

**EMAP premium sales
14 Holkham Rd
Orton Southgate
Peterborough
PE2 0UF**

Allow 28 days for delivery...

lead to connect two machines very useful. The PC, ST and Amiga can all be connected using a fairly standard RS232 null modem cable. The other machines need a custom lead. Specifics aside, these enhance the thrill of playing many games (*Stunt Car Racer*, *Gauntlet*, *F-16 Combat Pilot* etc.) by allowing two players to fight each other in a head-to-head battle

SAVE A QUID!

Every penny counts, guv, and so US Gold have generously offered ACE readers £1 off ANY game you order from them between now and Christmas. All you have to do is send your cheque for the full amount less £1

(full catalogue details available on request from the address below) and mention the magic words **ACE Special £1 Offer**. The address is:

**US Gold ACE Special £1 Offer
Unit 2/3
Holford Way
Holford
Birmingham
B6 7AX.**

Top Quality 2nd Drives for the Amiga and Atari ST at low, low prices

Evesham Micros

- ✓ Full compatibility with all Atari ST models / all Commodore Amiga models
- ✓ Quality drive mechanism
- ✓ One megabyte unformatted capacity
- ✓ External plug in PSU (Atari ST)
- ✓ Throughport (Amiga)
- ✓ Very quiet
- ✓ Slimline design; high quality metal case
- ✓ Cooling vents
- ✓ Colour matched to computer
- ✓ Long reach connection cable

**Don't forget - all prices shown
include VAT and delivery**

ATARI ST VERSION ONLY

£64.95

AMIGA VERSION ONLY

£59.95

including VAT and delivery

ATARI

All our Atari ST prices include mouse, user guide, etc.
PLUS 5 disks of Public Domain software including paint
program, wordprocessor, games, graphics and utilities

NEW! 520 STE TURBO PACK

Features the latest 520STE with 1Mb drive, joystick, mouse, user guide, 5 disks of public domain software, plus a high quality selection of entertainment and creativity software, including:

Indiana Jones & Last Crusade
Impossible Mission II
Human Killing Machine
Dragons Breath
Hyper Paint 2 (STE version)
Music Maker 2 (STE version)

Blood Money
Super Cycle
Out Run
Anarchy
FIRST BASIC
STOS

£339.00
inc. VAT & Delivery

520 STFM DISCOVERY PACK

High quality, good value package based around the 520STFM computer including 512K RAM, 1Mb Drive and built-in TV modulator. Also supplied is:

STOS Game Creator
Carrier Command
Space Harrier
FIRST BASIC
plus 'Discovering your Atari ST' Book

Outrun
Bomb Jack
Neochrome
Atari ST Tour

£259.00
inc. VAT & Delivery

ALSO AVAILABLE WITH 1MB RAM FITTED, FOR ONLY £339.00

520STE 1Mb Memory Upgrade, very easy to fit, instructions provided	£40.00
520/1040 STE RAM Upgrade kit to 2Mb, very easy to fit	£119.00
520/1040 STE RAM Upgrade kit to 4Mb, very easy to fit	£235.00
1040STE Professional Package - includes Kuma W/Processor, Database, Spreadsheet and Graphics Package, plus 1st Basic, 'STAC' Adventure Creator, 'Hyper Paint' (new STE version) and 'Prince' game all for only	£429.00
520 STFM 1Mb internal drive upgrade kit with full instructions	£54.95
520 STFM 1Mb RAM upgrade kit, requires soldering	£59.00 fitted
520 STFM/Solderless 1Mb RAM Upgrade kit - simple fitting procedure	£89.95
Mega ST1 with mono monitor	£599.00
Mega ST2 with mono monitor	£849.00
Mega ST4 with mono monitor	£1099.00
SM124 high resolution monochrome monitor	£99.00
SC1224 colour monitor	£269.00
Megafile 30Mb hard disk	£439.00
5 1/4" External 40/80 track drive (360/720K) IBM compatible	£99.00
Vidi-ST 16-tone video frame grabber inc. digitising software	£89.00
Philips CM8833 medium res. stereo colour monitor, with A/V inputs	£249.00
TrueMouse superbly responsive ST mouse, excellent value for money	£17.95
STF/STFM/STE Joystick accessibility extension adapter	£ 4.95
Lynx Portable Colour Entertainment System, inc. 'California Games' card	£159.00

DOUBLE TAKE!
PHILIPS 15" FST
TV/MONITOR
(MODEL 2530)

New model from Philips! Superb quality, stylish medium resolution FST colour TV/monitor to suit the ST or Amiga. Features teletext, full infra-red remote control, Euroconnector, Video/Audio input and headphone output connectors, 60 tuner presets, external aerial connector and loop aerial. Supplied with connection cable (please state your computer type when ordering).

GREAT VALUE!
£269.00
Includes VAT and computer connection lead

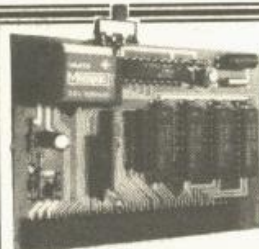


AMIGA 500 SPECIAL DEALS

All our A500 Packages include the following:

Goldrunner
Leatherneck
Karate Kid II
Battle Squadron
Jaws
Delcon 5
High Steel
Night Walk
Wordnight (w. processor)
Nigel Mansell's Grand Prix
Better Dead than Alien
Super Huey

A500 1Mb Class of the 90's pack including 8 software titles, A501 RAM Upgrade, TV modulator, 10 disks, mouse mat, video tape and much more	£549.00
A500 512K Screen Gems Pack including 5 titles and TV modulator	£379.00
A500 1Mb Screen Gems Pack includes 512K RAM/Clock upgrade	£409.00
A500 Screen Gems Pack with Drive includes our 2nd 3 1/2" Drive	£430.00
A500 1Mb Screen Gems Pack with Drive featuring our 1Mb RAM Upgrade plus our 2nd 3 1/2" External Drive	£465.00
1.5Mb RAM Board with 512K RAM	£ 64.95
TESSA stereo amplified speaker system	£ 34.95
MIDI Interface with In, Out + Thru ports	£ 19.95
Sound Sampler (Mic/Audio inputs) s/ware	£ 29.95
Commodore A590 20Mb Hard Disk	£289.00
A590 with 40Mb Hard Disk fitted	£409.00
Kickstart 1.3 Upgrade pack	£ 29.95
Philips CM8833 colour monitor inc.cable	£249.00
Vidi-Amiga video digitiser package	£99.00
Vidi-RGB RGB splitter for VIDI	£ 19.00
Vidi-Chrome colour accessory for VIDI	£ 19.00
MiniGEN Genlock Adaptor	£ 99.00
Kraft Trackball inc.selectable autofire/drag	£40.00
TrueMouse Hi-Res, quality guaranteed	£17.95
AMOS Game Creator	£ 17.95
Amiga 500 Dust Cover	£ 4.00



AMIGA A500 512K MEMORY UPGRADE

ONLY £34.95 inc.VAT & delivery

512K RAM/CLOCK EXPANSION FEATURES:

- ☆ Direct replacement for the A501 expansion
- ☆ Convenient On / Off Memory Switch
- ☆ Auto-recharging battery backed Real-time Clock
- ☆ Compact unit size : Ultra-neat design
- ☆ Uses only 4 low power consumption D-RAMs

RAM expansion without clock, only ... £29.95

Evesham Micros

RETAIL SHOWROOMS

Unit 9 St Richards Road
Evesham
Worcs WR11 6XJ
☎ 0386-765180
fax: 0386-765354
Open Mon - Sat, 9.00 - 5.30

5 Gileston Road
Cambridge CB1 2HA
☎ 0223-323898
fax: 0223-322883
Open Mon - Sat, 9.30 - 6.00
Specialist Education Centre

1762 Pershore Road
Cottrellage
Birmingham B30 3BH
☎ 021-458 4564
fax: 021-433 3825
Open Mon - Sat, 9.00 - 5.30

ALL PRICES INCLUDE VAT AND DELIVERY
Same day despatch whenever possible. Express Courier delivery £5.00

MAIL ORDER DEPARTMENT

Unit 9 St Richards Rd, Evesham, Worcs WR11 6XJ

Call us now on ☎ 0386-765500

8 lines, Open Mon - Sat, 9.00 - 5.30. Fax: 0386-765354
Technical support (open Mon - Fri, 9.30 - 5.30): 0386-40303

Send an Order with Cheque, Postal Order or ACCESS/VISA card details.
Allow 5 working days personal chq. clearance.

Government, Education & PLC orders with All products covered by 12 Months Warranty. All goods subject to availability. E&S

HARD SELL

Have yourself a merry little console! These game-playing marvels look set to be THE big-sellers this Xmas. So which name should you be bunging up the chimney on a scrap of paper?

You don't want to get stuck with a redundant or unsupported machine, or one that doesn't fit your needs or your pocket. So, to help you make that all-important decision, here's a full run-down on all the major contenders. These packages and prices are the ones you'll find on the shop shelves this Xmas.

Generally, local dealers should be the first place to make further enquiries, although we've provided company contact numbers in case you're having real problems.

The Star Ratings are there as a rough qualitative guide; the more stars the better.

AMSTRAD GX4000

Package: GX4000 console, 2 controllers and *Burning Rubber* game.

Processor: 4MHz Z80A

Console Memory: 64K

Recommended Retail Price: £99

Contact: Amstrad 0782 566344

IN BRIEF

Amstrad have partly gone up the Commodore path, but have wisely taken the opportunity to upgrade the hardware. The palette is increased, with multitasking hardware scrolling and 16 hardware sprites increasing to 32 with interrupt tricks. Unfortunately the sound chip is the same old tinny one used in the CPCs, albeit in stereo - you can't have everything, I suppose. While some software houses express reservations of the machine being a success outside Europe (and hence reticent about committing support to it), many are working on titles for the machine.

GRAPHICS

Resolution: Same as Amstrad CPC.

Palette: 4096

Colours: 32

TV: Yes

Monitor Output: Yes.

Monitor Supplied: No.

Monitor Options: SCART, Amstrad socket.

Sprites: 16, 32 with hardware interrupts.

Speed: Pretty good for 8-bit technology.

SOUND

Speaker Quality: Depends on TV/monitor.

MIDI: No.

Stereo Output: Yes.

Performance: Unimpressive 3 channel chip as on old CPCs, but now runs independently of main processor.

HARDWARE

Joystick: 2 game controllers supplied.

Ports: Monitor/TV ports, stereo headphone socket, 3 joystick ports (2 digital, 1 analogue).

SOFTWARE

Price: Around £25.

Cartridge Memory: 128K

Existing Software Base: Small, but growing fast.

Current Releases: Thirty titles due by January 1991.

Prospects: Very good, with several software houses working on titles.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: None as yet.

Maintenance: One year guarantee.

STAR RATINGS

Graphics: ★★★

Sound: ★★★

Expansion: ★★

Overall: ★★★★★

ATARI LYNX

Package: Lynx with *California Games*.

Processor: 16MHz 6502

Console Memory: 64K

Recommended Retail Price: £179.95

Contact: Atari PR 071 388 9871

IN BRIEF

The Lynx was designed by a team including RJ Mical, one of the men behind the Amiga. If that doesn't convince you consider it runs a fast 6502, has 8Mb of game storage on its cards and supports multi-player games. The graphics hardware has built in hardware scrolling and image scaling. Software is a little thin at the moment but bound to increase during 1991.

GRAPHICS

Resolution: 160 x 102

Palette: 4096

Colours: 16

TV:

Monitor Output: No

Monitor Supplied: Yes - 3.5 inch backlit colour LCD

Monitor Options: None

Sprites: Special graphics hardware effectively treats ALL screen objects as sprites!

Speed: Fast

SOUND

Speaker Quality: Very good

MIDI: No

Stereo Output: Yes

Performance: 4 channel, 5 octave stereo sound has to be heard to be believed.

HARDWARE

Joystick: 4 way joypad.

Ports: Cartridge port; multi-player port; miniature stereo headphone jack.

SOFTWARE

Price: £30-35.

Cartridge Memory: 8Mb

Existing Software Base: Very small.

Current Releases: *California Games* is a great freebie.

Prospects: Uncertain but several new titles in the pipeline.

BUYLINES

Best Buy Price: As RRP

Second Hand Availability: Very few

Maintenance: One year's guarantee.

STAR RATINGS

Graphics: ★★★★★

Sound: ★★★★★

Expansion: ★

Overall: ★★

ATARI VCS

Package: Both VCS2600 and VCS7800 come with controller and free game.

Processor: 6507 (2600)/6502 (7800)

Console Memory: Not known.

Recommended Retail Price: VCS2600 £39.99; VCS7800 £69.99

Contact: Atari PR 071 388 9871

IN BRIEF

The VCS2600 is a reboxed version of the original Atari games console which, until a couple of years ago, remained the best selling home video games system of all time. The VCS7800 is a revamped version of the VCS2600 with a faster processor,

slightly better sound and vastly improved graphics.

GRAPHICS

Resolution: 192 x 160 (2600); 320 x 242 (7800)

Palette: 16 (2600)/256 (7800)

Colours: 4 (2600)/16 (7800)

TV: Yes

Monitor Output: No

Monitor Supplied: No

Monitor Options: No

Sprites: N/A/64

Speed: Slow

SOUND

Speaker Quality: Depends on TV

MIDI: No

Stereo Output: No

Performance: Limited to 1 channel on 2600 and two on 7800.

HARDWARE

Joystick: Supplied

Ports: 2 x 9 pin D for joysticks;

TV; cartridge port.

SOFTWARE

Price: £7-13.

Cartridge Memory: Not known.

Existing Software Base: Small

Current Releases: Rare

Prospects: Unsure in the light of new competition from Japan.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: Worth looking

Maintenance: One year's guarantee.

STAR RATINGS

	2600	7800
Graphics:	★	★★
Sound:	★	★★
Expansion:	None	None
Overall:	★	★★

C64 GAMES SYSTEM

Package: C64GS console, controller and 4 games (*Klax*, *Fiendish Freddy*, *Flimbo's Quest* and *International Soccer*).

Processor: 1MHz 6502

Console Memory: 64K

Recommended Retail Price: £99.99

Contact: Commodore 0628 770088

IN BRIEF

Take a Commodore C64 computer, remove the keyboard and stick it in an unattractive slab of a box and what have you got? A "new" console! It's an unusual move, but with the clout of Commodore behind it, it just might work.

GRAPHICS

Resolution: 160 x 200 in multi-colour mode.

Palette: 16

Colours: 16

TV: Yes

Monitor Output: Yes

Monitor Supplied: No

Monitor Options: RGB

Sprites: 8

Speed: Slow CPU, helped out by custom graphics and sound chips.

SOUND

Speaker Quality: Depends on TV/monitor
MIDI: No
Stereo Output: No
Performance: 3 channel SAM - one of the best 8-bit sound chips.

HARDWARE

Joystick: Joypad supplied.

Ports: None

SOFTWARE

Price: Around £25.

Cartridge Memory: 4Mbits.

Existing Software Base:

Potentially huge, but small at the moment. Commodore anticipate around 100 titles by Xmas.

Current Releases: Plenty forthcoming from various software houses.

Prospects: Uncertain. Do people really want a console version of an ageing, though admittedly good, computer? Software support is likely to be pretty good for a while at least.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: None

Maintenance: One year guarantee.

STAR RATINGS

Graphics: ***

Sound: ***

Expansion: *

Overall: **

NINTENDO NES

Package: Standard Pack includes console, plus 2 game controllers and *Super Mario Brothers* game. Mutant Machine pack as above but substitutes *Turtles* game for *Mario*. Action Pack as Standard, but includes Zapper gun and *Duck Hunt* game.

Processor: Not known.

Console Memory: 2K.

Recommended Retail Price:

Standard Pack £79.95; Deluxe Pack £99.95.

Contact: Deighton PR 071.836 2973

IN BRIEF

The world's largest selling console, largely because of the playability of some of its games rather than its hardware specification, which is 8-bit average.

GRAPHICS

Resolution: 256 x 240

Palette: 52

Colours: 16

TV: Yes

Monitor Output: No

Monitor Supplied: No

Monitor Options: None

Sprites: N/A

Speed: Average

SOUND

Speaker Quality: N/A

Stereo Output: No

Performance: Average

HARDWARE

Joystick: 2 dedicated controllers supplied. IR wireless controllers with 30ft range available for £39.95.

Ports: None out of the ordinary.

SOFTWARE

Price: £20-40.

Cartridge Memory: Not known.

Existing Software Base: Over 50 titles available here. Many more available in Japan but these require a converter to run.

Current Releases: Nintendo predict about 2-3 titles per month.

Prospects: In the UK, improving due to increased support - but this is yesterday's technology.

Software Loading: Instant

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: A few.

Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: ***

Sound: **

Expansion: ****

Overall: ***

NINTENDO GAMEBOY

Package: Main unit with *Tetris* game.

Processor: 1MHz customised 8-bit Z80A.

Console

Memory: 16K

Recommended

Retail Price:

£69.99.

Contact:

Deighton PR 071 836 2973

IN BRIEF

Nintendo were the first company to produce a dedicated handheld console and now it seems everyone wants to get in on the act. On reflection even the Game Boy was a long time coming since the technology employed by the display is starting to look dated. Not to be dismissed simply because of mono graphics - this machine has some superb titles and the two-player link-up option has tremendous potential.

GRAPHICS

Resolution: 20 x 18 characters.

Colours: 4 grey shades.

Monitor Supplied: Yes - LCD display is lit by ambient light.

Sprites: 40 x 8 pixels.

Speed: Fast for what it is.

SOUND

Speaker Quality: Depends on headphones.

Stereo Output: Yes

Performance: Plays a lot better than it looks.

HARDWARE

Joystick: Built-in 8-way joypad.

Ports: Headphone socket; dual-machine interface.

SOFTWARE

Price: £20-25.

Cartridge Memory: 64K

Existing Software Base: The best for any handheld.

Current Releases: Increasing

Prospects: Excellent

**BUYLINES**

Best Buy Price: As RRP

Second Hand Availability: None.

Maintenance: One year's warranty

STAR RATINGS

Graphics: ***

Sound: ****

Expansion: Dual machine interface has lots of potential.

Overall: *****

NEC PC ENGINE

Package: Console unit, controller and free game

Processor: Customised 8-bit.

Console Memory: 64K internal, 8K video. (Turbographx: 128K internal, 32K video.)

Recommended Retail Price: N/A

(US price around \$199)

Contact: Local dealers

IN BRIEF

Sadly, it now seems unlikely that this machine will ever be officially supported by NEC in the UK. Its CD-ROM add-on drive is now the largest selling CD unit on the market and is responsible for much of the recent increase in CD development. There's also a 16-bit version, vastly more powerful, called the Turbographx, but this is only rarely available through importers and at a price - usually around £300. NEC also have a handheld version of the Engine which is software compatible with its larger brother.

GRAPHICS

Resolution: 256 x 216

Palette: 512 (Turbographx: 1024)

Colours: 32 - 16 background and 16 shared by sprites.

TV: Yes

Monitor Output: N/A

Monitor Supplied: No

Monitor Options: N/A

Sprites: 64 (Turbographx: 128)

Speed: Very fast considering this is an 8-bit!

SOUND

Speaker Quality: Depends on monitor.

MIDI: No

Stereo Output: Yes

Performance: 6-channel stereo

HARDWARE

Disk Format: CD ROM at extra cost.

Disk Price: Read-only so N/A

Disk Performance: Superb - the CD ROM adds a new dimension.

Joystick: Supplied with dedicated controller.

SOFTWARE

Price: Around £25-40 imported.

Cartridge Memory: Not known.

Existing Software Base: Large

Current Releases: Increasing.

Prospects: Good.

BUYLINES

Best Buy Price: Currently grey import.

Second Hand Availability: V Rare

Maintenance: Watch out - grey imported machines rarely have any real warranty.

STAR RATINGS

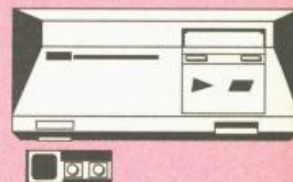
Graphics: ****

Sound: ****

Expansion: ****

Overall: ****

Package: Console using cartridge or

SEGA MASTER

smart card plus game controller and *Alex Kidd in Miracle World* game.

Recommended Retail Price:

£79.99; £99.95 (+ light gun); £129.95 (+ light gun and 3D glasses).

Processor: Z80.

Console Memory: 32K.

Contact: Virgin Mastertronic 071

727 8070

IN BRIEF

Japanese software base is not as good as Nintendo's but more titles reach UK. Mastertronic have given good support to the machine so the prospects look good. Like the Nintendo, however, this 8-bit machine uses established but dated technology.

GRAPHICS

Resolution: 256 x 192

Palette: 64

Colours: 16

TV: Yes

Monitor: No

SOUND

Speaker Quality: Depends on TV.

Performance: 3 channels.

HARDWARE

Joystick: Game controller supplied.

SOFTWARE

Price: £10-40 (typically £25)

Cartridge Memory: Not known.

Existing Software Base: Very good.

Current Releases: Good

Prospects: As good as any 8-bit console.

BUYLINES

Best Buy Price: As RRP

Second Hand Availability: Some

Maintenance: One year's guarantee. Faulty machines return to dealer.

STAR RATINGS

Graphics: ***

Sound: ***

Expansion: ***

Overall: ***

Package: Console unit, controller,

SEGA MEGADRIVE

and *Altered Beast* game.

Processor: 68000 + Z80B support.

Console Memory: 74K main, 64K video.

Recommended Retail Price:

AMSTRAD

6128 pluscolour monitor..	399.95
6128 plus+mono monitor	304.95
464 plus+ colour monitor.	304.95
464 plus+mono monitor	209.95
GX4000 console.....	94.95
Spectrum plus 2	154.95

ATARI LNYX

Atari Lynx + California games.....	114.95
Blue lightning.....	20.95
Chips Challenge.....	20.95
Electrocop	20.95
Gates of zendocon	20.95
Gauntlet 3.....	23.95
Klax (New).....	23.95
Slimeworld (New)	20.95
MS Pacman (New)	CALL
Paperboy (New)	CALL
Rampage (New)	CALL
Roadblasters (New)	CALL
Zalor Mercenary (New)	CALL

ATARI 520/1040 ST

520 STFM"	
Discovery p'k.....	259.95
520 STE "Turbo pack"	339.95
1040 STE "Extra pack"	439.95
SC1224 Colour monitor ..	264.95
Cumana CSA354 drive	67.95

COMMODORE AMIGA

A500 "Screen Gems"	354.95
A1500	CALL
B2000	CALL
A500 "First steps	519.95
A500 "Class of the 90's" ..	519.95
A590 20 MB Hard disk	264.95
A501 + Captive	79.95
A1011 + Gremlins	289.95
A10845 Colour monitor	229.95
Cumana CAX354	62.95

COMMODORE 64

C64 Nightmoves.....	144.95
C64 Games console.....	94.95
C64 Cartridge + Joystick	27.95
Light Fantastic	37.95

G.P.S

(0268)782949



1541C 5 1/4" drive	124.95
C2N Cassette unit.....	43.95

ELECTRONIC ARTS / AMIGA

Ferrari Formula 1	6.95
Hounds of Shadow	6.95
KeefThe Thief.....	6.95
Interceptor	6.95
Marble Madnees	6.95
Powerdrome.....	6.95
Zany Golf.....	6.95

POSSO BOXES

3.5" Holds 150 PCS	14.95
5.25" Holds 70 PCS	14.95
Audio Cassette 16PCS	8.95

PRINTERS

Commodore MPS 1230...	139.95
Epson LX400	174.95
Epson LX850	264.95

SAM COUPE

Sam Coupe	189.95
256K add on memory	37.95
Parallel printers interface ..	27.95

STOCKS SUBJECT TO AVAILABILITY

24 HOUR ANSWER ORDERING

(0268)782949

**POSTAGE £1 ON ALL ITEMS
AND £6 FOR COURIER
DELIVERY ON HARDWARE
ITEMS. PLEASE MAKE
CHEQUES AND PO'S
PAYABLE TO :**

**GPS
PO BOX 571,
RAYLEIGH,
ESSEX SS6 9NE**

RS232 Comm's interface ..	27.95
Defenders of the earth disk	12.95
Mind games disk	12.95
Pipemania disk.....	12.95
SAM games disk	12.95
Tasword sam disk.....	12.95

SEGA MASTER SYSTEM

Master System	74.95
Assault City	26.95
Battle Outrun	26.95
Double Hawk.....	26.95
Fire and Forget 2.....	26.95
Where is C. Sandaigo	38.95

SEGA MEGADRIE

Megadrive (PAL/SCART)	149.95
Megadrive + su'p	
Monaco Grand Prix	174.95
Batman	30.95
E-Swat.....	30.95
Ghostbusters.....	30.95
Ghouls and Ghosts	30.95
Golden axe.....	30.95
Klax	30.95
Super hang on.....	30.95
Super monaco GP.....	30.95

SPECIALS

**Nintendo super
famicom
PC engine handheld
Sega game gear**

**PLEASE CALL FOR
DETAILS**

**COMPUTER
SHOPPER SHOW
1990**

**WEMBLEY DECEMBER 6TH -
9TH 1990
TICKET HOTLINE
051-357-1736
SEE US ON STAND C15**

YOUR SEGA SHOPPING LIST

MASTER SYSTEM	79.99
MASTER SYSTEM PLUS	99.99
CONTROL PAD	6.99
HANDLE CONTROLLER	39.99
LIGHT PHASER	29.99
LIGHT PHASER + CART	44.99
RAPID FIRE UNIT	5.99
SG COMMANDER	9.99
3D GLASSES	39.99
CONTROL STICK	14.99
MAINS ADAPTER	6.99
*AERIAL ASSAULT	29.99
ACTION FIGHTER	12.99
AFTER BURNER	29.99
ALEX KIDD	24.99
ALEX KIDD - HIGH TECH	29.99
ALEX KIDD - LOST STARS	29.99
*ALEX KIDD - SHINOBI	29.99
ALIEN SYNDROME	29.99
ALTERED BEAST	29.99
AMERICAN BASEBALL	29.99
AMERICAN PRO-FOOTBALL	29.99
ASSAULT CITY	29.99
ASTRO WARRIOR/PITPOT	24.99
AZTEC ADVENTURE	12.99
BANK PANIC	17.99
BASKETBALL NIGHTMARE	29.99
BATTLE OUTFIGHT	29.99
BLACK BELT	24.99
BLADE EAGLE 3D	29.99
BOMBER RAID	29.99
CALIFORNIA GAMES	29.99
CAPTAIN SILVER	29.99
CASINO GAMES	29.99
CHASE H.Q.	29.99
CHOPLIFTER	24.99
CLOUD MASTER	29.99
*COLUMNS	24.99
CYBORG HUNTER	24.99
DEAD ANGLE	29.99
DOUBLE DRAGON	29.99
DOUBLE HAWK	29.99
DYNAMITE DUX	29.99
ENDURO RACER	9.99
*E SWAT	29.99
F16 FIGHTER	17.99
FANTASY ZONE	12.99
FANTASY ZONE TM	24.99
FANTASY ZONE 2	24.99
*GAIN GROUND	29.99
GALAXY FORCE	29.99
GANGSTER TOWN	24.99
*GAUNTLET	29.99
GHOSTBUSTERS	29.99
GHOST HOUSE	17.99
GLOBAL DEFENCE	12.99
GOLDEN AXE	29.99
GOLFAMANIA	32.99

GOLVELLIUS	29.99
GREAT BASEBALL	24.99
GREAT BASKETBALL	24.99
GREAT FOOTBALL	24.99
GREAT GOLF	24.99
GREAT VOLLEYBALL	24.99
*IMPOSSIBLE MISSION	29.99
*INDIANA JONES	29.99
*JUNGLE FIGHTER	29.99
KENSEIDEN	29.99
KUNG FU KIDD	24.99
LORD OF THE SWORD	29.99
MAZE HUNTER 3D	29.99
MIRACLE WARRIOR	32.99
MISSILE DEFENCE 3D	29.99
MONOPOLY	29.99
MY HERO	17.99
NINJA	9.99
OPERATION WOLF	29.99
OUT RUN	29.99
OUT RUN 3D	29.99
*PAPER BOY	29.99
*PARLOUR GAMES	17.99
PENGUIN LAND	29.99
PHANTASY STAR	39.99
POSEIDEN WARS 3D	29.99
POWER STRIKE	24.99
PRO WRESTLING	24.99
PSYCHO FOX	29.99
QUARTET	24.99
R.C. GRAND PRIX	29.99
R-TYPE	29.99
RAMBO III	29.99
RAMPAGE	29.99
RASTAN	29.99
RESCUE MISSION	9.99
ROCKY	29.99
SCRAMBLE SPIRITS	29.99
SECRET COMMAND	12.99
SHANGHAI	24.99
SHINOBI	29.99
SHOOTING GALLERY	24.99
SHOOTING GAMES	24.99
SLAP SHOT	29.99
SPACE HARRIER	29.99
SPACE HARRIER 3D	29.99
SPELLCASTER	29.99
SPY vs SPY	17.99
*SUBMARINE ATTACK	29.99
*SUPER MONACO G-PRIX	29.99
SUPER TENNIS	9.99
TEDDY BOY	9.99
TENNIS ACE	29.99
THUNDER BLADE	29.99
TIME SOLDIERS	29.99
TRANS BOT	9.99
ULTIMA 4	39.99
VIGILANTE	29.99

WANTED	24.99
WONDER BOY	24.99
WONDER BOY - MON/LAND	29.99
WONDERBOY III	29.99
WORLD GAMES	24.99
WORLD GRAND PRIX	12.99
WORLD SOCCER	24.99
Y's	32.99
ZAXXON 3D	29.99
ZILLION	24.99
ZILLION II	24.99

SEGA GOODIES

SEGA BUMBAGS	5.99
SEGA HAT	5.99
SEGA T-SHIRT L/S	9.99
SEGA HOLDHALL	13.99
SEGA WATCH	14.99

THE UK
MEGADRIVE
HAS LANDED

MEGADRIVE 189.99

POWERBASE CONVERTER	29.99
ARCADE POWER STICK	34.99
ALEX KIDD ENCH/CASTLE	29.99
ARNOLD PALMER T/GOLF	34.99
FORGOTTEN WORLDS	34.99
GHOULS n GHOSTS	44.99
GOLDEN AXE	34.99
LAST BATTLE	34.99
MYSTIC DEFENDER	34.99
RAMBO III	29.99
REVENGE OF SHINOBI	34.99
SPACE HARRIER II	34.99
SUPER HANG ON	34.99
SUPER LEAGUE BASEBALL	34.99
SUPER THUNDERBLADE	34.99
THUNDERFORCE II	34.99
TRUXTON	34.99
WORLD CUP ITALIA 90	29.99
ZOOM	29.99



ALL ORDERS WILL BE
SENT ASAP PRICES
INCLUDE VAT
* COMING SOON
PLEASE SEND PAYMENT
WITH ORDER
ADD £2 FOR DELIVERY

FREE SEGA BUBBLEGUM WITH ALL ORDERS

OUR SHOP IS NOW OPEN

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

TV GAMES
THE SEGA SHOP
11 CASTLE PARADE
92 EWELL BY-PASS
EWELL SURREY
KT17 2PZ
PHONE 081 786 7816
0831 520474
FAX 081 786 7192

£189.99.

Contact: Virgin Mastertronic 071
727 8070

IN BRIEF

Excellent example of the new 16-bit console technologies. The first decent 16-bit console to receive official support in the UK.

GRAPHICS

Resolution: 320 x 224

Palette: 512

Colours: 64

TV: Yes

Monitor: No

Sprites: 80

Speed: Very fast

SOUND

Speaker Quality: N/A

MIDI: No

Stereo Output: Yes

Performance: 12 channel stereo sound is produced by a custom FM chip and sounds fantastic.

HARDWARE

Joystick: Dedicated controller supplied.

SOFTWARE

Price: £30-50 (typically £35).

Cartridge Memory: Not known.

Existing Software Base: Good

Current Releases: Few in UK at present

Prospects: Very good.

BUYLINES

Best Buy Price: As RRP

Second Hand Availability: N/A

Maintenance: One year on UK machines.

STAR RATINGS

Graphics: ★★★★★

Sound: ★★★★★

Expansion: ★★

Overall: ★★★★★

Package: Console unit, controller unit and memory card (can store 27

SNK NEO-GEO

games scores).

Processor: 12MHz 68000 + 4MHz Z80A support.

Console Memory: 64K work RAM, 64K video RAM.

Recommended Retail Price: £399

Contact: Active Sales 081 752 0260

IN BRIEF

Technically the most advanced console currently available, the games are of arcade quality, with huge sprites and excellent sound, although the gameplay is a little lacking in the current crop of titles. The game cartridges can store up to 330 Mbits of data, but this is reflected in their price - £199.99! All is not lost, since Active Sales have launched a club where members can rent software for £25 a month. Definitely the system to have if you want to pose, and to be very poor!

GRAPHICS

Resolution: Arcade quality.

Palette: 65536

Colours: 4096

TV: Yes

Monitor Output: Yes

Monitor Supplied: No

Monitor Options: RGB, SCART

Sprites: 380

Speed: Remarkable

SOUND

Speaker Quality: Depends on TV/monitor

MIDI: No

Stereo Output: Yes

Performance: 13 channel stereo.

HARDWARE

Joystick: Supplied, second available for around £70.

Ports: Walkman socket

SOFTWARE

Price: £200.

Cartridge Memory: 330 Mbits.

Existing Software Base: Few at

present.

Current Releases: 12 planned by the end of the year.

Prospects: Uncertain, but the members' club could help swing chance in its favour.

BUYLINES

Best Buy Price: As RRP.

Second Hand Availability: None as yet.

Maintenance: One year's guarantee.

STAR RATINGS

Graphics: ★★★★★

Sound: ★★★★★

Expansion: ★

Overall: ★★★★★

AND SO THIS IS CHRISTMAS, AND WHAT HAVE YOU DONE?

You haven't called me, for a start. If you have any suggestions or queries regarding the Hardware section then write to me at the usual ACE Address or call during the Hotline hours.

David Upchurch



TURBOWARE

AMIGA 500 SCREEN GEMS PACK £339.99

RING (0480) 62012 or 63648

We are open 7 days a week

WE ARE SIMPLY THE CHEAPEST AROUND

SEGA MEGADRIE	
Sega Megadrive PAL (imported)	115.00
Sega Megadrive PAL, Inc. game	130.00
Sega Megadrive (UK) Inc. game	160.00
Sega Megadrive jet Pad	15.00
MEGADRIE GAMES	
Air Driver	27.00
Amo Flash	30.00
Atomic Robokid	32.00
Axis	32.00
Batman	30.00
Budokan	39.00
Burning Force	30.00
Collaris	25.00
Cube	21.00
Cyberball	23.00
Die Scorp	30.00
Demolux Mea	30.00
Derwin 401	21.00
El Rey	27.00
Overlord Duke	32.00
Edwal	30.00
Falson	30.00
Fire Shark	30.00
Gun Ground	29.00
Glue Buster	24.00
Ghosts and Ghosts	30.00
Golden Axe	26.00
Wings Zed	19.00
Asuka No Ken	26.00
Car Battle	25.00
Reflex	28.00
Junior X	30.00
Red Drive	TBA
Junction	30.00
Run	30.00
LA-GE-KI	TBA
Lynx	30.00
Mining Cup	24.00
Master Golf	24.00
Monowalker	27.00
New Zealand Story	24.00
Paladin	26.00
Populous	39.00
Raman Saga 2	24.00
Eng Side Angel	30.00
Barrow Islands Extra	39.00
197 Zero Blade	25.00
Titans Myroth	29.00
Under	35.00
Super Monaco Grand Prix (Pal)	28.00
Real Masters	TBA
Shadow Dancer	TBA
Tri Tri Madness	28.00
TDR	28.00

SEGA MEGADRIE GAMES (UK)	
Alex Kidd	24.00
Arnold Palmer Golf	28.00
Battle Squadron	35.00
Backdawn	35.00
Forgotten Worlds	28.00
Ghouls and Ghost	35.00
golden axe	28.00
John Madden football	35.00
last battle	28.00
mythic defender	28.00
populus	35.00
Rambo 2	34.00
Revenge of shinobi	28.00
Space Harrier 2	28.00
Super bane on 2	28.00
Super hansen	28.00
Super Thunderblade	28.00
Super League Baseball	28.00
Thunderforce 2	28.00
Thruxton	28.00
World Cup Italy 90	24.00
Zany Golf	35.00
Zoom	24.00

PC ENGINE	
PC Engine (Pal)	125.00
PC Engine (Pal)	140.00
PC Engine CD Ram	245.00
PC Engine CD Ram inc Game	265.00
Control Pad	14.00
PC ENGINE GAMES	
Afterburner 2	32.00
Atomic Robokid	30.00
Batman	34.00
Cybercross	27.00
Devil Crash	30.00
Die Hard	30.00
Duo v. Doko Don	31.00
Final lap	31.00
Formatin soccer	30.00
Gunhead	30.00
Gunhead 2	31.00
Heavy Unit	20.00
Image Flight	32.00
Klax	30.00
Close HQ	30.00
Legendary Axe 2	32.00
Mr Heli	29.00
New Zealand Story	31.00
Operation Wolf	30.00
PC Kid	30.00
Power Drift	31.00
Rastan Sega 2	29.00
Splatter House	30.00
Tiger Heli	24.00
Vigilante	24.00
Wonderboy	26.00
W-Wing	30.00
Hell Explorer	31.00

SEGA MEGADRIE GAMES (UK)	
Neo-Geo (UK)	325.00
Neo-Geo (Imported)	345.00
Neo-Geo Games (UK)	
Baseball	175.00
Golf	160.00
Magicians Lord	175.00
Nam 1975	175.00
Neo-Geo Games (Imported)	
Baseball	155.00
Golf	160.00
Magicians Lord	155.00
Nam 1975	155.00
Ninja Combat	145.00
Asuka Vs Asuka	165.00
Super spy	160.00
Cyber Up	160.00
Riding High	160.00
Super Wonderboy	160.00
Ikari Warriors 3	160.00
NINTENDO GAME BOY	
GAMEBOY inc TETRIS	£65.00
GAMEBOY GAMES	
Baseball	20.99
Golf	21.99
Tennis	21.99
Revenge of the Eater	21.99
Marioland	21.99
Tetris	20.99
ATARI LYNX (UK)	
Atari Lynx Inc California Games	£155.00
LYNX GAMES	
Blue Lighting	20.99
Stone World	20.99
Electro Cop	20.99
Rampage	20.99
Road Blasters	20.99
Paperboy	20.99
Gunmetal	20.99
Chips Challenge	20.99
Gates of Zendocon	20.99
OTHER CONSOLES	
AMSTRAD EX4000	92.99
COMMODORE 64ES	93.00
NINTENDO ENTERTAINMENT SYSTEM (TURTLES)	69.99
NINTENDO FAMICOM (16 BIT)	TBA
SEGA MASTER SYSTEM (WITH HANG ON)	69.99
SEGA GAME GEAR	TBA
POWERCADE	299.99
GAMEMATE (HAND HELD)	TBA
PC ENGINE (HAND HELD)	TBA
PC ENGINE SUPER GRAFTX	189.99

Please make cheques/P.O to : ST IVOSOFT, 43 Warren Rd, St Ives, Huntingdon, Cambs PE17 4NW

P+P and VAT included. Send a large SAE for a full list. Many more titles available note: our Megadrives (Japanese) run all games - British, American as well as Japanese

SOFTSELLERS

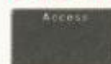
MAIL
ORDER

6 BOND STREET, IPSWICH, SUFFOLK, IP4 1JE

MAIL
ORDER



5A DOG'S HEAD STREET, IPSWICH
(RETAIL)



MAIL ORDER PURCHASE LINE (0473) 257158/(0473) 210605 FAX (0473) 213457

	ST	AMIGA		ST	AMIGA		ST	AMIGA
* 9 LIVES	16.99	16.99	* GUNS AND BUTTER	19.99	19.99	* ROCKY HORROR SHOW	16.99	16.99
* 4TH DEMENSION	16.99	16.99	* GOLDEN AXE	*13.99	16.99	* ROGUE TROOPER	-	16.99
688 ATTACK SUB MARINE		16.99	* HAMMERFIST	16.99	16.99	* ROTATOR	16.99	16.99
* ADDIDAS			* HARPOON	-	19.99	* ROTOX	16.99	16.99
CHAMP TIE BREAK	16.99	16.99	HARLEY DAVIDSON	19.99	19.99	* ROBOCOP 2	16.99	16.99
ANTS HEAD (DATA DISK)		12.99	HERO QUEST	*24.99	24.99	* RAIL ROAD TYCOON	16.99	16.99
* ALPHA WAVES	16.99	16.99	HEROES (COMP)	19.99	19.99	RED STORM RISING	15.99	15.99
* AMNIOS	-	13.99	* HARD DRIVEN 2	16.99	16.99	* RIDERS OF ROHAN	16.99	16.99
* ANCIENT ART OF WAR	16.99	16.99	HALLS OF MONTEZUMA	16.99	16.99	S E U C K	19.99	19.99
* ANT ART WAR AT SEA	16.99	16.99	HOLLYWOOD COLLECTION	19.99	19.99	* SECRETS OF MONKEY ISLAND	19.99	19.99
ATF 2	16.99	16.99	* HUNT FOR RED OCTOBER	16.99	16.99	* SECRETS OF LUFTWAFFE	19.99	19.99
ATOMICS	13.99	13.99	IVANHOE	13.99	16.99	* SEARCH FOR THE KING	-	16.99
* ALCATRAZ	16.99	16.99	INT 3D TENNIS	*16.99	16.99	* SPEED BALL 2	16.99	16.99
ATOMIC ROBO KID	16.99	16.99	* INT CHAMP WRESTLING	*16.99	16.99	* SWORD OF SAMUARI	16.99	16.99
* ADDIDAS CHP FOOTBALL	16.99	16.99	IMPERIUM	16.99	16.99	SECRET AGENT FLIES BY	13.99	16.99
ANARCHY	13.99	13.99	* INTERCEPTOR	16.99	16.99	* STORM ACROSS EUROPE	19.99	19.99
* AQUAVENTURA	24.99	24.99	ITALY 1990	13.99	13.99	SPACE QUEST III	19.99	19.99
AWESOME	-	24.99	* INDIANAPOLIS 500	-	16.99	* SPINDIZZY 2	16.99	16.99
* ARMOUR GEDDON	16.99	16.99	* IRON MAN	13.99	13.99	* SILK WORM 4	13.99	13.99
* BACK TO THE FUTURE 3	16.99	16.99	* IMMORTAL	16.99	16.99	* SKULL AND CROSSBONES	13.99	13.99
* BARDS TALE 3	-	16.99	IT CAME FROM THE DESERT	16.99	-	* STUN RUNNER	16.99	16.99
* BARBARIAN II (PSYGNOSIS)	16.99	16.99	* JUDGE DREDD	13.99	13.99	* STRIDER 2	16.99	16.99
BANKOK KNIGHTS	13.99	16.99	KNIGHTS OF KRYSTALLION	-	19.99	* SILVER BLADES	16.99	16.99
BATTLECHESS	16.99	16.99	KICK OFF 2 (1 MEG)	-	16.99	* SIMULCRA	16.99	16.99
* BAD LANDS	16.99	16.99	KICK OFF II	12.99	12.99	SHADOW OF BEAST 2	-	24.99
* BATTLE COMMAND	16.99	16.99	KICK OFF 2 WCE	16.99	16.99	ST DRAGON	16.99	16.99
BATTLE MASTER	19.99	19.99	KICK OFF EXTRA TIME	9.99	9.99	S T O S	19.99	
BSS JANE SEYMOUR	16.99	16.99	KICK OFF COMP	16.99	16.99	* SHADOW SORCEROR	16.99	16.99
* BETRAYAL	19.99	19.99	KILLING GAME SHOW	16.99	16.99	STREET FHTING MAN	13.99	13.99
BOMBER MISSION D'KS	12.99	12.99	* LIGHT CORRIDOR	13.99	13.99	* SOCCER MANIA	16.99	16.99
* BILLY THE KID	16.99	16.99	* LIFE AND DEATH	19.99	19.99	SLY SPY	13.99	16.99
* BAT	16.99	24.99	* LINE OF FIRE	16.99	16.99	* STEVEN HENDRY		
* BAD BLOOD	19.99	19.99	* LORDS OF CHAOS	16.99	16.99	CHAMP'SHIP SN'KER	16.99	16.99
BLACK TIGER	13.99	16.99	LOTUS TURBO	*16.99	16.99	SNOW STRIKE	16.99	16.99
* BLADE WARRIOR	15.99	15.99	LEGEND OF FAERGHAIL	16.99	16.99	SHADOW OF BEAST	16.99	16.99
BUDAKHAN		16.99	LEISURE SUITLARRY III	29.99	29.99	SHADOW WARRIORS	13.99	16.99
* BUCKROGERS	16.99	16.99	* LEMMINGS	16.99	16.99	SUBBUTEO	16.99	16.99
* CUTIPO	16.99	16.99	* LEAVING TERAMIS	13.99	16.99	SIM CITY	19.99	19.99
CABAL	*13.99	16.99	LAST NINJA II	16.99	16.99	STAR FIGHT	16.99	16.99
CADAVER	16.99	16.99	LOOM	16.99	16.99	SUPREMACY	19.99	19.99
CAPTIVE	16.99	16.99	LOST PATROL	*13.99	16.99	SUPER CARS	16.99	16.99
* CRIME WAVE	16.99	16.99	* LAST STUNTMAN	12.99	12.99	* STUN RUNNER	16.99	16.99
* CARTHAGE	15.99	15.99	* LEGEND BILLY BOULDER	16.99	16.99	SPY WHO LOVED ME	13.99	13.99
CONQUEROR	16.99	16.99	MANIC MANSION	16.99	16.99	* THE PLAGUE	16.99	16.99
CORPORATION	16.99	16.99	MAGIC FLY	16.99	16.99	TIME MACHINE	16.99	16.99
CHAMPION OF RAJ	16.99	19.99	MIDWINTER	19.99	19.99	* TEENAGE TURTLES	16.99	16.99
* CHALLENGES	19.99	19.99	MONTY PYTHON	13.99	13.99	THUNDERSTRIKE	16.99	16.99
* CHASE HQ 2	16.99	16.99	MIDNIGHT RESISTANCE	16.99	16.99	* TOURNAMENT GOLF	13.99	16.99
* CODENAME ICEMAN	29.99	29.99	* MYSTICAL	16.99	16.99	TRIAD II (COMP)IV	19.99	19.99
* COLONELS BEQUEST	29.99	29.99	MURDER IN SPACE	16.99	16.99	* TEAM SUZUKI	16.99	16.99
* CORVETTE		19.99	MANCHESTER UTITED	13.99	16.99	* TEAM YANKEE	19.99	19.99
COMBO RACER	16.99	16.99	MATRIX MARAUDERS	16.99	16.99	* TOYOTTES	13.99	13.99
CHESS CHAMPION 2175	19.99	19.99	MEAN STREETS	16.99	16.99	* TORVAK THE WARRIOR	16.99	16.99
CHUCK YEAGERS A.F.T.	16.99	*16.99	M1 TANK PLATOON	19.99	19.99	* TOYOTTA CELICA	16.99	16.99
COLARADO	16.99	16.99	MURDER	16.99	16.99	* TOTAL RECALL	16.99	16.99
CONQUEST CAMELOT	29.99	29.99	* MAGICIAN	16.99	16.99	* TOKI	16.99	16.99
CHAOS/DUNGEON MASTER	19.99		* MOONBLASTER	16.99	16.99	TNT	19.99	19.99
CHAOS STRIKES B'K	16.99	16.99	* MYTH	16.99	16.99	TENNIS CUP	16.99	16.99
* CHESS SIMULATOR	16.99	16.99	* MUDDS	16.99	16.99	TURRICAN	16.99	16.99
* CRUISE FOR A CORPSE	16.99	16.99	NEW YORK WARRIOR	13.99	13.99	TUSKER	16.99	16.99
DEFENDERS OF THE EARTH	12.99	12.99	NUCLEAR WAR	16.99	16.99	* THE KEEP	16.99	16.99
DICK TRACY	16.99	16.99	* NAVY SEALS	16.99	16.99	TV SPORTS BASK'BALL	16.99	19.99
DUNGEON MASTER EDITOR	9.99	9.99	* NARC	16.99	16.99	* TV SPORTS BASEBALL	-	19.99
DRAGONS BREATH	19.99	19.99	NARC	16.99	16.99	ULTIMATE GOLF	16.99	16.99
* DRAGON WAR	16.99	16.99	NITRO	16.99	16.99	* ULTIMATE RIDE	19.99	19.99
DAYS OF THUNDER	19.99	19.99	NIGHT BREED	16.99	16.99	UNTOUCHABLES	13.99	16.99
* DRAGONS LAIR 2	34.99	34.99	* NIGHT SHIFT	19.99	19.99	* UNIVERSE III	15.99	15.99
* DRAGON FIGHT	16.99	19.99	NORTH AND SOUTH	15.99	15.99	* UMS II	19.99	19.99
DRACKEN	19.99	19.99	NEUROMANCER		16.99	ULTIMA V	19.99	*19.99
* DUSTER	16.99	16.99	OP STEALTH	16.99	16.99	* UP AND AWAY	16.99	16.99
* DYNAMIC DEBU'ER	15.99	15.99	* OPERATION HARRIER	16.99	16.99	VENUS FLY TRAP	13.99	13.99
DYNASTY WARS	16.99	16.99	* OUTBOARD	16.99	16.99	* VENDETTA	16.99	16.99
* EAGLE RIDER	16.99	16.99	* OBITUS	24.99	24.99	VOODOO NIGHTMARE	16.99	16.99
* ECSTASY	13.99	13.99	OMNICROM CONSPIRACY	16.99	16.99	WALKER	16.99	16.99
EMELYN HUGHES INT SOCCER	16.99	16.99	ORIENTAL GAMES	15.99	15.99	WILDFIRE	19.99	19.99
EDITION 1 (COMP)	19.99	19.99	PARADROID 90	16.99	16.99	* WRATH OF THE DEMON	16.99	16.99
* EPIC	-	16.99	* PANG	16.99	16.99	WARHEAD	16.99	16.99
* ESCAPE FROM COLDITZ	16.99	16.99	* PLOTTING	16.99	16.99	* WELLTRIS	16.99	16.99
E.SWAT	16.99	16.99	PROJECTILE	16.99	16.99	* WAR JEEP	16.99	16.99
* FLASH DRAGON	13.99	13.99	PINBALL MAGIC	13.99	16.99	* WOLFPACK	16.99	19.99
* FINALE (COMP)	16.99	16.99	* POWER MONGER	16.99	16.99	WHEELS OF FIRE	19.99	19.99
* FOOTBALL SIMULATOR	13.99	13.99	POWER PACK (COMP)	16.99	16.99	WINGS	19.99	19.99
* FORD Q8 RALLY	16.99	16.99	* POP UP	13.99	13.99	* WONDERLAND	-	19.99
F29 RETALIATOR	16.99	16.99	POLICE QUEST II	16.99	24.99	WORLD CHAMP SOCCER	13.99	16.99
F19 STEALTH FIFTER	19.99	19.99	PLAYER MANAGER	12.99	12.99	* WLF	16.99	16.99
F16 COMBAT PILOT	15.99	15.99	* PREDATOR 2	16.99	16.99	WAR MONGER	16.99	16.99
FALCON	16.99	19.99	* PHOTON STORM	13.99	13.99	* WARP	12.99	12.99
FALCOM MISSION 2	13.99	13.99	* PANIC STATION	13.99	13.99	XENOMORPH	16.99	16.99
FLOOD	16.99	16.99	* RAMROD	16.99	16.99	XENOMORPH	16.99	16.99
* FUTURE BASKETBALL	16.99	16.99	REACH FOR THE SKY	16.99	19.99	XIPHOS	16.99	16.99
FULL BLAST	19.99	19.99	* RALLY	16.99	16.99	* YOLLANDER	16.99	16.99
FIGHTER BOMBER	19.99	19.99	RAINBOW ISLAND	13.99	16.99	* ZONE WARRIOR *	16.99	
FLIPPI MAGNOSE	16.99	16.99	RESOLUTION 101	16.99	16.99	* Z-OUT	13.99	13.99
* FLIGHT OF INTRUDER	16.99	19.99	ROURKES DRIFT	16.99	16.99			
GOLD OF THE AZTECS	16.99	16.99	RICK DANGEROUS 2	16.99	16.99			

CHEQUES AND POSTAL ORDERS PAYABLE TO SOFTSELLERS. POST & PACKING FREE IN UK

OVERSEAS £1.50 PER ITEM. EXCEPT HARDWARE CHARGED AT COST. SUBJECT TO AVAILABILITY AND PRICE CHANGE WITHOUT NOTICE. NOT ALL TITLES RELEASED AT TIME OF GOING TO PRESS. *

HARDWARE

AMIGA 500

Standard
£339.95

AMIGA 500 'Screen Gems'

Back to the Future 2
Days of Thunder
Shadow of the Beast 2
Night Breed, Deluxe Paint 2
£369.95

AMIGA 500

Flight of Fantasy

F29 Retaliator
Rainbow Islands
E.F.T.P.O.T.R.M., Deluxe Paint 2
£369.95

AMIGA 500

'Class of the 90's'

1st Steps, A501 Expansion,
Pro Write 2.5, DPaint 2,
DPrint 2, Info File, Logo,
Music Mouse, Talking Turtle,
BBC Emulator,
Box of 10 disks, Mouse Mat,
Resource File, Intro Video,
Lets Spell at Home
£549.95

COMMODORE 1084

Stereo Colour Monitor
£249.95

AMIGA External Drive

1 Megabyte DS
£69.95

AMIGA Memory Expansion

512K	512K
with clock	without clock
£49.95	£39.95

A590 Hard Drive

20 Meg Hard Drive
£369.95

JOYSTICKS

CHEETAH	7.99
CHEETAH STARPROBE	11.99
PRO 5000 EXTRA GLO GREEN	13.99
PRO 5000 EXTRA GLO RED	13.99
PRO 5000 BLACK	11.99
QS TURBO 3	9.99
EUROMAX RACEMAKER	24.99
KONIX NAVIGATOR	11.99

DISC BOXES WITH DISCS

3.5" 40 HOLDER LOCKABLE WITH 10 3.5" DSDD DISCS	11.99
3.5" 40 HOLDER LOCKABLE WITH 40 3.5" DSDD DISCS	15.99
3.5" 40 HOLDER LOCKABLE WITH 40 3.5" DSDD DISCS	27.99
3.5" 80 HOLDER LOCKABLE WITH 10 3.5" DSDD DISCS	13.99
3.5" 80 HOLDER LOCKABLE WITH 40 3.5" DSDD DISCS	29.99
3.5" 80 HOLDER LOCKABLE WITH 80 3.5" DSDD DISCS	49.99

PERIPHERALS

REPLACEMENT MOUSE + MOUSE HOLDER + MOUSE MAT	29.95
FOUR PLAYER ADAPTOR	5.95
MOUSE MAT	4.95
JOYSTICK EXTENDER	5.95
DUST COVER	4.95

DISCS

3.5" DSDD UNBRANDED	
10	6.99
20	11.99
50	29.99
100	49.99
3.5" DSDD SONY BRANDED	
10	11.99
20	22.99
50	54.99
100	99.99

DISC BOXES

3.5" 40 HOLDER LOCKABLE	4.99
3.5" 80 HOLDER LOCKABLE	6.99
5.25" 50 HOLDER LOCKABLE	4.99
5.25" 120 HOLDER LOCKABLE	6.99

HARDWARE

ATARI 520

STFM Discovery Pack

Bombjack, Carrier Command,
Outrun, Space Harrier, STOS,
Neochrome, First Basic, ST
Tour Discover the ST
£269.95

ATARI 520

STE Turbopack

S.T.O.S., Basic, Music Maker
2, Hyperpaint 2, Indiana
Jones, Impossible Mission 2,
Human Killing Machine,
Supercycle, Outrun, Dragon
Breath, Anarchy, Bloodmoney
£349.95

ATARI 1040

STE 'Extra'

Prince, Hyperpaint, STAC,
ST Word, ST Basic, ST Calc,
ST Graph
£449.95

ATARI

Lynx Handheld

Portable games Machine,
California Games
£179.95

ATARI SM124

Monochrome Monitor
£99.95

PHILIPS 8833

Colour Monitor (Stereo)
£249.95

ATARI

External Drive

1 Megabyte DS
£79.95

CHEQUES AND POSTAL ORDERS PAYABLE TO SOFTSELLERS. POST & PACKING FREE IN UK.

OVERSEAS £1.50 PER ITEM, EXCEPT HARDWARE CHARGED AT COST. SUBJECT TO AVAILABILITY AND PRICE CHANGE WITHOUT NOTICE. NOT ALL TITLES RELEASED AT TIME OF GOING TO PRESS.

TITLE	COMP	PRICE
TOTAL £:		

NAME: _____

ADDRESS: _____

TEL NO: _____

Have you ordered from us before
(yes/no): _____

ONE NOVEMBER



RAPID SERVICE SOFTWARE



SUPPLIERS OF QUALITY SOFTWARE



TITLE	AMIGA	IBM/PC	ST
Action Stations	20.99	27.99	-
Amos	37.50	-	-
Ancient Battles	-	18.99	18.99
ATF 2	17.50	17.50	-
Atomic Robokid	18.99	-	18.99
Awesome	24.50	-	-
Baal	6.99	-	-
Ballistix	6.99	-	-
Battle Of Britain	22.50	22.50	22.50
Battle Master	18.99	-	18.99
Blitzkrieg	20.99	24.50	-
Bloodmoney	6.99	-	-
BSS Jane Seymour	18.99	-	18.99
Buck Rogers	-	26.25	-
Cadaver	18.99	-	18.99
Captive	17.50	-	17.50
Chuck Yeager Vol 2	-	-	18.99
Corporation	7.50	7.50	7.50
Curse of Ra	18.99	-	18.99
Corruption	7.50	7.50	7.50
Damocles	17.50	-	17.50
Days of Thunder	17.50	17.50	17.50
Deluxe Paint	-	-	33.50
Dragon Flight	22.50	-	22.50
Dungeon Master	18.99	*22.50	18.99
Elite +	-	*24.50	-
F16 Combat Pilot	17.50	-	17.50
F19 Stealth Fighter	20.99	27.99	20.99
Falcon Mission Disk 2	14.99	-	14.99
Football Simulator	18.99	-	18.99
Flipit and Magnose	18.99	-	18.99
Flood	18.99	-	18.99
Football Director 2	-	14.99	-
Fountain of Dreams	-	18.99	-
Fun School 3	17.50	-	17.50
Future Basketball	18.99	-	18.99
Gremlins 2	Call	Call	Call
Hitch Hikers Guide to the Galaxy	7.50	7.50	7.50
Hollywood Collection	22.50	-	22.50
Horror Zombies	18.99	22.50	18.99
Imporium	18.99	-	18.99
Indy 500	18.99	18.99	18.99
Infestation	18.99	22.50	18.99
It Came from the Desert	22.50	*26.25	-
International 3D Tennis	TBA	-	17.50
International Soccer Challenge	17.50	20.99	17.50
James Pond	18.99	-	18.99
Jewels of darkness	-	-	7.50
Kick Off 2	17.50	-	17.50
Kid Gloves/Cloud Kingdoms	14.99	-	14.99
Killing Game Show	17.50	-	-
Kings Bounty	-	22.50	-
Leather Goddess	7.50	7.50	7.50
Legend of Faerghail	22.50	22.50	-
Legend of the Sword	7.50	-	-
Lost Patrol	18.99	-	TBA
Lotus Turbo Espirit Challenge	18.99	-	18.99
Magic Fly	18.99	-	18.99
Man Utd	17.50	17.50	13.99
Mastersound	34.99	-	34.99
Mean Streets	18.99	22.50	18.99
Midwinter	20.99	24.50	20.99
Might and Magic 2	22.50	22.50	-
Monty Python	14.99	18.99	14.99
Murder	18.99	22.50	18.99
Murder in Space	18.99	-	18.99
Music X Junior	59.99	-	-
M1 Tank Platoon	20.99	27.99	20.99
Night Breed	18.99	22.50	18.99

TITLE	AMIGA	IBM/PC	ST
Night Hunter	17.50	17.50	17.50
Night Raider	-	-	7.50
Nitro	17.50	-	17.50
Operation stealth	18.99	22.50	18.99
P47	-	17.50	-
Paradriod 90	18.99	-	18.99
PGA Golf Tour	TBA	18.99	TBA
Planetfall	7.50	7.50	7.50
Platinum	18.99	-	18.99
Pool of Radiance	22.50	22.50	*22.50
Power Pack	18.99	-	18.99
Pro Soccer	14.99	-	14.99
Replay V8	-	-	59.99
Resolution 101	18.99	22.50	18.99
Rick Dangerous 2	17.50	17.50	17.50
Rorkes Drift	17.50	-	17.50
Rotox	18.99	18.99	18.99
Savage Empire	-	24.50	-
Shadow of the Beast	-	-	17.50
Shadow of the Beast 2	26.25	-	-
Sherman M4	18.99	18.99	18.99
Silent service 2	-	29.99	-
Sly Spy	18.99	-	18.99
Snow Strike	-	18.99	-
Silicon Dreams	-	-	7.50
Soccer Mania	17.50	-	17.50
Space Ace	35.00	35.00	35.00
Star Blade	17.50	17.50	17.50
Storm Accross Europe	22.50	22.50	-
Stormlord	17.50	17.50	17.50
Star Blade	17.50	17.50	17.50
Star Glider 2	7.50	-	7.50
Subbeteo	14.99	-	14.99
Supremacy	22.50	-	22.50
Teenage Mutant Ninja Turtles	18.99	22.50	18.99
Test drive 3	-	22.50	-
Team Yankee	22.50	-	22.50
The Spy Who Loved Me	14.99	-	14.99
Time Machine	18.99	-	18.99
TNT	22.50	-	22.50
Tunnels and Trolls	-	22.50	-
Turrican	14.99	-	14.99
TV Sports Basketball	-	26.25	-
Ultima V1	-	24.50	-
Ultimate Golf	18.99	18.99	18.99
UMS 2	*20.99	*24.50	*20.99
UN Squadron	18.99	-	18.99
Vette	-	22.50	-
White Death	20.99	24.50	-
Wings of Death	18.99	-	18.99
Wish Bringer	7.50	7.50	7.50
Wings	22.50	-	-
Wheels of Fire	22.50	-	22.50
Wing Commander	-	24.50	-
Where in the US is Carman	-	26.25	-
San Diego	-	26.25	-
Where in the USA is Carman	-	26.25	-
San Diego	-	26.25	-
Where in the World is Carman S	-	26.25	-
Where in Europe is Carman S	-	26.25	-
Where in time is Carman Sand	-	26.25	-

PERIPHERALS

Disc Drive Head Cleaners 3"	4.99
Disc Drive Head Cleaners 3.5"	3.99
Disc drive Head Cleaners 5.25"	3.99
Amiga Power Supply Unit	39.99
C64 Power Supply	18.99
Spectrum 48K Power Supply	9.99
Atari 520/1040 Power Supply (internal)	39.99
C16/+4/C64/VIC20 Tape Player	18.99
Load It Tape Player (with 6 free games)	39.99
SPE/MSX/BBC/ELE Tape Player	15.00
Amsrad 664/6128 Tape Lead	4.99
Spectrum 48/128 Loading Leads	2.99
+ 3 Tape Lead	3.99
PC/AMIGA/ST Centronics Printer Lead	6.99
Amstrad 464/664/6128/ Centronics	
Printer Lead	8.99
Amiga to Amiga ST to ST Amiga to	
ST Lead	9.99
Amiga Scart Lead	9.99
ST Scart Lead	9.99
Computer RF TV Lead	2.99

Amiga A500 RAM Expansion
£32.50 without clock £36.99 with clock

Amiga Modulator	24.99
STContriver Mouse	19.99
Amiga Contriver Mouse	19.99
ST Internal Drive	69.99
ST Second Drive	69.99
Amiga Second Drive	69.99
ST/AMIGA/64C/+2 Dust Covers	4.99
Mouse mat	2.99

JOYSTICKS

Quickshot Apache 1 (Q5131)	6.99
Quickshot Turbo	8.99
Cheetah 125+	
(Suitable for Spectrum ++ and +3)	8.99
Cruiser	8.99
Cheetah mach 1	9.99
Zipstick Super Professional with A/F	12.99
Competition Pro 5000	12.99
Zip Stick Super Professional with A/F	12.99
Competition Pro 5000	12.99
Quickjoy Top Star	19.99
Spectrum Single Port interface	9.99
Spectrum Twin Port Interface	14.99
PC Joystick	17.99
PC Game Card	17.99

DISCS AND BOXES

5.25" BULK PACKED DSD 96 TPI
INCLUDING LABELS
10 - £4.00
25 - £9.00
50 - £17.00
100 - £32.00

3.5" BULK PACKED INCLUDING LABELS
10 - £5.00
25 - £12.25
50 - £23.50
100 - £46.00

3.5" BULK PACKED HIGH DENSITY
10 - £10.00
25 - £22.50
50 - £42.50
100 - £80.00
100% CERTIFIED

40 CAPACITY 3.5" DISK BOX	5.99
80 CAPACITY 3.5" DISK BOX	7.99
110 CAPACITY 5.25" DISK BOX	8.99

ALL PRICES INCLUDE VAT AND
DELIVERY

Overseas orders please add £1.00 per
item

LOOK! LOOK! LOOK!

FREE PUBLIC DOMAIN OR DEMO DISC
ON ALL ST/AMIGA SOFTWARE ORDERS
OVER £10.
ALL ST/AMIGA SOFTWARE CHECKED
FOR LOADING.

PLEASE MAKE CHEQUES/PO PAYABLE

TO: RAPID SERVICE SOFTWARE
P.O. BOX 57
MACCLESFIELD
CHESHIRE
SK11 6JE
Tel : 0625 615639

For your FREE Catalogue and £1.00 Software Voucher (.) :
Call 0625 615639

(.) Valid against orders of £10.00 and over.

* Not released at the time of publication. Please phone for details.

This is a small selection of the software
we supply.
Please phone us for a title you want that
is not listed.

* NOW WITH OUT OF HOURS
ORDERING ON OUR ANSWERPHONE

SEGA MASTER



Two Master system games have been currently 'on' in the office and they've really become favourites among the team.

Super Monaco Grand Prix and Alex Kidd in Shinobi Land have both kept us hitting those control panels way into the evening. Each has a very different style and each deserves a review, so, as if by magic...

SUPER MONACO GRAND PRIX

3D race games certainly seem to be the thing of the moment, and it's nice to see a Master system racer which is big enough to go up against the 16 bidders.

Fans of the coin-op should be well pleased with this conversion. Two players have the chance to race in the Monaco Grand Prix, competing against themselves as well as the computer-controlled drone cars. Should you find yourself with an especially good (or unsociable) friend, you can race against another computer-controlled vehicle.

MEGADRIVE



It's probably old news to you by now, but I thought I'd mention it anyway. Sega are apparently developing a IBM PC compatible home computer, but with built-in Megadrive capabilities. So not only will you be able to do a bit of word processing, but you'll also be able to boot up *Strider* for a quick hack when you feel like it.

It looks just like a traditional PC, with a monitor, CPU slab and detachable keyboard, all in a rather drab matt-grey finish. However, mounted on the front of the CPU slab and looking very out of place on a PC, are two joystick ports and a cartridge slot. Obviously no slacker as a games machine, it's also pretty hot as a PC, sporting, as it does, a 16MHz 80286 CPU.

Sounds good, doesn't it? But, will we see it? I phoned Virgin Mastertronic, Sega's UK distributor, to see if there were any plans to bring it over here. Unfortunately, a spokeswoman informed me that although there were no current plans, Virgin are interested in distributing as much Sega product as possible on our shores, so who

The screen display is split into two halves, each depicting the car and view of each racer. The track rockets out of the screen at impressive speed, while a map at the top of the screen indicates their position on the track.

A constant reminder of your current position is found slap bang in the middle of the screen.

Super Monaco GP really is a rather excellent game, containing virtually all of the elements found in the coin-op original. A sound buy.

ALEX KIDD IN SHINOBI WORLD

The Japanese seem incapable of designing any truly gung-ho fighting games. They just can't resist those fruity bonuses.

Alex Kidd is no exception. Here, in a parody of the deluge of ninja games, Alex Kidd must battle the numerous, but not especially fierce warriors.

Guide Alex through the thoroughly colourful and well animated battle-zones, cracking heads and collecting pink-heart strength enhancers. Along the way to his goal, Alex must defeat increasingly tough baddies, armed with no more than his sword and his wits.

Despite the throwaway appearance and lightweight nature of the game, there's actually a lot of playability in here. Attaining proficient control of Alex is a genuine challenge and progress through the levels offers just as much reward as the heavyweight games.

Next month, tips tips tips in our Master System games extravaganza!

● Richard Evans

knows? More news when we get it...

The demand for the Megadrive as Xmas approaches is getting pretty heavy! According to Virgin Mastertronic new shipments of the World's best console are being shipped in from Japan even as I write. If you want to get one for Christmas I'd advise you get down those shops NOW and place your order!

New official titles being released: *Ghostbusters II* comes out on November 28th and *World Cup Italia '90* comes out on December 6th (just in time to make it into your stocking!).

TARGET EARTH

Tip time! First a nifty little cheat from Jody Goodall of Madchester (Rave On!). Fancy nine Continues? OK, here's what you do. Start a game and destroy your warship, then let 'Rex' die on his way to the shuttle (callous so-and-so). Choose the 'Option' mode and change the pad Reset from Cancel to Enable.

Now, whilst still in 'Option' mode, press Button C and Start simultaneously. A pretty super girlie will slide on screen with nine Continues to offer you. Exit 'Option' mode and play on! In addition, to change the firing set-up press Buttons A, B and C simultaneously, and to become invincible press Start on the second controller.

HERZOG ZWEI

Crazy name for a crazy game! Again, Jody Goodall comes to the rescue to help you reach various game stages with these passwords:

- 5 wins: GGGKHAGOKLO
- 12 wins: BPHOHACAGML

DIRECT LINE

To YOUR micro...

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

- 19 wins: NPLOFOCAGKP
- 22 wins: IMLPFEGEMLC
- 25 wins: JAJBPDNCMC
- 28 wins: LILOPBDPIKJ
- 31 wins: JIJOMGJAKOL

Thanks, Jody! Keep writing - please!

Incidentally, I just want to back up what the review in 'Screentest' says about *Strider*. I was a big fan of the arcade game, although I could never get beyond Level 4, and I was totally gobs-macked by the Mega conversion. Talk about arcade perfect!

Talking of perfect conversions, what about the letter in this issue about the quality of Megadrive conversions? It's true that because the machine has a 68000 processor it is gaining rapid popularity with ST and Amiga programmers who want to break into console programming, but so far the number of 'port overs' from those machines has been minimal.

That's so far, however. What about the future? Are we doomed to paying £35 for games that computer owners will only be shelling out £25 for? The good news is almost certainly not. That's because the bulk of Sega software is going to be produced outside the UK, and the Amiga and ST are (unlike OUR machine) only really popular in Europe. Japanese and US software will continue to be generated specifically for the machine.

Anyway, enough of this cheery banter. Hope you have a very Mega Christmas, and see you in the New Year. By the way, did you know that according to the Chinese, 1991 is the Year of the Sega? I kid you... not?

● David Upchurch

AMIGA/ATARI^{STE} STEREO HEADPHONE ADAPTER

NEW

- ★ Volume Control
- ★ Output for 2 Players
- ★ Hi-Fi sound
- ★ Long lead



ONLY

£14.95

Including VAT,
Postage & Delivery

SOUNDS WICKED!

Compulink

10 Cleveland Way, London E1 4TR
Tel: 071-790 2424

ACE

THE MAGAZINE THATS MAKES YOU MONEY

CONTACTS :

MAIL ORDER ADVERTISING

JERRY HALL 071-251-6222 EXT 2452

CUSTOMER LIAISON / QUERIES

MELANIE COSTIN 071-251-6222 EXT 2527

DARE YOU RING THE...

**NAUGHTY
JOKE
LINE**

0898 800 240

JOKE OF THE CENTURY
0898 800 206



**FAT
FREDA'S
RUDE
JOKES**

0898 800 207

**HORROR
LINE**

0898 800 208

AUSSIE NAUGHTY JOKES
0898 800 209

**TASTELESS TIM'S
BAD
TASTE
JOKES**

0898 800 210

ROGER SMELLEE
0898 800 211



PAZAZ!

We can supply most
Amiga's Peripherals &
Software

A500 (PACK S).....	365.00	512K Ram Exp.....	40.00
Amiga 1084D-S.....	245.00	3.5" Ext Drive.....	65.00
Amiga B2000.....	from 998.00	3.5" Disks (ea).....	0.50p

SOFTWARE SPECIALS
25% DISCOUNT ON ALL
SOFTWARE PHONE FOR OUR
EXTENSIVE CATALOGUE

**Try our 24Hrs
Viewdata Bulletin
Board on 0383-620259**

ALL OUR PRICES INCLUDE VAT & DELIVERY (UK)

**Ring for quotes on
repairs**



14 Douglas Street,
Dunfermline, Fife, Scotland
0383-620102 (24 Hrs)

THE

Midnight Oil



NOW CONTAINS 1990 NFL TEAM/PLAYER DATA!*

"From my point of view, the game has kept me sitting up at nights and through holidays and weekends for up to 12 hours at a stretch, with miniscule breaks for food and other necessities.....It is a game I have no hesitation in recommending to anyone with even the slightest interest in American Football."

**ATARI
USER
REVIEW**



OUR PRIORITY: GAMEPLAY

HEADCOACH V.3

THE GAME

Headcoach is teh complete American Football simulation. You take charge of the latest recruit to the National Football League, and through skilful designe of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the Superbowl. Unlimited seasons, and ageing players, produce a realistic game of fluctuating fortunes.

THE MATCH

The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of your opposition. It's here where the strengths and weaknesses of your own players are highlighted.

TRAINING CAMP

Here is an opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. The current sharpness of any player can be assessed from their time in the 40 yard dash. Wide receivers, cornerbacks, running backs and linebackers are all positions where speed off the mark is crucial.

IBM PC	: All monitors 3/5" and 5.25" disks :	£29.95
Atari ST	: All ST/STEs, all monitors :	£19.95
Amiga	: All Amiga/monitor combos :	£19.95

AVAILABLE DIRECT FROM:

COLLEGE DRAFT

During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks.) There can be many weaknesses. The college draft should be used to find those stars of the future and make sure that they're playing for you.

STATISTICS

The statistics section will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks....all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

Telephone Sales:



0438
721936

The Midnight Oil
Dept. T04
18 Hazlemere Road,
Stevenage,
Herts, SG2 8RX

IBM PC ☐
ST ☐
AMIGA ☐

Name

Address

C64



Two things strike me this month. First, the fact that a grand total of none of the Christmas blockbusters which we so eagerly awaited for review this issue have turned up. And yet, their release dates are incredibly close. As a result, those big-name games will be beckoning you from the shelves for a good three weeks before you can check any reviews. Worrying isn't it?

The second topic this month, and a far more cheery one at that, regards cartridges. The Christmas boom obviously offers softcos the best opportunity to stake their claim in the consoles market.

Ocean, possibly the furthest advanced in cartridge development have roughly divided their product range in half, 50% will be available on console, the remainder will be on tape or disk only.

The rationale behind the move is to make the products which are definite high-profile games cartridge based; it's easier to justify the £19.99 cartridge price for, say, Robocop 2 than the Nightbreed arcade game which is unlikely to receive a particularly warm reception.

It's interesting to note that Total Recall, the game many had chalked up as Ocean's Xmas smash is not going to be available on cartridge.

Domark are also keen to wave the cartridge flag, offering three titles previously unavailable on the 64. While the names are extremely familiar, Commodore versions of Badlands, Cyberball and Vindicators never actually made it onto the 64. All programs offer enhancements to the original games.

In general, it appears that games available on cartridge won't be available on the tape or disk formats. The exceptions to the rule (games available across all three) will need to incorporate lots of extra levels on the cartridge version to make sense.

FORTHCOMING CARTRIDGE-ONLY RELEASES

OCEAN: - £19.99

Robocop 2 1st week December
SCI 2nd week December
Navy Seals.. Mid February
Plotting Out Now.

DOMARK - £19.99

BADLANDS - December
CYBERBALL - December
VINDICATORS - December

US GOLD - £19.99

At time of going to press, USG had no firm list of products, but confirmed they will be producing most of their forthcoming titles on cartridge. Interestingly, USG will be producing the titles across all three formats, hoping that the enhancements offered in the cartridge version will be enough to persuade us to part with the extra £8.

NEW PLEDGE FROM DI

Sim-maker Digital Integration, who have been producing all those flight simulators for about eight years now have vowed (among with a number of software houses) that they'll be producing lots more 64 stuff in the future, Rod Cobain, Operations Manager says: "It seems a real shame that so many companies are neglecting the 64; it's a massive market, and I think that it's silly to ignore it."

DI's most exciting 64 product at the moment is Extreme, a mixture of wire-frame animation and sprites. And you can look forward to a review next month.

COMPETITION

US Gold, in their wisdom, have offered us **TEN** copies of *ESWAT* and **FIFTY** glamorous *ESWAT* hip-pouches, made from expensive leatherette.

Ten first prize winners get the pouches, and a copy of the game which won't quite fit into them. The remaining forty will get pouches and no game (which will fit into them).

In order to scoop one of these highly desirable ensembles, simply answer the question below and send your answer on a postcard to PINK POUCH COMPO, ACE, Priory Ct, 30-32, Farringdon Lane, London EC1R 3AU.

THE QUESTION

ESWAT is an acronym for:

- Extra Special Weapons and Tactics
- Enhanced Special Weapons and Tactics
- Extra Strike With Terror

The competition closes on the 8th January. Employees of EMAP and US Gold are not eligible for entry. The Editor's decision is final and no correspondence can be entered into.

AND FINALLY...

Still the best game of recent months available for the 64 is.... *Rick Dangerous 2* from Microprose, still keeping us crowded round the 64 after two months!

●Jim Douglas

POST HASTE

ALL PRICES INCLUDE VAT, POSTAGE AND PACKING TO YOUR DOOR!

SOFTWARE

Specials

AMIGA

3D-Pool	7.99
After the War	6.99
Battle Valley	4.99
Cloud Kingdoms	7.99
Comicsetter	19.99
Crackdown	7.99
Defenders of the Earth	7.99
Deluxe Paint II	9.99
Drivin' Force	6.99
Dynasty Wars	7.99
E-Motion	7.99
Esplonage	6.99
F-18 Interceptor	6.99
Fantavision	19.99
Fighter Bomber	12.99
Fighter Bomber Mission	8.99
Fusion	6.99
Hammerfest	9.99
Hostages	6.99
Iron Tracker	4.99
Kid Gloves	6.99
Killing Game Show	15.99
Last Duel	6.99
Last Ninja II	9.99
Maxiplan	24.99
Moonwalker	7.99
New Zealand Story	9.99
P47 Thunderbolt	8.99
Photon Paint II	9.99
Rick Dangerous	8.99
Rock'n-Roll	6.99
RVF Honda	8.99
Seven Gates Jambala	6.99
Shadow of the Beast	9.99
Skrull the Barbarian	4.99
Soldier 2000	6.99
Sonic Boom	6.99
Sound Express	27.99
Space Harrier II	7.99
Spritz	14.99
Stunt Car Racer	9.99
Super Wonderboy	7.99
The Running Man	7.99
Thunderbirds	6.99
Tower of Babel	7.99
Turbo Cup Challenge	4.99
Tusker	9.99
Windwalker	9.99

LATEST RELEASES

READY RECKONER

RRP Our Price

£34.99	£23.99
£29.99	£19.99
£24.95	£16.99
£19.99	£13.99

FREE
 50p Voucher
 with each title
 purchased,
 redeemable against
 further purchases!

**IT PAYS TO SHOP
 POST HASTE!**

Specials

ATARI ST

After the War	6.99
Bards Tale Vol. 1	4.99
Chambers of ShaoLin	7.99
Colorado	6.99
Conqueror	7.99
Crackdown	7.99
Dragonscape	3.99
Drivin' Force	6.99
Dynasty Wars	6.99
E-Motion	7.99
Fighter Bomber	12.99
Fusion	6.99
Ghostbusters II	7.99
Ghouls 'n' Ghosts	9.99
Hammerfest	9.99
Hard Drivin'	9.99
Heavy Metal	6.99
Infection	7.99
Joan of Arc	6.99
Kick Off	7.99
Kid Gloves	6.99
Last Duel	4.99
Last Ninja II	9.99
Lombard RAC Rally	7.99
Moonwalker	6.99
Pink Panther	8.99
Powerdrift	8.99
Rock'n-Roll	6.99
Silent Service	6.99
Seven Gates of Jambala	6.99
Space Harrier II	7.99
Speedball	7.99
Super Wonderboy	7.99
The Games Summer Ed.	6.99
ThunderBlade	4.99
Tiger Road	4.99
Tracksuit Manager	9.99
Tusker	9.99
Warhead	9.99
Windwalker	9.99
Winners	9.99
World Tournament Golf	4.99
Xenon II	7.99
X-Out	6.99

SUPER VALUE HARDWARE SPECIALS

EXTRA SPECIAL OFFER - Amiga 512k Ram Expansion only

AS500 Flight of Fantasy	359	Amiga A1500.....	1049
AS500 Screen Gems	359	Amiga A3000 16Mhz/40Mb.....	1999
AS500 Class of 90s (1Mbyte)	524	Amiga A3000 25Mhz/40Mb.....	2399
AS500 Class of 90s 1st Steps	524	Amiga A3000 25Mhz/100Mb.....	2599
AS590 20Mb Hard Disk	279	Sega Megadrive.....	1299
AS590 With 2 Mbyte RAM	379	Atari Lynx.....	1599
Trumpcard 50Mb Hard Disk	459	Gameboy.....	689
Byte 'n' Back Hard Disk Backup	19	Atari 520 ST Discovery Pack.....	269
1084S/8833 Stereo Monitor	229	Atari 520 STE Turbo Pack.....	359
Star LC200 Colour/Mono Printer	209	You Name It... We Do It...	
Panasonic KX-P4420 Laser Printer	999	Just Phone & We'll Quote	
Xerox 4020 Colour Inkjet Printer	699	We Are Fast & Cheaper!	
External 3.5" Floppy Drive	59		
Naksha Mouse	29		

All computers are fully tested before despatch!!

Min. Order £5. Overseas Software Postage £2.00 Extra.

All Cheques & Postal Orders made payable to:
 Post Haste, 12 St. Lawrence Road, Canterbury, Kent. CT1 3E

Telephone Hotline (0227) 764204
 (10am-10pm) Visa/Access welcome

ACCESS/VISA and P/O orders despatched same day!
Cheque orders despatched immediately after clearance!

PC Engine SUPPLIES

(MAIL ORDER ONLY)
PC Engine Supplies
223B Waterloo Road,
Cobridge, Stoke-on-Trent
Staffs, ST6 2HS

(SHOP & MAIL ORDER)
Console Concepts,
The Village,
Newcastle-under-Lyme,
Staffs, ST5 1QB

Telephone 0782 712759 (9.00 am TO 6.30 pm Two Lines) Orders and Enquiries

Telephone 0782 213993 (6.00 pm to 8.30 pm) Orders only Fax: 0782 208429

All enquiries daytime number only VAT No. 536 8202 45.

★★★ BEFORE YOU PART WITH YOUR HARD EARNED CASH CHECK OUT OUR COMPETITORS ★★★

★★★ WERE THEY SELLING CONSOLES LAST CHRISTMAS? WE WERE ★★★

Sega Megadrive T.V. or Scart, Infra Red Joystick, Joypad + Dynamite Duke or any game up to £33.....£179.95 + p&p
PC Engine T.V. or Scart, Pro 1 Joypad + Batman game.....£165.00 + p&p
PC Engine CD Rom Interface & Sidearms Special.....£295.00 + p&p
PC Engine Supergrafx, Grand Sword + Battle Ace.....£275.00 + p&p
PC Engine Turbo Grafx Hand heldCall
Sega Game Gear, Pengo, Monaco GP, Columns£195.00 + p&p
Nintendo Super Famicom and Games.....Call

PC ENGINE SOFTWARE

Son & Son II	£20.00	Taito Wrestling (new)	Call
Mr Heli	£20.00	Darius Plus (card) (new)	£40.00
Download	£25.00	Gomala Speed (new)	£33.00
Shinobi	£32.00	Final Blaster (new)	£33.00
Vollied	£32.00	Rastan Saga II	£28.00
Vigilante	£28.00	Kaneko (Shoot em up) (new)	Call
Golden Axe (CD)	£30.00	YS Book 1 & 2 (CD) USA	£40.00
Final Zone II (CD)	£33.00	Star Soldier (Gunhead II)	£33.00
Blue Blink	£33.00	Naxat Golf	£20.00
Tiger Road	£33.00	Don Doko Don	£33.00
Sidearms	£33.00	Super Foolish Man (new)	£28.00
Space Invaders	£33.00	Ninja Spirits	£33.00
Formation Soccer	£33.00	Image Fight	£28.00
Aero Blaster (New)	£33.00	Alien Crush II (Pinball)	£33.00
Kick Ball	£33.00	Beach Volleyball	£33.00
W Ring	£33.00	Lode Runner	£33.00
Afterburner	£33.00	Pro 1 Autofire Joystick	£34.00
Legendary Axe II	£33.00	Valis III (new CD)	£36.00
Valis III (CD)	£33.00	Batman	£30.00
Die Hard	£33.00	Operation Wolf	£33.00
Fighting Street(CD) USA	£35.00	Rabid Lepus	£32.00
		Legion (CD)	£39.00

PLEASE ADD £5.00 P&P FOR EACH GAME CONSOLE
PLEASE ADD £1.00 P&P FOR EACH GAME TITLE
PLEASE ADD £1.50 P&P FOR JOYSTICKS

NOTE: USA AFTER THE TITLE (PC ENGINE & MEGADRIVE) SIGNIFIES AMERICAN IMPORT
WITH ENGLISH INSTRUCTIONS
ALL ABOVE GAMES ON MEGADRIVE MAY NEED MODIFICATION FOR UK MACHINE.

ALL CONSOLES CARRY 12 MONTHS GUARANTEE, AND ARE DESPATCHED BY
24HR PARCEL FORCE

P.C. ENGINE ACCESSORIES

5 player adaptor	£23.95
Pro 1 Joystick	£34.00
Ace Commander set (pad & 2 player interface)	£35.00
Supergrafx CD interface	£39.95

MEGA DRIVE XMAS PACK £179.95 + P&P

INCLUDES:

Megadrive, joypad, infra red joystick,
dynamite duke or
any game up to £33.00



SEGA MEGADRIVE SOFTWARE

Darwin 4001	£28.00	Atomic Robokid (new)	£33.00
Altered Beast	£30.00	Axis (new)	£30.00
Forgotten Worlds	£30.00	Crack Down (new)	£33.00
Rambo III	£30.00	Rainbow Island Extra (new)	£33.00
Columns (Tetris Type Game)	£30.00	Super Airwolf (new)	£33.00
Basketball	£32.00	World Cup Soccer	£32.00
Tatsujin	£28.00	Thunderforce III	£33.00
Afterburner II	£32.00	DJ Kid	£33.00
New Zealand Story	£32.00	E-Swat	£33.00
Dynamite Duke	£30.00	Phelios	£30.00
Golden Axe	£33.00	Phantasy Star II (6 Meg)	£36.00
Super Shinobi	£33.00	Ghostbusters	£33.00
Klax	£25.00	Populous (English manual)	£35.00
Wonderboy in monster Lair	£33.00	Budokan (English manual)	£35.00
Insector X	£32.00	Pro 1 Autofire Joystick	£34.00
HELLFIRE (new)	£33.00	Arrowflash	£28.00
Strider (new)	£39.00	Cyberball	£32.00
Gain Ground (new)	£33.00	Super Monaco (GP) USA	£39.00
Fire Shark	£30.00	Moonwalker	£33.00
Granada X	£32.00	Rastan SAGA II	£30.00
Shadow Dancer	£33.00	Burning Force (new)	£28.00
Mickey Mouse	£32.00	Vermillion (American RPG)	£39.00
M.U.S.H.A. Aleste	£33.00	Fatman	£30.00
John Madden USA football	£39.00	Lakers Vs Celtics USA	£38.00
Battle Squadron (USA)	£38.00	Arnold Palmer Golf USA	£38.00
Junction (puzzle game)	£33.00	Megapanel (Puzzle game)	£33.00

SEGA MEGADRIVE ACCESSORIES

Megadrive carrying case	£29.95
Pro 1 Joystick	£34.00
Freedom 16 Infra red Joystick	£45.00
SEGA Joypad	£19.95
SEGA arcade powerstick	£39.95

NEO GEO SOFTWARE SPECIAL OFFERS

Vietnam 75	£110.00
Magician Lord	£130.00
Riding Hero	£120.00
Ninja Combat	£130.00
Superspy	£175.00
Cyberlip	£180.00

NINTENDO GAMEBOY

Nintendo Gameboy, Tetris, 2 Plyr cable	£69.95
Gamelight	£14.99
Lightboy (with magnifier)	£24.95
Carrycase	£19.95

PC ENGINE XMAS PACK £165.00 +P&P

INCLUDES:

PC engine, Joypad, Batman
or any game up to £33.00



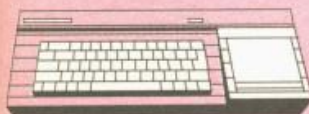
SAME DAY DESPATCH ON ALL ACCESS/VISA AND POSTAL ORDERS IF IN STOCK (CALL US ON 0782 213993).

CHEQUES PLEASE ALLOW 3 DAYS FOR CLEARANCE

THE DIRECTOR DUDES (COLIN & STEVE) AND STAFF DUDES (PAUL, KEITH, GEO & MARK)
WOULD LIKE TO WISH ALL OUR CUSTOMERS, OLD & NEW, A MERRY CHRISTMAS AND A HAPPY NEW YEAR!

★★★ YOU'VE TRIED THE REST!! NOW TRY THE BEST ★★★

SPECTRUM



Ding Dong, merrily on steroids, they make our muscles ripple. Ding Dong merrily below, try standing on my nipples."

So this is Christmas, and what have they done?

It's already that time of year again and the big Christmas push has been gently gathering momentum over the last month and is now about to climax, as all the latest releases hit the retailers and leave them gasping with excitement as they all try to capture the Christmas hardware/software rush. But will they?

Next year could go down in Spectrum history as the year of changes. The saga of the future of the +3 Spectrum continues to provoke a complete range of mixed statements from around the industry. Ocean, historically one of the biggest supporters of the Spectrum, will continue to support the machine in a more limited capacity. As Gary Brace, the enigmatic scouser who's Head of Products for the company said, "We're going to be bringing out software on tape only and moving towards a 128K only format. At the end of the day we are a business and profits on +3 disk games are not enough to be able to continue producing games on disk."

If this means that there are not enough +3's in the market to justify the continuation of disk based software, does it also mean that next year could see the end of the +3?

Brian Thomson of Omidale Ltd, a mail order outfit in Derby, says that sales of the +3 are increasing all the time. But he can see reasons that may have affected the chain stores decision to stop selling the machine.

"High street chains are just box shifters. They deal in quantities in much the same way as Amstrad do. If they won't take the machine then Amstrad are less likely to produce the machine themselves. One of the reasons that they may have stopped is due to the return rate on +3's. We have a return rate of 1 in 10 or less this figure due to us testing each machine before it is sent out. High street chains do not have the expertise to be able to do this."

Finally, Peter Roeback, of Amstrad said that the +3 was an ongoing product that is not produced all the time. He felt that the move to tape only games was something that software houses could only explain. Unable to give any figures on production of the +3 or units sold, he insisted that the +3 was a current product and that there were no plans to stop

production.

So it looks as though whatever happens, the +3 saga will continue with us for some time to come. I'm pretty glad about that - I hope you are too!

Anyway, that's hardware covered - let's have a look at what the software houses have ready for our Christmas stockings.

HOT SHOTS

Here's a list of the top contenders for the Christmas number one spot.

ACTIVISION - DRAGON BREED

Nice graphics and good movement in this dragonesque horizontal shoot 'em up.

CODEMASTERS - DIZZY COLLECTION

You may want to buy Dizzy 4 but this shrewd marketing move means having to pay 9.99 to get it along with all its predecessors.

DOMARK - BADLANDS

Sounds like it should be hack and slay game but is in fact yet another race game. And quite a nice one too.

GREMLIN - LOTUS TURBO/SHADOW OF THE BEAST/ SUPERCARS

Lotus Turbo Esprit Challenge and Supercars are both great racing games for the sporty type, whilst Shadow of the Beast is a graphically impressive arcade adventure.

**MIRRORSOFT - TEENAGE
MUTANT HERO TURTLES**

Even if you hate the Turtles, you must admire what is a superb game. Good graphics, good gameplay and an immense licence, mean that this cannot fail but get the Xmas number one slot.

OCEAN - ROBOCOP II

The first of Oceans 128K only products this game is a FULL 128K and should sell like hot androids in a close fight with the Turtles for the top slot.

US GOLD - ESWAT

US Gold will be putting all their Christmas logs on the festive fire with this, so we should see a good conversion to the Spectrum.

LINE OF FIRE

A conversion of the Williams coin-op, LOF is an Op Thunderbolt type shoot 'em up which plays well but suffers with some scaling problems when enemies move towards you.

SYSTEM 3 - NINJA REMIX

Sold very well over three years ago because of the excellent graphics but could end up a poor replacement for the unfinished Flimbo's Quest.

ZEPELLIN - ED THE DUCK

No don't laugh, it actually looks quite good and is like a BBC version of New Zealand Story - could go a storm with young and old alike.

MY CHRISTMAS TOP FIVE

Here's the five games that are worth their weight in Boots vouchers

ROBOCOP II

RICK DANGEROUS II

RICK DANGEROUS II
PANG

IVAN STEWART'S OFF ROAD

IVAN 3
RACER

●Garth Sumpter

DAILY DOUBLE HORSE RACING PC 5.25 ONLY £4.99		TEL : 0462 686977 24HR FAX: 0462 673227		IMPACT PC 5.25 ONLY £4.99	
IBM	AMIGA	PC	IBM	AMIGA	PC
888 Attack Sub	18.99	22.99	Mavis Beacon Typing	18.99	-
Asi site	13.99	-	Mad professor Maurati	18.99	-
Ancient Art of War	24.99	24.99	Magic Fly	16.99	-
Arms Head	9.99	-	Mean Streets	18.99	-
Art Age	13.99	-	Memory Mate	-	34.99
All Time Favorites	-	19.99	Mid night Resistance	16.99	-
Ashes of Destiny	-	19.99	Microprose Soccer	16.99	18.99
Atomia	12.99	-	Manchester United	16.99	19.99
Awesomes	24.99	-	Mid Winter	22.99	24.99
AMOS	35.00	-	Mindbender	-	13.99
Battle Chess 2	-	19.99	Monty Python	13.99	16.99
Bad Lands	16.99	16.99	Murder	16.99	16.99
Back to the Future 2	16.99	16.99	Night of Crystalion	22.99	-
Betrayal	16.99	16.99	Navigator Auto	8.99	-
Bloodwych	16.99	16.99	Neon Street	-	19.99
Blockout	13.99	13.99	Neuroancer	16.99	16.99
Bruce Lee Lives	16.99	16.99	Nuclear War	16.99	-
Breach 2	16.99	-	Oriental Games	19.99	16.99
BSS Jane Seymour	16.99	-	Operation stealth	16.99	-
Woodwyck Data Disk	11.99	-	Ornicon Conspiracy	-	24.99
Bad Blood	-	16.99	Operation Thunderbolt	16.99	-
Battle Master	19.99	-	Operation Harrier	POA	-
Botokan	22.99	-	Pipemania	16.99	16.99
Bomber	22.99	24.99	Pop up	-	16.99
Barbarian 2	17.99	19.99	PGA Tour Golf	16.99	16.99
Back Rogers	23.99	24.99	Powerdrome	16.99	15.99
Chaos Strikes Back	16.99	-	Powerboat USA	16.99	26.99
Cartooners	-	19.99	Powerplay	16.99	-
Cadaver	16.99	-	Powerpack	16.99	-
Chase HQ	17.99	19.99	Play Basketball	-	9.99
Critics Edge	-	19.99	Police Quest 2	16.99	19.99
Chess Simulator	16.99	16.99	Prisies	16.99	16.99
Conquest of Camelot	-	29.99	Premier Colt 3	19.99	19.99
Colonels Bequest	29.99	34.99	Planet of Robot Monsters	14.99	16.99
Cloud Kingdoms	16.99	16.99	Photon Paint	19.99	-
Cabal	16.99	-	Populous	16.99	19.99
Cyberball	14.99	24.99	Player manager	16.99	-
Castle Master	23.99	19.99	Pro Tennis Tour	16.99	19.99
Corporation	15.99	19.99	Power Drift	-	16.99
Codename Isoman	29.99	29.99	Robocop	13.99	13.99
Chronoquest 2	22.99	19.99	RAC Rally	16.99	17.99
Chess Champion 2175	17.99	-	Risk	16.99	19.99
Champions of Krynin	19.99	19.99	Rogue Trooper	16.99	-
Combo Race	16.99	-	Rick Dangerous 2	16.99	16.99
Chester 125 + joystick	8.99	-	Rotox	13.99	16.99
Colorado	17.99	19.99	Resolution 101	-	19.99
Curse of Ra	13.99	13.99	Rainbow Islands	16.99	-
Days of Thunder	POA	POA	Rapcon	-	22.99
Death Trap	16.99	-	Rail Road Thesen	-	24.99
Dungeon Master	22.99	29.99	Rotox	16.99	-
Double dragon 2	16.99	16.99	RVF Honda	14.99	-
Dragon Strike	24.99	39.99	Rorkes Drift	24.99	-
Dragon Breath	23.99	-	Sad Storm Rising	16.99	-
Dan Dare 3	14.99	-	Salan	13.99	13.99
Debut	14.99	-	Shunt Car racer	16.99	19.99
Days of the Pharaoh	-	19.99	Shadow of the Beast 2	24.99	-
Damocles	15.99	16.99	Sly Spy Secret Agent	16.99	-
Defenders of the Earth	13.99	-	Shadow Warriors	16.99	-
Dragon Flight	19.99	-	Space Quest 3	29.99	19.99
Dragons Lair	-	32.99	Space Quest	13.99	19.99
Eerie	16.99	16.99	Speedball 2	POA	-
Earth Rise	-	24.99	Star Flight 2	-	19.99
European Super League	13.99	16.99	Storm Across Europe	-	19.99
Escape From Hell	-	16.99	Stornovik	-	19.99
Flight Sim 2	28.99	19.99	Street Hockey	13.99	-
Friedrich Freddy	16.99	16.99	Strat City	19.99	19.99
Final Battle	16.99	-	Striker	16.99	19.99
Fountains of Dreams	-	16.99	Star Control	-	19.99
Football Simulation	16.99	-	Stun Runner	16.99	-
Flipped in magnesia	16.99	-	Sorcerian	-	29.99
Falcon	16.99	-			



K & M COMPUTERS

VISA

*** THE BEST SOFTWARE *** THE BEST SERVICE ***

!!!! MERRY CHRISTMAS TO ALL OUR CUSTOMERS !!!!!

AMIGA

Apprentice	13.90
Awesome	26.90
Baal	6.90
Bar Games	16.90
Anarchy	13.90
Bridge PL2150	19.90
Codename Iceman	19.90
Blood Money	6.90
Beast 2	25.90
Buggy Boy	8.90
Bad Company	4.99
BMX Simulator	4.99
Cadaver	16.90
Captive	16.90
Combo Racer	16.90
Conqueror	16.90
Champ. of Kryn	19.90
D.Master Editor	8.99
Corporation	16.90
Days of Thunder	16.90
Damocles	16.90
Emlyn Hughes	16.90
Final Battle	16.90
Flood	16.90
F19 St Fighter	19.90
Ferrari F1	8.90
Gunship	16.90
Harley Davidson	19.90
Hollywood Col'tion	19.90
Indy 500	16.90
Immortal (1 meg)	16.90
Jack Nicholas V3	9.90
Midnight	
Resistance	16.90
Kick Off 2 (1 Meg)	16.90
M1 Tank Platoon	19.90
Midwinter	19.90
Oper stealth	16.90
Red Storm	
Rising	16.90
Stargoose	4.99
Starblade	16.90
Turn It	13.90
Tusker	16.90
Their Finest	
Hour	19.90
Venus Fly Trap	13.90
Khalaan	16.90
Power Monger	19.90
Sherman M4	16.90
Turrican	13.90
Matrix Marauder	13.90
Kick Off 2	13.90
Robocop 2	16.90
Karate Kid 2	3.90

AMIGA

Rick Dangerous 2	16.90
Jane Seymour	16.90
Plotting	16.90
Fire and	
Forget 2	16.90
Murder	16.90
UMS 2 *	19.90
Kaiser *	35.90
S.C.I	
(Chase HQ 2) *	16.90
Ports of Call *	16.90
Formula 1 3D * Phone	
Magic Fly	16.90
Oops Up	16.90
Weltris 8	16.90
Sly Spy	16.90
Shadow Warrior	16.90
Back to the	
Future 2	16.90
Wings (1 meg)	19.90
Venom Wing *	13.90
Chuck Yeagers *	16.90

* NOT RELEASED AT
9-11-90
WILL BE SENT ON
DAY OF RELEASE

SEGA MEGADRIE
OFFICIAL UK
VERSION
£187.00

AMSTRAD
GX4000
CONSOLE
£97.00

COMMODORE
GS CONSOLE
£97.00

ATARI LYNX
£177.00

AMSTRAD 6128
PLUS COLOUR
£425.00
464 PLUS
COLOUR £325

AMIGA

EDUCATIONAL

A.B Zoo	3.99
Fun School 3	
U5-7 or 7+	16.90
Discover maths	13.90
Junior Typist	13.90
Magic Maths	18.99
Fun School 2	
U6, 6-8, or 8+	13.90
Spell Book 4-9	13.90
Mathstalk	16.90
Kidstalk	16.90

NINJA TURTLES

AMIGA	16.90
ST	16.90
8 BIT	10.75
8 BIT D'K	13.90
IBM PC	19.90

ACCESSORIES

Amiga Power P'k	47.95
Spectrum 48/128	
Power Pack	9.99
Cassette Recorder & leads for Spectrum	
+3/Amstrad 6128	24.95
C64 data recorder	24.95
C64 Power Supply	24.95
Amstrad MP2 Mod	29.95

AMIGA 2ND
DRIVE WITH
RVF HONDA
THE BEAST
KICK OFF
BATTLE
SQUADRON
ONLY £99

Virus Protector	19.95
Printer leads	
for Amiga/ST/IBM	5.99
Monitor Stand	18.99
4 Player Adaptor	5.99
Dust Covers from	4.50
Ribbon Re-Fresh	7.99
Mouse Mats	4.99

MAIL ORDER
ONLY SHOP
PRICES VARY

CARTRIDGES

	AMSTRAD	C64
Chase HQ 2	23.50	18.50
Robocop 2	23.50	18.50
Navy Seals	23.50	-
Pang	23.50	18.50
Toki	23.50	18.50
Batman the Movie	23.50	18.50
Op'Thunderbolt	23.50	18.50
Double Dragon	23.50	18.50
Barbarian 2	23.50	18.50
Shadow Warrior	23.50	18.50
Shadow of Beast	23.50	18.50
Power Pack	23.50	23.50

AMIGA A500
SCREEN GEMS
INC 10 BLANK
DISKS
£379.00

AMIGA A500
FITTED 1MEG
UPGRADE £415
INC 10 BL' DISK

JOYSTICKS

Cheetah 125+	7.95
Pro5000	13.95
Superboard	19.95
Pro Star	16.95
Warp 1	16.99
Jetfighter	14.95
Cruiser	9.50
Cruiser Auto	12.50

3.5" discs with
labels 40p each
minimum order
20 discs

AMIGA 1MEG UPGRADES

WITHOUT CLOCK	39.95
WITH CLOCK	49.95
WITH DUNGEON	
MASTER	69.95
CLOCK/D.MASTER	79.95
WITH kick	
off 2	49.95
CLOCK/KICK OFF 2	59.95

All Amstrad &
Commodore Cartridges
avail as released

SEGA

Sega Master	79.00
Sega Master +	99.00
Sega Super	129.00
3D Glasses	39.00
Light Gun	29.00
Light Gun	
+ Game	44.00
Control Pad	6.90
Rapid Fire Int.	5.90
Sega Power	
Pack	6.90
3D Zaxxon	27.90
Action Fighter	11.90
Afterburner	27.90
Alien Syndrome	27.90
Altered Beast	27.90
Assault City	27.90
Battle Outrun	27.90
Black Belt	23.90
Bomber Raid	27.90
Californian	
Games	27.90
Casino Game	27.90
Chase HQ	27.90
Cloudmaster	27.90
Double	
Dragon	27.90
Dynamic Dux	27.90
Enduro Racer	9.90
Fantasy Zone	11.90
Fantasy Zone 2	27.90
Galaxy Force	27.90
Ghostbusters	27.90
Golden Axe	27.90
Outrun	27.90
Operation Wolf	27.90

MEGADRIE

Thunderforce 2	30.90
Last battle	30.90
Ghouls & Ghosts	39.90
Golden axe	30.90
Rambo 3	30.90
Forgotten World	30.90
Mystic defender	30.90
Rev of Shinobi	30.90
Truxton	30.90
Zoom	30.90
Thunderblade	30.90
Sp Harrier 2	30.90
Super hang On	30.90

PRINTER
RIBBONS
FROM £3.25

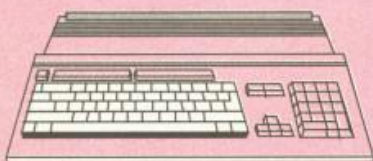
ALL PRICES INCLUDE VAT

PLEASE ADD £1 P&P
TO ALL ORDERS

K&M COMPUTERS (ACE 4)
140 SANDY LANE CENTRE
SKELMERSDALE
LANCS WN8 8LH

PHONE 0695-
29046
FAX 0695-
Access/visa 50673

AMIGA



Rhe Amiga may well be carving an important niche for itself in the future of games because of its popularity amongst Virtual Reality systems engineers.

It was pretty obvious from the Intertainment conference in New York (see pages 29-31 in this issue) that the Amiga is number one fave machine in this market. The main reason for this is the power and graphics facilities of the Amiga 3000 – several people are specifying it as a component in their developing VR set-ups, often using two or three 3000's linked together.

All this is very good news for Amiga owners, because ACE's tip for the next hot peripheral is pretty clear – a stereo goggle adaptor to enable true 3D presentation using one of the popular micros. The technology is perfectly simple and such a device could be brought to the market tomorrow at under £300. Because of all the work being done in VR with the Amiga, no prizes for guessing which machine should be first to

get the stereoscopic treatment.

★

Been playing *Klax* or *Venus*? Here are a couple of tips, thanks to Sigi Goode of Deakin, Australia..

'Klax: Hold down the spacebar and the 4 key on the keyboard in order to skip straight to the last level. This actually makes the game pretty boring for me, but...

'Venus: Here are the passwords for this neat insect smashing shoot-em-up (yecch, get that slug off me!...

Ice Wastes: Mantids
Death Valley: Satyrid
Dead City: Cicadas
Wood World: Psyllids
Creeping Swamp: Lycaenid
Kaverns: Pierdis

★

Bad news on the CDTV front, unfortunately. First, as you probably already know, the true launch (i.e. readily available in the shops) of this system is now unlikely to be before late Spring 1991 and quite possibly later.

Second, Commodore's promised upgrade for Amiga owners is still a long, long way off. Finally, software support has cooled down considerably in the last few months as software houses, having leaped into development when the machine was first announced, have started dragging their

ATARI ST



PC software is far too expensive. That's right, it's far too expensive – but this is partly your own fault. You see, the price of software has always been related to the initial cost of the machine it services... that's why C64 software always cost more than the Spectrum equivalent, and it's also why your games cost a good deal more (up to 15 quid more in some cases) than those that your mate buys for his ST or Amiga.

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

The situation is so ridiculous that Virgin Mastertronic's 16-Blitz budget label actually decided to raise the price of its software in order to make it more attractive. According to the label's product manager Andrew Wright:

"PC owners turn up their noses at a game which only costs a fiver, so we've introduced a new range, 16-Blitz Plus, which will feature re-releases of hits at £7.99."

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

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

One of the larger companies which has only just entered the budget market is Electronic Arts, with its Star Performers range. These are all games which have had a full-price release and are now selling at £9.99. Of the six PC titles available, only three are real stunners – *Bard's Tale II*, *Chuck Yeager's AFT* and *Skate Or Die* – but that's not a bad strike rate, and picking up those three for the price of one new piece of full-price chart fodder can only be a good thing.

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

Walsall-based *Elite* is another of the 'majors' which has decided to unleash some of its back

feet now that the machine has been delayed.

Even more ominous was the recent CDTV 'presentation' at the Intertainment conference in New York. Commodore hosted a special lunch for the games industry at the exclusive Marriott Marquis Hotel on Broadway with the express purpose of demonstrating CDTV. In a small room alongside, a small array of what looked like production models sat on tables doing, apparently, very little.

Ex-Atari honcho Nolan Bushnell, now in charge of CDTV development, leapt onto the stage after the second lavish course and announced that he would be telling us about CDTV accompanied by a slide demonstration developed on the machine and running on it.

Well, first it didn't run. Despite having software supremo Gail Wellington at the machine, it kept crashing. Again, and again, and again. Even more suspicious, the ACE correspondent actually saw this CDTV slideshow being created before the presentation – on an Amiga 3000! How sneaky can you get??

In view of all this, the future of CDTV looks, shall we say, temporarily cloudy....

★

Finally, you might like to know that in America, British Amiga software is now regarded as the world's best, according to research carried out amongst users by a US Amiga software distributor. Keep it up, chaps!

See you next month, when we'll have a whole column choc-a-bloc with tips and hints. Yay!

Sam Vickers

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

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

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

● **Ciaran Brennan**

AVAILABLE
NOW

TEENAGE MUTANT HERO TURTLES VIDEO GAME

**LATEST MIRRORSOFT
VERSION.....all formats.....prices from
only £10.99 Other offers include!**

ST/AMIGA

The Lost Patrol	£20.99
Kick Off 2	£16.99
Shadow of the beast 2	£20.99
Speed ball 2	£20.99

HANDHELD

Double Dragon.....	£22.99
Nemesis.....	£18.99
Pinball.....	£16.99

FREE!

**GAME OF YOUR CHOICE.....with the
exciting new AMIGAFLIGHT OF
FANTASY CONSOLE PACK at our low,
low price of
£389.00.**

**SPECIAL
DEALS!**

**Neo-Geo, Sega Megadrive and
Nintendo Gameboy.
Call us today or drop in and see our
full range of games and consoles.....
ALL AT BUDGET PRICES!**

**UNIT 39, CITY BUSINESS PARK,
SOMERSET PLACE, STOKE, PLYMOUTH PL34BB
UNICORN SOFTWARE. (0752) 606353.**

PLYMOUTH'S NEW VIDEO GAME SPECIALISTS

NINTENDO OWNERS!

**AMERICAN No1
ARCADE HITS**

NOW AVAILABLE FOR EUROPE

ATARI GAMES from Tengen

SUPER SPRINT - £34.95

GAUNTLET - £34.95

VINDICATORS - £39.95



DOUBLE DRAGON - 39.95



BAD DUDES - 39.95

America's greatest arcade hits converted by
UNITEC to work on all UK/European
NINTENDO systems. In stock now and
available only from UNITEC.



Order now - be first with the best.

By Post, with cheque or postal order

**Unitec Systems Ltd., 8 James Street,
Helensburgh G84 8AS, Scotland**

Hotline - Tel: 0436- 79123

NINTENDO, ATARI, TENGEN, DATA EAST, TRADEWEST and product names are trademarks
of the company or manufacturer respectively



**Othello
accessories ltd.**

1 St. Peters Street, Stapenhill, Burton-on-Trent, Staffordshire DE15 9AW, England.

**TIRED OF WAITING FOR YOUR GAME TO ARRIVE?
DON'T HANG AROUND ANY LONGER! FOR PROMPT & PERSONAL SERVICE**

RING: 0283 34584 or 0283 512613 NOW

All orders despatched free of charge. All prices inclusive of VAT.

AMIGA CHART - TOP 10		ST CHART - TOP 10	
1. F19 Stealth Fighter	£19.99	1. Powermonger	£19.99
2. Powermonger	£19.99	2. Teenage Mutant Hero Turtles	£19.99
3. Wonderland	£21.50	3. Corporation	£19.50
4. Supremacy	£22.00	4. Wonderland	£21.50
5. Immortal	£19.99	5. Supremacy	£22.00
6. Corporation	£19.99	6. F19 Stealth Fighter	£22.00
7. Wing	£21.50	7. Epic	£19.50
8. Poola of Radiance	£22.00	8. Immortal	£19.50
9. Their Finest Hour	£22.50	9. Their Finest Hour	£22.50
10. Elvira	£21.00	10. Shadow of the Beast II	£19.50

ALL OTHER TOP TITLES AVAILABLE OTHELLO ACCESSORIES GAMES LIST

AMIGA	ST	AMIGA	ST	AMIGA	ST
888 Attack Sub	19.99	1. F19 Stealth Fighter	19.99	1. F19 Stealth Fighter	19.99
Adios Champ Footbal	19.99	2. Future Wars	19.99	2. Future Wars	19.99
Ami Head - Data Disk	12.99	3. Gunging	19.99	3. Gunging	19.99
Back To The Future 2	19.99	4. Hammarball	19.99	4. Hammarball	19.99
Battle of Britain Jubilee	19.99	5. Handball II	19.99	5. Handball II	19.99
Beethoven	19.99	6. Heroes Quest (1 Meg)	20.00	6. Heroes Quest (1 Meg)	20.00
Bethesda	19.99	7. Inertia	19.99	7. Inertia	19.99
Blackout	19.99	8. Jack Rickard's Golf	19.99	8. Jack Rickard's Golf	19.99
Caldera	19.99	9. King's Quest IV	24.99	9. King's Quest IV	24.99
Chess Champion 2175	21.50	10. Kick Off 2	17.00	10. Kick Off 2	17.00
Code Name: Iceman	29.99	11. Last Ninja II	19.99	11. Last Ninja II	19.99
Comix Team	19.99	12. Leisure City	19.99	12. Leisure City	19.99
Comix Team	19.99	13. Lethal Weapon	19.99	13. Lethal Weapon	19.99
Comix Team	19.99	14. Mad Max	19.99	14. Mad Max	19.99
Comix Team	19.99	15. Mantis	19.99	15. Mantis	19.99
Comix Team	19.99	16. Mantis	19.99	16. Mantis	19.99
Comix Team	19.99	17. Mantis	19.99	17. Mantis	19.99
Comix Team	19.99	18. Mantis	19.99	18. Mantis	19.99
Comix Team	19.99	19. Mantis	19.99	19. Mantis	19.99
Comix Team	19.99	20. Mantis	19.99	20. Mantis	19.99
Comix Team	19.99	21. Mantis	19.99	21. Mantis	19.99
Comix Team	19.99	22. Mantis	19.99	22. Mantis	19.99
Comix Team	19.99	23. Mantis	19.99	23. Mantis	19.99
Comix Team	19.99	24. Mantis	19.99	24. Mantis	19.99
Comix Team	19.99	25. Mantis	19.99	25. Mantis	19.99
Comix Team	19.99	26. Mantis	19.99	26. Mantis	19.99
Comix Team	19.99	27. Mantis	19.99	27. Mantis	19.99
Comix Team	19.99	28. Mantis	19.99	28. Mantis	19.99
Comix Team	19.99	29. Mantis	19.99	29. Mantis	19.99
Comix Team	19.99	30. Mantis	19.99	30. Mantis	19.99
Comix Team	19.99	31. Mantis	19.99	31. Mantis	19.99
Comix Team	19.99	32. Mantis	19.99	32. Mantis	19.99
Comix Team	19.99	33. Mantis	19.99	33. Mantis	19.99
Comix Team	19.99	34. Mantis	19.99	34. Mantis	19.99
Comix Team	19.99	35. Mantis	19.99	35. Mantis	19.99
Comix Team	19.99	36. Mantis	19.99	36. Mantis	19.99
Comix Team	19.99	37. Mantis	19.99	37. Mantis	19.99
Comix Team	19.99	38. Mantis	19.99	38. Mantis	19.99
Comix Team	19.99	39. Mantis	19.99	39. Mantis	19.99
Comix Team	19.99	40. Mantis	19.99	40. Mantis	19.99
Comix Team	19.99	41. Mantis	19.99	41. Mantis	19.99
Comix Team	19.99	42. Mantis	19.99	42. Mantis	19.99
Comix Team	19.99	43. Mantis	19.99	43. Mantis	19.99
Comix Team	19.99	44. Mantis	19.99	44. Mantis	19.99
Comix Team	19.99	45. Mantis	19.99	45. Mantis	19.99
Comix Team	19.99	46. Mantis	19.99	46. Mantis	19.99
Comix Team	19.99	47. Mantis	19.99	47. Mantis	19.99
Comix Team	19.99	48. Mantis	19.99	48. Mantis	19.99
Comix Team	19.99	49. Mantis	19.99	49. Mantis	19.99
Comix Team	19.99	50. Mantis	19.99	50. Mantis	19.99
Comix Team	19.99	51. Mantis	19.99	51. Mantis	19.99
Comix Team	19.99	52. Mantis	19.99	52. Mantis	19.99
Comix Team	19.99	53. Mantis	19.99	53. Mantis	19.99
Comix Team	19.99	54. Mantis	19.99	54. Mantis	19.99
Comix Team	19.99	55. Mantis	19.99	55. Mantis	19.99
Comix Team	19.99	56. Mantis	19.99	56. Mantis	19.99
Comix Team	19.99	57. Mantis	19.99	57. Mantis	19.99
Comix Team	19.99	58. Mantis	19.99	58. Mantis	19.99
Comix Team	19.99	59. Mantis	19.99	59. Mantis	19.99
Comix Team	19.99	60. Mantis	19.99	60. Mantis	19.99
Comix Team	19.99	61. Mantis	19.99	61. Mantis	19.99
Comix Team	19.99	62. Mantis	19.99	62. Mantis	19.99
Comix Team	19.99	63. Mantis	19.99	63. Mantis	19.99
Comix Team	19.99	64. Mantis	19.99	64. Mantis	19.99
Comix Team	19.99	65. Mantis	19.99	65. Mantis	19.99
Comix Team	19.99	66. Mantis	19.99	66. Mantis	19.99
Comix Team	19.99	67. Mantis	19.99	67. Mantis	19.99
Comix Team	19.99	68. Mantis	19.99	68. Mantis	19.99
Comix Team	19.99	69. Mantis	19.99	69. Mantis	19.99
Comix Team	19.99	70. Mantis	19.99	70. Mantis	19.99
Comix Team	19.99	71. Mantis	19.99	71. Mantis	19.99
Comix Team	19.99	72. Mantis	19.99	72. Mantis	19.99
Comix Team	19.99	73. Mantis	19.99	73. Mantis	19.99
Comix Team	19.99	74. Mantis	19.99	74. Mantis	19.99
Comix Team	19.99	75. Mantis	19.99	75. Mantis	19.99
Comix Team	19.99	76. Mantis	19.99	76. Mantis	19.99
Comix Team	19.99	77. Mantis	19.99	77. Mantis	19.99
Comix Team	19.99	78. Mantis	19.99	78. Mantis	19.99
Comix Team	19.99	79. Mantis	19.99	79. Mantis	19.99
Comix Team	19.99	80. Mantis	19.99	80. Mantis	19.99
Comix Team	19.99	81. Mantis	19.99	81. Mantis	19.99
Comix Team	19.99	82. Mantis	19.99	82. Mantis	19.99
Comix Team	19.99	83. Mantis	19.99	83. Mantis	19.99
Comix Team	19.99	84. Mantis	19.99	84. Mantis	19.99
Comix Team	19.99	85. Mantis	19.99	85. Mantis	19.99
Comix Team	19.99	86. Mantis	19.99	86. Mantis	19.99
Comix Team	19.99	87. Mantis	19.99	87. Mantis	19.99
Comix Team	19.99	88. Mantis	19.99	88. Mantis	19.99
Comix Team	19.99	89. Mantis	19.99	89. Mantis	19.99
Comix Team	19.99	90. Mantis	19.99	90. Mantis	19.99
Comix Team	19.99	91. Mantis	19.99	91. Mantis	19.99
Comix Team	19.99	92. Mantis	19.99	92. Mantis	19.99
Comix Team	19.99	93. Mantis	19.99	93. Mantis	19.99
Comix Team	19.99	94. Mantis	19.99	94. Mantis	19.99
Comix Team	19.99	95. Mantis	19.99	95. Mantis	19.99
Comix Team	19.99	96. Mantis	19.99	96. Mantis	19.99
Comix Team	19.99	97. Mantis	19.99	97. Mantis	19.99
Comix Team	19.99	98. Mantis	19.99	98. Mantis	19.99
Comix Team	19.99	99. Mantis	19.99	99. Mantis	19.99
Comix Team	19.99	100. Mantis	19.99	100. Mantis	19.99

HARDWARE

Atari 520 STE Power Pack	£299.00
Atari 520 STE Power Pack	£299.00
Atari 520 STE Power Pack	£299.00
Atari 520 STE Power Pack	£299.00

JOYSTICKS & ACCESSORIES

Zipstick Supreme	16.50	Quickkey II Pilot	7.50
Quickkey II	16.50	Quickkey II Turbo	9.50
1.5" 50-00 Pen 10	5.50	Chewy 125	7.50
Disk Storage Box, holds 10	9.99	Atari 520 Disk Cover	5.95
	4.00	Atari Mouse Mat	4.95

**SPECIAL OFFER WITH ALL MACHINES,
FREE HOLIDAY ACCOMMODATION
ALL ORDERS DESPATCHED ON RECEIPT OF CHEQUE**



SUPERB QUALITY DISKS AT GIVEAWAY PRICES

10 3.5 Disks£6.75

25 3.5"Disks£15.00

50 3.5"Disks£25.00

50 3.5"Disks + Box£30.50

100 3.5"Disks£46.00

100 3.5"Disks + Box£51.50

Boxes.....£51.50

**ALL PRICES INCLUDE VAT DELIVERY ORDER
DESPATCHED SAME DAY**

mph

Computer Specialist

**10 CHANDLERS CT
EATON NORWICH
NORFOLK
TEL : 0603 503382**

PC ENGINE

You know how it is. On every machine there are games that are simply streets ahead of the rest. Jim Douglas, one-time editor of Sinclair User and now Assistant Editor of ACE nominates Zub on the Spectrum as one such title. Steve Cooke still swears by Spannerman on the Computers Lynx (easy, really - there were hardly any other games for it, poor fellow). Rik Haynes swears by Armalite on the C64. For the Amiga, CU Amiga games expert Mark Patterson nominates Midwinter...but what about the PC Engine, eh? Which are the games you've just GOT to have??

Since Christmas is coming, here's my own personal list of the titles that - if you haven't already got them - you should be putting at the top of your list. I've divided them into categories and, of course, these are all personal favourites. Yours may be different, in which case why not write in to me c/o ACE and let me know your nominations?

Here goes:

SPORTS SIMULATIONS

Formation Soccer

This is the only football game to appear on the Engine. The game contains loads of features such as volleys, overhead kicks, and headers, as well as all the usual corners and penalty shoot outs. It also contains an option to let up to four players play at the same time. All this displayed on vertically scrolling 3D.

World Court Tennis

This, like footy, is the only game of its type on the Engine. It sports an amazing control method and brilliant graphics. Also like football, it has a multiplayer option which is great fun. Arguably the best tennis simulation on any console or computer.

SHOOT EM UPS

R-Type 1+2

R-Type 1 contains the first four levels of the arcade while R-Type 2 contains the latter stages. In R-Type (just in case you've been asleep for the last year or two) you fly your R9 fighter against the evil Bydo empire. The two cards feature arcade perfect graphics without a flicker in sight, even when the action is at its hottest.

Ordyn

This game had a massive cult following when it hit the arcades in 1988. The game itself has been accurately translated onto the Engine and features all the normal cute end of level baddies and all the screen clearing

power-ups. All this is nothing new, but Ordyn is done in such a neat way that it is a must. The graphics are brilliant, the game plays even better. Buy it!

ARCADE

Devil Crash

This is the follow up to *Alien Crush* and I can truthfully say that this is better than the original. Its a superb pinball simulation featuring great gameplay, marvellous table graphics, hard goth rock soundtracks and loads of surprises and bonus screens. A must for all Engine owners, even if you never considered going near a pinball table before.

Spatterhouse

A few years ago this game was doing its time in the arcades. Its was a huge hit. The secret of its success was the horrific and gory graphics. The game has now been ported over to the Engine and it has lost none of its appeal over the last few years. The graphics appear to be spruced up a bit from the arcade original, and the gameplay has lost none of its. This unfortunately is the downfall of the game as you are given about 6 continues, and unless you resist the urge to keep on continuing you will soon find yourself finishing the game. If you can resist the urge you will have bought a classic game.

Dungeon Explorer

Five players can simultaneously take part in this brilliant Gauntlet style game. You try to battle through 13 (unlucky) levels each crawling with every type of horrible creature available. The graphics and SFX bring out the atmosphere. Explorer just oozes playability, and if you get 5 people playing at one time you have a whole new perspective to the game.

These are only my opinions on which are the best Engine games around at the minute. There are naturally lots more classic games about and if anyone has a view or load of tips about them let me know:

AND ONE FOR THE STOCKING

One the best peripherals available for the PC Engine is the 5 player adapter, and the extra joypads. This enables up to 5 players to be able to play one game at the same time. This increases the number of friends you have, and makes the game more fun, therefore increasing the lastibility.

PUT THOSE CARDS ON THE TABLE!

Fancy picking up some second hand Engine titles on the cheap? Console Quest (contact them on 0903 63786) are having a sale of old games for £20 or less per card.

Psychosoft FREE PD!

FREE PD DISK OF YOUR CHOICE WITH EVERY ORDER
THE ONLY PUBLIC DOMAIN COMPANY TO EMPLOY ARTISTS, MUSICIANS AND CODERS TO WRITE PUBLIC DOMAIN SOFTWARE-MAKING SURE THAT WE ARE THE FASTEST.

WE HAVE CONTACTS ALL OVER THE WORLD ALLOWING US TO OBTAIN ANY PD. WE ALSO OFFER FAST AND RELIABLE SERVICE-ALL SOFTWARE IS GUARANTEED AND TESTED
DUPLICATED ON SONY/PANASONIC DISKS.

AMIGA PD COLLECTION	ALL DISKS ONLY £1.50 EACH	ALL GUARANTEED/TESTED
NEW THIS MONTH	052 KNIGHT ANIM*	186 PARTY GAMES
201 BUDBRAINS	098 BOING DEMO*	027 BATMAN BATDANCE
MEGADEMO ONE		058 DIGITAL FORCE
202 BUDBRAIN	DEMOS COLLECTION	065 SONIX HOUSE 1
MEGADEMO D2	002 SCOPEX M	066 SONIX HOUSE 2
203 DIGITAL CONCERT 6	HANGOVER	050 MICHAEL JACKSON
204 BAD NEWS X	003 RED SECTORCEBIT	108 HEAVY METAL DEMO
205 BEN ELTON DISK1 -X	004 NEWTEK 3 01~*	159 GOGO MUSIC
206 BEN ELTON DISK2 -X	005 NEWTEK 3 D2 ~*	179 CRUSADERS
207 BEN ELTON DISK3 -X	007 FRAXXION HORROR	BACTERIA
208 RARE PET SHOP	008 SLIPSTREAM	(BRILLIANT)
BOYS	MEGADEMO	226 DMOB DANCE 4 D1
IT'S A SIN REMIX D1 ~	009 REBELS MEGADEMO	227 DMOB DANCE 4 D2
209 IT'S A SIN REMIX D2 ~	010 SARGON MEGADEMO	
210 NINJA TURTLES	011 KEFRENS	OTHER PD
DEMO	MEGADEMO	001 DUNGEON MASTER 3
211 FREDDY KRUEGER	012 RED SECTOR	DEMO*
DEMO	MEGA	006 OCTALYSER
212 MADONNA NUDE X	013 RED SECTOR MEGA	016 SCANNERS HORROR
213 NIGHT BREED DEMO	D2	028 MONOPOLY
214 MORE BAD NEWS D1	021 DEATHSTAR MEGA D1	041 KICK OFF 3 DEMO
X~	022 DEATHSTAR MEGA D2	042 VANGELLIS DEMO*
215 MORE BAD NEWS D2	035 PREDATORS MEGA	051 PUMP UP THE VOL
X~	D1	054 KYLIE DEMO D1
216 RARE PAT SHOP	036 PREDATORS MEGA	055 KYLIE DEMO D2
BOYS	D2	057 MAD MONKS MEGA
LIVING DAYLIGHTS	078 DEXION MEGA DEMO	062 EL MOIRA RPG *
D1~	082 PHENOMENA MEGA	067 UTILITIES 1
217 LIVING DAYLIGHTS	DEMO	068 WORD PROCESSOR
D2~	100 CRYPTOBURNERS	064 STAR TREK ANIMS
218 WATCHMEN 6 DEMOS	221 DEADLY PURSUITS	073 ROBOPC DEMO
219 CRIONICS MEGA	222 SILENTS MEGA	079 EDDIE MURPHYXD1
DEMO	DEMO	080 EDDIE MURPHYXD2
220 WARRIORS MEGA	223 TRILOGY GIGADEMO1	112 SOUNDTRACKERS
DEMO	224 TRILOGY GIGADEMO2	113 MEGA INSTRUMENTS
	225 ASG/SOL	228 EPIC GAME DEMO
AMIGA ANIMATION	CELEBRATION	229-230 STAR TREK
014 WALKER DEMO*		THE GAME
015 WALKER DEMO 2*	XXX DEMOS	
018 SPACE ACE DEMO	087-092 UTOPIA 1-6	
019 PUGGS IN SPACE	138 INTERNAL VENDETTA	
020 R-TRACED CAR ANIM	141 BEDROOM OLMPIAO	
*	143 MELVIN MOVIE	
029 STAR TRAK	144 DIRTY MINDS	
APPROACH*	146 CHURCH GOER	
032 DRAGON LAIR DEMO*	147 MAO PORN 3	
034 R-TRACED GYMNAST*	148 TINA SMALL	
037 AEGIS ANIMS	149 TWISTED DREAMS	

*=1 MEG ^=2 DRIVES
EXCHANGES WELCOME
SEND SAE FOR FULL
LIST OF SOFTWARE & PD

GAMES

GAMES.....AMIGA	ST	GAMES.....AMIGA	ST
APB.....	7.99.....7.99	SILENT SERVICE.....	12.99.....12.99
DRAGON SPIRIT.....	7.99.....7.99	AIRBORN RANGER.....	12.99.....12.99
XYBOTS.....	7.99.....7.99	ROCKET RANGER.....	12.99.....12.99
TOOBIN.....	7.99.....7.99	HUNT FOR RED OCT.....	12.99.....12.99
HOT ROD.....	9.99.....-	IT CAME FR' DESERT.....	14.99.....-
W.CHAMP WRESTLING.....	9.99.....-	SHADOW OF BEAST.....	14.99.....-
BLOODWYCH.....	9.99.....9.99	DRAKKEN.....	16.99.....16.99
PACMANIA.....	9.99.....9.99	NORTH AND SOUTH.....	12.99.....12.99
RUNNING MAN.....	9.99.....9.99	OIL IMPERIUM.....	12.99.....
MILLENIUM 2.2.....	9.99.....9.99		
D.DRG'N HORSERACING.....	9.99.....9.99		
PAPERBOY.....	9.99.....-		
COMMANDO.....	9.99.....-		
TRIAD VOL 2.....	9.99.....-		
KICK OFF.....	9.99.....9.99		
THEME PARK MYSTERY.....	9.99.....9.99		
AUSTERITZ.....	9.99.....9.99		
KLAX.....	12.99.....12.99		
HARD DRIVIN.....	12.99.....12.99		
CYBERBALL.....	12.99.....-		
GRAND PRIX CIRCUIT.....	12.99.....-		
LOMBARD RAC RALLY.....	12.99.....12.99		

MEGA DEALS

MUSIC X ONLY 69.99
BLANK PANASONIC DISKS 3.5"
DS/DD
10.....7.50
50.....25.00
100.....43.00
200.....80.00
500.....185.00

SEND SAE FOR FULL PD/SOFTWARE LIST

STOP PRESS : AMIGA PD SWAPPERS WANTED. SEND YOUR DETAILS FOR OURS

MAKE CHEQUES/POSTAL ORDERS PAYABLE TO :

PSYCHOSOFT
PO BOXMK871
BLETCHLEY
MILTON KEYNES
TEL : 0908-640763 (BETWEEN 9AM - 9PM)

Please add 1.50 postage with orders under £5. Free PD Disk and full list with every Amiga order. Free blank disk with every ST order. You do not need to use the order form below.



CONSOLE SUPPLIES

TEL: 081 597 0500

FAX: 081 598 1791



MEGADRIVE PAL+GAME	155.00
MEGADRIVE SCART+GAME	155.00
WORLD CUP SOCCER	31.90
GOLF SUPER MASTERS	31.90
CYBERBALL	31.90
WHIP RUSH	31.90
RASTAN SAGA II	31.90
TATSUJIN	31.90
LAST BATTLE	31.90
FORGOTTEN WORLDS	31.90
PHELIOS	31.90
GOLDEN AXE	31.90
SHITEN MYOOH	31.90
SUPER HANG ON	31.90
SUPER SHINOBI	31.90
GHOSTBUSTERS	32.90
BATMAN	32.90
INSECTOR X	32.90
AXES FZ	32.90
ESWAT	32.90
POPULUS	32.90
THUNDERFORCE III	32.90
FATMAN	32.90
HELLFIRE	32.90
ATOMIC ROBO KID	32.90
BUDOKAN	33.90
DYNAMITE DUKE	33.90
ARROW FLASH	33.90
SUPER MONACO GP	33.90
RINGSIDE ANGELS	33.90
RAINBOW ISLAND EXTRA	33.90
XDR	33.90
SHADOW BLASTERS	33.90
GAIN GROUND	33.90
STRIDER	37.90

ORDER YOUR FAMILCOM NOW

NEO-GEO + JOYSTICK	355.00	GOLF	185.00
MAGICIAN LORD	185.00	NINJA COMBAT	185.00
NAM 1975	185.00	CYBERLIP	185.00
BASEBALL STARS	185.00	SUPER SPY	185.00
NINTENDO GAMEBOY	69.95		
TETRIS	22.90		
CASTLEVANIA	23.90		
NEMISIS	23.90		
BASEBALL	23.90		
TEENAGE MUTANT NINJA TURTLES	23.90		
BATMAN	23.90		
SUPER MARIO LAND	23.90		
BUGS BUNNY	23.90		
SKATE OR DIE	25.90		
FINAL LEGEND	25.90		
WWF WRESTLING	25.90		
SPIDERMAN	25.90		
PAPERBOY	25.90		
DOUBLE DRAGON	23.90		
BOXING	23.90		
NFL FOOTBALL	23.90		
SOCCER BOY	23.90		
LAST BATTLE	23.90		
BATTLE PING PONG	23.90		
BOMBER BOY	23.90		
GHOULS AND GHOSTS	23.90		
BASEBALL KIDS	23.90		
FUNNY FIELD	23.90		
MOTOR CROSS MANIACS	23.90		
SOLAR STRIKE	23.90		
GATORS REVENGE	23.90		
ALLEYWAY	23.90		

PC ENGINE PAL + GAME	150.00
PC ENGINE SCART + GAME	150.00
VIGILANTE	22.90
FINAL LAP TWIN	25.90
PARANOIA	28.00
BLOODY WOLF	31.90
TIGER HELI	32.90
NEW ZEALAND STORY	32.90
SHINOBI	32.90
POWER DRIFT	32.90
BLUE BLINK	32.90
SIDE ARMS	32.90
TIGER ROAD	32.90
SPACE INVADERS	32.90
KLAX	32.90
AFTERBURNER	32.90
FORMATION SOCCER	32.90
LEGENDARY AXE II	32.90
RASTAN SAGA II	32.90
POWER LEAGUE III	32.90
SPLATTER HOUSE	32.90
LOAD RUNNER	32.90
DEVIL CRASH II	32.90
IMAGE FIGHT	32.90
NINJA SPIRITS	32.90
BEACH VOLLEYBALL	32.90
SUPER FOOLISHMAN	32.90
FINAL BLASTER	32.90
SUPER STAR SOLDIER	32.90
DOWNLOAD	32.90
DON DOKO DON	32.90
DIE HARD	32.90
GOMALA SPEED	32.90
XEVIOUS	32.90
RABID LEPUS	32.90
BATMAN	32.90
CYBERCORE	32.90
CHASE HQ	32.90
PC KID	32.90

ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW...ORDER NOW



ALL PRICES INCLUDE VAT + DELIVERY
13 SPENCER ROAD, ILFORD, ESSEX. IG38PW
MAIL ORDER ONLY



C.E.S.



153 White Hart Lane, Barnes. SW13 0PJ

Tel : 081-876-5501

SEGA MEGADRIVE PAL/SCART	£129.99 (+£5 P+P)
MEGADRIVE + EXTRA JOYPAD + ANY GAME	£169.99 (+£6 P+P)

LIMITED OFFER: MEGADRIVE+ Ghouls and Ghosts + E.Swat + Golden axe
ONLY £199.00 (+ £6.50 P+P)

SEGA GAME GEAR INC :- SUPER MONACO GP COLUMNS PONGO
ONLY £195.00 INC P+P

PC ENGINE SUPER GRAFX.....	ONLY £199.99
NINTENDO SUPER FAMICON	TBA

NEW MEGADRIVE GAMES	
Strider.....	36.00
Axis F2.....	34.00
Fatman.....	35.00
Burning Force.....	34.00
Hellfire.....	33.00
Dynamite Duke.....	32.00
Junction.....	33.00
Granada.....	33.00
Mickey Mouse.....	30.00
Tora! Tora! Tora!.....	32.00

SPECIALS	
Darwin 4051.....	26.00
Phelios.....	27.00
Rastan Saga 2.....	27.00
Last Battle.....	27.00
Assault Suit Leynos.....	26.00
Dai Sapi.....	27.00
Whiprus.....	27.00

Ring for other titles

NEW NEO GEO GAMES AT £165
Ring for Gameboy games and PC Engine games

ACCESSORIES	
Sega joypad.....	16.99
Turbo Joypad.....	16.99
Aracde Power Stick.....	35.00
8 Bit Convertor.....	30.00
English to JAP Megadrive Convertor.....	20.00

SEE US AT THE 16 BIT COMPUTER FAIR ON THE 4/5/6TH JAN '91 AT THE NOVOTEL, HAMMERSMITH. STAND 58A

Please add £1 P+P for games (£2 for Neo Geo games) £2 P+P for accessories. All subject to availability.

GAMEBOY

Gameboy tips are go! This month, Spiderman seems to be posing a lot of problems for you Gameboy fiends.

Most people seem to have put Batman to one side in favour of this equally tricky little cartridge. Certainly judging by the amount of pleas for help we receive each month, you folks need some help with it.



MYSTERIO AND THE END-OF-LEVEL-GANG

Your first area of real difficulty will probably be on the sixth screen in. Here, you must watch the patterns of Mysterio's bombs. They'll give away his location, allowing you enough time to position yourself in a prime strike point.

Actually doing battle with Mysterio is far from easy. He doesn't sit still for long. Take note of his movement pattern, and attack when he's dropping down. Always remember to avoid that awful gas.

The end of level bosses can withstand spinning web attacks with relatively little difficulty. Instead, opt for a straight fist fight. There's no

point wasting your webs when good old fashioned punching will do the job just as well.

General Tips:

When fighting Mysterio, dodge the explosions by moving to the right of the screen. Then duck. Wait for him to appear, hit him three times, and he should konk out.

THE HOBGOBLIN

Track down the Hobgoblin at the top of a skyscraper. Climb to the top of the building carefully avoiding those sneaky open windows. There's only one window that you can climb through, so keep looking.

Once atop the roof, you must battle the Hobgoblin's henchmen. They're really in their element here, and the action becomes a lot tougher. This is where to use your webs. Take out the henchmen and Swing your way across the rooftops towards the Hobgoblin's domain.

When Mr H appears, you know you're in for a fight. Dodge the jack-o-lanterns or your strength will be depleted, and you'll be in no fit state to fight.

The best policy to defeat the Goblin is to watch his movement pattern and kick him in the back as he turns away from you.

GENERAL TIPS:

The hobgoblin's battle is highly complicated. Head for the upper ledge and keep on the right hand side. Crouch down and start kicking until the bad guy drops under the ledge. Once he emerges from the bottom right, you can intercept him with a number of well-placed kicks.

THE SCORPION

Deep underground you'll encounter the Scorpion. His henchmen appear out of nowhere, so you've got to keep your wits about you at all times.

To move around in the subways, you can ride the tube trains, but you should be aware that the chances of an ambush are extremely high.

The Scorpion himself, is equipped with a large and deadly tail (hence the name). Once his tail has flicked out, run towards the Scorpion and plant a punch on him, then run back again. This way you can deplete his strength without incurring any hit points on yourself.

Another method of attack which proves successful for more sprightly players is to leap over and around the Scorpion, and then give him a kick in the knee from behind.

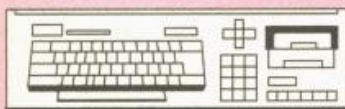
That should be more than enough to keep you going for the moment. Any further problems and you'll just have to rely on your Spidey-sense to help you out.

GENERAL TIPS:

A successful battle with the Scorpion is impossible unless you can perfect both your punching and kicking action. Continual punching will inflict hit points, since he's none too bright and will wander directly into the blows, but you must back off and keep him at bay with a suppressing fire of webs, lest his tail catches you in the crotch.

● Jim Douglas

AMSTRAD CPC



Who said that the 8-bit computers are dead? I've just seen a couple of games that reaffirm my faith in the ol' CPC...

A SHADOW OF ITS FORMER SELF?

Well, who would have thought it! Amstrad owners may have heard about Gremlin Graphics' conversion of the Psygnosis game, *The Shadow of the Beast*, and thought "Lovely idea, but it'll never work." - I know I did. The Amiga version boasted gorgeous smooth-scrolling graphics and atmospheric sound, while the Amstrad version boasts... can it be true?... gorgeous smooth-scrolling graphics and atmospheric sound too!

Admittedly, there have been some compromises, such as the screen being a little small and the use of only four colours for the graphics, but to compensate the slightly shallow gameplay of the original has been improved, although you are still annoyingly plonked right back at the beginning if you die. It's not really my place to go about giving ACE ratings, but if I reviewed it I'd score it somewhere in the upper 80s. Congratulations to all at Gremlin!

KICKIN' ASS

Remember *Kick Off* on the Amstrad? Pretty dismal, wasn't it? Thank goodness Anco have totally revamped the sequel, *Kick Off 2*. The graphics no longer look like direct Speccy ports and the playability is so good it hurts! The computer is a tough opponent, but the game is at its best in two-player mode. I bet you'll still be loading this up in a year or two's time so that you and your mate can have a game.

IN THE NAVY...

Currently hitting cinema screens Stateside and due here in the near future is a Rambo-esque big-budget movie called *Navy Seals*, starring Charlie Sheen, star of *Wall Street* and *Platoon*, and Michael Biehn, star of *Aliens* and *The Abyss* (where he played another *Navy Seal*). Incidentally, I thought *The Abyss* was a great film, ending aside, and the effects for the alien water tentacle were stunning - see it on video if you don't know what I'm on about!). Eminently suitable for a computer game, you may think, and sure enough here it is, thanks to those masters of the film tie-in, Ocean.

I managed to have a quick sneak preview of the game on the GX4000 console, and technically it's looked very nice; smooth scrolling in all directions and large colourful sprites with excellent animation. However, it seemed pretty tough - one shot is all it takes to lose a life and there's a heck of a lot of flak flying about. Hopefully you'll see the full ACE review soon - look out for it!

HOLY BATMAN TIPS

Seeing that this smashing game has just been re-

released in Ocean's *Hollywood Collection*, it seems like the right time to let you in on a great little cheat to let you skip levels. It's simple (and especially easy to remember if you're a Robocop fan) - just hold down keys 'E', 'D', '2', '0', '9' all together at any time during the game. And for any Speccy owners who happen to be reading, you may be interested to know that this cheat will also work on your machines. Thanks to Steven Prescott of Wigan for that one.

TURRICAN TOO TOUGH?

Too blummin' right, it is! Great game, though. Wouldn't it be nice to have an extra life or, even better, infinite credits? What's that, Richard Owens of Edinburgh, just move to the far left at the start of the game and jump, and I can have both? Well, thank you!

Christmas is here again. It's been a great year for Amstrad fans, what with the release of two new computers and the console, and 1991 looks like being an even better, especially now that cartridge support is beginning to take off.

Amstrad recently announced that their profits are down for the second time in two years, with turnover dropping from £626 million to £577 million and pre-tax profit dropping from £76 million to £44 million. But take heart, because I think the new products should help them well on the way to recovery.

Enough doom and gloom - now is the time for good cheer. Don't drink and eat too much this Chrissy and I'll see you hale and hearty in the New Year. Bye!

● David Upchurch

ATARI ST

Damocles	19.99
Flood	19.99
Imperium	19.99
Magic Fly	19.99
Battle Command	19.99
Midnight Resistance	19.99
Murder	16.99
Midwinter	19.99
F-29 Retaliator	19.99
Castle Master	16.99
Rotox	19.99
Sim City	24.99
Warhead	19.99
Turrican	19.99
F-19 Stealth Fighter	24.99
The Lost Patrol	16.99
Gravity	19.99
Kick Off 2	19.99
Hill St Blues	19.99
Falcon Mission Disk 2	16.99
Killing Game Show	19.99
Corporation	19.99
Battle Master	19.99
Loom	24.99
Shadow Of The Beast	19.99
B.A.T.	24.99
Monty Python	19.99
Thier Finest Hour	24.99
ATF 2	19.99
Ace	16.99
Battle Of Britain	19.99
Dredd	16.99
James Pond Underwater Agent	19.99
Nightbreed	19.99
Operation Harrier	16.99
Robocop 2	19.99
Rogue Trooper	19.99
Sly Spy Secret Agent	19.99
Teenage Mutant Hero Turtles	24.99
Back To The Future 2	19.99
Betrayal	24.99
Powermonger	24.99
It Came From The Desert	19.99
Kings Quest 4	24.99
Shadow Warriors	16.99
Rick Dangerous 2	19.99
Pipe Mania	19.99
Kybos	16.99
Lattice C VER 5.0	118.00

IBM PC

Police Quest 2	19.99
M1 Tank Platoon	34.99
Operation Stealth	24.99
A10 Tank Killer	34.99
Back To The Future 2	19.99
Battle Of Britain	29.99
Battle Command	19.99
Battle Master	19.99
Betrayal	29.99
Cadaver	19.99
Castle Master	19.99
Centurion-Defender Of Rome	24.99
Days Of Thunder	19.99
Die Hard	19.99
Elite	19.99
F-19 Stealth Fighter	34.99
F15 Strike Eagle 2	29.99
Flight Of The Intruder	34.99
Gremlins 2	19.99

AMIGA

Damocles	19.99
Flood	19.99
Fun School	16.99
Dredd	16.99
Corporation	19.99
Back To The Future 2	19.99
Battle Command	19.99
Shadow Of The Beast 2	29.99
B.A.T.	24.99
Cadaver	19.99
Gremlins 2	19.99
Flippit & Magnose	16.99
F-19 Stealth Fighter	24.99
Kick Off 2	19.99
Protext V5.0	CALL
Loom	24.99
M1 Tank Platoon	24.99
Robocop 2	19.99
Rotox	19.99
ATF 2	19.99
Ace	16.99
Midnight Resistance	24.99
Navy S.E.A.L.S.	19.99
Nightbreed	19.99
Operation Stealth	19.99
Powermonger	24.99
The Lost Patrol	19.99
Ultima 5	24.99
Venus	16.99
Welltris	24.99
Monty Python	19.99
Wings	24.99
Teenage Mutant Hero Turtles	24.99
Sly Spy Secret Agent	19.99
Magic Fly	19.99
Their Finest Hour	24.99
Total Recall	19.99
Pipe Mania	19.99
Rick Dangerous 2	19.99
Rogue Trooper	19.99
Midwinter	19.99
Imperium	19.99
Killing Game Show	19.99
Kings Quest 4	29.99
Leisure Suit Larry 3	29.99
Kybos	16.99
Chuck Yeager	19.99
Escape From The Planet	
Of The Robot Monsters	16.99
F-29 Retaliator	19.99
Midi Interface W.S/W	24.99
BBC Emulator	39.99

WE LIST OVER 750 AMIGA TITLES!
CALL OR WRITE FOR OUR FREE
CATALOGUE TODAY!

IBM PC

Flight Of The Intruder	34.99
Gremlins 2	19.99
Infestation	19.99
Interphase	24.99
It Came From The Desert	24.99
Loom	29.99
Murder	19.99
Nightbreed	19.99
Operation Stealth	24.99
Pipe Mania	19.99
Populous	19.99
Running Man	19.99
Silent Service 2	29.99
Sim City	24.99
Teenage Mutant Hero Turtles	24.99
Their Finest Hour	24.99
Ums 2	19.99

WE LIST OVER 400 PC TITLES!
SEND FOR YOUR CATALOGUE NOW!

INTERFACE

SOFTWARE

UP TO 20% OFF

ALL SOFTWARE

AMIGA 1/2
MEG UPGRADES
Microbotics 1/2 Meg
W Clock £49.00
TOP QUALITY!
Commodore AS01 Expansion 1/2
Meg does not invalidate warranty £99.00

NEW AMIGA 500 SCREEN GEMS!

Gold Star GS100 with 30 Megabyte	
Hard Disk	£749.00
Gold Star GS290AT	£795.00
Gold Star GS230AT	£975.00
Commodore PC10DD Starter Pack	£565.00
Commodore PC20 (20 Meg)	£790.00
Gold Star has top GS500 (40 Meg HD)	£1850.00

ATARI

1040STE Extrapack, 1040STE Midipack
1040STE Superpack
£469.00, with Megapack 1 or 2 £499.00

AMIGA 500 SCREEN GEMS

Including Days of Thunder, Back to the Future II, Nightbreed, Shadow of the Beast II, Deluxe Paint II, includes TV Modulator and Workbench 1.3

£369 or £399
with MegaPack 1 or 2

ATARI 520 STE TURBOPACK

Including 1st basic, STOS, Hyperpaint II, Musicmaker, Indiana Jones and the Last Crusade, Impossible Mission II plus

MORE GAMES!
£369 or £399
with MegaPack 1 or 2

ATARI 520STFM DISCOVERY PACK

Including Atari 520STFM Computer, 1Mb Disk Drive, Mouse, built in TV Modulator

£269 or £299
with MegaPack 1 or 2

AMIGA 500 CLASS OF THE 90's

£529 or £599

with MegaPack 1 or 2

CLASS OF 90's 1ST STEPS

1 Megabyte!

£549 or £579

with Interface MegaPack 1 or 2

ALL PRICES INC. VAT

061-431 4091

Merry Christmas to all readers of
ACE Magazine

MEGAPACK 1

10 Blank Disks, Disk Box
Mouse Mat, Dust Cover
5 Mystery Games
WORTH OVER £120!

MEGAPACK 2

5 Blank Disks, Disk Box
Mouse Mat, Dust Cover
Joystick, 5 Mystery Games
WORTH OVER £120!

COMPETITION

DO YOU THINK YOU CAN DESIGN A BETTER AD THAN THIS? OH YEAH!!!
When you buy ANY piece of hardware or software from INTERFACE, you will receive an entry form with your purchase.
YOU COULD WIN:- AN AMIGA 500
AN ATARI STE
A MONITOR
THE TOP TEN GAMES
YES - we're COMPLETELY MAD!!!
ENTRIES LIMITED TO 1 PER ORDER

PRINTERS

Seikosha SP2000	£199.00
Citizen 1200	
With Free Starter Pack	£179.00
Citizen 1240 With Free Colour Kit	£249.00
Citizen Swift 9 With Colour Kit	£210.00

ALL PRINTERS INCLUDE VAT
AND FREE CABLE!

MONITORS

Philips 8833	£249.00
Commodore 1084S	£259.00
Atari SC1224	£299.00
Atari SM194 Mono	£140.00
Commodore 1950 Multiscan	£450.00
Quadram MS1422 Multiscan	£499.00

ALL MONITORS INC CABLE.
PLEASE STATE WHICH MACHINE

DISK DRIVES

Cumana Cax 354 Amiga	£75.00
Powerdrive Amiga	£79.00
Amiga A590 20 Meg	
With Free Software	£369.00
Cumana CSA354 Atari	£79.00
Powerdrive ST	£99.00

Delivery:- Warranty:-

Technical Support:-

All offers subject to change with availability. Interface reserves the right to change or withdraw any offer without prior notice.

Courier Service available (add £5.00)
Full 12 month Warranty on all Hardware
(all equipment tested prior to despatch)

If you have a problem call us on 061-431 4091

To Order:

By Phone: Call our Sales Team on 061-431 4091 NOW!
9am till 5pm. Answering Machine service available.
or write: Interface Software
PO Box 100
Stockport
Cheshire SK4 2DP
Enclosing a cheque/PO with details
to Interface Software

CUT OUT AND POST FOR FREE CATALOGUE

Name: _____
Address: _____
Post Code: _____ Tel: _____
Please send me info on: _____

IBM PC



Who'd have thought it? Who'd have guessed that in this post-Thatcher, money-conscious, I'm alright Jack, every man for himself era that there would still be a group of philanthropic programmers out there who want nothing more than to give you their software for absolutely nothing!

Well, actually it isn't quite like that, but the ever-growing range of Shareware and Public Domain software costs far less than games that come in fancy boxes filled with trinkets and tea towels - and if you look hard enough you may even find some that put their more expensive counterparts to shame.

Briefly, the Public Domain is made up of programs which have been made available by their developers for any number of reasons: it can come from back room enthusiasts who couldn't get their wares published any other way, or even from major publishers who put out demos of their latest games as another marketing tool.

Shareware, on the other hand, is a sort of 'try

before you buy' scheme where individual programmers or small development teams circulate cut-down versions of their creations (which can be anything from simple bat and ball games to expanded memory managers) and allow the user to get to grips with them at their leisure. If you like the program you then register and receive the full thing - if not, you simply don't bother.

Either way, the initial outlay is usually little more than the price of the disk it comes on (or, if you log on to a bulletin board you can even save those few shillings by simply downloading the many programs available through that channel).

So much for the theory, but how do you find your way into this vast and unexplored silicon treasure chest? The best way is to scour the small ads in the back pages of this very magazine.

Even if an ad only offers one particular program, it's a fair bet that the person offering it has access to a whole host of others. A quick call will usually result in a catalogue winging its way towards you and the rest is simple.

Following this very method, I called up the Public Domain Software Library (fiendishly cryptic name I know, but somehow I thought that this could just be the type of place I was looking for). Within a matter of days I was the proud possessor of a range of games from Wizard Games, a Scottish programming team.

For roughly nine pounds I'd got my hands on seven programs, with content ranging from a 'psychedelic' maze game (pretty poor actually) to a superb soccer game called... wait for it, The Soccer Game.

Although it's entirely text-based The Soccer

Game is compulsive and realistic enough to keep any true fan stuck to their keyboard in a vain effort to gain promotion.

Like the rest of the Wizard programs, The Soccer Game is Shareware: this version only allows the budding manager two seasons to get it right, but if you want to play longer than that (which is more or less compulsory for anyone who catches the bug) and to take advantage of the 'save and load' facilities, then you'll have to pay the £12 registration fee.

Although the Wizard disks only actually yielded two or three games that you'd bother to play twice, it still worked out as reasonable value for money - mostly because of The Soccer Game, it must be said. But if you came up with something as good as that every time you dipped into the Public Domain then it would become a more than worthwhile hobby.

For Local clubs who will have PD Libraries to hand contact The British Association of Computer Clubs, 31 Queens Crescent, Clapham, Beds. MK41 6DB.

Alternatively, if you're one of those sprocket-heads who's equipped with a modem (and knows how to use it) then you could contact one of the following bulletin boards.

LONDON	London Underground	01 863 0198
		24 hrs 12/2400
MIDLANDS	Wolverhampton BBS	0902 745337
		24 hrs 12/2400
THE NORTH	OBBS Manchester	061 427 1596
		24 hrs 300/1275
SOUTH EAST	Software Source	0892 661149
		24 hrs 12/2400

●Ciaran Brennan

GUNFIGHTER



USE YOUR VOICE
TO OUTDRAW
THE GUNFIGHTER

CASH PRIZES

0898 31 35 90

INFODIAL POBox 36 LS1 4TN Call charges 33p Per Min Cheap 44p Per Min All Other Times

RAVEN GAMES LONDON

66 Durham Road, Bromley, Kent BR2 0SW
Tel: 081-464 2933 Ring now for latest releases

SEGA MEGA DRIVE

GAMEGEAR

ATARI LYNX

Nintendo

FAMICON



GAMEBOY

PC SUPER
GRAFX

Second Hand Games available
SAE for Full Price List



GUARANTEED FAST DELIVERY



MEL CROUCHER
COMPUTER
Fun Line
0898 299 390
3 mins of mind
blowing entertainment

THE HOTTEST
GAMES
SECRETS
0898 299 380
MEATIP GAMESLINE

TONY TAKOUSHI
CONSOLE LIVE
0898 299 390
games clips
news gossip

SAM COUPE
HOTLINE
0898 299 380
including Abolition
& Bruce Gordon

Proprietor: S. Davies, PO Box 11, Minton, Warwick, CV35 9BA.
Calls charged at 33p per min. cheap rate and 44p per min at all other times.
(Ask whoever pays phone bill)

FAIR TRADING ACT 1973

Promise of fair trading

by John David Daniels, formerly trading as
Cut Price Software

On 27 July 1990, John David Daniels of 210 Nicholls Tower, Harlow, Essex, formerly trading as Cut Price Software, of 17 Staple Tye, Harlow, Essex, gave the Director General of Fair Trading written assurances that he would refrain from the following course of conduct or any similar conduct in the running of his business:

- (1) failing to supply goods as agreed and/or within a reasonable time;
- (2) supplying goods not of merchantable quality and/or fit for their intended purpose;
- (3) failing to give adequate redress to customers when in breach of contract with them.

The Director General can take further action if the assurances are not kept. Anyone with reason to believe that the assurances have been broken should contact:

JB Harrison Esq, County Consumer and Public Protection Officer,
Essex County Council, Consumer and Public Protection Department,
Beehive Lane, Chelmsford CM2 9SY

Office of
Fair Trading

**WORLDWIDE
SOFTWARE**
106A Chillwell Rd,
Beeston,
Nottingham NG9
1ES



WORLDWIDE

SOFTWARE

**WORLDWIDE
SOFTWARE**
106A Chillwell Rd,
Beeston,
Nottingham, NG9
1ES

- ★ **FREE Catalogue disk** (plus latest demos when available) with every order over £10 (Amiga and ST only)
- ★ **All orders despatched by 1st class post**
- ★ **7 Day 24 hour ordering**
- ★ **Quality products at keenest prices**
- ★ **Credit card accounts debited only on despatch of goods**
- ★ **Complete customer satisfaction is our aim**

Order by Telephone:

Credit card order telephone lines

by Fax:

0602 252113 0602 225368
Fax your order with credit card details
0602 430477

by Mail:

Send payment with order

Please give your name, address, telephone no, software title, price advertised and computer type

Worldwide Pack 1

**Amiga Second Drive + any 3
software titles with our
advertised price or £17.95 or
less
ONLY £109.99**

Worldwide Pack 2

**Amiga A500 Screen Gems Pack
+ 1/2 meg upgrade + second drive
+ any 2 software titles with our
advertised price of £22.95 or less
ONLY £529.99**

Worldwide Pack 3

**Atari ST Second Drive and any 3
software titles with our
advertised price of
£17.95 or less
ONLY £114.95**

AMIGA/ST SOFTWARE	A.M	S.T	AMIGA/ST SOFTWARE	A.M	S.T	AMIGA/ST SOFTWARE	A.M	S.T	C64 SOFTWARE	CASS	DISK
4 Player Adaptor	5.95	5.95	Fun School 2 (6-8)	14.95	14.95	Powermonger	22.95	22.95	Badlands (Cartridge)	19.95	
688 Submarine Attack	17.95		Fun School 2 (over 8)	14.95	14.95	Puzznic	17.95	17.95	Chase HQ 2 (Cartridge)	19.95	
9 LIVES	17.95	17.95	Fun School 2 (under 6)	14.95	14.95	Rainbow Island	17.95	14.95	Cyberball (Cartridge)	19.95	
Accolade in Action Compilation	22.95		Fun School 3 (5-7yrs)	17.95	17.95	Ranxerox	17.95	17.95	E-Swat	7.99	11.95
Action Stations	22.95	22.95	Fun School 3 under 5s	17.95	17.95	Reach for the Skies	22.95	22.95	Golden Axe	7.25	11.25
Advanced Tactical Fighter 2	17.95	17.95	Future Basketball	17.95	17.95	Return to Europe	7.99	7.99	Judge Dredd	7.25	11.25
Alpha Waves	17.95	17.95	Gazzas New Soccer Game	17.95	17.95	Rick Dangerous 2	17.95	17.95	Lotus Spirit Turbo Challenge	7.99	11.95
Altered Destiny	17.95		Gold of the Aztecs	17.95	17.95	Riders of Rohan	22.95	22.95	Midnight Resistance	7.25	11.25
Amazing Spider	17.95	14.95	Golden Axe	17.95	17.95	Robocop 2	17.95	17.95	NARC	7.99	11.95
AMOS	39.99		Greg Normans Ultimate Golf	17.95	17.95	Saint Dragon	17.95	17.95	Pang (Cartridge)	19.95	
Armour Geddion	17.95	17.95	Gremlins 2	14.95	14.95	Second Front	22.95		Puzznic	7.99	11.95
Atomic Robokid	17.95	17.95	Hard Drivin' 2	17.95	17.95	Shadow of the Beast	17.95	17.95	Rick Dangerous 2	7.25	11.25
Awesome	28.95		Harpoon	22.95		Shadow of the Beast 2	28.95		Robocop 2 (Cartridge)	19.95	
Badlands	17.95	17.95	Heroes Compilation	22.95	22.95	Shadow Warrior	17.95	14.95	Shadow of the Beast (Cartridge)	19.95	
Battle Command	17.95	17.95	Hollywood Collection	22.95	22.95	Shock Wave	17.95		Shadow Warriors	7.25	11.25
BAT	22.95	22.95	Horror Zombies	17.95	17.95	Sim City	22.95	22.95	Soccer Mania Compilation	11.20	12.95
Betrayal	22.95	22.95	Imperium	17.95	17.95	Sim City Terrain Editor	14.99		Super Off Road Racer	7.25	11.25
Billy the kid	17.95	17.95	Indianapolis 500	17.95		Simulera	17.95	17.95	Teenage Mutant Hero Turtles	9.99	14.95
Blade Warrior	17.95	17.95	International Soccer Challenge	17.95	17.95	Skate Wars	17.95	17.95	TNT Compilation	12.99	17.95
Blitzkrieg Battle at Ardens	22.95		It came from Desert (1 Meg)	22.95		Sly Spy Secret Agent	17.95	17.95	Total Recall	7.99	11.95
Blitzkrieg May 1940	17.95	17.95	Italy 1990 Winners Edition	14.95	14.95	Snowstrike	17.95	17.95	Vindicator (Cartridge)	19.95	
Bomber Bob	17.95		Jack Nicholas Design	22.95	22.95	Soccer Mania Compilation	17.95	17.95	Wheels of Fire Compilation	11.99	19.95
Bomber Mission Disk	11.99	11.99	Jack Nicholas Golf	17.95	17.95	Special Criminal Investigation	17.95	17.95			
Breach 2 (Amiga 1 meg)	17.95	17.95	Jack Nicholas Int. Courses	11.99		Speedball 2	17.95	17.95			
BSS Jane Seymour	17.95	17.95	James Pond Underwater Agent	17.95	17.95	Spellbound	14.95	14.95			
Buck Rogers	22.95	22.95	Judge Dredd	14.95	14.95	Sporting Gold	22.95	22.95			
Cadaver	17.95	17.95	Kick Off 2 Expanded	17.95		Spy Who Loved Me	17.95	17.95			
Captive	17.95	17.95	Killing Cloud	17.95	17.95	Storm Across Europe	22.95				
Carthage	17.95	17.95	Killing Game Show	17.95		Stormonik	22.95	22.95			
Carv up	17.95	17.95	Knights of Legend	22.95		Street Hockey	17.95	17.95			
Colica CT4 Rally	17.95	17.95	Legend of Billy Boulder	17.95	17.95	Strider 2	17.95	17.95			
Challenges Compilation	22.95	22.95	Legend of Faerghall	22.95	22.95	Stun Runner	17.95	17.95			
Champions of Kyrin 1 Meg	22.95		Lemmings	17.95	17.95	Super League Manager	17.95				
Chaos Strikes Back (Amiga 1 Meg)	17.95	17.95	Life and Death	22.95	22.95	Super Off Road Racing	17.95	14.95			
Chess Simulator	17.95	17.95	Line of Fire	17.95	17.95	Supremacy	22.95	22.95			
Chronicles of Omega		14.95	Loom	22.95	22.95	SWIV	17.95	17.95			
Corporation	17.95	17.95	Loopz	14.95	14.95	Team Suzuki	17.95	17.95			
Deluxe Scribble	14.95	14.95	Lost Patrol	17.95	17.95	Team Yankee	22.95	22.95			
Death Trap	17.95	17.95	Lotus Spirit Turbo Challenge	17.95	17.95	Teenage Mutant Hero Turtles	19.99	19.95			
Dick Tracy	17.95	17.95	M1 Tank Platoon	22.95	22.95	Test Drive 2 The Duel	17.95				
Distant Armies	17.95	17.95	Magi Fly	17.95	17.95	The Final Conflict	17.95	17.95			
Dragon Breed	17.95	17.95	Master Blazer	17.95	17.95	The Immortal (1 meg)	17.95	17.95			
Dragon Flight	22.95	22.95	Matrix Marauder	14.95	14.95	The Light Corridor	17.95	17.95			
Dragon force 1 meg	22.95		Mean Streets	17.95	17.95	The Ultimate Ride	17.95	17.95			
Dragon Wars	22.95		Midnight Resistance	17.95	17.95	Their Finest Hour Battle Britain	22.95	22.95			
Dragon Lair 2	34.95	34.95	Midwinter	22.95	22.95	TNT Compilation	22.95	22.95			
Dragons of Flame	17.95	17.95	Mig 29 Fulcrum	26.95	26.95	Tok	17.95	17.95			
Dungeon Master Editor	7.99	7.99	Monty Pythons Flying Circus	17.95	17.95	Torvak the Warrior	17.95	17.95			
Dungeon Master (Amiga 1 Meg)	17.95	17.95	Murders in Space	17.95	17.95	Total Recall	17.95	17.95			
Eagles Riders	17.95	17.95	Murder	17.95	17.95	Tournament Golf	17.95	14.95			
Elvira Mistress of Dark	22.95	22.95	Mystical	17.95	17.95	Triad Vol 3	22.95	22.95			
Elite	17.95	17.95	M.U.D.S	17.95	17.95	TV Sports Baseball	22.95				
ESWAT	17.95	17.95	NARC	17.95	17.95	Ultima 5	22.95	22.95			
F16 Combat Pilot	17.95	17.95	Necronom	17.95		UN Squadron	17.95	17.95			
F16 Falcon and Mission Disk	28.95	22.95	Night Breed	17.95	17.95	Ums 2	22.95	22.95			
F16 Falcon Mission Disk 2	14.95	14.95	Nightshift	17.95	17.95	Vaxine	17.95	17.95			
F19 Stealthfighter	22.95	22.95	Nitro	17.95	17.95	Voodoo Nightmare	17.95	17.95			
F29 Retaliator	17.95	17.95	Obitus	26.95	26.95	War Jeep	17.95	17.95			
Final Battle	17.95	17.95	Omicron Conspiracy	17.95	17.95	Welltris	17.95	17.95			
Final Whistle of Britain	22.95	22.95	Operation Harrier	17.95	17.95	Wheels of Fire Compilation	22.95	22.95			
Finest Hour Battle of Britain	22.95	22.95	Operation Spruance	17.95		White Death	22.95				
Flight of Intruder	24.95	24.95	Operation Stealth	17.95	17.95	Wings of Fury	17.95	14.95			
Flight Sim 2 Hawaii Scenery	11.99	11.99	Over the Net	17.95	17.95	Wings 1 Meg	22.95				
Flight Sim 2 Scenery 11	14.95	14.95	Pang	17.95	17.95	Wings (512K)	17.95				
Flight Sim 2 Scenery 9	14.95	14.95	Paradroid 90	17.95	17.95	Winning Tactics	6.99	6.99			
Flight Sim Scenery 7	14.95	14.95	Platinum Compilation	17.95	17.95	Wolfpack (Amiga 1 meg)	22.95	22.95			
Flight Sim 2	28.95	28.95	Plotting	17.95	17.95	Wonderland	22.95	22.95			
Flipit and Magnose	17.95	17.95	Pools of Radiance	22.95		World Championship Soccer	17.95	19.95			
Flood	17.95	17.95	Populous New Worlds	7.99	7.99	Wrath of the Demon	32.95	32.95			
Football Simulation	17.95	17.95	Populous	17.95	17.95	Xiphos	17.95	17.95			
Full Blast Compilation	22.95	22.95	Power Pack Compilation	17.95	17.95	Zinax	14.95				
						Zirax	14.95				

Europe other than UK Shipping
costs are
£1.0 per cass disk for national
air
£2.50 per cass disk for express

Please make cheques or postal orders payable to Worldwide Software
ALL PRICES INCLUDE POSTAGE AND PACKING IN UK

NOT ALL TITLES RELEASED AT TIME OF GOING TO PRESS. TITLES AND PRICES ARE SUBJECT TO CHANGE

Outside Europe Shipping costs are
£2.00 per cass disk for normal
airmail
£3.00 per cass disk for express

CARVUP COMPO

Core Design, in order to announce, nay celebrate the release of their cartoon-style driving romp has kindly donated a number of pieces of software and appropriate merchandise materials to simply give away to you.

Carv Up, in case you didn't know, is a comic-book styled platform game featuring a cutely animated car as the central character. Not the motorway-orientated destruction that you may expect, Car-Vup is actually vaguely related to both PacMan and Amidar. Arnie (the car) must trundle along all the platforms of the level avoiding nightmarish enemies. Once Arnie has travelled across each platform (changing their colour on the way), he will be whisked off to another level by a friendly helicopter. Among the levels you will find a Wild West scenario, Toyland (complete with Stickle Bricks and Lego) and even a Prehistoric Age. Lots of variety.

So, if Car-Vup sounds like your cup of tea, why not enter this contest? And all you have to do is answer the questions below and send them to the address printed at the end of the compo.

THE PRIZES:

There are **TEN** copies of the game, which will go to the TEN first prize winners. And there are **THIRTY** posters featuring Arnie, the game's automotive hero, which will be received by the ten first prize winners, and the **TWENTY** runners up.

THE QUESTIONS

1) Core's recent space exploration hit was called:

- a) Corporation
- b) Co-operation
- c) Coronation

2) Core is the coding team behind one of the most well known software heroes of late. The character is called...

- a) James Pond
- b) Rick Dangerous
- c) Bernie Rubber

3) Which colour is Arnie in Car-Vup

- a) Red
- b) Blue
- c) Beige

Send your entries to: ACE Carv-up Competition, Core Design, Suite C, Tradewinds House, 69-71a Ashbourne Road, DE3 3FS.

RULES:

Competition closes 8th January 1991. No employees of EMAP Images or Core Design or their relatives are eligible for entry. The Editor's decision is final and no correspondence will be entered into.

Name:.....

Address:.....

1)

2)

3)

WIN WIN WIN WIN

PLAY TO WIN bring you four great competitions every month. DECEMBER PRIZES.

1. WIN A fab 16 bit official UK MEGADRIVE Ring 0836 405106.
2. Win a SEGA GAME GEAR + 3 games. Yes you read it right, a Sega game gear. All the way all the way from Japan just for you. Ring 0836 405 107.

3. £200 OF SOFTWARE of your choice. Any system Any current title. Ring 0836 405108.

4. COWABUNGA! A Nintendo Turtle Pack. A Turtley magic prize (OUCH0). Ring 0836 405109.

You can enter all competitions as many times as you like with only ONE phone call to each !!
December competition lines open 24 hours from 1st December to 31st December. On January 1st the great January competition starts with four great new prizes.

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR.

Calls charged at 33p per minute cheap rate and 44p Per minute all other times. Ask whoever pays the bill prior to phoning. Calls last Apprx 4 mins.

FREE



POSTAGE

STATE OF THE ART Software

ALL PRICES INCLUDE POSTAGE AND PACKING

FREE

Access

POSTAGE

AMIGA A500

Every Amiga sold includes:
Workbench 1.3 Extras disk, Tutorial
disk all with manuals. Full one year
warranty
and mouse, free
TV modulator with
cables.
£349 inc

SCREEN GEMS

Back to the future 2, Shadow of the
Beast 2, Days of Thunder, Night
breed, Deluxe Paint 2
£369 Inc

AMIGA A590 HARD DRIVE**SPECIAL OFFER****£289.00**

Including 3 software - Comic setter,
Fantavision, Spritz

ATARI STFM DISCOVERY PACK

520 STFM built in Power Supply, 1
Meg Drive, Mouse, First Basic, STOS,
Bomb Jack, Outrun, Carrier Command
and Space Harrier **£276 Inc**

ATARI STE TURBO PACK

520 STEM built in Power Supply, 1
Meg Drive, Mouse, STOS, Hyper Paint
2, Music Maker 2, First basic, Dragons
Breath, Blood Money, Super Cycle,
Anarchy, HKM, Outrun, Indiana Jones
Last Crusade, Impossible Mission 2
£359.00 Inc

CUMANA CAX354**2ND DRIVES**

Enables/Disables switch. Through port.

AMIGA**£75 INC****ATARI****£84 INC****POWER COMPUTING****2ND DRIVES**

Enables/Disables switch. Through port.

AMIGA**£69 INC****ATARI****£77 INC****M.E.S.****RAM UPGRADE**

0.5MB Expansion. Enable/Disable
switch plus £5 for clock

AMIGA**£39 INC****WITH CLOCK****£49****ZYDEC****0.5MB EXPANSION****AMIGA****£36****WITH CLOCK****£39****FREE GAME OR MOUSE MAT**

With every software over
£40

PHILIPPS CM8833

Colour Monitor, Scart Socket, stereo
sound, 2 inputs and free one year on
Site maintenance
£249 Inc

STATE OF THE ART

Quickshot 3 9.50
Quickjoy Topstar 19.90
Quickjoy Megaboard 21.90
Quickjoy Infrared 24.90
Competition Pro Star 14.95

GAMES LIST

	AMIGA	ATARI	IBM PC
688 Attack Sub	18.90	18.90	21.90
Addidas Champ Football	18.90	18.90	
Addidas Tie Break	18.90	18.90	
Altered Beast	12.99	12.99	
Anarchy	17.99		
Antheads (Data Disk)	12.99		
Apprentice	16.99	16.99	
Aquanaut	18.90		
Armalite	16.99	16.99	
Awesomeness	18.90		
Basal	9.99		21.90
Back to the Future 2	18.90	18.90	18.90
Bad Company	18.90	18.90	
Balance of Power 1990	21.90	21.90	21.90
Barbarian 2 (Psychosis)	18.90	18.90	21.90
Bards Tale	10.99	10.99	10.99
Bards Tale 2	18.90	18.90	18.90
Batman the Movie	17.90	17.90	17.90
Battle Master	21.90	21.90	21.90
Beach Volley	11.99	13.99	
Billy the Kid	18.90	18.90	
Black Tiger	18.90	18.90	
Black warrior	18.90	18.90	21.90
Blasteroids	7.99	7.99	16.99
Blood Money	11.99	11.99	16.99
Bloodwych	10.99	11.99	
Bloodwych Data Disk	9.99	9.99	
Blue Angels	17.90	17.90	
Bomber	21.90	21.90	24.90
Bomber (data Disk)	13.99	13.99	
Brass 2	21.90	21.90	21.90
BSS Jane Seymour	18.90	18.90	
Buddhism	18.90		21.90
Cadaver	18.90	18.90	
Captain Blood	6.99		
Captive	18.90	18.90	21.90
Cartoon Capers	15.99	15.99	
Cashtester	18.90	18.90	21.90
Champions of Krynn (1Meg)	21.90	21.90	24.90
Chaos Strikes Back	18.90	18.90	
Chase HQ	16.99	16.99	
Chase HQ 2	18.90	18.90	
Chronoquest	14.99	16.99	
Chronoquest 2	21.90	21.90	24.90
Cloud Kingdoms	11.99	16.99	17.99
Codenamed Iceman	24.99	24.99	29.99
Colorado	17.90	17.90	21.90
Combo racer	17.90	17.90	
Conqueror	18.90	18.90	18.90
Conquests of Camelot	27.90	27.90	
Corporation	18.90	18.90	
Crack Down	17.90	17.90	
Crazy Cars 2	17.90	17.90	17.90
Cyberball	16.99	15.99	17.90
Damocles	18.90	18.90	
Dark Data 3	16.90	16.90	16.90
Days of Thunder	21.90	21.90	24.90
Death Trap	18.90	18.90	
Defenders of the Earth	11.99	12.99	
Dragon Force	21.90		
Dragon Wars	18.90		18.90
Dragons Breath	21.90	21.90	
Dragons Lair (IMB)	28.99	28.99	32.99
Dragons of Flame	18.90	18.90	21.90
Drillions Lair 2 Time Warp	28.90		
Dungeon Master (IMB)	16.99	16.99	27.99
Dynasty Wars	17.90	17.90	
E-Motion	17.90	17.90	17.90
Edition 1	18.90	18.90	
Escape from The Planet of the Robot monsters	14.99	14.99	17.99
Escape from Singhas Castle	28.99	28.99	
F16 Combat Pilot	17.90	17.90	17.90
F19 Stealth Fighter	21.90	21.90	28.99
F29 Retaliator	18.90	18.90	
Falcon	19.90	19.90	24.90
Falcon Mission Disk	15.90	15.90	
Falcon Mission Disk 2	16.90	16.90	
Falcon Plus Mission Disk	29.99	29.99	
Ferrari Formula One	18.90	16.90	18.90
Final Battle	18.90	18.90	
Fire and Brimstone	18.90	18.90	
Flight of the Intruder	21.90	21.90	24.90
Flimbos Quest	18.90	18.90	
Flood	18.90	18.90	
Future Basketball	16.99	16.99	
Future wars	17.90	17.90	
Ghostbusters 2	17.90	17.90	18.90
Ghosts and Goblins	18.90	18.90	18.90
Goblins and Ghouls	18.90	18.90	
Gold of the Americas	18.90	18.90	18.90
Gravity	13.99	13.99	
Gremlins 2 The New Batch	18.90	18.90	
Gunship	16.99	15.99	22.99
Hammerfest	17.90	17.90	
Hard Drivin	11.95	12.99	18.90
Harley Davidson	21.90	21.90	21.90
Heavy Metal	18.90	18.90	18.90
Heroes	20.90	20.90	
Heroes Quest	24.90	24.90	29.99
Hot Rod	17.90	16.90	
Immortal	18.90	18.90	
Imperium	18.90	18.90	
Indy Jones Action	13.99	11.90	16.99
Infestation	18.90	18.90	21.90
InterPhase	9.90	9.90	
Iron Lord	18.90	18.90	
It came from the Desert 1mg	16.90	21.90	
Italy 1990	17.90	17.90	
Italy 1990 Winners Ed	16.99	16.99	
Ivanhoe	17.90	17.90	
Jack Nicklaus	18.90	17.90	18.90
Jack Nicklaus Unlimited Golf	21.90		21.90
Jack Nicklaus Courses	11.90	11.90	11.90
James Pond	18.90	18.90	

GAMES LIST

	AMIGA	ATARI	IBM PC
Judge Dredd	16.90	16.90	
Jumping Jackson	16.99	16.99	
Khalas	18.90	18.90	18.90
Kick off	11.99	11.99	
Kick Off Extra Time	7.90	7.90	
Kick Off 2 Data Disk Final Whistle	10.90		
Kick Off 2 D.D. Winning Tactics	5.90	5.90	
Kick Off 1 Meg Edition	18.90		
Kick Off 2 (World Cup 90)	16.90	17.90	18.90
Kid Gloves	10.99	11.99	
Killing Game Show	18.90	18.90	
Kings Quest 4	24.90	24.90	24.90
Kings WQuest Triple Pack	26.99	26.99	26.99
Klax	15.90	15.90	17.90
Knight Force	17.90	17.90	18.90
Knights of Crystalation	21.99	21.99	
Knights of Legend	20.90	20.90	21.90
Krystal	14.90	14.90	
Kult	17.90	17.90	
Laser Squad	12.99	12.99	
Last Ninja 2	18.90	18.90	20.90
Legend of Fearghal	18.90	18.90	21.90
Leisure Suit Larry 2	24.90	24.90	24.90
Leisure Larry 3	28.90	28.90	28.90
Life and Death	21.90	21.90	21.90
Light Force	17.90	17.90	
Lords of the Rising Sun	14.95		
Lost Dutchmans Mine	21.90		
Lotus Esprit Turbo Challenge	18.90	18.90	
Loom	21.90	21.90	21.90
Lost patrol	17.90	17.90	
MT Tank Platoon	21.90	21.90	26.90
Magic Fly	16.90	18.90	18.90
Magnum 4	20.90	20.90	
Manchester Utd	17.90	17.90	17.90
Manhunter New Yorker	21.90	19.90	19.90
Manhunter San Francisco	22.99	22.99	22.99
Matrix Marshalls	18.90	18.90	19.90
Microprose World Cup			
Soccer 2	16.90	15.90	
Midnight Resistance	17.90	17.90	
Midwinter	17.90	17.90	22.90
Might and Magic 2	21.90		
Millennium 2.2	12.90	11.90	12.90
Monty Pythons Flying Circus	18.90	18.90	18.90
Mr Do Run Run	17.90	17.90	
Murder	17.90	17.90	17.90
Neuramancer	18.90	18.90	19.90
Nightbreed	16.90	15.90	
Ninja Spirit	16.95	15.99	
Ninja Warriors	17.90	17.90	
Nitro	16.99	16.99	
North and South	17.90	17.90	
Nuclear war	21.90		
Obsidian Stealth	18.90	18.90	18.90
Operatio Thunderbolt	17.90	16.90	
P47 thunderbolt	17.90	17.90	18.90
Paradise 90	17.90	17.90	
PGA Tour Golf			19.99
Pipemania	17.90	17.90	17.90
Pirates	17.90	17.90	18.90
Police Quest 2	24.90	20.99	
Power Drift	10.90	11.90	16.90
Powermonger	21.90	21.90	
Projectile	17.90	17.90	
Rainbow Islands	16.90	16.90	
Reach for the Stars	18.90		
Red Storm Rising	18.90	18.90	
Resolution 101	17.90	17.90	17.90
Rick Dangerous 2	18.90	18.90	
Robocop	15.90	15.90	15.90
Robocopy 2	18.90	18.90	18.90
Rocket Ranger	13.99	13.99	16.99
Roger Rabbit	8.99		
Ronkes Drift	17.90	17.90	
Rotox	16.90	16.90	
RVF Honda	16.99	15.99	17.90
Seven Gates of Jambula	9.90	10.90	
Shadow of the Beast	17.99	18.90	
Shadow of the Beast 2	24.90	24.90	
Shadow Warriors	17.99	16.99	
Shoot em up Construction	20.90	20.90	
Sim City	19.99	19.99	19.99
Sim City Editor	11.99	11.99	
Simulacra	18.90	18.90	
Skidz	16.90	16.90	
Sly Spy	17.90	17.90	
Snow Strike	17.90	17.90	
Space Ace	29.90	26.99	
Space Rogue	20.99	20.99	
Space Quest 3	24.99	24.99	25.99
Speedball	14.90	14.90	14.90
Speedball 2	17.90	17.90	
Star Trek 5	22.90	22.90	24.90
Steel	11.90		
Stunt Car Racer	17.90	17.90	17.90
Subbitoe	17.90	17.90	
Super Cars	16.90	15.90	
Super Off Road Racer	18.90	18.90	18.90
Supremacy	21.90	21.90	24.90
Switch Blade	12.90	12.90	
Swords of Twilight	17.90	17.90	
T02 Supercars	11.90	11.90	11.90
T02 Supercars	11.90	11.90	11.90
T02 California	11.90	11.90	11.90
Team Yankee	21.90	21.90	26.90
Test Drive 2	17.90	17.90	17.90
The Colonels Bequest	28.90	28.90	28.90
The Cycles	13.90	13.90	17.90
The Keep	18.90	17.90	
The Plague	17.90	17.90	
Their Finest Hour	21.90	20.90	21.90
Theme Park Mystery	11.90	13.90	17.90
Thunderstrike	17.90	17.90	17.90
Time Machine	17.90	17.90	

GAMES LIST

Toobin	11.99	11.99	18.90
Torvak the Warrior	18.90		
Total Recall	18.90	17.90	
Tower of Babel	10.90	12.90	16.90
Trad Vol 2	21.90	21.90	
Trad Vol 3	21.90	21.90	
Turbo Outrun	16.90	16.90	
Turrican	17.90	17.90	
Tuskier	18.90	18.90	
TV Sports Baseball	21.90		
TV Sports Basketball	17.90	21.90	
TV Sports Football	17.90	19.90	19.90
Ultima 5	21.90	21.90	21.90
Ultima VI The False Prophet	21.90	21.90	23.90
UMS 2	19.90	19.90	
Unreal	21.90	21.90	
Untouchables	17.90	16.90	
Vaseline	18.90	16.90	18.90
Venon Wing	16.90	16.90	
Venus Fly Trap	16.90	16.90	
Warhead	17.90	17.90	
Weird Dreams	11.90	11.90	16.90
Wheels of Fire	21.90		
Wrath of the Demon	28.90		
Wings	21.90	21.90	21.90
Wings of Fury	18.90	18.90	18.90
Wipeout	16.90	16.90	16.90
Wonderland	21.90	21.90	24.90
World Cup Soccer Italia 90	16.90	16.90	17.90
X-Out	17.90	17.90	
Xenomorph	17.90	16.90	17.90
Xenon 2	11.99	13.99	16.99
Xenophobe	9.90	8.90	
Zak McKracken	17.90	17.90	
Z-Out	12.90	17.90	
Zombi	18.90	18.90	18.90

HOT OFF THE SHELF

"Oh thanks, Gran! Just the game I've always wanted!" (Thinks: Oh no, what's this? Why didn't I show her *Hot Off The Shelf*, then I might have got something really good).

To celebrate Xmas the listing has been fully revamped, and now includes all the highest-rated titles featured in ACE over the past three months, as well as older but essential buys. All you see here should be available from your local dealer now.

BUCK ROGERS: COUNT-DOWN TO DOOMSDAY

SSI/US Gold ● Amiga £TBA ● PC £TBA ● C64 £TBA

The year is 2456, and Buck Rogers, tactical genius and fearless defender of freedom, is defrosted from cryogenic suspension to help

lead rebels on a ravaged Earth to victory and freedom from a tyrannical government. An RPG with similarities to the SSI AD&D games, the action is viewed in familiar pseudo-3D. All interaction is menu driven, with selections made by clicking the mouse. The number of locations are many and varied, and most are introduced by an attractive picture. Fans of this genre should be more than happy with this, and the space setting makes a welcome change from the usual medieval fantasy.

★ ACE RATING 885 ON AMIGA

CAPTIVE

Mindscape ● Amiga £24.99 ● Atari ST/E £24.99 ● PC £29.99

Another in the ever expanding number of RPGs portrayed using first-person perspective. Captive, written by veteran programmer Tony Crowther, pits you against hordes of rampaging aliens, with nothing to defend you but a briefcase. This briefcase, however, contains a computer giving you remote control over a four-droid team with which you must free yourself from the fortress where you are imprisoned. Excellent bitmapped graphics, atmospheric real-time stereo sound and a total of 65000 levels to explore place Captive very much in the ACE-rated category.

★ ACE RATING 930 ON AMIGA

CHAOS STRIKES BACK

FTL/Mirrorsoft ● Atari ST £24.99

● Amiga £TBA

The long awaited sequel to *Dungeon Master*. If you have

already played through the first program you can use your existing characters, otherwise there is another hall of mirrors you can select from. Chaos has a similar feel to *Dungeon Master*, but is much tougher. There are also some new features thrown in, like a character editor and help oracle (very handy). If you haven't played *Dungeon Master* then play that first before making a definite date with this game.

★ ACE RATING 945 ON ATARI ST

COVERT ACTION

Microprose ● PC £39.99

Yet another secret agent game! You play Max Remington, ex-CIA man, who is now earning a crust as a undercover investigator. However, Max is known to waive the fee for the President of the United States. On offer are four skill levels, three mission areas, three crime types and over a dozen enemy operatives to contend with. As you would expect from Microprose there's a wealth of detail and the tasks on offer are going to require many months of work to crack. Go to it, Max.

★ ACE RATING 902 ON IBM PC

CORPORATION

Core Design ● Atari ST £24.99 ●

Amiga £24.99 ● PC £29.99

This role-playing cybernetic extravaganza from CORE pushes the limits of previous RPG's just that bit further. *Corporation* is a 3-D exploration, puzzle-orientated arcade

combat game (?) in the mould made traditional by the original *Dungeon Master* RPG. Your objective is to find and remove an embryo belonging to the ultimate biogenetic killing machine, bred by the UCC Corp. Light-source shaded raphics and sound of film-like quality, along with excellent playability and an intuitive control method all contributed in pushing *Corporation* over the 900 mark.

★ ACE RATING 945 ON AMIGA

DAMOCLES

Novagen ● Atari ST £24.95 ●

Amiga £24.95 ● PC £TBA

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

★ ACE RATING 935 ON ATARI ST

F-19 STEALTH FIGHTER

Microprose ● Atari ST £29.99 ●

Amiga £29.99 ● PC £39.99

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

★ ACE RATING 935 ON IBM PC

GOLD OF THE AZTECS

US Gold ● Amiga £TBA ● Atari ST £TBA ● PC £TBA

Oh yes, very Indy Jones! A graphically-slick arcade adventure that casts you in the role of Bret Conrad, ex-US Special Forces and one-time CIA agent. Hacking through the jungle in pursuit of a lost Aztec tomb filled with gold, you must evade the clutches of savage pygmy headhunters, marauding elephants and innumerable booby-traps. Only those with quick-wits and fast-reactions need apply. The animation on the large, finely-drawn, sprites is incredible - Bret seems able to do anything! There's enough

*"As expected,
a brilliant game..."*



"...from Challenge!"

Trevor Brooking

TREVOR BROOKING'S WORLD CUP GLORY



*Exciting World Cup strategy
on 5 skill levels with friendlies,
qualifying group matches
and the finals.*

SPECTRUM 48/128K
COMMODORE 64/128K
AMSTRAD CPC464

TAPE \$9.99
TAPE \$9.99
TAPE \$9.99

SPECTRUM 48/128K
AMSTRAD CPC664 & 6128

DISC \$13.99
DISC \$13.99



NOW YOU'RE THINKING

Challenge Software, Hatton House, Church Lane,
Cheshunt, Herts. EN8 0DW. Tel: 0992 640600

tension and excitement here to satisfy any arcade adventure freak.

★ ACE RATING 868 ON AMIGA

HARPOON

Mirrorsoft/PSS ● PC £29.99

Quite simply the best naval simulation to be released for the General Public. The battleset that comes with the game deals with East-West conflict in the North Sea, but other battlesets will be available soon. A clever system of three map types is used to effectively manage each mission. The nice thing about Harpoon is that the computer takes care of all the boring mechanics, allowing you to concentrate on broad tactics. A must buy for anyone interested in modern navel warfare.

★ ACE RATING 940 ON IBM PC

THE IMMORTAL

Electronic Arts ● Atari ST £24.99

● Amiga £24.99

Nothing new in the plot department, unfortunately. Old wizard...enter dungeon...defeat monsters...avoid traps...solve puzzles...rescue Grand Wizard...etc,etc. However, the presentation is something else. An isometric-3D angle is used to view the events, and your character moves around it freely, combating monsters and so on. Every move is beautifully animated. There are only 50 locations to visit, but every one is going to take a lot of work to puzzle through. **WARNING!** - this program only works on 1Mb machines!

★ ACE RATING 910 ON ATARI ST

INDIANAPOLIS 500

Electronic Arts ● PC £24.95 ●

Amiga £24.95

The ultimate racing game. *Indy 500* uses state of the art solid vector graphics which really add something to the high speed action. As in Activision's *Bomber* there are a variety of out-of-cockpit views to select from. The realistic handling of the cars will have you coming back to this game time and time again.

★ ACE RATING 935 ON IBM PC

LOTUS ESPRIT TURBO CHALLENGE

Gremlin Graphics ● 16-bit formats £24.99 ● 8-bit formats £10.99

Remember *Pit Stop II*? Gremlin obviously do, because this game employs a similar split-screen effect as that ageing classic to allow two players to race against each other at the same time. This, and the fact that the 3D effect actually does

convince you that you're travelling at the speed on your meter, puts Lotus way ahead of the rest of the pack. With 32 tracks, 3 difficulty levels and the option to choose between automatic and manual gears, this is one racing game with fair a bit of mileage.

★ ACE RATING 875 ON AMIGA

MIDWINTER

Microprose ● Atari ST £29.99 ●

Amiga £TBA ● PC £TBA

The latest mega hit from top programmer Mike Singleton, creator of *Lords of Midnight*. The game is set on a frozen island in the future. Your task is to recruit members of the Peace Force to fight off General Masters' invasion force. This is done by managing people and resources via a series of Fractal Maps and menus. The game has disappointing sound, but nice 3D graphics, and enough solid gameplay to keep you going for months.

★ ACE RATING 948 ON ATARI ST

MYTH

System 3 ● 8-bit formats

£8.99cs/£14.99dk

The game that pushes the C64 and Spectrum further than they have ever been before. Fight your way through several time zones to reach the ultimate confrontation with the god Dameron. The game is captivating not only because of its size and depth but also because of the superbly animated sprites and sheer playability.

★ ACE RATING 925 ON C64

OPERATION STEALTH

US Gold ● Amiga £24.99 ● Atari

ST £24.99 ● PC £29.99

One of our 'planes is missing in this latest game from Delphine Software. As John Glames, you have to use all your wit and ingenuity to recover a Stealth Bomber hijacked from a US Airbase before the KGB get their hands on it. This Sierra Online style game is similar to Delphine's previous game, *Future Wars*, with all interaction effected by simply pointing and clicking the mouse. The graphics and animation are very entertaining, although sound is a little disappointing, and the game task should keep you going for a long while.

★ ACE RATING 910 ON AMIGA

POWERMONGER

Electronic Arts ● Amiga £29.99 ●

Atari ST £29.99

A new computer classic, with the highest ACE rating ever. You play a

warlord, exiled from your homeland along with twenty followers, who has just landed on the shores of 200 islands, ripe for conquering. Unfortunately the current residents are not quite so keen on your enforced leadership, and will do all they can to resist you. Using a similar viewpoint to *Populous*, the landscape is here polygon-based and thus can be manipulated in just about any way you require. The excellent visuals are supported by highly atmospheric sound. All control is by mouse, and couldn't be easier. To play it is to worship it. An absolutely essential buy.

★ ACE RATING 973 ON AMIGA

RICK DANGEROUS 2

Microstyle ● 16-bit formats £24.99 ● 8-bit formats £9.99cs/£14.99dk After his Indy-inspired adventures in the prequel, Rick looks to the stars and dons leotard and blond quiff for his second run-in with the Fat Man. Set over five levels, the game generously allows the player to take on the first four in any order. The graphics and sounds are nice, but not stunning. With platform games playability is everything, and *RD2* has it in buckets.

★ ACE RATING 870 ON ATARI ST

SAVAGE EMPIRE

Origin/Mindscape ● PC £34.99 ● Amiga £TBA Using the *Ultima VI* interface, Origin have taken a side-step from the medieval world of their previous games, and now plunge you into a nightmare scenario where you control a party of characters mysteriously transported to a dinosaur-infested Lost World, full to the brim with new quests. A rollicking good yarn well told and - hard to believe we know - actually better than *Ultima VI*.

★ ACE RATING 955 ON IBM PC

the option to shut down extraneous animation scenes reduces this.

★ ACE RATING 910 ON IBM PC

SIMULCRA

Microstyle ● Amiga £24.99 ● Atari ST £24.99

In the future, physical conflict is a thing of the past, with all wars being fought in Cyberspace. However, a virus has caused the simulated battles to spill into 'true' reality. You must enter the 'battle matrix', destroy the rampaging simulcraft and ultimately the matrix itself. Although basically a shoot-'em-up, with the usual variety of add-ons to pick up, *Simulcra's* claim to fame is the incredible rotating patchwork 3D world where the combat takes place. Fast and furious action, excellent aesthetics and a slight strategy element make this one of the best games of the year.

★ ACE RATING 936 ON ATARI ST

TEAM YANKEE

Empire International ● Amiga £29.99 ● Atari ST £29.99 ● PC £34.99

The interesting use of 3D bit-mapped graphics to depict the action rather than the expected

ACE CLASSICS!

All the games in **HOT OFF THE SHELF** - this month's software selection - have been released in the last few months and should be readily available from your local dealer or by mail-order. We've chosen the titles carefully to ensure that, if one should take your fancy, it ought to be readily available. Don't forget that most dealers will be happy to order titles for you if they haven't got them in stock.

However, the truly discerning player knows full well that some of the greatest games of all time are not generally available in the shops. ACE is compiling a listing of History's Greatest Games - but we've hit a few snags. Our main problem has been that software houses tend not to keep records on their older games and we have still a lot of detective work to do to locate stocks (if they exist) of older titles. However, we do hope to have the listing ready for the New Year - our apologies for the delay.

TOUCH SOFTWARE

VISA

★ NEW TITLES SENT WHEN RELEASED. ALL SOFTWARE SUBJECT TO AVAILABILITY ★

CALL 081-551-5707 NOW FOR THESE TITLES AND 100'S MORE

Amiga	ST	PC3.5	PC5.25	Amiga	ST	PC3.5	PC5.25
Amos	33.99	13.99	-	Monty Python	13.99	13.99	-
Apprentice	13.99	13.99	-	Murder in Space	16.99	16.99	-
ATF 2	16.99	16.99	16.99	M1 Tank Platoon	19.99	19.99	26.99
Battle Command	16.99	16.99	-	Nightbreed Action Game	16.99	16.99	19.99
Battlechess 2	-	-	20.49	Ornicorn Conspiracy	16.99	16.99	23.49
Billy the Kid	16.99	16.99	19.99	Operation Hammer	16.99	16.99	16.99
Cadaver	16.99	16.99	-	Operation Spruance	16.99	-	-
Captive	16.99	16.99	19.99	PGA Tour Golf	-	17.49	17.49
Carriage	16.99	16.99	-	Populous	16.99	16.99	16.99
Chaos Strikes Back	16.99	16.99	-	Postman Pat	7.99	7.99	-
Chuck Yeager V2	CALL	16.99	-	Powermancer	20.49	20.49	20.49
Corporation	16.99	16.99	-	Projectyle	16.99	16.99	-
Deluxe Paint 2	33.99	33.99	-	Railroad Tycoon	-	-	23.99
Dick Tracy	CALL	CALL	-	Rapcon	-	23.49	23.49
Drakken	19.99	19.99	19.99	Rick Dangerous 2	16.99	16.99	19.99
Elvis	19.99	19.99	26.99	Rogue Trooper	16.99	-	-
F16 Combat	19.99	19.99	19.99	Shadow of the Beast 2	23.99	-	-
F16 Stealth Fighter	20.99	20.99	26.49	Silent Service 2	-	26.99	26.99
F29 Regulator	16.99	16.99	-	SimCity	19.99	19.99	19.99
Hill St Blues	16.99	16.99	-	Simulcra	16.99	16.99	-
Honor Zombies Crypt	16.99	16.99	19.99	Sound Express	26.99	-	-
Immortal	16.99	16.99	-	Stormvik	-	19.99	19.99
International Soccer Challenge	16.99	16.99	20.99	STOS	-	20.49	-
James Pond	16.99	16.99	-	Supremacy	19.99	-	-
Judge Dredd	13.99	13.99	-	Team Yankee	19.99	19.99	23.49
Kick Off 2	16.99	16.99	-	Teenage Mutant Turtles	16.99	16.99	16.99
Knights of Legend	20.99	-	-	TNT (Compilation)	19.99	19.99	-
Legend of Faerghail	16.99	19.99	19.99	Total Recall	16.99	16.99	23.49
Legend of Faerghail	16.99	13.99	19.99	Tracon 2	-	23.99	23.99
Lost Patrol	20.99	20.99	23.99	Ultima 5	20.99	-	-
Melvin	16.99	16.99	19.99	Ultima 6	-	23.99	23.99
Murder	16.99	16.99	19.99				

Send Cheque or Postal Order, and name and address to TOUCH COMPUTERS SYSTEMS (UK) LTD., 49 High Street, Wamstead, London, E11 2AA.

Alternatively, Fax card No, Expiry Date & Holders name with order details to 081-989-5177.

★ ALL PRICES INCLUDE VAT. UK DELIVERY FREE. EEC £2.00. REST OF WORLD £5.00 ★

MACHINE	TITLE & DISK SIZE (IBM)	PRICE	NAME	ADDRESS	COMMODORE PC'S
					'COLOUR VGA MONITOR
					A.T. KEYBOARD 640K RAM
					IBM COMPATIBLE TUTORIALVIDEO
					& SOFTWARE ALL INCLUDED
					10MB 20MB 30MB
					858.85 1,048.85 1,278.85
					1MB, XT
ACE JAN	TOTAL		PAYMENT :	CHEQUE / POSTALORDER	

ATARI
TURBO PACK
£369.99
MIDIMAN
£459.99
EXTRA PACK
£459.99

AMIGA A500
"SCREEN GEMS"
Includes :-
Back to the Future 2
Days of Thunder
Nightbreed
Shadow of the Beast
Deluxe Paint 2
ONLY £369.99

* SHEKHANA CONSOLES : ESTAB SINCE 1978 *

* Access - Order by Credit card 081-340-8565 - VISA *

We will match any genuine price advertised in this magazine * Subject to availability *

SEGA MEGADRIVE
IMPORTED VERSION
ONLY £129.99

SOFTWARE

SOFTWARE TITLE	ATARI ST	IBM AMIGA
1ST Word Plus	39.99	
Action Stations	14.99	14.99
Amos Games Creator		39.99
Armour - Geddon	19.99	19.99
Atomic Robocop	19.99	19.99
Awesome		24.99
A-Max - Roms		179.99
Back to the Future 11	10.75	18.75
Nadlands	13.99	13.99
Battle Master	18.75	24.99
Cadaver	18.75	18.75
Captive	18.75	18.75
Carthage	18.75	18.75
Champ of the Raj	18.75	18.75
Chase HQ 2	19.99	19.99
Chess Player 2150	18.75	18.75
Corporation	18.75	18.75
Days of Thunder	18.75	18.75
Deluxe Video 3		79.99
Dragon Breed	19.99	19.99
Dragons Lair 2	18.75	39.99
Dungeon Master	19.99	19.99
Eswat	22.99	22.99
Flight of Intruder	22.99	22.99
Flight Simulator 2	27.99	27.99
F-29 Stealth	22.99	22.99
F-29 Retaliator	19.99	19.99
Golden Axe	18.75	18.75
Hollywood Collection	22.99	22.99
Immortal - 1 meg	19.99	19.99
Int. Soccer Chaff	18.75	18.75
Jack Nicholas Golf	18.75	18.75
Kick Off 2	14.99	19.99
Killing Game Show	19.99	19.99
Kind words V2		39.99
Leisure Larry 3	29.99	29.99
Line of Fire	19.99	19.99
Narc	19.99	19.99
Plating	19.99	19.99
Power Monger	18.75	18.75
Rick dangerous 2	19.99	19.99
Robocop 2	14.99	19.99
Scrabble Deluxe	19.99	19.99
Shadow of the Beast 2		27.99
Simulacra	19.99	19.99
Spy-Spy	15.99	15.99
Snowstrike	19.99	19.99
Speedball 2	18.75	18.75
Street Hockey	18.75	18.75
Strider 2	19.99	19.99
Superbase 2		39.99
Supremacy	22.99	22.99
Teenage Turtles	18.75	18.75
The Night Breed	19.99	19.99
The Ultimate Ride	18.75	18.75
TNT Compilation	22.99	22.99
Total recall	19.99	19.99
Ultima 5	24.99	24.99
UMS 2	22.99	22.99
Unreal		19.99
UMS 2	22.99	22.99
Voo Doo Nightmare	18.75	18.75
Wheels of Fire	22.99	22.99
Wrath of the Demon	24.99	24.99

JOYSTICKS

Cheetah 128 +	7.99
Comp Pro 5000	12.99
Comp Pro - Extra	13.99
Navigator	12.99
Quickjoy Jetfighter	12.99
Quickjoy Junior	4.99
Quickjoy Junior	4.99
Quickjoy Megaboard	23.99
Quickjoy Superboard	16.99
Quickjoy Top Star	22.99
Quickshot 2 Turbo	8.99
Quickshot 3 Turbo	8.99
Quickshot Video Console	17.99
Quickshot Wireless	29.99
Zip Stick Autofire	12.99
Zip Stick Standard	11.99

ACCESSORIES

1084 Monitor	259.99
14" Screen Filter	12.99
1/2 Meg Upgrade	39.99
1/2 Meg + Clock	49.99
2nd Drive Amiga	59.99
2nd Drive ST	64.99
3" Head Cleaner	3.99
3.5" Head Cleaner	2.99
A500 Amiga Batpack	369.99
Flight Pack	369.99
Screen Gems	369.99
Commodore C64 Night Moves Pack	149.99
Light Fantastic	149.99
A500 Modulator Ext.	9.99
A 500 Power Unit	39.99
A500 to 1084 Lead	9.99
A501 Ram Expansion	89.99
Amiga 1011 Drive	89.99
Amiga Dust Cover	3.99
Amiga Modulator	19.99
Amiga Mouse	24.99
C64 Data Recorder	19.99
C64 Power Unit	19.99
J/Stick Ext Lead	5.99
Mouse Mat	2.99
MPS1230 Printer	149.99
Nakasha Mouse	34.99
St Mouse	24.99
St to Scart lead	9.99

PERSONAL CALLERS

Can purchase software at our branch at 2, Gladstone House, High Rd, Wood Green, N22, (opp Top Rank Club)
Tel : 081-889-9412. or 221, Tottenham Court Rd, London W1R9AF (near Goodge St tube station).
Tel : 071-631-4 627

ABOVE ARE MAIL ORDER PRICES ONLY.

PC ENGINE

PC Engine core grafix plus joystick +
Power supply Unit £149.99
PC Engine - core Grafix + joystick +
PSU + free game of our choice
£159.99

Control Pad	19.99
5 Player Pad	24.99
Pro 1 Joystick	24.99
PC-UK Power Supply	12.99
CD Rom Unit Plus Interface	259.99
Batman	34.99
Blodia	14.99
Chase HQ	24.99
Die Hard	34.99
Fantasy Zone	19.99
Formation Soccer	34.99
Heavy Unit	24.99
Kung Fu	19.99
Mr Heli	24.99
New Zealand Story	24.99
Operation Wolf	34.99
P47	24.99
Pacland	24.99
Paranoia	24.99
Power Drift	24.99
R-Type	24.99
Rapido Lepos	34.99
Shinobi	24.99
Son Son 2	24.99
Splatter House	39.99
Street Fighter - CD Rom	59.99
Vigilante	24.99
World Court Tennis	24.99

SEGA 8 BIT

Sega Master System £74.99

Master System Plus	94.99
Comp Pro Joystick	14.99
Quickjoy SG Jetfighter	14.99
Quickshot Joystick	12.99
Sega Powerplay Joystick	12.99
Speedking Sega	10.99
Sure Shot Sega Supreme	16.99
Aerial Assault	26.99
Assault City	26.99
Battle Outrun	26.99
California Games	26.99
Chase HQ	26.99
Double Dragon	26.99
Double Hawk	26.99
Gauntlet	26.99
Golden axe	26.99
Golf Mania	29.99
Impossible Mission	26.99
Indiana Jones	26.99
Operation Wolf	26.99
Paperboy	26.99
RC Grand Prix	26.99
R - Type	26.99
Ultima IV	36.99
Wonderboy 111	26.99
World Games	26.99
World Soccer	26.99

COMMODORE CONSOLE

Commodore C64GS Now available
99.99

Chase HQ 2	24.99
Papoo	24.99
Robocop 2	24.99
Shadow of the Beast	24.99

AMSTRAD CONSOLE

Amstrad GX 4000 Available Now
£99.99

Batman	24.99
Klax	24.99
Operation Thunderbolt	24.99

SEGA GAMEGEAR

Sega Gamegear £149.99

Colomang	24.99
Monaco Grand Prix	24.99
Pengo	24.99

SEGA MEGADRIVE
IMPORTED SYSTEM

OFFER ONE
Sega Megadrive Pal or scart Plus
Control Pad Plus power supply Unit
Works on British TV's
or on a monitor Runs all official games
£129.99

OFFER TWO
Sega Megadrive as above plus free
game
of our choice £144.99

OFFER THREE
Sega Megadrive as offer one Plus
Game of your own choice £154.99

Sega Control Pad	14.99
XE - 8 SG Joystick	24.99
Pistol Grip J/Stick	14.99
Arcade Power Stick	34.99
Power Supply Unit	12.99
Quickjoy SG Jetfighter	14.99
Pro 1 Joystick	24.99
Scart Lead	12.99
Afterburner 2	29.99
Alex Kidd 2	24.99
Altered Beast	29.99
Arrow Flash	34.99
Assault Suit Leyno	19.99
Atomic Robo Kid	34.99
Azis - Z	34.99
Basketball	29.99
Batman	34.99
Burning Force	34.99
Crack Down	34.99
Curse	29.99
Cyberball	29.99
Darius 2	44.99
Darwin 4081	19.99
Dynamite Duke	34.99
DJ Boy	29.99
Eswat	29.99
Fatman	34.99
Flying Shark	24.99
Gain Ground	34.99
Ghouls & Ghost	34.99
Ghostbusters	29.99
Golden Axe	29.99
Hard Drivin	34.99
Heavy Unit	34.99
Insector X	29.99
Monaco GP	34.99
Moonwalker	29.99
New Zealand Story	29.99
Phantasy Star 2 English	39.99
Philius	24.99
Rastan Saga 2	29.99
Strider	39.99
Super Hang On	29.99
Super Holydie	24.99
Super Shinobi	29.99
Thunder Force 3	29.99
World Cup Soccer	34.99
Whip lash	24.99
Zoom	19.99

NINTENDO GAMEBOY

Gameboy system + Tetris + 2
Player lead + Headphones +
Batteries £69.99

CG Boy Carrying case, Lighterboy,
Wideboy, 2 Player Cable,
Alleyway, Baseball, Batman, Blodia, Bugs
Bunny Castle, Castlemania, Cosmolank,
Double Dragon, Dr Mario, Duck tales,
Gargoyles Quest, Ghostbusters 2, Golf,
Hyper Load Runner, Lock n' Chase,
Marioland Motor Cross Maniacs, Nemesis,
NFL Football,
Northstar Ken, Paperboy, Pinball Party,
Pipe Dream, Popeye, Qix, Side Pockets,
Snocopy, Solar Striker,
Space Invaders, Spiderman, Super
Marioland, Tennis, Tetris, World Bowling.

ALL THE ABOVE ARE £24.99

Teenage Mutant Turtles £29.99

NINTENDO

Action Pack Set £99.99

NES Advantage Joystick	39.99
Quickjoy Nintendo	19.99
Quickshot 3 Turbo	19.99
Quickshot Console	19.99
Speedking	19.99
Air Wolf	39.99
Batman	39.99
Double Dragon 2	39.99
Festers Quest	29.99
Mike Tyson	29.99
Paper Boy	39.99
Rygar	39.99
Skate or Die	24.99
Super Mario 2	39.99
Teenage Turtles	39.99
To The Earth	39.99
Track and Field 11	39.99
Zelda 11	39.99

NEO GEO

Neo Geo system plus Joystick scart
monitor system plus Neo Geo PSU
369.00

Scart Lead	12.99
Neo Geo Joystick	59.99
Baseball	169.99
Cyber Lip	179.99
Golf	169.99
Magicians lord	169.99
Ninja Combat	169.99
Riding Hero	169.99
Super Spy	179.99
Vietnam 75	169.99

ATARI LYNXS

Lynxs console £169.99

Mains Power Supply	12.99
Blue Lighting	29.99
California games	29.99
Chips Challenge	29.99
Electrocop	29.99
Gates of Zendocon	29.99
Gauntlet	31.99
Rampage	31.99
Slime World	29.99

SEGA MEGADRIVE
OFFICIAL VERSIONSega Megadrive + Altered Beast
Game £179.99As above plus free joystick
£189.99

8-Bit Converter	34.99
Extra Control Pad	14.99
Arcade Powerstick	34.99
Pro 1 Joystick	24.99
Video Lead	19.99
Alex Kidd	29.99
Arnold Palmer Golf	31.99
Baseball	31.99
Forgotten World	31.99
Ghouls and Ghosts	31.99
Last Battle	31.99
Mystic Defender	31.99
Rambo 3	29.99
Revenge of Shinobi	31.99
Space Harrier 2	31.99
Super Hang On	31.99
Super Thunderblade	31.99
Thunderforce 2	31.99
Truxton	31.99
World Cup Italia 90	29.99
Zoom	29.99
Golden Axe	31.99

PC Engine Portable £299.99
Nintendo Famicom EPOAACCESS AND VISA CARD
ACCEPTED

Credit card orders despatched same
day subject to availability
Tel : 081-340-8565 Fax : 081-889-9412
Licenced credit Brokers. Trade
enquiries welcome

PLEASE NOTE OUR IMPORTED SEGA MEGADRIVES WILL RUN BOTH JAPANESE AND CURRENT OFFICIAL SOFTWARE. PLEASE NOTE MOST OF OUR
CONSOLE PRODUCTS ARE IMPORTED. All prices subject to change without prior notice. E & OE. Shekhana Consoles is a division of Shekhana Ltd.

MAIL ORDER CUSTOMERS
CHO P.O. Payable to: S.C.S. (ACE), 655 Green Lanes, London N.8
O.Q.Y P+P add 50p per software + £1.00 for accessories. £5.00 for
machines. EEC add £1.00 per item, elsewhere add £2.00 per item
for airmail. Please specify machine type in order. New releases will
be sent to you on day of release.
Tel: 081-340-8565. FAX: 081-889-9413

polygons pays off in this involving tank war simulation. Although they get a little blocky close-up, this is more than compensated for by their speed and detail (half the trick is being able to correctly identify your own vehicles and not fire on them!). You control a four tank platoon, which you can switch between with ease, on a wide range of missions. Early accessibility but mounting in complexity as you gain experience make this a perfect purchase for any strategist from novice to master.

★ ACE RATING 893 ON AMIGA

THEIR FINEST HOUR: THE BATTLE OF BRITAIN

Lucasfilm ● Atari ST £24.99dk ● Amiga £24.99dk ● PC £24.99dk
World War II air combat relived in this superlative flight sim. You have the opportunity to fly a variety of WWII craft from the Spitfire to the Hurricane. A neat option is the camera which records your flight and can be replayed to assess your performance. You can also fly on both sides! Great game on all available formats, but particularly recommended for PC owners – gameplay of this stature on the PC is rare.

★ ACE RATING 933 ON IBM PC

VAXINE

US Gold ● Amiga £24.99 ● Atari ST/E £19.99 ● PC £24.99
Bizarre! Set inside the human body, you have to protect your host's vital cells from attack by rampaging viruses. Each virus is represented by a coloured bouncing ball. You must skim of the rapidly scrolling checkerboard tissuescape, hunt down the attacking cells, and zap them with antidote of the same colour as the viruses. Far more intellectually-demanding than it might at first appear, *Vaxine* is a truly original game with gorgeous ray-traced graphics that tests both your reflexes and your brain.

★ ACE RATING 905 ON ATARI ST

WING COMMANDER

Origin/Mindscape ● Amiga £TBA ● PC £34.99

Another 3D space combat game, but any sense of déjà vu is completely dispelled by the use of stunning ray-traced and digitised graphics for the spaceships. They rotate, shrink and grow with amazing speed and fluidity. Animated scenes punctuate the action and present the first true cinematic experience on a home computer. The multitude of missions mean this isn't a game

of surface gloss. Sadly only on PC at the moment, and then best appreciated on the higher speed models.

★ ACE RATING 949 ON IBM PC

WONDERLAND

Magnetic Scrolls ● Amiga £29.99 ● Atari ST £29.99 ● PC £34.99
The Scrolls, having stunned the world with *The Pawn* way back in 1987, return with a new classic. An adventure game based on the famous novel *Alice in Wonderland*, the plot follows the book enough to retain its weird flavour but not so slavishly as to make it solvable by simply knowing the story. The lavish text, teeming with hundreds of tough (but logical) puzzles, is accompanied by a number of stunning animated graphic scenes. All adventure fans kneel and pray – an essential buy.

★ ACE RATING 910 ON IBM PC

XIPHOS

Electronic Zoo ● Amiga £24.99 ● Atari ST £24.99 ● PC £24.99

An epic quest through the five Xiphon Universes wracked by civil war, you play a space trader seeking the sixth central Universe and a

possible solution to the turmoil (plus hefty wadges of cash into the bargain). Although initially smacking of the classic *Elite*, *Xiphos* differs in that it can appeal to those looking for a long-term task and those looking for a straight blast, due to the 'Raid' mode. With top-notch 3D polygon graphics and atmospheric sound, *Xiphos*' only real failing is its slight lack of originality.

★ ACE RATING 856 ON AMIGA

ULTIMA VI

Origin/Mindscape ● Atari ST £TBA ● Amiga £TBA ● PC £34.99 ● C64 £TBA

The ultimate rôle playing game. Sixteen thousand objects, two hundred and fifty characters, unlimited encounters, a quest that will take months to solve, and graphics better than you'll see on any other game of this type. The Ultima series of RPGs go from strength to strength. Join forces with Lord British and once more enter the fray... unbeatable stuff! And if you find it's to your taste, the icing on the cake is that Origin are now producing other scenarios using the same system: *Savage Empire* is already out...see ACE issue 39.

★ ACE RATING 950 ON IBM PC

MONTHLY PAYMENT TERMS ARE NOW AVAILABLE THROUGH LOMBARD TRICITY FINANCE ON ALL PURCHASES OVER £150. CURRENT APR 36.8% (VARIABLE). PLEASE RING FOR DETAILS

ATARI 520STFM DISCOVERY PACK

Atari 520STFM with 1mb drive, Mouse, owners manual, first basic, Neochrome, ST Tour, S.T.O.S., Carrier Command, Space Harrier, Bombjack, Outrun.

ONLY

£279.95
PLUS FREE!! Our new brilliant software starter pack as follows: Wordprocessor, Word Count, Mail Merge, Spellchecker, Mono Monitor Emulator, Spreadsheet, Virus Killer, Your 2nd Atari ST manual, Eleven great games, Disk full of useful desk accessories, plus 5 great programs for small children.

DISCOVERY PLUS PACK

Contains all the items in the Discovery Pack above plus!! Vinyl Computer Cover, mouse mat, Twin joystick extension lead 10 Blank disks, joysticks.

ONLY

£299.95
Includes our free starter pack as listed above

ATARI 520STE NEW!! TURBO PACK PACK A

Atari 520STE with 1mb disk drive Mouse, First Basic, Hyper paint 2, Music Maker 2, STOS game creator, Anarchy, Blood Money, Impossible Mission2, Dragons Breath, Human Killing Machine, Indiana Jones, Outrun, Super Cycle, Joystick.

ONLY

£369.95
Includes our free software starter pack as listed above

PACK B

CONTAINS ALL ITEMS IN PACK A

PLUS!! Vinyl Computer Cover, Disk Cleaner, Lockable disk box - 10 blank disks Twin joystick extension lead, 2nd joystick, Mouse Mat, Mouse Bracket, second joystick mat, Mouse Pocket.

ONLY

£409.95
Includes our free software starter pack as listed above

**FREE WITH ALL COMPUTER PACKS
UP TO 14 NIGHTS' HOTEL
ACCOMMODATION FOR 2 PEOPLE**

COMMODORE AMIGA A500 SCREEN GEMS PACK

Commodore Amiga A500, Mouse, Workbench 1.3, Workbench Extras, Owners Handbook, Basic Handbook, TV Modulator, PLUS!! Deluxe Paint 2, Days of Thunder, Shadow of the Beast 2, Knightbreed, Back to the Future 2

ONLY

£369.95
Including Fitted Plug.

SCREEN GEMS DOUBLE UP PACK

Commodore Amiga A500, Mouse, Workbench 1.3, Workbench Extras, Owners Handbook, Basic handbook, TV Modulator.

PLUS!!

Deluxe Paint 2, Days of Thunder, Shadow of The Beast 2, Knightbreed, Back to the Future 2, Plus a great ten game software pack with an original purchase price of over £200.00. Joystick 10 Blank disks in a box, mouse mat.

ONLY

£399.95
Including Fitted Plug

TRIPLE PACK

Commodore Amiga A500, Mouse, Workbench 1.3, Workbench Extras, Owners Handbook, Basic Handbook, TV Modulator.

Tile Game, Word Processor, Paint Package, Music Package, Ten Blank Disks, Vinyl Dust Cover, Deluxe Paint 2, Shadow of the Beast 2, Knightbreed, Back to the Future 2, Days of Thunder, joystick, Mouse mat, Mouse Pocket

ONLY

£409.95
Including Fitted Plug.

★ SPECIAL OFFER ★
ADD A PHILIPS CM8833 COLOUR
MONITOR TO ANY OF THE
AMIGA OR ATARI ST PACKS FOR
ONLY £240.00

ACCESSORIES - PRINTERS

*****	Star LC10 Printer	£159.95
*****	NEW!! Star LC200 Colour Printer	£209.95
*****	Panasonic KXP1081	£159.95
*****	Panasonic KXP1180	£169.95
*****	Panasonic KXP1124	£259.95
*****	Citizen 1200+	£138.00
*****	Citizen HCF 45	£229.95
*****	Star LC24 - 200	£249.95

All printer prices include connecting lead to ST, PC, AMI

MONITORS

★ Philips CM8833 Mark 2	£249.95
Cumana C5A354 1mb	ST £79.95
Cumana CAX354 1mb	AM £72.95
Mail Centa Amiga 1mb	AM £79.95
Mail Centa ST 1mb	ST £89.95
Contriver Mouse ST	£22.95

ACCESSORIES

Contriver Mouse AMI	£22.95
Amiga TV Modulator	£14.95

Amiga 1/2 MB RAM Expansion with Clock	
ONLY £39.95	

VINYL DUST COVERS

Amiga A500	£5.95
Atari 520ST	£5.95
Atari SM124/SM125	£6.95
Philips CM8833	£6.95
Star LC10	£4.95
Citizen 1200	£4.95
Panasonic KXP 1081	£4.95
Panasonic KXP1180	£4.95
Panasonic KXP 1124	£4.95

JOYSTICKS

Professional	£11.45
Professional +	£12.95
Cheetah 125+	£6.95
Cheetah Mach 1	£9.95
Quickjoy Megaboard	£20.95
Quickjoy Jetfighter	£11.95
Suncom Tac 2	£4.95
Cruiser Black	£9.95
Cruiser Clear	£10.95
Cruiser Multicoloured	£9.95

★ SPECIAL OFFER ★
★ HIGH QUALITY 3.5" ★
★ DOUBLE SIDED DOUBLE ★
★ DENSITY BLANK DISKS WITH LABELS ★
★ ONLY ★
★ 50 FOR £24.95 100 FOR £39.95 ★

★ SPECIAL OFFER. SEGA MEGADRIVE ★
★ ONLY ★
★ £179.95 ★
★ OFFICIAL UK VERSION, INC 1 CONTROLLER ★
★ AND ALTERED BEAST ★

★ PC ENGINE GAMES ★
★ LAST FEW, MUST CLEAR, PAULAND, ★
★ DRUNKEN MASTER, FANTASY ZONE MOTO ★
★ ROADER DEEP BLUE ★
★ ONLY ★
★ £9.95 EACH ★

CLEARANCE SOFTWARE

Airborne Ranger	7.95
Carrier Command	7.95
Ball	6.95
Story	6.95
Nevermind	6.95

**THANK YOU ALL FOR YOUR
SUPPORT DURING 1990. WE
WISH YOU ALL A HAPPY
CHRISTMAS AND A
PROSPEROUS NEW YEAR**

MAIL-CENTA

17 Campbell St, Belper, Derby, DE5 1AP. Tel : 0773 826830

All prices include VAT and Delivery unless stated otherwise. However for orders under £10.00 please add 50p handling charge. Personal callers welcome at our retail shop but please bring this advert as prices may vary. Closed Wednesdays. All items despatched same day whenever possible. Cheques may require a seven day clearance period. Proprietor Martin Bridges.

LOMBARD

Signature: _____ EUROPEAN ORDERS
Date: _____ MASTER CARDS
EUROCARD ACCEPTED ACE 08/90

ACE DIARY

DECEMBER

2 - 8 DECEMBER SOFTWARE RELEASES

Accolade: Stratego (PC £24.99). Military board game conversion.

US Gold: Indy Double Pack (ST, Amiga £24.99, PC £29.99). Last Crusade plus Zak McCracken in a single box. Nightshift (Amiga, ST £24.99, Spectrum, C64, CPC tape £9.99, disk £14.99). Do your stint at the IML factory and earn a fortune. Crimewave (Amiga, ST, PC £24.99). Powercrash (PC £29.99). Coin-op compilation comprising Outrun, Strider, Forgotten World, Thunderblade and Last Duel. Strider II - No Limits, No Mercy (C64, CPC tape £9.99, disk £14.99). Follow up to the Capcom coin-op.

Domark: Hard Drivin' II (ST, Amiga £24.99; PC £29.99). Four more circuits, faster action and a track editor to design your own stunt driving.

Palace: Dragon's Breath (PC £29.99)

Image Works: Speedball 2 (Amiga £24.99). Bitmap Brothers' vision of an intergalactic sporting life.

Mindscape: Ultimate Ride (Amiga, ST £24.99). Days of Thunder (Spectrum, C64 tape £9.99 disk £14.99). From the film; in fact, quite possibly substantially better than the film. Life and Death (ST, £24.99). Budding brain surgeons can test their surgical skills here. 4D Sports Driving (PC £29.99)

Electronic Arts: Dragon Wars (Amiga £24.99) Lord of the Rings (PC £29.99). Bard's Tale III (PC £29.99). New format for well-established cult role-player.

Ocean: Battle Command (ST, Amiga £24.99, PC £29.99).

Follow up to Carrier Command.

Virgin: Aerial Assault (Sega Master System £29.99) Ultima IV (Sega Master System £39.99). Popular strategy game in surprise console appearance. World Cup Italia 90 (Sega Master System £TBA) Columns (Sega Master System £29.99)

Novagen: Damocles Mission Disk 1 (ST, Amiga £9.99). More planets, more flights, more objects. Needs original Damocles to run.

Saturday 8

Computer Shopper show, Wembley Exhibition Centre. Loads bargains in the world of games, add-ons (music, graphics, DTP, you name it) and hardware.

Sunday 9

National Day, Tanzania. Last day of the Computer Shopper show (see above for details).

Monday 10

End of the grouse shooting season.

Tuesday 11

Wednesday 12

National Day, Kenya.

Thursday 13

Friday 14

9-14 DECEMBER SOFTWARE RELEASES

Cinemaware: It Came from the Desert (PC £34.99). Twin Peaks with giant ants. Spectrum Holobyte: Flight of the Intruder (Amiga, ST £29.99). Flight sim based on various aircraft in Vietnam.

Electronic Arts: Zany Golf (Sega Megadrive £39.99) John Madden's American Football (Sega Megadrive £39.99). American Footie action game created in fine detail. Battle Squadron (Sega Megadrive £39.99) Imperium (PC £29.99). Skulduggery and intrigue in the Roman Empire.

US Gold: Dragonstrike (C64 disk only £14.99) Sega Master Mix (Amiga, ST £24.99, Spectrum, C64, CPC tape £9.99, disk £14.99). Compilation.

Accolade: Star Control (Spectrum, C64, CPC £10.99 tape, £16.99 disk)

Virgin: Populous (Sega Megadrive £39.99). Bullfrog's civilisation creator nails the lie that consoles are only good for arcade games. Budokan (Sega Megadrive £39.99). Get your kicks from a series of martial arts tests. World Cup Italia 90 (Sega Megadrive £29.99). Better late than never, I guess. Ghostbusters (Sega Megadrive £34.99)

Dinamic: Narco Police (ST, Amiga, PC £24.99, CPC tape £9.99, disk £14.99). Programmed by development team 'on the spot' in South America, narcotics squad against evil, etc, drug barons.

Ocean: NARC (ST, Amiga £24.99, PC £29.99, Spectrum, C64, CPC tape £10.99, disk £15.99). Total Recall (ST, Amiga £24.99, PC £29.99, Spectrum, C64, CPC tape £10.99, disk £15.99). Beefcake shoot 'em up, much like its licensed character.

Don't forget!

Starting next month, ACE will always be on sale on 8th of every month!

Saturday 15

All Formats Computer show, New Horticultural Halls, London SW1. Cut-price hardware, software and peripherals.

Sunday 16

Monday 17

Tuesday 18

Death penalty for murder formally abolished in Britain on this day in 1969.

Wednesday 19

Thursday 20

Friday 21

15-21 DECEMBER SOFTWARE RELEASES

If the software houses haven't got their products in the shops by now, it's a safe bet you won't see them until after Christmas. As far as publishing goes, you can consider the industry closed for the next fortnight.

Saturday 22

Shortest day of the year today. Lie in and you'll miss it ... Speed limit of 70 mph was introduced in Britain on this day in 1965.

Sunday 23

Monday 24

Christmas Eve. Last minute dash round shops for presents.

Tuesday 25

Christmas Day. Open presents, eat turkey, watch TV film, fall asleep.

Wednesday 26

Boxing Day (Bank Holiday)

Thursday 27

Friday 28

Saturday 29

Sunday 30

Monday 31

New Year's Eve

JANUARY 1991

Tuesday 1

New Year's Day (Bank Holiday); National Day, Cuba; National Day, Sudan; National Day, Haiti. Britain became a member of the EEC on this day in 1973.

Wednesday 2

Thursday 3

Friday 4

National Day, Burma

Saturday 5

22 DEC - 5 JAN SOFTWARE RELEASES

Thalion: Enchanted Land (ST £24.99). Cutesy runaround game.

Ocean: Sim Earth (PC £29.99, Apple Mac £TBA). Maxis's follow-up to Sim City on a massive scale.

Psygnosis: Carthage (ST £24.99). Arcade/strategy game set in the Carthage of the Roman Empire.

Rainbird: Elite Plus (PC) Updated version of the classic trading game which takes account of all those VGA monitors out there.

Micro Style: War Jeep (ST, Amiga £24.99)

PSS: Champion of the Raj (Amiga, ST, PC £24.99) Territorial strategy game based in 19th century India.

PSS: Harpoon (Amiga £29.99)

Planning an event?

Let the Diary Editor know! Telephone Christina on 081 446 4813

MICROBYTE

HOME ENTERTAINMENT CENTRE

FORTHEBEST SELECTION OF SOFTWARE, HARDWARE AND PERIPHERALS FOR
YOUR :

AMIGA, ATARI ST, COMMODORE C64 + GS, SPECTRUM, AMSTRAD + GX4000, IBM
PC, SEGA MASTER SYSTEM, SEGA GAMEGEAR, ATARI LYNX, PC ENGINE,
NINTENDO, GAMEBOY, ATARI 2600 + 7800,

THERE IS ONLY ONE PLACE TO GO! THAT'S WHY MICROBYTE WERE VOTED
"RETAILER OF THE YEAR"

IN STOCK NOW!! THE LATEST SENSATION, THE
SEGA MEGADRIVE

YOU CAN OWN THE UTMATE HOME ENTERTAINMENT SYSTEM FOR ONLY £149.99
MICROBYTE MEGADRIVES ARE FULLY COMPATIBLE WITH ALL UK AND US
CARTRIDGES AND, THE LATEST RELEASES FROM JAPAN!

MICROBYTE
129 ST GEORGES WAY
THE ST JOHNS CENTRE
LIVERPOOL
TEL: 051-707-1931

MICROBYTE
11 FRIARGATE WALK
ST GEORGES CENTRE
PRESTON
TEL: 0772-882243

MICROBYTE
52 HIGH STREET
THE MEADOWHALL CENTRE
SHEFFIELD
TEL : 0742-568537

NEW STORES OPEN NOW!

MICROBYTE
56 GARDEN WALK
THE METRO CENTRE
GATESHEAD
TEL: 091-460-6054

MICROBYTE
109 UPPER BROADWALK
THE BROADMARSH
CENTRE, **NOTTINGHAM**
TEL: 0602-586454

MICROBYTE
1 KIRKGATE MALL
THE KIRKGATE CENTRE
BRADFORD
TEL: 0274-308829

MICROBYTE
34-36 COUNTY ARCADE
LEEDS
WEST YORKSHIRE
TEL: 0532-450529/441287

MICROBYTE
424 GRAND PARADE
THE BULL RING CENTRE
BIRMINGHAM
TEL: 021-616-1036

MICROBYTE
20 CLEVELAND STREET
DONCASTER
SOUTH YORKSHIRE
TEL: 0302-329999

MICROBYTE
5 PASTURE ROAD
GOOLE
TEL: 0405-763183

MICROBYTE
33 KIRKGATE
WAKEFIELD
TEL: 0924-376656

MICROBYTE
46/47 THE GREEN
MARKET, **NEWCASTLE**
TEL: 091-261-9050

**ALSO A NEWLY REFITTED SHOP AT THE ARNDALE
CENTRE, MANCHESTER TEL: 061-832-1438**

THERE'S ONE NEAR YOU!

ACE DEALS

They're here, they're there, they're every-bloomin'-where. Like Santa Claus, the Teenage Mutant Hero Turtles have that uncanny ability to be in more than one place at once.

At any rate, during December, the Turtles will be much in evidence, notably at **Software Circus** in The Plaza in London's Oxford Street on December 3, where they will be making a personal appearance. Then on December 18, the Turtles will be strolling into the brand new **Microbyte** outlet in the Meadow Hall centre in Sheffield.

Liverpool's **City Software** also has a Turtle extravaganza planned for December so if you live in the Liverpool area, look out for more details.

City Software is also stocking up with lots of Christmas present ideas, with special accessory gift packs, such as computer cleaning kits, or blank disks, disk boxes and mouse mats in a single package. Could be just the thing for the computer owner who already has everything.

Also at **City Software**, look out for special offers on Amiga second disk drives and half megabyte memory upgrades. Staying with the Amiga, all **Microbyte** stores are giving away a free demo disk with any Amiga purchase worth over £12.50. Contents of the free disks vary, but most include demos of brand new and forthcoming games for the machine.

And if you're wondering where to do your Christmas shopping, there are new computer games shops popping up all over the place. There are brand new **Virgin Games Centres** opening in the first week of this month in Oxford (in the Westgate Centre) and Kingston upon Thames (at 64-66 Clarence Street). In the Cardiff Service Centre on Crichton Street, the new Virgin Megastore has a Games Centre section within it - should also be open by the time you read this.

Microbyte also has three new shops - in Sheffield, as detailed above; at 129 St George's Walk, St John's Centre, Liverpool, and Friargate Walk in St George's Centre, Preston. Microbyte promises there will be sales and special offers at all three new stores, so if you live

Our regular column highlighting special offers around the country. Check it out before you head off to the shops for your Xmas splash out...

nearby, drop in and pick up a bargain or two.

There are also two new shops in the **Computer Store** chain: in the Broadmarsh Centre in Nottingham, and at Pinstone Street, Sheffield. Actress Sally Ann Matthews (Jenny Bradley in Coronation Street, and a self-confessed Sega nut) will be making a personal appearance at the Sheffield outlet sometime soon - check with the store for details.

WHERE TO LOOK FOR THEM

City Software is on Lime Street, Liverpool.

There are **Microbyte** stores in the Arndale Centre, Manchester; the Broadmarsh Centre, Nottingham; Kirkgate, Wakefield; the Metro Centre, Gateshead; the Greenmarket, Newcastle Upon Tyne; the Kirkgate Centre, Bradford; the Bull Ring Centre, Birmingham; the County Arcade, Leeds; Pasture Road, Goole; Meadow Hall Centre, Sheffield; St John's Centre, Liverpool, and St George's Centre, Preston.

Virgin has its **Games Centre** outlets on London's Oxford Street (at Marble Arch, within the Megastore, and at no 100), Bristol, Kingston and Oxford, and also in Megastores in Belfast, Birmingham, Brighton, Cardiff, Dublin, Edinburgh, Glasgow (at Union St and Argyle St), Leeds, and Nottingham.

Both **Software Circus** outlets are in London's West End; one in The Plaza, Oxford Street, the other at 282, High Holborn, London WC1.

The **Computer Store** chain is based in Yorkshire, with shops at Printing Office St, Doncaster; Ivegate, Bradford; Trinity St Arcade, Leeds; Market Place, Huddersfield; Westmoreland St, Wakefield; St Sampson's Square, York; The Woolshops, Halifax; Market St, Barnsley; High Street, Scunthorpe; Pinstone Street, Sheffield, and the Broadmarsh Centre, Nottingham.

All offers and promotions are subject to availability of stock.

Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealers' plans.

Attention dealers! Don't keep your promotions, competitions, special offers, etc, a secret. Tell us at ACE and we'll tell everybody else.

SHOP WATCH!

Software seller Dirk Longhorn reckons that Nintendo could be getting their act together in the UK in a big way...

It was way back in 1987 when the Sega and Nintendo consoles were unveiled in this country: I thought at the time that, of the two, the Sega was by far the most attractive and we duly stocked the system as soon as it was available. As the range of titles grew, the more popular the machine became, and the following Christmas (1988) the Sega system once again cleaned up by being the only console to be stocked by many computer stores (ourselves included).

During 1989, however, the whisper was that Nintendo were going to do to this country what they had done to America (i.e. totally infiltrate teen and pre-teen culture. We looked again at the system; we looked at the incredibly high price of what was available; we looked at each other. 'Nah! It'll never happen over here,' we said.

Nevertheless, we still decided to stock the machine and the associat-

ed software; if for no other reason than to offer it as an alternative to the getting-more-unreliable-by-the-tear home computers. While not exactly selling like the proverbial 'magazine on a disk' (that's just Dirk being sarcastic - I hope none of you have subscribed to Rampage), it did sell in respectable quantities, even though some of the comments regarding the price of the software were far too rude to repeat here.

This year, though, it must be said that the marketing man at Nintendo has done it. There's a huge demand for consoles and the (small) range of software, this is because of huge ad-spends and the absurd number of Win a FABULOUS Nintendo compos everywhere.

The other reason is of course the Turtles. Nobody can argue with their popularity this Christmas and Nintendo have certainly got it right here.

Unfortunately, there's a bug in the lettuce: a shortage of Nintendo consoles in any form. A certain high-street multiple seems to have plenty (surely unfair to the Nintendo Independent dealers who've ploughed a hollow trough for so long?), however, so at least we can sell those new owners Nintendo software.

Well, er, there's another bug here, actually. Virtually every title is in short supply. Ironical, eh? We couldn't sell the machines for months, and now we can't get the software.

Talking of Nintendo, I had a lady return a copy of Ghosts'n'Goblins to us last week. She tossed it imperiously on the counter and loudly proclaimed that it didn't work. I made the usual 'well, that's very unusual noises' and exchanged the cartridge for another.

She returned a few hours later very red in the face. She wanted to see the manager and have a refund and all her bus fare refunded. After much huffing, I tried both copies in front of her to demonstrate that they did indeed work.

'But what about two players??', she blurted out. I explained that I didn't think that this particular game had a two player option, but if it did then the two players would take turns to play.

Ahem. It turned out that madam had been trying to play the game with her friend Rob...Rob the Nintendo Robot, that is. And, to the best of my knowledge, there are only two readily available games that work with the little plastic beast.

'But,' she said, 'the man in well-known-high-street-store said that I could use the robot with all games - that's why I bought the flipping system!'

I suggested she return to this shop. And, as she left, it was with difficulty that I refrained from yelling 'and don't forget to mention the bus fare...'

PREMIER MAIL ORDER

We are on stand No 124 at the 16 Bit Computer Show. Titles marked * are not yet available and will be sent on day of release.

Please send cheque/PO/Access/Visa No. and expiry date to:

Dept AC01, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ.

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail order only. Telephone orders: mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders: 0268 590076. Tel Orders: 0268 - 590766

GAME	ST	AMIGA
1/2 Meg Upgrade	39.99	
1/2 Meg Upgrade with clock	44.99	
AFT 2*	16.99	16.99
Anarchy	13.99	13.99
Assault on Alcatraz*	16.99	16.99
Addidas Football	13.99	16.99
688 Attack Sub	16.99	
AMOS	34.99	
Armour - Geddon*	26.99	
Awesome*	24.99	
B.A.T.*	19.99	19.99
Back to the Future 2	16.99	16.99
Back to the Future 3*	16.99	16.99
Badlands*	13.99	13.99
Bards Tale 1 or 2	5.99	5.99
Hint book		
Bards Tale 3*	16.99	
Batman the Movie	13.99	16.99
Battle command*	16.99	16.99
Battle of Britain	19.99	19.99
Battle Chess 2*	19.99	19.99
Betrayal*	19.99	19.99
Battlemaster	16.99	19.99
Billy the Kid*	16.99	16.99
Blade Warrior*	16.99	16.99
4D Boxing*	16.99	16.99
Boxing Manager	13.99	13.99
BSS Jane Seymour	16.99	16.99
Budokon	16.99	
Buck Rogers*	19.99	
Carrier Command	14.99	14.99
Cavadar	16.99	16.99
Captive*	16.99	16.99
Carthage*	16.99	16.99
Chaos Strikes Back	12.99	16.99
Chase HQ	13.99	16.99
Chase HQ 2*	16.99	16.99
Champions of Kryn (1Meg)	21.99	
Chuck Yeager	16.99	16.99
Codename Iceman (1Mg)	26.99	
Colonels Bequest (1Mg)	26.99	
Commando War*	16.99	16.99
Conquest Camelot (1Mg)	26.99	
Combo Racer	16.99	16.99
Corporation	16.99	16.99
Crackdown	13.99	16.99
Crick Captain	16.99	16.99
Crime Wave*	16.99	16.99
Cruise for a Corpse*	16.99	16.99
Curse of Azure Bonds (1 Meg)	19.99	
Days of Thunder	16.99	16.99
Death Trap*	16.99	16.99
Deluxe Paint	39.99	
Damocles	16.99	16.99
Dick Tracy*	16.99	16.99
Dragons Lair 2	26.99	
Dragon Strike*	19.99	
Dragon Wars*	16.99	
Dragons Lair (1Meg)	26.99	
Dragons Lair Time Warp*	26.99	
Dungeon Master	16.99	16.99
Dungeon Master Editor	7.99	7.99
Dungeon Master Hints	9.99	9.99
Duster*	16.99	16.99
Dynamite Debugger*	16.99	16.99
Dynasty Wars	13.99	16.99
Edition One	16.99	16.99
E-Swat*	16.99	16.99
Epic*	16.99	16.99
Elite	14.99	14.99
Emlyn Hughes	13.99	13.99
Emlyn Hughes Quiz*	13.99	13.99
Escape from Robot	13.99	13.99
Monsters		
Escape from Colditz*	16.99	16.99
Eye of the Beholder (1 meg)*	19.99	
F15 Strike Eagle 2*	19.99	19.99
F16 Combat Pilot	16.99	16.99
F19 Stealth Fighter	19.99	19.99
F29 Retaliator	16.99	16.99
Falcon	16.99	19.99
Falcon Mission Disk	13.99	13.99
Falcon Mission Disk 2	13.99	13.99
Final Battle*	16.99	16.99
Fireball*	16.99	16.99
Fire and Forget 2	16.99	16.99
Fire and Brimstone	16.99	16.99
Flight Sim 2	26.99	26.99
Flip it and Magnose	16.99	16.99
Flight of the Intruder*	16.99	19.99
Flt Disk European	13.99	13.99

GAME	ST	AMIGA
Flt Disk Japan	13.99	13.99
Football Director 2	12.99	12.99
Ftball Manager2 gift pk	12.99	12.99
Ford 96 Rally*	16.99	16.99
Flood	16.99	16.99
Fun School 3 5-7	16.99	16.99
Fun School 3 over 7	16.99	16.99
Fun School 3 under 5	16.99	16.99
Fun School 2 (6-8)	11.99	11.99
Fun School 2 (over 8)	11.99	11.99
Fun School 2 (under 6)	11.99	11.99
Future Wars	16.99	16.99
Gremilins 2	16.99	16.99
Gold of Aztecs	16.99	16.99
Golden Axe*	16.99	16.99
Gunship	14.99	14.99
Gunboat*	16.99	16.99
Heroes Quest	26.99	
Hollywood Collection	19.99	19.99
Heroes	19.99	19.99
Hydra*	13.99	13.99
Imperium	16.99	16.99
Indy Jones Adventure	16.99	16.99
Indy Jones Hint Book	5.99	5.99
Indianapolis 500	16.99	
Int Soccer Challenge	16.99	16.99
Int 3D Tennis	16.99	16.99
It came from the Desert Data	9.99	
Ivanhoe	13.99	16.99
Jack Nicklaus Extra courses	9.99	
Jack Nicklaus Golf	16.99	16.99
Jack Nicklaus unlimited Golf	19.99	
Judge Dredd*	13.99	13.99
Kennedy Approach	14.99	14.99
Kick Off 2	12.99	12.99
Kick Off 2 (1 Meg)	14.99	
Killing game Show	16.99	16.99
Klaxx	13.99	13.99
K.O.2 Final Whistle*	8.99	8.99
K.O.2 Giants of Europe*	7.99	7.99
K.O.2 Return of Europe*	7.99	7.99
K.O.2 Winning Tactics*	5.99	5.99
Knights of the Sky*	19.99	19.99
Leisure Suit Larry 2	19.99	26.99
Leisure Suit Larry 3	26.99	26.99
Licence to Kill	12.99	12.99
Life and Death*	19.99	19.99
Light Force	16.99	16.99
Line of Fire*	16.99	16.99
Lombard Rac Rally	14.99	14.99
Loom	19.99	19.99
Lords of Chaos*	13.99	16.99
Lords of the Rising Sun	17.99	
Lost Patrol	16.99	16.99
Magnum 4	16.99	16.99
Magic Fly	16.99	16.99
Mean streets*	16.99	16.99
Mig 29*	19.99	19.99
Manchester United	13.99	16.99
Matrix Marauders*	13.99	13.99
Maniac Mansion	16.99	16.99
Microprose Soccer	14.99	14.99
Monty Python	13.99	13.99
M1 Tank Platoon	21.99	21.99
Mid Winter	19.99	19.99
Midnight Resistance	16.99	16.99
M.U.D.S.*	16.99	16.99
Murder	16.99	16.99
Music X Jnr	49.99	
NARC*	16.99	16.99
Navy Seals*	16.99	16.99
New Zealand Story	13.99	16.99
Nightbreed RPG	16.99	16.99
Ninja Spirit	13.99	16.99
Nightshift*	19.99	19.99
Nitro	16.99	16.99
Obitrus*	26.99	
Operation Stealth	16.99	19.99
Oriental Games	16.99	16.99
Operation Thunderbolt	13.99	16.99
Operation Harrier*	16.99	16.99
Off Road Racer*	16.99	16.99
Overrun (1 meg)*	19.99	
Pang*	16.99	16.99
Paradroid 90	16.99	16.99
Pipermania	13.99	16.99
Pirates	15.99	15.99
Player Manager	12.99	12.99
Platinum	16.99	16.99
Plotting	13.99	16.99
Police Quest 2	16.99	26.99

GAME	ST	AMIGA
Pool of Radiance	19.99	
Populous	16.99	16.99
Populous Promised Land	7.99	7.99
Powermonger	19.99	19.99
Precious Metal	15.99	15.99
Predator 2*	16.99	16.99
Pro Tennis Tour	16.99	16.99
Projectyle	16.99	16.99
Puzznic*	16.99	16.99
Rainbow Islands	13.99	16.99
Red Storm Rising	15.99	15.99
Reach for the Skies*	16.99	16.99
Rogue Trooper*	16.99	16.99
Rotator*	16.99	16.99
Rick Dangerous 2	16.99	16.99
Rocky Horror Show*	16.99	16.99
Robocop 2*	16.99	16.99
Search for the King*	16.99	16.99
Secrets of the Luftwaffe*	19.99	19.99
Secret of Monkey Island*	19.99	19.99
Shadow Warriors	13.99	16.99
Shadow of the Beast	16.99	16.99
Shadow of the Beast 2	26.99	
Shadow Sorcerer*	19.99	
Skull and Crossbones*	13.99	13.99
Shoot em up Con Kit	19.99	19.99
Silworm IV*	16.99	16.99
Sim City	19.99	19.99
Sim City Terrain	13.99	
Skate or Die*	16.99	16.99
Sly Spy	16.99	16.99
Sound Express	29.99	
Spellbound*	16.99	16.99
Space Ace	26.99	26.99
Space Quest 3	26.99	26.99
Speedball 2*	16.99	16.99
Spy Who Loved Me	13.99	13.99
Star Trek V*	19.99	19.99
Stratego*	16.99	16.99
Strider 2*	16.99	16.99
Star Flight	16.99	16.99
Star Flight Hint Bk	5.99	
Steven Hendry*	16.99	16.99
Stun Runner*	13.99	13.99
Subtuto	16.99	16.99
Supercars	13.99	13.99
Supremacy	19.99	19.99
Team Suiki*	16.99	16.99
Team Yankee	19.99	19.99
Teenage Mutant Turtles	19.99	
Test Drive 2	16.99	16.99
Tt Drive 2 California Chall	9.99	
Test Drive 2 Muscle Cars	9.99	
Test Drive 2 Supercars	9.99	
The Immortal (1 meg)	16.99	16.99
Thunderstrike	16.99	16.99
Tie Break	13.99	16.99
Time Machine	16.99	16.99
TNT*	19.99	19.99
Tournament Golf*	16.99	16.99
Toki*	16.99	16.99
Torvak	16.99	16.99
Toyota Celica*	16.99	16.99
Total Recall*	16.99	16.99
Treble Champions	13.99	13.99
Turbo Outrun	13.99	16.99
Turbo Challenge	16.99	16.99
Turrican	16.99	16.99
TV Sports Baseball*	19.99	
UMS	14.99	14.99
UMS 2*	19.99	19.99
UMS Scenario 1	8.99	
UMS Scenario 2	8.99	
Unreal	19.99	
Untouchables	13.99	16.99
UN Squadron	16.99	16.99
Vaccine*	16.99	16.99
Walker*	16.99	16.99
Wildfire*	19.99	19.99
Wolf Pack*	19.99	19.99
Wonderland*	19.99	19.99
World Champ Soccer*	16.99	16.99
Wrath of the Demon*	19.99	19.99
Wings	19.99	
Wings of Fury	13.99	13.99
World Cup Compilations	14.99	14.99
Xenon 2 Megablast	16.99	16.99
Xiphos	16.99	16.99
Zak McKracken	16.99	16.99
Zombi	16.99	16.99

SPECIAL OFFERS

GAME	ST	AMIGA
Adv Rugby Sim	4.99	
Adv Ski Sim	4.99	4.99
Airbourne Ranger	9.99	9.99
Austerlitz	9.99	9.99
Barbarian (pal)	7.99	7.99
Bards Tale 2	7.99	7.99
Barbarian (Psy)	7.99	7.99
Barbarian 2	7.99	
Bionic Commando	7.99	7.99
Bloodwych + Data Disk	19.99	19.99
BMX Sim	4.99	4.99
Buggy Boy	7.99	7.99
Captain Blood	4.99	4.99
Eagles Nest	4.99	4.99
Ferrari Formula 1	7.99	7.99
Gravity	9.99	9.99
Hollywood Poker	4.99	4.99
Hounds of Shadow	7.99	7.99
Hunter Killer	4.99	4.99
Hunt for Red October	9.99	
Joe Blade 1,2	4.99	4.99
Keef the Thief	7.99	
Kick Off	7.99	7.99
Interceptor	7.99	
It came From Desert		
+ Ant Heads	19.99	
Macadam Bumper	4.99	
Marble Madness	7.99	7.99
Moonmist	7.99	
Motorbike Madness	4.99	
Nitro Boost	4.99	4.99
Outlaw	4.99	4.99
Outrun	7.99	7.99
Prohibition	4.99	
Power Drome	7.99	7.99
Resolution 101	9.99	9.99
Rock Star	4.99	4.99
Rick Dangerous	7.99	7.99
RVF Honda	9.99	9.99
Silent Service	9.99	9.99
Stunt Car Racer	9.99	9.99
Soldier of Light	7.99	7.99
Speedboat Assassins	4.99	
Theme Park Mystery	9.99	9.99
Treasure Island Dizzy	4.99	4.99
Track Suit Manager	7.99	7.99
TV Sports Basketball	14.99	
TV Sports Football	9.99	12.99
Virus	9.99	
Warlocks Quest	4.99	4.99
Wishbringer	7.99	
Zork 1or 2	7.99	
Zany Golf	7.99	7.99

JOYSTICKS

Quickjoy Jetfighter	10.99
Cheetah 125+	6.99
Cheetah Mach 1	9.99
Quickjoy 2 Turbo	8.99
Quickshot 3 Turbo	8.99
Sega Control Stick	13.99

BLANK DISKS

Unbranded

10X3.5" DSDD	5.99
20X3.5" DSDD	10.99
50X3.5" DSDD	23.99
100X3.5" DSDD	49.99

Branded

3.5" DSDD	(each) 1.25
5.25" DSDD	(each) 0.75

ADVENTURELINE

Stuck in an adventure? Write in with the name of the game and the nature of your problem. Be as specific as possible and I'll do my best to answer (on these pages only so no SAEs please), and if I don't know the answer, I know a man who.....! News, tips, gossip, anecdotes and adventuring trivia are also all most welcome. Write to me, Pat Winstanley, Adventureline, Pink Box, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

NOW HEAR THIS!

If you want to contribute to these pages, get your pen out and start scribbling! Particularly welcome are short, self-contained hints and single problem solutions. I'm also interested to hear of PD and Shareware programs - the best will be reviewed (space permitting), as I've done with *Jungle Bungle* here. So get in touch!

LEISURE SUIT LARRY 1

Completing Augustus De Silva's solution

Having passed by the bouncer, enter the disco and ignore all the other Leisure Suit men. Sit by a girl called Fawn. Look at her to see some nice graphics, now use spray to make her smile. Give her the rose and candy and offer her the ring as marriage. Then get Larry to dance with fawn (note: Larry will do a 360 degree move that has to be seen to be believed - as shown in Saturday Night Fever). Walk to the shop and purchase a magazine and a cheap bottle of wine. Give it to the sailor and he should hand you a knife. If he doesn't, offer him money. You should have given Fawn \$400 towards the Honeymoon Suite and she will head for the Quickie Wed. Go to the Quickie Wed by cab, ignore the flasher and enter. Give the \$100 to the vicar. Once you are married walk to the casino and enter the hotel at the back. Enter the lift and go to the fourth floor. Knock on the door with the heart. Once inside, turn on the radio and when an advert for Ajax Liquor Company is heard, note the phone number. Leave the hotel and the casino and hail a

cab to go to the shops. When you get out, use the phone on the lamp post to order champagne. (Always say please or they will say "OK but I doubt you'll ever see it."). Now cab it back to the casino and the 4th floor. Knock on the door again and Fawn will let you in. Give her the champagne you ordered - it should be on the shelf. It will be censored again but this time Fawn gets out a rope and ties you up. Have no fear as you can use the sailor's knife to free yourself. Pick up the rope and read your magazine then go back to Leftie's. Knock on the cushioned door again and say the password. The pimp will still be watching TV. Go up the stairs and ignore the prostitute, instead climb out of the window and tie the rope to the fire escape and yourself. Use the hammer on the window and pick up the pills. Climb down the fire escape and get a cab back to the casino. Go to the hotel and to the 4th floor. Knock on the door with the heart and give the pills to Fawn. Make her swallow the pills and she should turn sex-mad. Don't turn down an opportunity like this. Afterwards, go to the 8th floor and go to the bar where you will meet Eve. And you know what anyone called Eve wants - an apple, you jerk!

JUNGLE BUNGLE

Written by Len Tucker Amiga
£3.50 - Licenceware AMOS
PD Library 25 Park Road
Wigan WN6 7AA

Rarely do adventures combine the elements to keep both old and young alike glued to the screen. Built-in simplicity for children tends to bore adults, while complexities to keep adults happy quickly put off children. Now, from the AMOS Library comes a rare example of overall appeal in the shape of *Jungle Bungle*.

The game is set, predictably, in the jungle where your plane has crashed. Your task is (simply?) to return to civilisation. The game is entirely icon driven with short, clear text responses well within the capabilities of early readers.

Puzzles are of the "find the right object and use it in the right place" style, but more devious than they first appear. For instance, in the course of the game you must keep eating and drinking to survive, and while there is plenty of food around, there is also a light fingered

monkey which keeps raiding your backpack until you figure out how to stop him. Very annoying when he pinches your last banana just as you were about to avoid starvation. And if you don't have any bananas with you, he beats you up instead.

Water is a simple necessity for survival but its collection is not so simple. Instead of ready made supplies for the taking you must collect your own by catching tropical raindrops in your bottle. Although I dislike arcade sequences in adventures, for once it becomes fun rather than annoying, and adds another dimension to the game.

The biggest difficulty I had with this game was not being able to play it while the kids were around - they kept pinching the mouse. So I had to stoop to clandestine play, only to watch puzzles which had kept me up into the early hours fall prey to devious young minds seemingly effortlessly!

Although shorter than most commercial offerings, the game is an easy match for quality and well worth the pitifully low price. Highly recommended for all a

LET ME KNOW!

If there's any special subject you'd like to see covered in Adventureline, then let me know at the address in the panel on the left.

LEISURE SUIT LARRY 2

The second part of a complete solution from Augustus De Silva

Right! Now that you are a millionaire you can go to the posh shop, Moloto Lira and buy some half price swim shorts. Go back to Eve's house and the trash cans outside should contain your passport. Pick it up as you'll need it for the cruise then go for a haircut and buy some sunscreen from the drugstore. Return to the Quickie Mart for a jumbo sized cool drink, then head for the music store. Chatting up the Spanish girl here will get you involved in Dr Nookie's evil plans so don't trust anyone as the KGB are after you. Say no to the man outside the saloon then get on the boat, showing your passport and ticket to the captain. When on board use map A (Cruise). Go to the barber. This guy is just as bad as the last barber as he gives you an expensive wig made from a mop. Next go to the bar (or nightclub) but don't buy a drink as the barman is a KGB agent. Just pick up the spinach dip and head for your cabin. Pick up the fruit and enter the other room. There you will meet Barbara's mum, and after she has said her piece leave and close the door behind you.

ZAK McKRACKEN

Another helping of Mike Bareham's solution.

You should now be controlling Leslie. Walk to the first massive door on the left. Use the ladder on the pedestal then pick up the crystal sphere. This will open the massive door. Pick up the ladder and walk through the door, then turn on the flashlight. Use the enclosed map called "Mars Face" and make your way to the generator room. When you are there turn on both switches until both gauges are pointing at the green bit. Then take off your helmet. Now use the map again to find your way to the map room. When you get there, read the strange markings on the wall, make a diagram of them, and call them No. 2.

Switch to Zak. Open the door of Lou's Loans and go in. You should now have won the lotto. If it hasn't been picked just wait around outside for a while then go back in. If it has been picked then you will have won \$10,000 which you will need for spending. Go back outside the shop and make your way to the bus. Use the kazoo. Use the cashcard in the card reader when the door opens. Use the reservations terminal and buy a ticket to Miami. Walk to the plane. Use the reservations terminal and buy a ticket to Cairo. Walk to the plane. Walk outside and walk to the right until you come to the sphinx. Look at the legs to see which has the strange markings on it. When you find the markings use the yellow crayon on the markings. Now draw diagram No. 2 which will open a secret door. Go through the secret door and use the map enclosed called "Sphinx Map" to find the room with the secret panel in it. Make your way to this room, and when you get there, switch to Annie.

CAPTIVE

A few hints to get you started.

Walls - If on ballbearings, push using right mouse button on the forward icon - don't push too far or you might cover something interesting.

Power - Poke your finger in the sockets then touch the chests of the androids to recharge them. But don't touch anything else or you'll blow it up. A charged finger makes a useful weapon in the early stages if you want to fight from a distance.

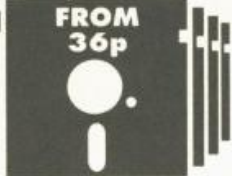
Sockets become more scarce in the later stages, so take every opportunity to top up.

Maps - Buy Optic III, the mapper, as soon as possible. Keep it running continuously (but watch your power) to show areas yet to be visited. Optic V acts as a compass and used in conjunction with the mapper helps early orientation.

Money - Save it. You'll need loads to restore your health when you meet heavier monsters.

Stairs - Jump up or down stairs when a monster is directly above or below for a satisfying smart-bomb effect!

FROM
36p



DISKS UNBEATABLE PRICES

BULK DISKS WITH 2 FOR 1 LIFETIME WARRANTY

3.5" DISKS & BOXES WITH LABELS

20 x 3.5" MF2DD 135 TPI disks with free storage box.....	£12.95
25 x 3.5" MF2DD 135 TPI disks in 40 cap. lockable box	£15.95
40 x 3.5" MF2DD 135 TPI disks in 80 cap. lockable box	£24.95
75 x 3.5" MF2DD 135 TPI disks in 80 cap. lockable box	£39.95

BULK DISKS WITH LABELS

50 x 3.5" MF2DD 135 TPI disks in box.....	£24.95
100 x 3.5" MF2DD 135 TPI disks in box.....	£46.95
250 x 3.5" MF2DD 135 TPI disks in box.....	£96.50
500 x 3.5" MF2DD 135 TPI disks in box.....	£175.00

BRANDED PRODUCT

Mitsubishi 10 x 3.5" MF2DD 135 TPI disks	£9.95
Mitsubishi 30 x 3.5" MF2DD 135 TPI disks with 40 cap. box.....	£28.95
Mitsubishi 10 x 3.5" D/S HD disks	£16.50
Mitsubishi 30 x 3.5" D/S HD disks with 40 cap. box.....	£47.95
Goldmaster 10 x 3.5" MF2DD 135 TPI disks.....	£7.95
Goldmaster 30 x 3.5" MF2DD 135 TPI disks with 40 cap. box	£22.95
Goldmaster 10 x 3.5" D/S HD disks.....	£12.95
Goldmaster 30 x 3.5" D/S HD disks with 40 cap. box	£38.50

FROM
35p



5.25" DISKS IN POLY BAG WITH SLEEVES AND LABELS

25 x 5.25" D/S DD 48 TPI disks.....	£8.95
25 x 5.25" D/S DD 96 TPI disks.....	£10.95

HIGH DENSITY DISKS

10 x 3.5" D/S HD disks with free storage box	£12.95
20 x 3.5" D/S HD disks with free storage box	£22.95
30 x 3.5" D/S HD disks in 40 cap. lockable box	£34.95
50 x 3.5" D/S HD disks in 80 cap. lockable box	£55.95
25 x 5.25" D/S HD 1.6 meg disks in 50 cap. lockable box	£18.95
50 x 5.25" D/S HD 1.6 meg disks in 50 cap. lockable box	£28.95

ACCESSORIES

Deluxe Mouse Mat.....	£2.95
3.5" Disk Head Cleaner.....	£2.50
50 x 3.5" Disk Labels	£1.50
Mouse Holder	£1.99
3.5" stackable 80 cap. disk box	£9.95

Remember all disks are certified 100% error free and are supplied with full user sets, plus our amazing 2 for 1 Lifetime Warranty

Send or phone your order to:

Mansfield Computers

33 Albert Street, Mansfield, Notts NG18 1EA

Tel: 0623 631202/23043 Fax: 0623 422968

All prices include VAT & delivery in UK.



VISA

Greater London Computers

AMIGA 500 SCREEN GEMS PACK

£ 379.95

inc VAT & Free
Delivery*

* UK Address' only.

ATARI ST^E Discovery Pack

£ 289.95

Turbo Pack

£ 379.95

1040 Pack

£ 479.95



Cosmo's Message for the Month.

"Yo Dudes, Cosmo ere. Dis is da first time I've bin in ACE, da mag looks ok from ere. Anyway Dudes and Dudettes look at the stuff on dis page its totally well ard. Mr Mike and the GLC crew's bin workin on it for ages.

"Anyhows Dudes, just a note for them of you that pop into our showroomy thing in Highams Parky place, Mr Mike has got in some new dude to work for me, name of NILBOG, stupid name if yous askin me but Mr Mike is da Boss. So Ta Ta for now Dudes and member you can't loose with a firm thats run by a Teddy Bear.

Cosmo.



Other Stuff:

Sega, Nintendo, Atari Lynx, 2600, 7800, C64 Games System, C64 Nightmoves/Mindbenders pack, C64 Light Fantastic upgrade Kits, Amstrad CPC + range, Memory upgrades, disk drives, Midi Interfaces, Disks, Disk boxes, Printers, Printer paper, Printer ribbons, IBM PC's, Atari Portfolios, Modems, Teddy Bears and More.

Advanced Dungeons & Dragons

Computer Games

Heroes of the Lance,

Dragons of Flame,

Curse of the Azure Bonds,

Pool of Radiance,

Hillsfar,

Champions of Krynn,

Dragon Strike.

ALSO

Dungeon Masters Assistant I

Dungeon Masters Assistant II

Greater London Computers, 481 Hale End Road, Highams Park, Chingford, London. E4 9PT

Tel: 081-527-0405

Fax: 081-503-2341

MIDLAND COMPUTER REPAIR SERVICES

Unit 1, The Old Dairy, North Street, Melton Mowbray, Leics LE13 1NL (0664) 410148

ATARI ST. POWER SUPPLY UNIT COMPATIBLE REPLACEMENT

24 HOUR REPLACEMENT SERVICE
12 MONTH WARRANTY ON UNIT
SEND COMPUTER AND **£39.95** FOR
COMPLETE REPLACEMENT AND
RETURN CARRIAGE

STORAGE BOX AND DISKETTE SPECIAL

3.5" 40 STORAGE WITH 20 DSDD	£14.99
3.5" 40 STORAGE WITH 40 DSDD	£25.99
3.5" 80 STORAGE WITH 20 DSDD	£16.99
3.5" 80 STORAGE WITH 40 DSDD	£27.99
3.5" 80 STORAGE WITH 80 DSDD	£47.99

DISKETTES CERTIFIED 100% ERROR FREE

AMIGA A500 COMPATIBLE POWER SUPPLY UNIT

This unit is produced for us, under contract, by a specialist international power supply manufacturer. It is some 10mm slimmer than others on the market and is rated at 4.5 amps on the 5 volt line. This is a higher rating than most units available. A twelve months warranty is given on the unit. **The price reflects direct to the end - user sale with no middle man profit!** Guaranteed quality product. **£34.95** (plus £1.50 p&p)

ACCESSORIES - AMIGA & ST

CONTRIVER MOUSE, mouse mat & house	£20.95
AMIGA DUST COVER, high quality, stitched seams	£2.50
4 PLAYER ADAPTERS	£4.50
ST DUST COVER, high quality, stitched seams	£2.50
ST TWIN J/STICK EXTENDER	£4.50

EXTERNAL DISK DRIVES

AMIGA - 3.5 CUMANA	
ST - 3.5 CUMANA, with PSU	£74.95
	£74.95

COMMODORE I.C's - C64/C64C/AMIGA

901225 CHAR. ROM	£5.65
901226 BASIC ROM	£6.35
901227 KERNAL ROM	£9.95
906107 6510 CPU	£8.75
906111 6569 VIC	£14.95
318072 5719 GARY	£7.95
252126 8362 DENISE	£24.00
252127 8364 PAULA	£35.00
318071 8371 FAT AGNUS	£49.95

FAULT FINDING AND DIAGNOSTIC AIDS

C64/C64C/1541	
Diagnostician II, USA Product	
(Laminated sophisticated matrix chart)	£5.25
C64 & C64C	
Fault finding and diagnostic manuals	
C64 - 40 pages	£6.95
C64C - 30 pages	£6.95
AMIGA A500	
Troubleshooter	£1.95
(sophisticated matrix chart)	
Fault finding and diagnostic manual (25 pages)	£7.95

C64/C64C POWER SUPPLY UNIT

Brand new, established UK manufacture
12 months warranty

£17.95 (plus £1.50 p&p)

VIC 20/C64/C64C/C128

DATA RECORDER CASSETTE DECK

Brand new

£16.95 (plus £1.50 p&p)

COMPUTER REPAIRS

C64	£30.00
C64C	£35.00
C128	£40.00
AMIGA A500	from £40.00
ATARI ST	from £40.00
AMIGA & ST INTERNAL DISK DRIVE REPLACEMENT	£79.00
(Involves slight modification to top case on ST)	
ATARI PSU REPAIR	£39.95

AMIGA A500 MEMORY UPGRADE BOARDS

HALF MEG. without clock	£34.95
HALF MEG. with clock	£39.95
1.8 MEG. gives total 2.3 MEG RAM	£173.90
4.0 MEG. gives total 4.5 MEG RAM	£299.95

All prices include VAT. Post & packing extra only where stated
Cheques or Postal Orders only please. Allow time for cheque to
clear before despatch

All products carry no quibble warranty

FAX (0664) 67095

NEW EXPENSIVE A500 REPAIRS?

One year contract repair cover for as little as
£25 (includes disk drive replacement). Free
computer products on registration (worth £25).
Call for details

ACE

PUZZLE PRIZES

Until recently, we've been offering £25 cash prizes to winners of the ACE puzzle and crossword, but several people have been asking us for games instead. From now on all prizes will be in software, so please make sure you include your name, address, and machine format when you enter.

CLUES ACROSS

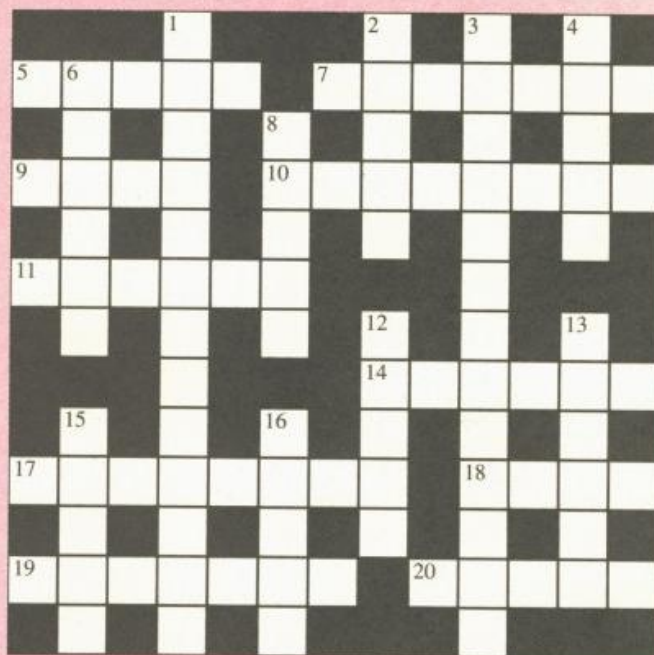
- 5 Game putting Max in disarray (5)
 7 Finger a student put on type of computer (7)
 9 Game giving one a sharp feeling of pain (4)
 10 Chained to a game from US Gold (8)
 11 Nothing in new Acorn to provide light (6)
 14 Grudge about game from Linel (6)
 17 Constable taking motor for provider of console games (2,6)
 18 Managed to get across Ubi Soft game (4)
 19 It's developed by Omega for hand-held entertainment (4,3)
 20 Person tending to cast runes (5)

MINI QUIZ!

Consider yourself a genius (well, almost) if you can answer these questions correctly. Answers are on the Blitter End (page 178).

1. How many creatures, in the original game, lurk beneath the Trap Door?
 2. What is the colour of Bomb Jack's Cape?
 3. What came from the desert?
 4. Which brand of sweets were advertised in Gremlin's game T-Wrecks?
- Write and tell us if you got them right! We won't believe you!

Our monthly prize word puzzler, set by the inimitable MIPS



CLUES DOWN

- 1 Mad WREN coming round to play military game (4,9)
 2 Game - you can find it in brown case (5)
 3 Game Boy it's not safe to be with! (4,9)
 4 Gapes surprisingly at parts of magazine (5)
 6 Non-digital type of computer from Angola (6)
 8 Awful waste of a game (5)
 12 Computer that's a snake in the grass! (5)
 13 Game played in nets (6)
 15 A software house in the main (5)
 16 Point out it's an aid to climbing (5)

HOW TO ENTER

Every month we offer a free game worth up to £25 for your machine if you're the sender of the first correct crossword solution out of the hat. The address to send your solution to is:

ACE January 91 Crossword,
 Priory Court
 Farringdon Lane
 London
 EC1R 3AU

The deadline for entries is always the first Thursday of the month named on the cover. In this case, it's Thursday 3rd January 1991.

DON'T MISS THE MEGA QUIZ!

Next month we're celebrating the New Year with a real test of computer games know-how - and you'll be able to test your score against some of the big names in the business! Find out how much people REALLY know about games...in ACE issue 41.

SOLUTION TO DECEMBER 90 CROSSWORD

As ACE has now changed its release dates (see Blitter End), we will be printing the solution to December's crossword in the next issue (February 91, Issue 41). After all, we can't go giving away the answers before the closing date, eh? The winner will be announced in the same issue.

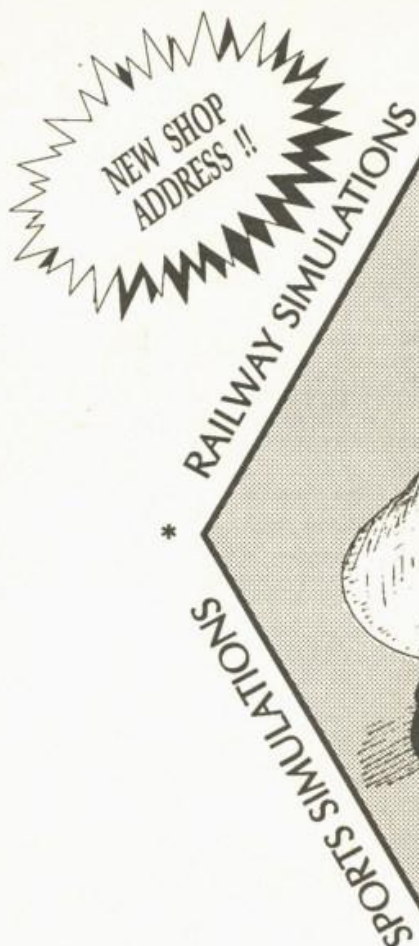
TELEGAMES

Europe's Largest Stock of Video Games & Cartridges For —

Nintendo
COLECO VISION™
NINTENDO GAMEBOY
LYNX
Intellivision
PC SUPER GRAFX
PC Engine
SEGA MEGA DRIVE
SEGA
SNK neo-geo
ATARI 2600 and 7800

The leading Video game specialists. Send for lists (state make of game)

TELEGAMES, WIGSTON, LEICESTER, LE8 1TE. (0533-880445)



* ROLE PLAYING * WARGAMES *

STRATEGY * ADVENTURES *

FLIGHT SIMULATIONS

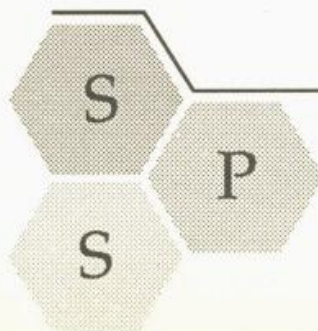
* SCI-FI ADVENTURES *

Send £2.50 for our extensive catalogue.

Aircraft & Scenery Design (for FS IV.)	(Microsoft)
Buck Rogers 'Count-down to Doomsday'	(SSI)
Second Front 'Germany Turns East'	(SSI)
Tunnels & Trolls (RPG Classic)	(New World)
Overrun (Modern Tactical)	(SSI)
Command H.Q. (Grand Strategy)	(Microprose)
Railroad Tycoon (see Strat + Review)	(Microprose)
Silent Service II (Sub Simulation)	(Microprose)
M1 Tank Platoon (Modern Tank)	(Microprose)
A-10 Tank Killer (Jet Simulator)	(Dynamix)
Dark Heart of Uukraal (RPG)	(Broderbund)
Operation Spruance (Modern Naval)	(Parsec)
Harpoon (Modern Naval)	(360)
Harpoon Battle Set #2(North Atlantic Convoy)	(360)
Harpoon Editor (editor for Harpoon)	(360)

IBM	£34.95
IBM	£34.99
IBM, Amiga 1Mb	£29.99
IBM	£29.99
Amiga 1Mb	£29.99
IBM	£39.99
IBM	£34.99
IBM	£34.99
IBM, Amiga 1Mb	£34.99
IBM, Amiga 1Mb	£34.99
IBM	£29.99
Amiga 1Mb	£29.99
IBM, Amiga 1Mb	£39.99
IBM	£24.99
IBM	£29.99

This is a small selection of titles now available a more detailed description of these and many more can be found in our catalogue



Strategic Plus Software

28 D&E The Courtyard
High Street
Hampton Hill
Middlesex
TW12 1PD

Phone: (081) 977 8088
Fax: (081) 977 4822
International +44 (81) 977 8088
Intl. Fax +44 (81) 977 4822

FREEBIES

Mark Smiddy dons his blue overalls and goes (boldly?) where no self-respecting plumber has gone before.

PLUMB CRAZY

Atari ST £3.50 - Joystick

Every once in a while comes a game that's so different, so simple and so incredibly addictive it achieves instant stardom. *Plumb Crazy* is not one of these – but it's based on one of the most recent – *Pipe Mania*. The story of how it came about is simple: the author went round to a friend's house, had a go at the original, thought "How much!" went home and wrote his own version in STOS... Nasty words like plagiarism, look and feel, and even piracy spring to mind.

But this sort of thing is rife in the software industry – especially games produced by amateurs – so it's worth taking a look at. Older readers might just remember Nolan Bushnell's aromatically titled, *Pong*. This was the original table tennis game and arguably the thing that started the ball rolling. The idea quickly developed into *Breakout* which later formed the basis for *Arkanoid* – and its associated clones.

Then there's *Panic*, which probably spawned the plethora of platform games: *Psygnosis'* *Barbarian*, *Bubble Bobble*, *Manic Miner*, *Chuckie Egg* to name but a few. The fact is, new ideas are rarer than 24 carat diamonds and just as

precious. No matter how good an idea might seem, someone, somewhere is bound to have seen something like it before and *Plumb Crazy* is just a dim reflection of *Pipe Mania*.

The idea of the game is simple – all good ideas are. All you have to do is construct a pipeline of x pieces inside a set time limit – a bit like a jigsaw puzzle. Sound easy – don't you believe it. The "pieces", shapes like left-hand-bend, junction etc., appear in a set pattern each turn and one must be placed before another appears. The fluid in the pipe only flows one way so all the pipes must connect correctly. Later screens see the introduction of ONE-WAY pipes more pieces and less time. It just keeps getting harder. Control is by Joystick only, somewhere STOS is a little weak, so a mouse or keyboard option would be nice. How about another version Keith?

No one can doubt the origins of the idea but does it really matter. It's the game that counts

SHAMELESS PLUG

Once again thanks to: Sandra "Can I Pick 'Em?" Sharkey, The AMOS PD Library, 25 Park Road, Wigan, Lancs. WN6 7AA. Tel: (0942) 495261.

and the author of *Plumb Crazy* has done the game playing public proud. It's addictive enough to drive most people round the U bend. So much so, it almost became grounds for divorce in one household. Wait for it: it was the husband that couldn't get on his machine because the wife wanted to play! She'd even get up at six o'clock JUST to get her morning fix. In this office it's already caused three stand up fights and this writer had to be surgically removed from the ST just to write the feature. And you thought PD software was dull! Even if you have "the original" get this – you'd be plumb crazy not to. An Amiga version is promised – I can't wait!

DM-GENESIS

Amiga £NA – Mouse

Designer Mouseware, the inventors of Charityware – best known for the Amiga utility, *Sleepy 3* – would like prospective cheat writers to know about *DM-Genesis*, the "Solutions Creator". A Solutions Creator is like a reference book on a disk – solutions are built from a series

of screens which can be browsed using a simple text viewer. Up to ten cross-references can be attached to each screen which can either call up other screens in the database or run external programs – to incorporate graphics, sounds etc. Each solution can have a maximum of 200 menu items and a virtually unlimited number of screens. Typical search times from floppy disk based on a 100K database are under a second.

According to the Designer Mouseware team, the system could be used to create simple "paperback" adventures like those made famous by Steve Jackson or complete software manuals. It should be around by the time you read this on Amiga, with ST and PC versions to follow. By the way, the Amiga version of *DM-Genesis* was written by Yours Truly.

JUNGLE BUNGLE

Amiga £3.50 – Mouse

This is an absolute must for adventure fiends – and anyone contemplating fifty quid on the AMOS package, because beside being another fantastic demo of what can be done in AMOS it's a beautiful game. It's so good my learned colleague, Pat Winstanley (ACE ADVENTURELINE) and I, refuse to write any more about it until our esteemed editor gives us a colour page on which to rave over it, so there. Kids from about 12 years upward should find this a real treat – look out *Magnetic Scrolls*...

MIX N' MATCH

ST £3.50 – Mouse

Keith Feeny (*Plumb Crazy*) has been at it again, only this time he's prepared something to really make your brain itch – a version of Pelmanism! If there's two things that stick out from one of Mr Feeny's offerings it's style and addictiveness. *Mix n' Match*, does not have the all engrossing, grab you by the throat, appeal of his other title but it does a fair job. You start with a set of blank cards and by selecting two at random try to find matching pairs. Sounds dull – but especially in this incarnation it becomes a great challenge to develop mental agility – memory. The three difficulty levels determine the pictures used from easy to incredibly hard – "Right, that's one brown flask and a green one, with the brown one in front, errr..." Adding to the "fun", Keith has used some weird sound effects which border on ethereal in quality. One for people with a "particular" taste in games – but a very high-quality implementation nevertheless.

Stay tuned for next month's PD games instalment – more gamepower for less cash!

WE WANT YOU

"Cor blimey mate – they haven't covered *Revenge Of The Mutant Hero Terrapins*." Well, if I haven't seen it, I can hardly write about it. Drop YOUR PD/Shareware game to Mark Smiddy, Co. ACE Priory Court, 30-32 Farringdon Lane, LONDON, EC1R 3AU marking your envelope in LARGE LETTERS "PINK PD". Remember – if you don't tell the world, the world won't sign cheques!

BACK ISSUES

Back issues are available for all issues from ACE 4 inclusive (except ACE 11) at the giveaway price of £2.50 each in the UK and £3.50 each for overseas. These prices include post and packaging (surface mail). Overseas readers wanting airmail delivery should enquire as to the cost at the address below, listing the issues required.

To order, clearly list the required issue numbers and send them, along with your full name and address and a cheque or postal order for the full payment made payable to ACE magazine, to: **ACE Back Issues, PO Box 500, Leicester LE99 6AA.**

• **ASAT (AVIONICS SITUATIONAL AWARENESS TRAINER)**, combat flight simulator for the US Air Force by Perceptronics. Uses Falcon software by Spectrum Holobyte/Mirrorsoft. Features include: networking for multi-player action, tactile feedback and fingertip weapon selection. [ACE14]

• **BATMAN DIGITAL JUSTICE** is the world's first interactive hypercomic by Pepe Moreno. "Digital is the art medium of the future." [ACE30]

• **BATTLETECH**, "the world's first complete computer simulation for play", featuring multi-player cockpits equipped with 40Mhz 16 million colour graphics processors, stereo spatial sound

ACE Back Issues can expand your collection – and your mind. Here's a checklist of topics covered in previous mags...

and lifelike controls as you command 31st century Mechs. [ACE28]

• **CD-I** (Compact Disc Interactive) is destined to become the entertainment and education medium of the 90's. [ACE9/21/22/24/32/33/35]. Check out Issue 30 for multi-media principles (hypermedia in particular) and issue 24 for a preview of the Philips CD-I system.

• **CDTV**, Commodore's attempt to bring multi-media to the mass-market. An Amiga with built-in CD-ROM drive and CD-audio capability, redesigned to look like a VCR. [ACE34]

• **COSMIC OSMO**, the world's first hypergame – courtesy of Cyan Software/Activision. Check out issue 23 for the first review, issue 24 for a feature on hypergames, and issue 30 for general hypermedia coverage. New Osmo CD-ROM version featured in issue 36.

• **FLARE TECHNOLOGY**, trio of talented Cambridge-based games hardware engineers. Their custom-designed Flare One micro formed

the basis of the Konix console. [ACE11]

• **FUJITSU FM TOWNS**, a 32-bit 16 million colour computer with built-in CD-ROM drive. If you bought ACE 31 you could have won one! [ACE27]

• **HYPERGAMES** like Cosmic Osmo and Batman Digital Justice are paving the way for CD-I entertainment. [ACE24/30]

• **INTERACTIVE VIDEO TAPE**, an alternative to CD-I. [ACE26]

• **KONIX CONSOLE**, a powerful British console with revolutionary built-in joystick controller which could change into a steering wheel, motorbike handle or aeroplane yoke. Ultimately failed due to a lack of marketing money. Rumours suggest a new buyer is interested. [ACE18/25]

• **LIGHTSPEED SPRITES**, three researchers from Carnegie Mellon University, USA have developed an algorithm enabling them to generate graphical simulations of objects seen travelling at 99% of the speed of light. [ACE34]

• **MEDIA LAB**, Boston-based research institute with one simple brief – invent the future. People at this Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms, interactive computer newspapers and virtual reality man-machine interfaces. [ACE9]

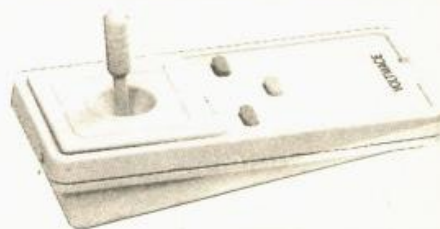
• **NEO-GEO**, a new home- and arcade-based games console from SNK in Japan, with storage capacity for 64Mb games cartridges and IC card capability. ACE gave you an exclusive chance to win one in issue 34. [ACE32/34]

• **RENDERMAN**, the unique 3D graphics system by Pixar which creates polygons with photorealistic detail. [ACE35]

ADVERTISERS INDEX

AMSTRAD.....47	INTERFACE.....154	PREMIER.....168
AUDIOGENIC.....124	INSTAMEC.....155	PC ENGINE.....146
ANCO.....22,23	JOKELINE.....144	POSTHASTE.....145
ACCOLADE.....40	KRISALIS.....114	PROTON.....147
BLACKMOON.....116,117	K&M COMPUTERS.....148	PLAY TO WIN.....157
BONDWELL.....118	LOGOTRON.....100	QUALSOFT.....144
BROADSYSTEMS.....58	MICROPROSE.....82,108,109	RAPID.....142
BRUCE EVERISS.....155	MINDSCAPE.....53,97,123	RAVEN.....155
COMPULINK.....144	MIRRORSOFT.....26,27,12,90	ST IVOSOFT.....139
COMMODORE.....78,79	MIDLAND REPAIR.....172	SILICA.....113,125
CORE.....89	MICROSMART.....132,133	SPECTRAVIDEO.....112
CONSOLE QUEST.....129	MIDLAND REPAIR.....172	STORM.....16,17
CES.....152	MICROBYTE.....166	SOLID GOLD.....58
CONSOLE SUPPLIES.....152	MAIL CENTA.....163	SOFTSELLERS.....140,141
DIGITAL INTEG.....106	MPH.....150	SHEKHANA.....162
DIGITAL MAGIC.....48	MANSFIELD.....170	SOFTWARE CITY.....164
DOMARK.....77	OTHELLO.....150	STATE OF ART.....158
ELITE.....15	OCEAN.....OBC,IBC,22	STRATEGIC +.....174
ENTERTAINMENT.....10,5023,71,110	TOUCH.....161
INT.....10,50	ORIGINAL.....130	TELEGAMES.....173
ELECTRONIC ARTS.....16	MEDIA COMP.....130	THIRTEEN.....84,85,120
EVEHAM.....134	OFT.....155	VIRGIN RETAIL.....102
E&J SOFTWARE.....16	PAZAZ.....144	UBISOFT.....94,98,99,126
GREMLIN.....68	PSYCHOSOFT.....151	UNITEC.....150
GLC.....171		UNICORN.....150
GPS.....137		US GOLD IFC.....21,74,75
		WORLDWIDE.....156
		VOLTMACE.....176

VOLTMACE



DELTA 3A ANALOGUE JOYSTICK FOR MICROPROSE F19 & SUBLOGIC FLIGHT SIM 2

Fly your planes the smooth and realistic way with an analogue joystick. The Delta 3A is a light action, hand held, sprung return to centre joystick of a proven reliable design used for many years by BBC and PC users.

It has two fire button functions. The top two fire the cannons and the centre lower button fires missiles. On FS2 version 1.1 the throttle, can be controlled by using the centre button and the stick

Delta 3 A Joystick.....	£14.95
Deltabase A yoke style joystick.....	£29.95
Ami-cat mouse eliminator joystick.....	£29.95
F19 Stealth Fighter.....	£29.95
Flight Sim 2.....	£27.95
Scenery Discs.....	£14.95
Amiga Disc drives (Chinon) cased with through port and disable switch.....	£59.95

Delta 3A joysticks should be available from your Amiga Dealer.
If not they are available direct from us (price includes VAT & P&P)

**VOLTMACE, UNIT 9 BONDOR CENTRE, LONDON
ROAD, BALDOCK, HERTS SG7 6HO
TEL : 0462-894410**



ROMSOFT

3 ABBEY WALK, CHURCH STREET, ROMSEY, HANTS

TEL: SHOP 0794 518268 MAILORDER 0703 738505 FAX 0703 740048

**LARGE CAR PARK RIGHT IN FRONT OF SHOP
WE STOCK THE FOLLOWING COMPUTERS AND CONSOLES**

**AMIGA ATARI C64 PC ENGINE
NINTENDO AND GAMEBOY
ATARI LYNX SEGA MASTER
SYSTEM**

THE SEGA MEGADRIVE 16 BIT

ALSO SOFTWARE AND ACCESSORIES FOR ALL THE ABOVE MACHINES

COMMODORE AND ATARI CHRISTMAS PACKS IN STOCK

CHRISTMAS SPECIAL

**FOR SHOP CUSTOMERS - AMIGA A500 SCREEN
GEMS PACK - PURCHASE AND GET 16 DAYS
HOTEL, VOUCHERS FOR TWO PEOPLE
AND BUY 512K RAM UPGRADE FOR
£10**

SEGA AND PC - ENGINE CARTRIDGE HIRE SERVICE

WE ACCEPT ACCESS AND VISA CARDS

HAMPSHIRE'S' NEW COMPUTER CENTRE

THE W E E K E N D

THATCHER KEEPS MUM

Mrs Thatcher announced her resignation on the very day that Blitter went to press – and the question, naturally, on everybody's lips was: now that Mrs T has relinquished the reins and responsibilities of government, will she have more time for playing games?

'Will she WHAT??' said a harrassed spokesman from the Home Office? Blitter repeated his question. 'Video games??', came the response, 'I'll have to get back to you on that one...'

We're waiting.

★

One of the unsung hazards of computer entertainment is overeating. Sit yourself in front of that screen with a dozen or so Indian dishes and a joystick and – you know how it feels – suddenly Heaven seems just a few light-years closer. I was all compassion then when Midatlantic Films invited me to view Channel 4's broadcast of the Oprah Winfrey Show discussing The Nintendo Phenomenon – just as US magazine National Enquirer informed us that Oprah has put on 69 pounds in weight and her 'disgusted boyfriend' has called off their romance. Good riddance, Oprah – stick with Mario.

★

Atari recently announced their operating results for the third quarter of 1990, with net income of \$3 million on sales of \$89.1 million. According to Sam Tramiel, 'The Atari TT030 system based on the Motorola 68030 microprocessor, which started shipping during the third quarter, has been well received. In addition, the Company is shipping an additional 9 software titles for the Lynx', which means that by Christmas there will be, wait for it, 17 games available (if you're lucky enough to find them). No mention of the ST, you notice. It's complete demise in the US, accompanied by its current poor showing in Europe against the Amiga, must be a good argument for an aggressive company like Atari to quietly forget all about it and concentrate on new machines, like the Panther (see page 7 of this issue).

★

THINK 8, THINK ACE!

ACE has always been published on the first Thursday of every month, but from now on it will appear on the shelves on the 8th of every month instead.

We've done this for two reasons. First, the old arrangement meant that some issues had shorter production schedules, leading to our having to postpone some of our coverage to the following month. It also resulted in restricted availability for some issues. The new system will make a big difference, so **think 8, think ACE!**

Remember *OutRun*? The original conversion was really a colossal turkey in every sense of the word. It was a Christmas release that got dished up for the eager public just in time for stocking filling but, oops!, just too late for the magazines to review it in their Christmas issues.

By the middle of January, when the first reviews began trickling out, it was fairly clear that anyone who'd walked away with a copy was almost bound to be disappointed. There were even suggestions – surely untrue – that USGold had committed the unpardonable crime of actually withholding the product from the magazines for fear of getting poor marks and losing sales.

ACE HAPPY HOUR HOTLINE



Don't forget the ACE helpline if you want a quick response to something gamesy that's keeping you foxed. Just call our HAPPY HOUR HOTLINE on 071 251 6222 and ask for David Upchurch or Jim Douglas. If you've got a query about mail order or the readers pages, ask for Mel (that's her, above). The Hotline is open Monday-Friday 5pm-6pm, though we may ask you to call back if we're under heavy deadline pressure. Please note, we cannot accept calls outside the Happy Hour. We'd also like, at the risk of seeming a load of antisocial creeps, to remind callers that the purpose of the Hotline is to answer queries and not (you know who you are) to discuss that awful skin ailment you've got...

THEY SHALL BE CONSOLED...

Paul Hart of Shrewsbury, Matthew Corker of Rotherham, Atherstone's Ian Manders, Andrew Hall from Huddersfield, and Dion Ekin from Harrogate were the five winners of Elite's Console Crazy competition, winning respectively NES, Master, Gameboy, Megadrive, and Lynx consoles. Well done, lads!

AND GO TO PARIS...

Our Electronic Zoo competition was won by Sonia K of Wealdstone. Enjoy those crepes on your trip to Paris, Sonia! And don't end up like Oprah Winfrey!

AND GRAB SEGA FREEBIES...

The winners of our Megadrive column compo were Kevin Wafer of Surbiton, Carl Bown of Bournemouth, and Dominic Donleavy of Maidstone, all of whom correctly identified the UK Megadrive as the US Genesis.

Whatever the truth of this situation, USG suffered a lot of flak because of *OutRun*, though they've worked hard on quality since then to put their name back in lights.

So what's the point of all this reminiscing, eh? Well...have you noticed the absence of certain high profile Christmas releases in this issue? We certainly have. *Total Recall*, for one, is strangely overdue – the rumour is that the game was a major disappointment and has been sent back to the drawing board. Let's hope others follow this worthy example. If not, buyer beware.

Blit blit!

NARC

NO-ONE HAD THE GUTS UNTIL NOW

NARC The arcade action thriller with the BIG finish.

Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION -

IF YOU GET THAT FAR.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour -

YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin...

did I say he was

Mr. Big?...

No, he's

MR. BIG!

AMSTRAD • COMMODORE • SPECTRUM
CBM AMIGA • ATARI ST



OCEAN SOFTWARE LIMITED
6 CENTRAL STREET • MANCHESTER • M2 5NS
TEL: 061 832 6633 • FAX: 061 834 0650

TM & © WILLIAMS ELECTRONICS
GAMES INC.



HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2

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

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

Robocop!

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

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

**SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA**



ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED.

ocean